

NECROMUNDA

COMPREHENSIVE RULEBOOK

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Rev. 9.03 – March 2020

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The main purpose of this document is to facilitate access to all rules distributed in multiples books and online documents.

It contains:

- Gangs of the Underhive (2018)
- Underhive Rulebook (2018)
- Dark Uprising Rulebook (2019)
- Book of Peril (2019)
- Book of Judgement (2019)
- Book of Ruin (2019)
- House of Chains (2020)
- [Official errata](#) (2018-03-05) and [FAQ](#) (2019-12); [FAQ 2019 revisions are marked in pink](#)
- [Bad Zone Delta-7](#) (with scenario: The Gauntlet)
- Scenario: [Monster Hunt](#)
- [The Headsman - House Cawdor Executioner](#)
- [Bigby Crumb, Ratling Slopper](#)
- White Dwarf: Perpetual campaigns and scenario: Escape the Hive; Gang Raids rules; terrain rules; Assault on Precinct 19 Mini-Campaign
- All Tactics cards text from every pack (including [Web Exclusive](#)). (You can check this [useful resource link](#) from Xiqdz for ready-to-print tactics cards).
- [YakTribe Answered Questions](#) (Community FAQ – v2018-06-11)

Note that chapters may have been re-organized to be more logical and flowing.

This is a permanent work in progress and the document will be completed with any new official materials. Feel free to comment, ask questions, and report any errors or typos in the community Discord. If an obvious typo or error appears in official sources, it should be corrected here. However, if the typo is not obvious, still not officially corrected, but commonly accepted by the community, you should find a note to warn from its uncertainty.

Revisions following House of Chains

The House of Chains reveals the new developments of Necromunda, in particular surrounding gang design, alliances and other features. To seamlessly integrate it, I have used its new gang and fighter rules across the board – this is future-proofing (we will need to adjust to this), and also ensures easy integration of each supplement henceforth. As this is the new state of the game, I think we just must accept and move on.

House Rules and Edits

Necromunda has many stakeholders and a wide, varied playerbase. This book is the production of one campaign arbitrator, picking up the excellent baton of Aarhun. I play to not only include the text printed in the rules, but also to emphatically pass on what I hope is best practice, including suggestions from the YAQ, from other arbitrators and my own game group. These are written in a different colour to reflect their unofficial state, and marked with either 'YAQ' or 'Editor's Suggestion'.

- [YAQ are written in blue.](#)
- [Editor's Suggestions in Red \(or a paler red on a dark background\).](#)
- [Suggestions from other sources \(Goonhammer, for example\) will similarly be marked out.](#)

My own suggestion have emerged from running three Necromunda campaigns - a Dominion, Law & Misrule & Uprising Campaign. Others are cleaning up typos or errors we have identified. These are highly recommended as a suite of potential options, and you are free to use one, some or even all of them. My groups feels they, help to make the game more playable and less of a 'win at all costs' 'high credit' 'anonymous' 'min-max' version of the game we knew. You are of course not bound to use them!

Thanks

Foremost, special thanks to [u/Aarhun](#) for beginning this work, and leading it until November 2019. His work was and remains essential for the community, taking disparate rulebooks, supplements and sources and combining them in an easy to use format. His work has inspired other rulebook editions, including my own, and I am glad to continue in his stead. My thanks also to [u/Merton](#) for helping me in starting this.

Aarhun had worked with many readers, and he offered special thanks to [u/Shinzuer](#), [u/True_Mindslide](#), [u/dumire1](#), [u/truePooEyes](#), [u/carcharodon99](#), [u/TopsyKretts87](#), [u/Corran_dk](#), [u/Syranthel](#), [u/Bobthefighter](#), [u/MaleficentCrew](#), [u/kernbanks](#), [u/Kanthes](#), [u/Autoxidation](#), [u/thanejaw](#), [u/DokFraz](#), [u/Seraph_TC](#) for their help, and all people correcting, giving ideas to improve this document and supporting us. Also thanks to Yaktribe for its endless inspiration and ideas, as well as the Seattle gaming group's online documents which set off my tinkering brain. Have fun in the underworld !

Deep Fried Bar

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NECROMUNDA

Founded long ago in the depths of the Dark Age of Technology, Necromunda was brought into the Light of the Emperor by the Imperial Fists Legion during the Great Crusade. It is said that the ash wastes from which the great hives rise are a by-product of the devastation wrought upon the world during its brief defiance of the coming of the Imperium, but the truth is lost beneath the toxic plains.

Necromunda is a world of mines, factories, refineries and processing plants. The planet is a vast powerhouse of industry, making thousands and thousands of different items for use throughout nearby planetary systems, and nothing which can contribute to the planet's output has been left untouched. From the tops of the highest mountains to the depths of the oceans, the wealth of Necromunda has been ripped out. Mountains have been reduced to rubble for the ore they contain; oceans have been turned into little more than chemical sludge. Human activity is by design concentrated into as small an area as possible, with the twin goal of exposing as much of the planet's surface to strip-mining as possible and to ensure the billions of workers required to service the industries are born, raised, work, sleep and even die within as small a space as possible. These huge towering complexes are known as hive cities, or simply as hives, and their individual peaks or towers are called city spires or spires. A close group of hives is known as a hive cluster.

Between the hives, deserts of industrial ash cover the surface of the planet with an unstable, corrosive skin. Over this desert lies a cloud layer of airborne pollution, so that the great spires of the city hives rise from a drifting mist of tainted vapour like islands out of the sea. Despite being reduced to such a hellish state, Necromunda is a hugely valuable world to the Imperium. Although little of Necromunda's original resources remain, the waste heaps of previous generations have become a new source of riches. Necromunda lives on the accumulated wastes of its past: its people have learned to scavenge, reclaim and recycle everything in order to squeeze a living from their exhausted world. Over the millennia, the population of Necromunda has increased well beyond the planet's own capacity to support it. As a consequence, it is wholly reliant on reconstituted, synthetic and imported food.

Each hive has its recycling plants which convert used organic matter into nutrients catalogued on official manifests as 'corpse-starch'. Real food is

imported from off-world, but is an expensive luxury which only the most wealthy can afford. As each generation adds to the building and rebuilding of the hives, new layers of habitation are created and the hives continue to grow upwards. These towering hives dominate the wasteland around them like clusters of impossibly gigantic termite hills. Beneath the hives and extending around them under the wasteland itself lies a honeycomb of ancient disused manufactories and a labyrinth formed from the sewers and tunnels of an earlier age. Necromunda's population has never been counted and the chances are that it never will be, its numbers are simply too large. An attempted census of Trazior Hive four thousand years ago revealed a population of a billion in the upper habitation levels alone – no further attempt has been made to count Necromunda's population in Trazior or any other of the several thousand hives on the planet since.

The society of Necromunda is reasonably typical of larger hive worlds. No attempt is made to enforce central administration upon the entire population, indeed such a thing would prove impossible on a world where most people remain unrecorded by any authority. Instead, a kind of feudal system has evolved by which individuals owe loyalty to others, who in their turn owe their loyalty to other increasingly more powerful members of the hierarchy. Among the more stable elements of the population these loyalties are owed on a family basis, and closely related families all support each other under the hegemony of the most powerful member of their family group. This form of urban feudalism tends to be self-regulating. Weaker clans naturally seek the protection of more powerful neighbours whose powerbase then expands until it reaches the limit whereby its numbers and resources are simply too few to allow it to expand further. Where rival clans meet it is inevitable that their power will be tested in combat; the ability of a clan to exert its power being the only true measure of its influence. Instead of wasteful outright war, such conflicts are settled by proxy. Each clan is able to call upon the services of the numerous gangs to which almost all of its people serve for a brief period, ensuring the wheels of industry continue to turn even as blood is spilled in the streets far below the roaring manufactories.

ANATOMY OF A HIVE CITY

THE SPIRES

From a distance, when the clouds lift from around a hive, its spires look like a cluster of tall, tapering termite mounds, often branching from one tall, central core. They rise from a broad base of outlying structures to near-vertical towers. Their gigantic scale is such that it almost denies human involvement in their construction and they look as though they might have sprouted up out of the ground by themselves, like some great organic growth, and few human constructions can rival their awe-inspiring heights. Although no two spires are exactly the same, they all share common characteristics and are constructed in a similar fashion. A section cut through a spire is not a whole circle. A spire is divided into a series of segments, like wedges joined at the centre. Deep gullies or slits in the spire, crossed by comms shafts, separate the segments. These gullies are supposed to admit light and air to the spire, but their size makes this impractical. Every added comms shaft also adds its shadow to the darkness of the interior. The areas close to the core are far removed from the outside world. Their only illumination is provided by glowglobes and massive cables of optic fibre or flexi-glas, which run down into the core of the hive from the sunlit pinnacles of the spires. These create weak shafts of light that penetrate the dim catacombs of the hive and light it in the manner of the nave of a vast cathedral.

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

THE SHELL

The outer shell of a hive is its skin and defence. Though the cliff-like shell of a spire appears to be quite solid, its surface is pierced with deep vertical and angled shafts. These shafts are small compared to the bulk of the spire, but are important because they admit additional light and air into the core of the hive. They are all protected by a series of massive covers which can be moved into place when required. The shell is where the majority of the inter-spire travel tunnels and tubes begin and end. Tunnel stations and gateway fortresses, convoy compounds and garrison blocks are all located at the shell, where they can contribute to the regulation and defence of traffic between and within the hives. The shell is also the first line in a hive's active defences against planetary invasion. Giant defence lasers, each capable of striking an orbiting target, are mounted at many points across a hive's structure. These are used to defend the hive against human or alien spacecraft. However, against the fierce ash storms that sometimes ravage Necromunda, the shell's surface forms its only true protection.

Being able to experience direct sunlight or feel a fresh draft of air from the duct is a status symbol almost as important as having a good diet, but a single ash storm can make such status symbols meaningless. A heavy storm is quite capable of stripping off the shell's outer layers, including a spire's laser defences, travel facilities and shell-dwellers. Shells must be constantly refurbished by work gangs, otherwise the next ash storm could easily penetrate the tunnels, shafts and catacombs of the main spire and rip it apart.

HEAT SINKS

At the heart of every spire there is a single vertical shaft known as the heat sink. From the topmost levels of the spire, the heat sink reaches far below the lowest levels of the hive, down through the geological crust of

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

HAB ZONES

The bulk of a hive's population belongs to the indentured worker class, the members of which reside in the vast, crowded hab zones. Here the bulk of the hive's human inhabitants live in conditions of dismal squalor while their masters exist in luxury in the uppermost spire levels. Where a family lives in a spire reflects its social standing and importance, the topmost levels populated by the elite households of the hive. This hive nobility lives in relative comfort enjoying the luxury of natural light, fresh air and real food imported from nearby agri-worlds. Below lie the twilight levels, inhabited by the rest of the population. Conditions in the twilight hab zones are considerably less pleasant than in the habs above. Natural daylight is dim, fresh air is unknown, and most of the food has been eaten and recycled many times before. Below the twilight layers is the darkness of the undercity. Here, the only light comes from artificial glowglobes. Everything, even the air, on these levels has been used before and reprocessed several times. On Necromunda, everything that can be recycled is recycled, including the people themselves.

MANUFACTORY ZONES

The industrial complexes built into the spires produce all kinds of different items which are traded to other planets in return for the food which Necromunda so desperately needs to feed its teeming millions. The manufactory levels extend from below the lower hab zones down to the surface of the ash wastes and beyond. Over the millennia, the waste exuded from the manufactories has solidified around the base of the hives, adding to the ever-rising layer of ash waste which covers the surface of the planet. As the level of the ash wastes rises, so the lower factories find themselves buried below the ground level. So long as it remains possible to pump effluent up to the surface, these manufactories can still continue to operate. Working manufactory levels are a network of waste pipes, gutter-shafts and gas drains which bleed poisons and noxious waste away from working areas. These drains protrude from the lower flanks of the hives, flaring off dangerous gas, belching out fumes into the filth-ridden air or pouring toxic liquids and solid waste onto the polluted ash below. In many cases, the scale of these manufactories is utterly awe-inspiring, the human form rendered to an insignificant speck of dust compared to the decayed industrial grandeur towering above it. In places, the interior appears as the internal workings of some gargantuan engine, defying imagination and denying the hand of Mankind in design and construction. Industrial production is controlled by the many clans of the hives. Each producer fits into a pattern of feudal obligation – supplying other clans and taking raw materials, components and power from others. Large, powerful clans, in particular the six Clan Houses, act as clearing houses for the goods and services provided by their inferiors. This industrial feudalism regulates demand and supply in a brutally efficient manner. Clans will often rise in power and importance over time, as lesser clans in related industries come together to form uneasy alliances. Sometimes conflict of interests, territorial rights and clan rivalry lead to inter-clan feuds. This is one of the main causes of gang warfare on Necromunda, for the clans employ their young to fight their many battles for them, ensuring that the business of industry continues uninterrupted. Workers usually live in hab zones which are located very near to the manufactories where they

work and are as much a resource as the machines they tend. In some cases, workers are surgically adapted to perform specialist functions. Such physical and mental enhancements can be very expensive to finance, which makes such workers extremely valuable to those who they labour for.

RUINED MANUFACTORIES

As the surface of the waste rises, it becomes increasingly difficult to service the manufactories on the buried levels. Huge vacuum pumps lift the countless tonnes of filth up above the surface level for venting outside the hive, but even these have their limits. There is a point in each city below which disposing of the manufactories' waste is impractical. When the cost of disposing of waste is no longer outweighed by the value of a manufactory's output, it is closed down and abandoned. As the lower levels fall below the level of the ash wastes and are abandoned to low-life scum, lower hab zones are converted into new manufactories, and the upper habs are extended upwards. In this way, the spires of the hive city are being continually renewed. Ruined manufactory zones filled with abandoned machinery sometimes reach as far below ground as the spires stretch up above it. The lowest parts of the old manufactory zones are little more than rubble, having collapsed under the weight of the hive, or been deliberately filled in to make foundations for later building work. The abandoned manufactories and hab levels are infested by scavies – mutant gangs who roam the dead layers of the hive scavenging for anything they can use or trade.

THE UNDERHIVE

Below a hive's functioning levels lies a honeycomb of ancient domes, tunnels, ruins and structures from Necromunda's long-dead past. These ruins lie at the very bottom of each city, below the clandominated manufactory zones and the ash wastes: they are the undercities, the oldest and deepest parts of Necromunda's hives. These undercity zones – called by most the 'underhive' – often predate the construction of the hive above by many centuries, even millennia.

They are remnants of Necromunda's true cities, built before the planet's natural ecology was destroyed, when there were no encroaching ash wastes, and it is quite possible that the remains of the colony vessels that first brought Mankind to the planet still lie beneath some hives. The inhabitants of the underhives are regarded by the upper hive dwellers as little better than the animal vermin which are also found there. Life in the underhive is even more violent and difficult than life in the zones above. At the bottom of the hive, upward mobility is more than an abstract concept. The strong, the lucky and ruthless can rise to the top, in terms of actual location in the hive as well as in status. The underhives are often the battlegrounds of the proxy wars fought in the names of the Clan Houses, gangs made of the young doing their time before returning uphive to serve their families, if they live long enough...

THE HIVE BOTTOM

At the base of the hive, buildings become so structurally dangerous that the region takes on a different and even more inhospitable character. This is the final and deepest zone and is known as the hive bottom. Such areas are so decayed and crumbling that the original domes and foundation piles have long since collapsed, forming a layer of almost solid rubble. Within the rubble are enclosed pockets linked by holes and tunnels created by liquids leaking from above. These pollutants and effluents, the discharge fluid of the entire hive, form a vast lake of radioactive putridity called the Sump. Nothing can live in the hive bottom other than the most monstrous mutants. Its denizens are the spawn of darkness and pollution. Some of these foul creatures find their way into the underhive, or even into the lower parts of city above, but their natural domain is the darkness of the hive bottom.

THE SHANTIES

Clustered at the outer edge of the shells of the spires are vast sprawls of ramshackle shanty towns. They are inhabited by all kinds of scum unsuited to life within the hives. The spires, at least, offer a limited protection against the poisoned rains and corrosive ash – the best shelter a shanty dweller can hope for is one or two layers of packing material or an abandoned vehicle. To make matters worse, much of the manufactories' toxic effluent pours directly down onto the shanties. If a shanty remains in existence for any length of time and somehow escapes being swept away by a storm or incinerated by hive authorities, the inhabitants will excavate caves and cellars into the solidified sludge and compacted dust. These dwellings can be reinforced by sludge baked by

the sun into crude bricks. By retreating into these refuges, some shanty dwellers survive the ash storms that sweep away the more flimsy parts of their homes. When the storm abates, they force their way through the wind-blown dust to the surface and attempt to rebuild the shanty out of the wreckage of the old one. Conditions in the shanties are worse than anything in the hives, yet for most shanty dwellers even their crude home is preferable to wandering the ash wastes, where they would fall victim to the creatures and nomads – if the heat, corrosive dust and

freak storms did not get them first! Aside from periodic population control clearances, no-one from the hives bothers shanty dwellers very much – they have little worth taking. Furthermore, the sprawling settlements are a temporary home to vicious gangs of shanty-dwellers, scavies and nomad bands come periodically to the shanty to trade.

MUTATION AND MADNESS

The constantly recycled air, water and food of the hive have an inevitable effect on its inhabitants. Pollutants and toxins build up in the bio-system causing genetic instability and mutation, and the effects of these are worse further down the hive where toxins are more concentrated. Because mutation is so common, minor deformities are tolerated to a degree, even uphive. However, conspicuous mutants are rooted out and destroyed according to the strict laws of House and hive. Only those who flee downhive can hope to escape and perhaps start new lives, losing themselves amongst the ever-shifting population of the underhive. Underhivers are more tolerant of mutants than other Necromundans. So long as mutants keep a low profile and are not obviously or grossly deformed, they can live peacefully even inside a large settlement. Underhivers are not inclined to ask questions or look

too closely at their neighbours, and are more sympathetic to mutants in general. Of course, not all are equally tolerant. House Cawdor especially are quick to turn upon mutants. Other fanatical groups such as the Redemptionists hate all mutants no matter how minor their deformities, and their creed preaches the uncompromising destruction of all deviants. For those too mutated to live in a big settlement, the lawless expanse of the hive bottom provides ample opportunity to hide. Mutants of the most heinous varieties, scaly many-limbed monstrosities, will naturally gravitate towards the deeper parts of the hive and the hive bottom. Not all mutants are physically grotesque. Some will appear normal, but actually have psychic powers of one kind or another. These mutants are more readily accepted in the underhive than conspicuous deviants. Some are even welcomed and protected because their abilities are useful, such as psychic healers and fortune-telling precognostics

THE UNSEEN TRADE

While there are many decaying foodstuffs down in the ancient bunkers, only a certain type degenerates into a ghastrade: the vestigial remains of the oldest kind of artificial reconstituted diet made on Necromunda. The decayed nutrient deposits are now nothing more than a lurid green powder, having been acted on by mutant fungi for thousands of years. Being based on corpse starch, these deposits contain a high proportion of recycled human protein and it is this human essence which is likely to account for its dramatic effects on the human psyche. The drug ghastrade is taken in liquid form – the ultimate magic potion – and when drunk in small amounts, it awakens the imbiber's psychic abilities. When drunk in quantity, it opens the channel between a person's physical body and their soul in the warp. If the individual has a strong soul, it will be drawn into their material body; if they have a weak soul, all psychic energy will be instantly sucked out of them and lost in the void. It is for this reason that ghastrade is considered a very dangerous substance, and its use viciously repressed by the Imperium. In hive world society, people are constantly seeking ways to exploit anything they discover. The people who first stumbled on the unusual green deposits investigated ways of turning them into wealth, as they would have done with any substance, and in the process discovered ghastrade. Being ignorant of matters of the human soul and the danger inherent in Mankind's metamorphosis into a psychic race, ghastrade was seen as just another substance to be recycled and exploited for profit. There has always been a massive demand for drugs in hive society, mainly to supplement the diet and ward off sickness. Ghastrade became popular among the nobility who revelled in its exotic effects and it has slowly filtered down throughout hive society. The noble households which exploited this resource naturally kept the

trade secret and continued to grow rich. The household of the Lord of Necromunda himself is deeply involved in the business and through him ghastrade is traded off-world, and far and wide across the Imperium. The trade heavily relies on an extended network of smugglers, since the Imperial fleet conduct all legal trade in space. No-one knows or can predict where ghastrade deposits are to be found, but whenever one comes to light, the officials of Lord Helmawr's operation who are part of the ghastrade ring are informed, and mining and processing can begin. Those trusted noble households with a close connection to the ruling dynasty will usually be granted the concession to exploit the deposit. Small quantities of ghastrade are also found and traded by scavies who stumble on eroded deposits during their delvings. This accounts for a small amount of wild ghastrade that is traded in the undercity and shanties. Imperial agents trying to track the ghastrade to its source usually end up following the scavie ghastrade and thereby miss the main source. Of course, there is nothing to link the nobility or the Lord of Necromunda to the scavie ghastrade. The most significant outlet for ghastrade is the secret cults that lurk in many hives. These cultists need a regular supply of this psychic-enhancing substance. The Immortals in particular require vast quantities for their rites and the expansion of this cult is certainly the single greatest factor in the growth of the ghastrade trade. Most of the ghastrade lords who rule the Forbidden Cities are probably already members of this cult. Ghastrade is easily distributed via the various undercity, scavie or nomad gangs who ask no questions and only know of the next link in the chain. House Escher makes extensive (if denied) use of it in many of its elixirs and it is even said that House Delaqua utilises it to create the hideous 'spymasters'.

THE HIVE CITIES OF NECROMUNDA

Necromunda is host to several thousand hive cities, some vast in scale and home to billions, others decrepit and populated only by the dead.

THE PALATINE HIVE – HIVE PRIMUS

The largest and oldest surviving hive on Necromunda is the dynastic home of Lord Helmawr, Imperial Commander of Necromunda, known across the planet as the Palatine and the cluster it belongs to as the Palatine Cluster. The summit of the central and tallest spire of the Palatine Hive forms the palace of Lord Helmawr. The Palatine Hive boasts some of the most grandiose and magnificent architecture on Necromunda, and also has the only shipyard and landing field large enough to take orbital carriers. It is thus the planet's only spaceport, a physical expression of Helmawr's monopoly in off-planet trade. A fortress-monastery of the Adeptus Astartes Imperial Fists and the headquarters of the Adeptus Arbites on Necromunda are also located in the Palatine Hive. On the edge of the hive is a spire specifically set aside

for abhumans and for the few sanctioned xenos granted access to Necromunda from time to time in order to trade. Both Squats and Eldar are among these visitors and they are housed on separate levels of this spire. The Palatine, or its upper levels at least, is thus by far the most cosmopolitan of all the hives of Necromunda. The balance of power in Hive Primus is strictly maintained and any attempt to destabilise it shut down with brutal force. Thus, the Imperial House rules with an iron fist, while the Noble Houses and the lesser Clan Houses all hold such power that no one House dominates the others.

THE EYE OF SELENE

Locked in geo-stationary orbit one hundred kilometres directly above Hive Primus is one of the busiest orbital trading depots in the Segmentum Solar – the so-called Ring of Selene. The ring serves as the sole shipping nexus for the planet below, and it is the only means by which goods are authorised to be shipped to or from Necromunda,

ensuring the Imperial House always receives its due. Victuals are shipped down to Primus and then sent out by land to other hives in return for manufactured goods heading the other way. Many a visiting merchant or Administratum tithe-factor has observed the seeming inefficiency of this system, but none would question its efficacy in maintaining the unquestionable power of House Helmawr.

TRAZIOR

Hive Trazior is also known as the Three Sisters in the local Necromundan dialect. It is so-called because of its three huge spires which can be seen from a great distance by any traveller coming across the wastes from the south. Trazior is located on the edge of the Great Equatorial Waste and is the southernmost 'frontier' hive of the great Palatine Cluster. Many important merchant clans are based in this hive, and it is the main trading depot for convoys going to or arriving from the southern hive clusters. Drawn to the riches that can be found amongst them, the nomads who live out in the wastes and raid the convoys are a constant source of annoyance to its inhabitants. The manufacturing base of Hive Trazior is dominated by the sub-clans of House Orlock, but House Goliath has a substantial and increasing presence in its furnace sectors. The up-hive spires are infamous for the many so-called 'Brat' gangs – the restless scions of nobility who take a cruel delight in engaging in gang warfare with the 'commoners' of the underhive. They are particularly well known for the brightly painted and incredibly rare jetbikes they race through the thoroughfares and transit tubes, inflicting mischief and mayhem wherever they pass. Another Custodes Libris share. Buy the stuff if you like it!

ACROPOLIS HIVE

This is another old and ornate hive in the Palatine Cluster. It is located at a vital intersection of several great road tunnels and has always been a major centre of trade on Necromunda. The Acropolis Hive is home territory for some of the most powerful merchant clans, whose widespread trading network extends across many of the hives of Necromunda. Desperate to share in this wealth, the Acropolis Hive attracts a number of large and sprawling shanties which cluster around its base like a festering sore. The Great Houses all have a presence in the Acropolis Hive, but each is generally content to support the status quo. Nonetheless, House Delaque is known to ply a rich trade in information and intrigue there, profiting immensely from the merchants' numerous internecine wars.

THE TEMENOS

This is another hive in the Palatine Cluster. One of its spires forms the headquarters of the Ecclesiarchy on Necromunda, while another spire forms the Temple of the Emperor Deified. Colleges, libraries and chapels occupy parts of the other spires. A priory of the Adepta Sororitas is also located in one of the outer spires, and this spire is often called the Sisters Tower as a consequence. The population of Hive Temenos are among the most pious and devout followers of the Imperial Cult. Many of the resident Clan Houses manufacture ritual items for the Ecclesiarchy while others work in the scriptorium, translating the wisdom of the priesthood into the many dialects of Necromunda. Hive Temenos is a major powerbase for House Cawdor, whose subservient gangs scour the lower levels for heretics cast out from above and make constant war upon any rivals whose vision of faith differs even slightly from their own. Temenos is an architectural wonder – its interior is a warren of naves, chapels and crypts, vaulted ceilings and pillared halls. The diffused light is stained by refraction through crystal. Incense and the sound of chanting drift across the chambers. Here and there statues and holograms of the Emperor reside in secluded shrines, and from its sanctioned halls, confessors and missionaries are dispatched across Necromunda and to frontier worlds in nearby systems.

QUINSPIRUS CLUSTER

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

THE SKULL

This derelict hive is the largest of a cluster of three remote ruined hives. It is pierced by great holes and from a distance looks like a great skull lying in the wastes. It is a famous landmark and rumoured to be worshipped by the local nomads. These three gigantic ruins are all that remains of the hives which were captured and occupied for a time by Ork raiders. All contact with the cluster was lost for several years before the rest of Necromunda realised what had happened and a campaign was mounted to clear them. This was the original reason for the despatching of a Space Marine contingent to Necromunda, which has since become a permanent establishment on the hive world. The hives were besieged and destroyed during the campaign. Now the tops have caved in and they lie abandoned and choked with dust. No one knows what fearful things have made their home amid the ruins of the Skull, and even the nomads and scawies fear to go near them.

HIVE SECUNDUS

There was a time when Hive Secundus was, as its name indicates, the second greatest hive city on all Necromunda. This was to change just over a century ago however, when Secundus fell victim to a Genestealer infestation that was subsequently found to have been the result of unsanctioned research by the rogue Adeptus Mechanicus Techpriest Biologis Hermiatus, whose research went so disastrously awry that agents of the Inquisition were forced to intervene at terrible cost. In the destruction that followed, Hive Secundus was submitted to such punishment at the hands of Necromunda's own planetary defence batteries that its central spire was toppled, crashing down to rest as a shattered fallen column across ten kilometres of the wastes. As overpowering as this response was, it failed to rid Necromunda of the stain of the Genestealer, the ruins found to be overrun by the xenos creatures and their infected human kin. The planetary defence batteries dangerously depleted, a ring of trenches and redoubts was thrown up all about the ruin, and this has grown ever denser with each passing year, manned by conscripts and penal troops from across the world. It is said that nothing can escape that ring of steel, but that it takes relentless and constant watchfulness to ensure it does not. The xenos creatures continue to this day to breed within the shattered hive, engaged in a constant war of survival with the descendants of the human survivors who now exist as feral savages long ago abandoned by their fellow Necromundans.

HIVE MORTIS

Like the great dynastic houses that rule them, Necromunda's hives can rise and fall in their fortunes. Hive Mortis is a victim of its own success. Once an industrial lynchpin of the equatorial city clusters, it enjoyed great favour among the planetary elite. Its high yield of machine goods brought its rulers wealth and an enviable place among the tithe standings. Millions of workers once filled its tunnels and domes with the ceaseless sound of their toil, while the Great Houses fought over the fruits of their labour. The first shadows of disaster were subtle in their coming – a sickness that slowly infected the underclasses and winnowed away their numbers. At first the deaths were lost among the attrition of the work clans, discounted as seasonal spikes in mortality, but soon even the house masters could not deny their meaning. Plague had come to their hive. When word reached Lord Helmawr his reaction was swift, and Hive Mortis was sealed by Imperial order. For years the plague ravaged the hive, and soon the dead outnumbered the living. In the chaos, the Houses strove for power as they fought bitterly over what was left. As battle raged, whole sections of the hive had to be sealed off, tunnels stacked floor to ceiling with corpses. Eventually the sickness abated, having burned itself out after devouring more than twenty million souls. In his benevolence, Lord Helmawr rescinded his order and allowed the hive to open its gates once more. Hive Mortis is a changed place that thrives no longer upon the creation of machines, but rather the industry of death. With their massive human resources gone, the ruling Houses turned to the only thing they had in abundance – the dead. Mortuary cults were created, and factorums turned to the harvesting and breaking down of corpses. House Escher has risen to dominance among its peers in Hive Mortis, extracting and fermenting drugs from bodies – though their 'death-maiden' gangs do not go unchallenged. The Houses still fight just as furiously as they did when Hive Mortis was at the height of its power, though the tempo of battle has changed. Small communities shelter in the empty vastness of domes and levels constructed to house millions, their citizens still fearful of travellers and the return of the

plague. Gangs rove this wasteland of hollow hab-blocks and abandoned sectors, fighting over vaults packed with corpses or else trying to force their way into sealed chambers to plunder the desiccated wealth within. Another Custodes Libris share. Buy the stuff if you like it!

GOTHRUL'S NEEDLE

Hive Primus holds a monopoly on off-world trade and is Necromunda's gateway to the stars, its keys held tightly in the hands of Lord Helmawr. It was not always so. Gothrul's Needle, its spire rivaling the height of Hive Primus, was one of Necromunda's first spaceports, and its upper levels are still festooned with docking platforms and terminus stations for orbital craft. Yet it was not just because of its place as a trade rival to Hive Primus and the ascendancy of the Palatine Cluster that Gothrul's fortunes were seized upon. Gothrul's Needle is ruled by that most dangerous and pernicious of governmental forms: democracy. A council of elected representatives control the interests of the hive and regulate the activities of the Houses, ensuring the fair treatment of its citizens and safety for all. Considered as insidious as any xenos threat or cult infestation, the Houses of other hives have tried for years to bring down the rulers of Gothrul. When cutting them off from orbital trade did not diminish their wealth and power, the Houses then began a long shadow war. Gangs and gang warfare are prohibited by the Gothrul Council, and the Clan Houses are tolerated upon the proviso that they keep their populations in check. Even so, criminal elements run rife in the lower levels of the hive, and Gothrul's citizen protection officers – the hive's volunteer enforcer cadres – are constantly tested. House Delaque is a principle player in the destabilisation of Gothrul's Needle, its subservient gangs routinely committing acts of sabotage and murder. From the sump-choked depths of the hive, Sych Guvros, the most powerful of the Delaque overlords, wages his war of terror. His gangers raid the upper levels, attacking hab parks and exchange plazas, each one a blow against the Council. Guvros has become a legend among his House, and scores of Delaque gangs have come from other hives to join his fight. Though the democratic council of Gothrul might be the Houses' ultimate enemy, it does not stop them fighting among themselves – especially if the perceived fall of the hive government draws near, they all want to be ready to swoop in and claim as much power as they can. Some gangs even fight on the side of Gothrul, hoping to tip the scales back against their rivals, should any of them seem too close to claiming final victory. Thus the shadow war for Gothrul's Needle rages on, never quite finding resolution

THE FORBIDDEN CITIES

The military tunnels that link the many hives of Necromunda run deep beneath the ash wastes, cut into the very bedrock of the planet. This network was constructed so that military forces could be moved quickly around the planet in the event of invasion, enabling them to be

concentrated wherever needed. Access to the hives is via great ramp-shafts guarded by gatehouses, but unauthorised persons are able to gain entry through the heat sinks and air vents. Under the hives, and linked to this underground tunnel network, are cavernous storage depots and bunkers, used for stockpiles of synthetic food (in the reconstituted form of corpse-starch) and raw materials in anticipation of war or some other disaster. The tunnel system and its associated bunkers are very ancient, dating to a time before the hives had grown to the massive size they are now. As the system is continually being renovated or enlarged, many tunnels and bunkers have been bypassed or become disused and sealed up. Over the millennia, these unused tunnels and bunkers have been forgotten or lost, but since the discovery that these places are the only source of the valuable drug 'ghast', they have been secretly recolonised and are now known as the 'Forbidden Cities'. If they've heard of them at all, most Necromundans don't believe the Forbidden Cities are real, thinking their existence to be yet another urban fable. It is in these ancient bunkers that the decayed corpse-starch deposits are found which are used to make ghast, and it is likely that officials of the Lord of Necromunda discovered the distinctive green deposits while supervising work on the tunnel network. Since then, the nobility and the ruling dynasty of Necromunda has always had a hand in the production and trade in ghast. Only the nobles, with their ability to call on the services of subordinate clans, techs and paramilitary forces, have the diverse resources needed to process the decayed corpse-starch into ghast. As time creeps on, the cavernous vaults of the Forbidden Cities are extended and embellished with the wealth brought in by ghast. Pillared halls are cut from the rock, and polished stones and mosaics adorn the floors, ceilings and walls. Each has become a palace of archaic decadent splendour. The Forbidden Cities' workforce is pressganged from the scum of the underhives, supervised and guarded by savage undercity gangs. If they cannot find enough willing workers, they will incite these gangs to make slave raids into the lower hab zones or offer to buy captives from nomad slavers. Once introduced to the decadent life within the Forbidden City, most slaves are reluctant to ever be free again. Ghast exploitation brings in incredible wealth, helping to maintain the privileged lifestyle of those noble families secretly involved in its manufacture and trade. These are the so-called Lords of the Forbidden Cities. Some are of noble origin, others are adventurers of obscure origin who have connections with the established nobility of the Great Houses and the Clan Houses. Frequently, they are members of Noble Households who have gone into exile because they are suspected psykers or wish to escape from political enemies. They simply disappear from the upper spires, setting up court in the hidden bunkers where the ghast is processed.

THE SOCIETY OF NECROMUNDA

LORD HELMAWR

The governor and ruler of all Necromunda is Imperial Commander Lord Gerontius Helmawr. His ancestors are known to have reigned over the world for the past seven thousand years at least, records of government before that time having long since disappeared. Even the archives of the Administratum, the bureaucracy of the galaxy-spanning empire of Mankind, are remarkably silent on the history of Necromunda during the early days of the Imperium. Lord Helmawr occupies the very top of the Necromundan feudal hierarchy. The society he rules over is divided into many factions which continually compete and co-operate with each other, giving rise to endless changes in the feudal hierarchy. Lord Helmawr is completely unconcerned with the activities of lesser powerbrokers. He deals directly with the most powerful factions, offering them support in return for their loyalty. If a major player in the power game proves weak or treacherous, it is a simple matter for Helmawr to withdraw his support. The very rumour that he might be about to do so is often enough to encourage a feudal inferior's enemies to turn against and destroy them. The Adeptus Terra leaves Lord Helmawr to govern his domain as he pleases, as it leaves all Imperial Commanders free to administrate their worlds. The Imperial Commander forms a link in the feudal chain which extends throughout the galaxy to the heart of the Imperium on Terra. So long as Helmawr fulfils his feudal obligations to the Emperor, his position remains secure. Helmawr's main obligation to the Imperium is to provide a tithe which takes the form of a percentage of all the goods Necromunda produces.

As the entire production capacity of the world is given over to providing manufactured goods for the never-ending demands of Mankind, the tithe is taken as a straight discount on the revenue earned. So long as Necromunda continues to meet these responsibilities, and so long as its production capacity is sufficiently high, the Imperium remains quite satisfied. Of course, should the hive world's economy begin to show signs of flagging then Lord Helmawr's position would be very different indeed. Hive worlds like Necromunda also provide the Imperium with another useful resource – namely its people. Necromunda produces generations of tough youths with a strong sense of self-reliance. They are highly valued as recruits for the Astra Militarum and even for some of the Space Marine Chapters. Providing recruits in vast numbers is another of Lord Helmawr's feudal obligations. Recruitment brings officials from the Imperium to Necromunda to inspect and, in some cases, conduct recruiting drives amongst the fighting gangs. Helmawr himself is obliged to provide troops from his personal guard, usually a whole regiment at a time. Because the planet supplies so many troops to the Imperial Guard, the name of Necromunda is known throughout the galaxy, even by people who know nothing about the planet itself. Over the centuries, Necromundan regiments have fought with distinction in many war zones and have earned a fearsome reputation on myriad battlefronts. Another important obligation is that Lord Helmawr successfully controls the numbers of dangerous psychic mutants. These psykers, or witches, bear a mutation which is becoming increasingly common across the Imperium. On most worlds they can be dealt with

fairly easily, but on a hive world such as Necromunda with its vast population, the matter is much more difficult. Psykers are very dangerous indeed – probably more so than even they realise. Although some are able to control their powers and use them for the benefit of society, the majority are unable to control themselves, with disastrous results. Some become host to daemonic powers born of the warp, while others attract psychically attuned aliens, such as Enslavers, or psychic diseases which can infect the minds of ordinary people. If psykers were to go unchecked throughout the Imperium, human society would soon collapse.

THE HOUSE OF NECROMUNDA

Necromunda is ruled by a small number of factions of incredibly wealthy and powerful bodies known as the Great Houses. The Great Houses are primarily investors, they make nothing and provide no service. Subservient to these are the Clan Houses, who maintain the vast manufacturing base of Necromunda. Every House has its own cultural traditions, distinctive linguistic traits, codes of dress and behaviour, as well as unique concerns and aptitudes. Though distinct and often antagonistic towards one another, the Houses are also interdependent upon one another for the provision of specific and rare items or services.

THE GREAT HOUSES

To the greater universe, Lord Helmawr is Necromunda and the planet is his to rule as he pleases. The patriarchs and merchant families of the Great Houses vie for his attention, and are eager to perform whatever favours are necessary to secure landing and shipping rights, trade licences and tithe concessions. Even whilst they curry Lord Helmawr's favour, the Great Houses scheme behind his back, hoping that one day House Helmawr will be brought low and a new Imperial House will inherit its domain.

The seven Great Houses of Necromunda are House Helmawr, House Catallus, House Ty, House Ulanti, House Greim, House Ran Lo and House Ko'iron. Between them, these Houses rule Necromunda and are wealthy enough to have interests off-world. In fact, while the Great Houses derive their wealth from the trade of Necromunda, their highest-ranked grandees spend as little time there as possible, preferring instead to while away their artificially-extended lifespans beneath exotic arbors on far away worlds where the scum of the hive cities can never intrude.

THE CLAN HOUSES

Lower in the feudal order are the Clan Houses. Many such Houses exist on Necromunda, the most powerful six close to rivalling the Great Houses in wealth, though none have (or are allowed to have) interests off-world. Most of Necromunda's hive cities host at least a minor presence of all six Clan Houses, but in some hives, one or more of the six Houses is absent entirely, or conversely one dominates. It is only in Hive Primus where a balance exists between the six, a deliberate policy long ago enacted by Lord Helmawr. The Clan Houses lack the privileges and

status of the Great Houses. Their people are confined to the cramped main hive layers where conditions are squalid and dirty. The hivers, as they are called, are used to the dim light and rank air. Knowing no better, most live contented lives of toil in the guild factories, workshops and other industries which form the chief business of the hive. The Houses are manufacturers of goods of all kinds, from foodstuffs to armaments. These products are traded with one another and with the Great Houses and in this way the wares of Necromunda reach the wider universe. A complex but efficient trading relationship has grown up based around the competition between the Houses to produce goods, and between the Noble Houses to buy them. Despite the competition between the Houses, many are reliant on one or more others for some vital supply or service without which they might not exist at all. As with so much on Necromunda, this is a deliberate strategy imposed from the highest levels of authority in order to maintain the grip of the Great Houses on Necromunda's vast wealth. The people of the six Houses do not normally mix, and the borders between their domains are carefully guarded against intruders. Each House is proud of its unique traditions and disdainful of its rivals' way of life. Where the territories of two Houses border each other, it is common to find an interposing dead zone or area of fortifications. Prolonged warfare between Houses is rare but not unknown, matters of honour being settled by proxy by gang warfare rather than full blown conflict between Household forces. Violence can be triggered by anything from accidental trespass to deliberate invasion. The most common cause of animosity is contract fighting. This happens when a House tries to destroy vital factories or infrastructure in a neighbour's domain in order to make it impossible for them to fulfil a contract. Should this happen, the neighbour will incur heavy penalties and may lose a lucrative contract to a rival House. Open hostility is rare. For one thing, war between two Houses would simply further the interests of the others and do neither antagonist any good. Also, the Great Houses strongly disapprove of destructive conflict because it damages trade and hinders the movement of goods, and may threaten to take their business elsewhere rather than tolerate a hive war. Consequently, each hive city is mostly orderly and industrious, and the majority of its people are content to toil for their House and reap the meagre rewards on offer. The six pre-eminent Clan Houses are House Cawdor, House Escher, House Goliath, House Van Saar, House Orlock and House Delaque. Many lesser clans exist across the hives of Necromunda, but none are as powerful as these six. Many are in effect feudal subjects of a House, but others might be outcasts or upstarts. Each of the Clan Houses is master to countless subservient gangs, the fighters serving as the disposable foot soldiers in the endless proxy wars fought in the darkness of the underhives, allowing the Clan Houses to continue business with one another with a semblance of civility in the spires above.

PART ONE: THE RULES

GANG FIGHTERS AND THEIR WEAPONRY

In Necromunda, each player controls a 'gang', which is made up of a number of models. Each of these models is referred to as a 'fighter' within the rules. Each fighter may have their own rank within the gang or without – Leader, Ganger, Underhive Scum, Brute and so forth – but the term 'fighter' covers them all within the rules.

CHARACTERISTICS PROFILES

Each fighter has a characteristics profile, which describes their capabilities in battle. For example, here is the profile for a House Orlock Ganger:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	7+

A fighter's characteristics are defined as follows:

MOVE (M)

This is the distance, in inches, the fighter can move when making a standard Move action.

WEAPON SKILL (WS)

This shows the fighter's proficiency with Melee weapons and weapons with the Sidearm trait when used in close combat.

BALLISTIC SKILL (BS)

This shows the fighter's proficiency with ranged weapons.

STRENGTH (S)

How strong the fighter is. The higher a fighter's Strength, the more likely they are to inflict damage on an opponent in close combat, for example.

TOUGHNESS (T)

How tough the fighter is. The higher a fighter's Toughness, the less likely they are to be wounded by an attack.

WOUNDS (W)

A fighter's Wounds characteristic is a measure of how much punishment they can take before succumbing to their injuries.

INITIATIVE (I)

Initiative is a measure of a fighter's dexterity and reflexes.

ATTACKS (A)

This is a measure of a fighter's speed and ability in melee. When a fighter is Engaged in close combat, their Attacks characteristic determines how many dice are rolled when they attack their enemies.

LEADERSHIP (LD)

This is a measure of fighter's ability to issue or follow commands in the heat of battle.

COOL (CL)

A fighter's Cool represents their capacity for keeping calm under fire.

WILLPOWER (WILL)

Willpower is a measure of fighter's mental fortitude and resilience.

INTELLIGENCE (INT)

This represents a fighter's mental acuity and ability to apply knowledge.

MODIFYING CHARACTERISTICS

Sometimes, the rules will modify a characteristic. If the characteristic is given a simple number, the modifier is applied as written – for example, if a fighter with Strength 3 is given a +1 Strength modifier, their Strength counts as 4.

If the characteristic is given as a target number (for example, a characteristic of 4+ means a dice roll of 4 or higher would be a success) the modifier is effectively applied to the dice roll. For example, if a fighter with Initiative 4+ is given a +1 Initiative modifier, the characteristic would be 3+ because a roll of 3 with a +1 modifier applied becomes a roll of 4.

CHARACTERISTICS CHECKS

Players will often be called on to make a characteristic check for a fighter – for example, a Ballistic Skill check is made when a fighter attacks with a ranged weapon. Characteristics checks are made as follows:

- For Weapon Skill, Ballistic Skill and Initiative, roll a D6. If the result is equal to or higher than the characteristic, the check is passed.
- For Leadership, Cool, Willpower and Intelligence, roll 2D6. If the result is equal to or higher than the characteristic, the check is passed.
- For Strength or Toughness, roll a D6. If the result is equal to or lower than the characteristic, the check is passed.

MODELS AND FIGHTER CARDS

Each player's gang is made up of a number of fighters, each of which is represented by a model on the tabletop and a Fighter card filled in with their characteristics, equipment and other useful reference information. Fighter cards are produced via the Gang Editor on Yaktribe, the preferred tool for managing your gang in this campaign. You may also prefer to complete the fighter cards found in *Necromunda* tactics card decks and boxed games.

Each Fighter card is split into several areas:

1. The fighter's name. If they are a Leader or Champion, it will also be shown here.
2. The fighter's value, in credits. This is only used in the advanced rules.
3. The fighter's characteristics. The last four (Ld, Cl, Wil, Int) are shaded as a reminder that checks against them are made on 2D6 ([see page 12](#)).
4. The weapons the fighter is carrying.
5. Any skills the fighter may have.
6. Any equipment (including armour) carried by the fighter.

1 JELENA (LEADER)

2 240 CREDITS

3

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	3+	3+	3	3	2	2+	3	5+	6+	6+	7+

4

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
COMBI-WEAPON									
BOLTER	12"	24"	+1	-	4	-1	2	6+	COMBI, RAPID FIRE (1)
NEEDLER	9"	18"	+1	-	-	-1	-	6+	COMBI, SCARCE, TOXIN
SHOCK WHIP	E	3"	-	-	4	-	1	-	MELLEE, SHOCK, VERSATILE

5

SKILLS: RALLYING SHOUT

WARGEAR: CHEM SYNTH, FLAK-ARMOUR

6

DESIGNER'S NOTE: THE GOLDEN RULE

Necromunda is a game with lots of moving parts, and it's inevitable that rules might sometimes come into conflict. When it's not clear how to proceed, both players should discuss what they think is the most sensible solution – and if an agreement cannot be reached, roll off to decide. The most important thing is to not let debates get in the way of a fun game !

WEAPON PROFILES

In the same way as a fighter, each weapon has its own characteristics profile, detailing the range of its attacks, the damage it deals and so forth. For example, here is the profile of an autogun:

	Range		Accuracy						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)

RANGE (RNG)

Each weapon has two ranges: Short (S) and Long (L), usually presented as a number of inches. If the target of an attack(s) made with the weapon is within Long range, the attack(s) can be made and the weapon used, but there may be other benefits associated to the target of an attack being within the Short range of the weapon – the most common of which is that many weapons grant a positive Accuracy modifier, as explained below.

Some weapon ranges are shown as a letter rather than a number of inches. If a weapon's range is listed as an E, it can only be used against targets that are Engaged with the wielder. If a weapon's range is T, it uses the Flame template – [see page 14](#). Weapons with range E or T normally only have a Long range, not a Short range, indicating that this is the furthest range at which the weapon can be used. Note, however, that in the case of weapons with the Versatile trait, a weapon may have a Short range of E and a Long range presented as a number of inches – [see page 120](#).

ACCURACY (ACC)

This shows the modifiers that are applied to the hit roll when attacking with the weapon within Short or Long range. The S modifier applies if the weapon is being used to attack a target within its Short range, and the L modifier applies if the weapon is being used to attack a target beyond Short range but within Long range. Most such modifiers are positive, but some may be negative.

STRENGTH (STR)

This is the weapon's Strength, which is used when making wound rolls against the target. For most weapons, particularly ranged weapons, this is a simple numerical value. For close combat weapons – those with a range of E – this may be shown as S, meaning the strength of the wielder should be used, or as S with a modifier, meaning the Strength of the wielder is used but with a modifier applied.

ARMOUR PIERCING (AP)

This shows how good the weapon is at punching through a target's armour. This is almost always a negative modifier to the dice rolled to make an armour save. For example, if the target of an attack is wearing armour that grants a 4+ save roll and the attack is made with a weapon with an AP of -1, the target's save roll is reduced to a 5+.

DAMAGE (D)

This represents how much damage the weapon inflicts. This in turn indicates how many Wounds the target loses or how many Injury dice are rolled against it as a result of the attack. This is explained in more detail [on page 45](#).

AMMO (AMMO)

If this characteristic is presented as a numerical value, a Firepower dice must be rolled as well as the hit dice when attacking with it, as there is a chance of it running Out of Ammo or jamming.

Weapons with a low target number Ammo value enjoy a ready supply of ammunition, or are quick and easy to reload. Weapons with a high target number Ammo value, however, are more specialist and ammunition may be scarce, reloading may be difficult or clearing a jam may be time consuming.

TRAITS

Most weapons have one or more Traits, each of which gives the weapon a unique bonus or changes the way in which it works.

BLAST MARKERS AND FLAME TEMPLATES

Explosions, jets of flame and area effects are represented in the game by Blast markers and Flame templates, which are used to determine how many fighters are hit by such an attack or effect. Blast markers are round, either 3" or 5" in diameter, with a small hole marking the centre. The Flame template is teardrop-shaped and is approximately 8" in length. Weapons that use Blast markers or Flame templates will always have the Blast (X) or Template traits respectively.

GENERAL PRINCIPLES

Before starting on the rules and complexities of the game, it is worth establishing some initial principles and conventions to keep in mind in all games. This section deals with the types of dice used, measurement, line of sight and offers an overview of terrain in the underhive.

Additionally, this section explains fighter Status, Secondary Status and Conditions. All important factors that dictate the actions a fighter can or cannot perform.

DICE

A number of dice are used in Necromunda to resolve the outcome of various actions. The game makes use of four different types of dice, which are detailed as follows:

D6 – This is a regular six-sided dice, marked 1 to 6 (Games Workshop Necromunda dice feature the Necromunda logo on the 6 face of the dice). The game may require a single dice be rolled, in which case the rules will say ‘roll a D6’, whilst ‘roll two D6’ means roll two single dice at the same time. Alternatively the game may require several dice be rolled and added together – for example ‘roll 2D6’ means roll two dice and add the results together.

D3 – The rules might also call for a D3 to be rolled, but an actual three-sided dice is not necessary. To roll a D3, roll a D6 and halve the result, rounding up.

D66 – In some cases, players will be instructed to roll a D66. To do this, roll two D6 one after the other, counting the first dice as tens and the second dice as units, to give a result between 11 and 66. For example, a roll of 2 then 4 would give a result of 24.

MODIFYING ROLLS

Sometimes players will be instructed to modify a dice roll – for example, the rules might tell them to roll D6+1. In this case, they would roll a D6 and add 1 to the result. If the rules ever instruct the player to halve a result (or divide it in any other way), any fractions are rounded up unless otherwise instructed.

FIREPOWER DICE

The Firepower dice are used whenever a fighter makes a ranged attack using a weapon with an Ammo characteristic other than ‘-’. For the majority of weapons, the Firepower dice is rolled to see if there is a chance of the weapon’s ammunition being depleted, as shown by the Ammo symbol coming up on the roll. The other faces, each showing a number of bullet holes, will only have an effect if the weapon has a Trait that specifically mentions them, such as the Rapid Fire trait.

SCATTER DICE

This is a six-sided dice, marked with a Hit symbol on two faces and an arrow on each of the other four. The Hit symbol also incorporates a small arrow. This dice is used to determine random directions, and is most often used when firing weapons that have the Blast (X) trait.

RE-ROLLING AND ROLLING OFF

Sometimes, a rule will allow a player to re-roll a dice. To do this, simply pick up the dice and roll it again. The second result must always be accepted, even if it is worse than the original result, and a dice can never be re-rolled more than once, regardless of the source of the re-roll. If multiple dice were rolled and added together, all of the dice must be re-rolled. However, if multiple single dice are rolled, the player can choose to re-roll some or all of them.

Players may also be instructed to roll off. Each player rolls a single D6, with the highest score winning. In the case of a tie, roll again unless otherwise instructed.

NATURAL ROLLS

A ‘natural’ roll is the actual number rolled on a dice, regardless of any modifiers applied. Sometimes, the rules may state that a ‘natural roll of 1’ is always a failure, in which case, regardless of any modifiers to be applied, the roll is a failure.

EDITOR’S NOTE: ROLLING MULTIPLE DICE

When the Rulebook states that you gain, for example, D3 x D3 Experience. It does not mean one D3 multiplies the result of the other dice, it means you roll 1 D3, then roll a number of D3 equal to that first dice (just as 3D3 means rolling 3 different D3 rather than multiplying a D3’s result by 3). If it says D6 x D3, again, you would roll a D6, then roll a number of D3 equal to the result of the D6.

VISIBILITY

Visibility in Necromunda is vitally important; fighters need to be able to see where their enemies are in order to shoot at them. But in the dense and dark terrain of the underhive, a clear and unobstructed line of sight is often hard to find.

VISION ARC

Each fighter has a vision arc, representing the area that is visible to them. This is 90 degrees to their front, starting from the centre of their base, as shown in the diagram below. Vision Arc templates to help with determining a fighter's vision arc are included in the Necromunda: Underhive boxed set and the Gang Leader's Accessory Pack.

YAQ: Vertically, fighters are considered to have a 180 degrees Vision arc.



EDITOR'S NOTE: SIGHT DOT

It may be helpful to paint a point on the base of the model that represents the centre of their vision arc, or paint one quarter of the base's edge a different colour.

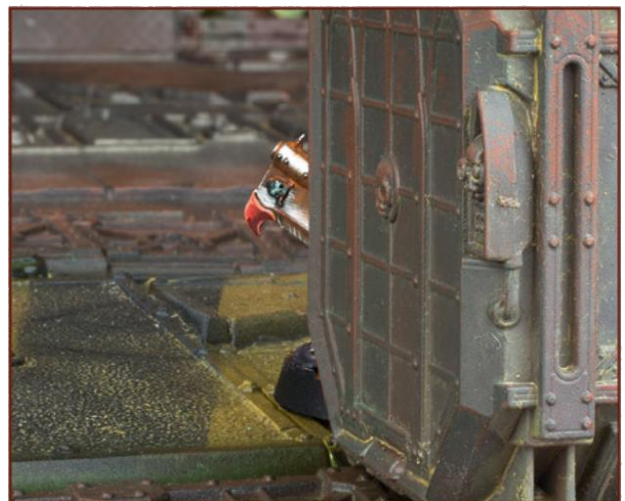
LINE OF SIGHT

While a fighter's vision arc is determined by their facing, their line of sight (i.e., what they can see) is determined by the presence of terrain and other fighters. Unlike measuring distances, which can only be done when the rules call for it, a fighter's line of sight can be checked at any time.

To check a fighter's line of sight to another fighter, stoop down to look from the first fighter's point of view. If the other fighter is not entirely obscured by terrain or other fighters, the first fighter has line of sight to them. If the fighter is entirely obscured except for their base and any insignificant elements (a protruding hairstyle, the barrel of a gun or a spike from their armour, for example), the first fighter does not have line of sight to them. If players cannot agree whether one fighter has line of sight to another, it should be settled by rolling off.

WALLS AND SOLID TERRAIN FEATURES

Solid terrain features are those that hide portions of a battlefield, walls between corridors, or even the floors and ceilings between levels. Unless stated, line of sight is never possible through the walls of a Zone Mortalis battlefield or through solid terrain features on a Sector Mechanicus battlefield.



There would be line of sight to the fighter in the first example above, but not the second example below.

DESIGNER'S NOTE:

Agreeing on line of sight: It pays to be gracious when your opponent claims line of sight – in other words, if they claim their fighter has line of sight and your immediate thought is anything less than “there is no way that fighter has line of sight”, we recommend allowing it. If both players take this approach (with both line of sight and cover), the game will flow more smoothly and will be much more satisfying.

COVER

To see if a target is in cover, stoop down to look from the attacker's point of view. Disregard friendly fighters in base contact with the attacker – move them aside temporarily if necessary, as long as they return to the right place (and facing) once the shot has been resolved.

If the target is fully visible, they are not in cover (ie, they are 'in the open'). Otherwise, if less than half of the model is obscured by terrain or fighters, they are in partial cover. If at least half of the model is obscured by terrain or fighters, they are in full cover. As with line of sight, ignore their base and any minor elements such as hair, gun barrels and spikes – and again, if a decision cannot be reached, the players should roll off.

The benefits of partial and full cover are discussed in more detail under the rules for shooting **on page 40**.

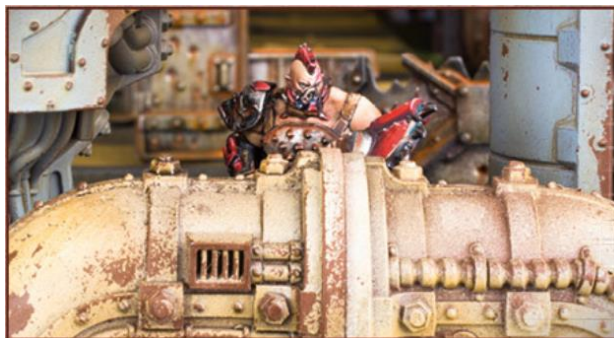
The first example shows a fighter in the open, even though his base is obscured:



The second shows a fighter in partial cover:



The third shows a fighter in full cover:



LINE OF SIGHT AND COVER ON CARD ZONE MORTALIS TILES

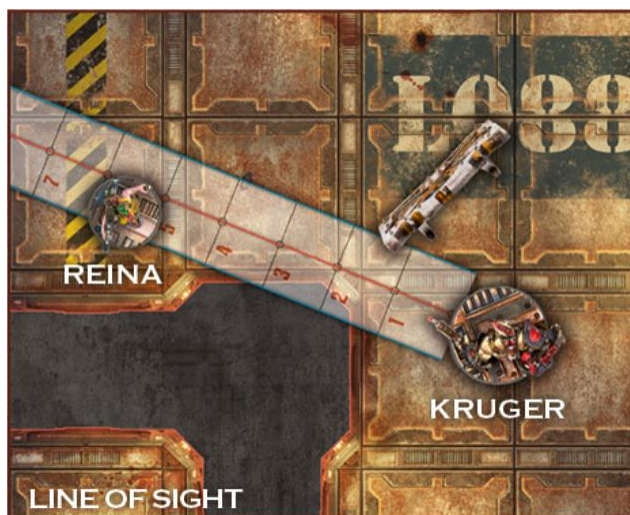
For the most part, the rules in this book deal with fighting battles over three dimensional terrain, be it the tight confines of Zone Mortalis or the open spaces and looming heights of Sector Mechanicus.

This is deliberate, as in most cases the way in which models interact with terrain is the same regardless of the type of terrain in use. However, many players will wish to play over the two dimensional Zone Mortalis tiles that come in the *Necromunda: Underhive* boxed set or the *Badzone Delta 7* tiles, and doing this requires a couple of changes to the way in which players handle line of sight.

LINE OF SIGHT

When playing on the two-dimensional card tiles, a fighter has line of sight to another fighter if a straight line can be drawn from the centre of the first fighter's base to any part of the other fighter's base without crossing a wall or closed door (obstacles and other fighters do not block line of sight).

In the example below, Kruger has a line of sight to Reina, as a line can be drawn from the centre of his base to the edge of her base.



COVER

To see if a target is in cover, trace a straight line from the centre of the attacker's base to the base of the target. Ignore friendly fighters in base contact with the attacker and any obstacles within 1" of the attacker.

If the line can be traced to all parts of the target's base without crossing any terrain features or the base of another fighter, the target is in the open.

Otherwise, if the line can be traced to at least half of the target's base, they are in partial cover.

If the line can only be traced to less than half of the target's base, they are in full cover.



MEASUREMENT

Necromunda is a game that relies greatly on players measuring distances, be it between two fighters when making a ranged attack, or the distance a fighter can move during their activation.

MEASURING DISTANCES

In games of Necromunda, all distances are measured in inches (") with a range ruler or tape measure.

Distances can only be measured when the rules call for it (for example, when checking the range between an attacking fighter and their target) – in the underhive, there are very few certainties! Therefore, pre-measuring distances when making any kind of action is not allowed. Declare the action and nominate any other fighters involved before range is measured.

Distances between fighters and any other battlefield objects (terrain features, objectives and so forth) are measured from the closest point of one base to the closest point of the other. If an object does not have a base, measure to or from the closest point of the object overall.

When measuring to or from a Prone fighter, assume that their base occupies the same space as it would if they were Standing, as shown in the diagram below.



WALLS AND SOLID TERRAIN FEATURES

Thick walls separate corridors, floors and ceilings separate levels and solid terrain features can split up a more open battlefield. Unless stated, distances cannot be measured through Zone Mortalis walls or through solid terrain features on a Sector Mechanicus battlefield.

TAKE-BACKS AND CHANGING ONE'S MIND

It is not uncommon for players of any game to second guess themselves occasionally, saying they are about to do something before immediately changing their mind. As a general rule, players should be tolerant of this in their opponents, as they will likely do it themselves! However, once dice have been rolled for any reason, or the range of a declared action measured, players must abide by their decision; they can no longer go back and change anything that came before the dice roll or the act of measuring!

FIGHTER STATUSES

A fighter's Status dictates what they can or cannot do. The actions a fighter can perform during their activation will depend heavily upon their current Status. During a game of Necromunda, a fighter's Status can change. This is generally represented by how the fighter is positioned on the table, be they Standing or Prone, as described below, but may also depend upon other factors.

STANDING

A fighter that is upright on the battlefield is said to be Standing. Whilst Standing, a fighter may perform a wide range of actions with relative ease.

SECONDARY STATUSES WHILE STANDING

Whilst Standing, a fighter will always be subject to one of two Secondary Statuses as well; Active or Engaged. This Secondary Status will affect the exact actions a Standing fighter may perform during their activation.

ACTIVE

A Standing fighter is Active if they are not currently Engaged with any enemy fighters. This is the default Status for a fighter; Standing and Active, and such fighters enjoy the greatest freedom to perform actions.

ENGAGED

If the base of a Standing fighter is touching the base of an enemy fighter, they are said to be in base to base contact and are Engaged with that enemy fighter. A Standing fighter that is Engaged can generally only choose to fight or retreat, but factors such as skills may increase the number of available options.

Players should note that in some cases a fighter may be able to Engage an enemy fighter they are not in base to base contact with and may act accordingly when activated.

PRONE

A fighter that is laid down is Prone. A Prone fighter has no facing and they effectively have no vision arc.

Unless otherwise stated, Prone fighters never block line of sight – they are considered to be well out of the way of the action. A Prone fighter may be placed face-up or face-down, depending upon their Secondary Status.

SECONDARY STATUSES WHILE PRONE

Whilst Prone, a fighter will always be subject to one of two Secondary Statuses as well; Pinned or Seriously Injured. This Secondary Status will affect the actions a Prone fighter may perform and the way in which other fighters may interact with them.

PINNED

Fighters are generally Pinned as a result of being hit by enemy fire, and will need to spend an action to stand up, becoming Standing and Active. If a Prone fighter that is Pinned ever becomes Engaged by an enemy fighter, they will immediately perform a Stand Up (Basic) action, becoming Standing and Engaged, without having to spend an action to do so. A fighter can never be both Prone – Pinned and Engaged. A

Prone fighter that is Pinned is laid face-up, representing the fighter keeping their head down to avoid enemy fire.

SERIOUSLY INJURED

A fighter that has suffered a Serious Injury result on an Injury dice, either as the result of being reduced to 0 Wounds or as the result of an attack from a weapon with a Trait such as Gas or Toxin, is laid face-down and becomes a Prone fighter that is Seriously Injured. A fighter is very vulnerable whilst this is their Status, being susceptible to enemy attacks and unable to defend themselves.

CONDITIONS

A fighter's Status is always either Standing and Active, Standing and Engaged, Prone and Pinned or Prone and Seriously Injured, but they may also be subject to one or more of the following Conditions. Conditions are denoted by placing a Condition marker either next to the fighter on the tabletop or on their Fighter card as a reminder that the Condition is in effect.

The following list of Conditions is not exhaustive. Some Conditions are common and will apply to a fighter many times during a battle. Others are less common and may be the result of an attack from a weapon with a certain Trait, the full rules for such conditions can be found in the corresponding Weapon Trait rules. Other Conditions, in particular Out of Ammo, may apply specifically to a weapon the fighter carries rather than the fighter themselves. A fighter may be subject to several Conditions at the same time.

Any in-game effect that results in a marker being placed on a fighter should be considered a Condition.

COMMON CONDITIONS

The following Conditions are those most commonly used. A fighter can become subject to them for numerous reasons:

READY

The most simple but arguably the most important Condition. At the start of each round, during the Priority phase, all fighters will have a Ready marker placed on them. Once that fighter has activated during the Action phase, this marker is removed, indicating that the fighter may not be activated again.

BROKEN

A fighter may become Broken as the result of seeing a friendly fighter Seriously Injured or taken Out of Action within 3" of them. Broken fighters may not perform any actions other than Running for Cover (Double) and if Engaged may only make Reaction attacks with a -2

modifier. They will make a Running for Cover (Double) action every time they are activated. Broken fighters may be rallied in the End phase.

OUT OF AMMO

Should a fighter roll the Ammo symbol on the Firepower dice, they are required to make an immediate Ammo check for that weapon. If this is failed, that weapon is now Out of Ammo and a marker is placed on the appropriate weapon profile on their Fighter card as a reminder that the weapon cannot be used until it has been reloaded.

OTHER CONDITIONS

The Conditions below are less common. Fighters may become subject to them as the result of an attack from a weapon with a certain Trait, or as the result of a scenario or terrain special rule:

BLAZE

Weapons with this Trait can set fighters on fire. This Condition can be removed but there is a chance the fighter will succumb to the flames!

BLIND

Weapons with this Trait can cause a fighter to become momentarily blinded.

CONCUSSION

Typically a Condition associated with the Concussion trait.

HIDDEN/REVEALED

Some scenarios or terrain rules, even some skills, require fighters to remain hidden.

GUNKED

Some weapons or events give the fighter the Gunked trait.

INTOXICATED

A fighter may become Intoxicated as the result of a scenario special rule, or as the result of a Boon granted by a Territory during campaign play, amongst other reasons.

INSANE

Certain skills, some types of terrain and some scenario rules may lead a fighter to become temporarily insane.

WEBBED

Weapons with this Trait will leave a fighter hit unable to move or act. A model who is webbed is prone and counts as seriously injured.

TERRAIN

Terrain plays a vitally important role in Necromunda. Not only does it provide a dense and challenging battlefield for gangs to fight over, but it also instils games with the character of the world in which those gangs exist. Furthermore, terrain and the way gangs and fighters interact with it can loan a game an added degree of narrative storytelling as fighters operate doors, crawl through ductways, clamber up scaffolds and so forth.

In Necromunda, terrain falls into two broad categories: Zone Mortalis and Sector Mechanicus. For the most part, these two types of terrain are very similar in how they impact the game and the rules governing specific terrain features will be presented elsewhere within this book. For example, the ways in which terrain can hamper movement and the risk of falling from perilous heights are dealt with in the Movement section. There are however a few unique features and distinct differences between Zone Mortalis and Sector Mechanicus that should be dealt with here as general principles.

When playing a '2D' Zone Mortalis game, walls follow the same rules. If the terrain is not flat, but rather arranged three- dimensionally in levels with platforms, walkways, etc., then it functions as a Sector Mechanicus warzone, with lines of sight determined as per the terrain sections themselves.

ZONE MORTALIS

Zone Mortalis terrain represents the dense corridors and tightly packed terrain that is common throughout a hive city, particularly in the lower levels. It may represent anything from a warren of disused, collapsed tunnels to a network of busy service tunnels surrounding a bustling manufactory. The name Zone Mortalis derives from the deadly nature of such terrain; cover is often sparse and gangs can easily be ambushed in a bottle-neck or forced to risk a dash across open terrain. Consequently, battles fought over this type of terrain are often very tense affairs and rival gangs play cat and mouse with one another, culminating in a rush of action.

SECTOR MECHANICUS

Sector Mechanicus terrain allows gangs to clash amid the sprawling machinery that fills the immeasurably vast hive domes from ground to ceiling. Such sprawling industrial complexes offer a far more open battlefield in which long ranged firefights become more common and gangs advance cautiously on one another through cover, hoping to close in for a quick kill. Sector Mechanicus however offers its own unique dangers; fighters may fall from narrow gantries or vertiginous structures, either as the direct result of an enemy attack or of their own careless actions, leaping across gaps or venturing too close to the edge of platforms!

COMMON TERRAIN

OBSTACLES AND STRUCTURES

Obstacles are any free standing terrain feature measuring no more than 2" high and no more than 2" across, although they may be far longer, such as barricades, barrels and pipelines. Structures are any terrain feature measuring more than 2" high and more than 2" across, be they free standing or connected to other terrain features in some way. Structures may feature many different levels, platforms and walkways on which fighters may be placed.

Other than this difference in size, there is little difference between obstacles and structures. Both may interrupt line of sight as described previously and offer cover to fighters as described previously and in the shooting rules.

Fighters may climb over obstacles or up onto structures as described in the movement rules, but players should be aware that movement may be reduced or not possible over obstacles and structures.

WALLS

Zone Mortalis terrain is defined by the solid walls that split the battlefield into narrow, twisting corridors and deadly open spaces. Walls on a Zone Mortalis battlefield are always considered impassable terrain. Impassable terrain cannot, as the name suggests, be moved across. Walls block both line of sight and measurement as described previously.

IMPASSABLE TERRAIN

Any other terrain can be designated impassable when setting up the battlefield, regardless of size. Impassable terrain may include solid sections of wall, vertiginous towers or towering vats of molten metal. Impassable terrain cannot, as the name suggests, be moved across.

SOLID TERRAIN FEATURES: As with the walls of a Zone Mortalis battlefield, particularly solid terrain features exist on Sector Mechanicus battlefields. Any terrain designated as solid when setting up the battlefield will completely block line of sight and cannot be measured across, as described previously.

DOORS

One of the most distinct features of Zone Mortalis battlefields, other than the tight, twisting corridors themselves, are the doorways that separate different sections. Players should note that doors are not limited to Zone Mortalis and fighters may wish to interact with them on a Sector Mechanicus battlefield. Doors come in various sizes, but their rules are the same regardless of size – they are set up as part of the pre-battle sequence ([see page 334](#)).

By default, all doors are closed at the start of a battle, unless a scenario specifies otherwise. Closed doors are considered impassable terrain. They cannot be moved through and block both line of sight and measurement in the same way as walls and solid terrain as described previously.

Any fighter may open a closed door or close an open door by performing an Operate Door (Simple) action during their activation ([see page 30](#)).

Closed doors, locked or otherwise, can be targeted by attacks and are automatically hit. All doors have a Toughness of 5 and 4 Wounds; if a door is reduced to 0 Wounds, it is removed from the battlefield.

LOCKED DOORS AND DOOR TERMINALS

When a door is set up during the pre-battle sequence, two door terminals may be placed, one on either side of the door, touching the wall within 1" of it. The presence of a door terminal indicates that the door is locked and very secure indeed!

A fighter cannot simply perform an Operate Door (Simple) action against a locked door unless they are part of the defending gang in certain scenarios (see below). Instead, they must perform an Access Door Terminal (Basic) action or a Force Door (Basic) action ([see page 30](#)) in order to unlock the door. Once a locked door has been opened in this way, it remains unlocked for the remainder of the battle.

In a scenario where one gang is the attacker and the other gang the defender, the defender is assumed to have the access codes for any locked doors, and can make an Operate Door (Simple) action on them as normal.

If a fighter is within an open doorway when the door is closed, they must make an Initiative check. If the check is passed, the fighter moves up to 2" in a direction of their choice. They cannot end this movement within 1" of an enemy fighter. If the fighter cannot move out of the doorway with this move, or the Initiative test is failed, the fighter suffers a Wound inflicted by an attack with a Damage 3 characteristic, with no saves allowed.

So long as the fighter is not taken Out of Action, the fighter is moved as short a distance as possible so that they are no longer obstructing the door; randomise which side of the door they move to if they are directly between the two sides. The fighter cannot move within 1" of an enemy fighter unless there is no alternative.

LIFT

If a fighter moves onto a lift as part of a Move (Simple) action, they can declare they are moving the lift. When they do so, the lift is counted as having moved vertically, up or down, up to 4". The fighter can then use any remaining movement as part of their Move (Simple) action to move as normal. A Standing and Active fighter that starts their activation on a lift can move the lift before declaring any actions. A lift can

only be moved once per round. Any model standing on the lift moves with it. If, when moving the lift, a fighter other than any moving with the lift finds themselves occupying the same space as the lift, they must make an Initiative check. If the check is passed, the fighter moves up to 2" in a direction of their choice. They cannot end this movement within 1" of an enemy fighter. If the fighter cannot move out of the way of the lift with this move, or the Initiative test is failed, the fighter suffers a wound inflicted by an attack with a Damage 3 characteristic, with no saves allowed. So long as the fighter is not taken Out of Action, they are moved as short a distance as possible so that they are no longer obstructing the lift. The fighter cannot move within 1" of an enemy fighter unless there is no alternative.

STAIRS

When climbing stairs between the levels of a structure, there are no modifiers to a fighter's movement. A fighter may end their action or activation on stairs as if they were a flat surface. If a fighter goes from Standing to Prone while on stairs, they are at risk of falling down them. Should this happen, the fighter must make an Initiative check. If the check is passed, nothing happens. If the check is failed, or if a natural 1 is rolled, the fighter immediately falls down the stairs. Place the fighter at the bottom of the stairs (or a mid-staircase landing if one is present). If a fighter falls 3" or more down the staircase, they take a hit (S3, AP-, Damage 1). A falling fighter is immediately Prone and Pinned and their activation ends.

CONTROL PANELS

Control panels are common in a hive, controlling everything from cargo lifts to slag furnaces. Control panels exist on some pieces of Zone Mortalis terrain, or might be freestanding pieces of scenery placed next to a piece of terrain or door. If players wish, certain control panels may operate a piece of terrain anywhere on the board, rather than adjacent to the panel. Players should agree beforehand what constitutes a control panel, and a control panel should be clearly identifiable. A fighter within 1" of a control panel can make an Access Terminal (Basic) action. Make an Intelligence check with a -2 modifier for the fighter. If successful, they can immediately activate one of the terrain piece's effects, such as a lift. Alternatively, the fighter can shut down the terrain's mechanism until the following round's End phase, or if already shut down, reactivate it. While a piece of terrain is shut down, it has no additional rules associated with it – i.e. lifts cannot be moved, etc.

DUCTWAYS

All manner of tunnels, crawlspace, and other hidden passageways that a slippery ganger can squeeze through riddle the walls of the underhive. Certain sections of wall can be constructed with a ductway

entry, and certain special rules or Gang Tactics cards can create new ductways during a game. Ductways can be up to 2" in length and can be placed across any 2"-wide wall or any other terrain features that would otherwise be impassable. Their presence allows fighters to crawl through a narrow duct and traverse the terrain feature by using the Crawl Through Ductway (Double) action.

FLOOR HATCH

Hatches in the underhive might open up into a network of passageways that offer ideal flanking routes for those intelligent enough to navigate them. They might equally open up into an endless maze filled with toxic chems and mutant rats ...

A fighter can use a floor hatch to traverse the battlefield. If a fighter ends a Move (Simple) within 1" of a hatch, they can be removed from the battlefield. In the End phase of the following round, make an Intelligence check for the fighter.

If they are successful, their controlling player must place them standing within 1" of any other hatch anywhere on the battlefield, provided that they can be set up so that they are not within 1" of an enemy fighter and so that their base does not overlap that of another friendly fighter or an obstacle.

If they fail, then the controlling player's opponent may place the fighter within 1" of any hatch on the battlefield or choose to leave them off the battlefield – in this case, the fighter must make an Intelligence check in the next End phase, and if successful, can be placed as explained above.

TOXIC SLUDGE

In the underhive, much toxic and corrosive waste drips down from the manufactorum levels above, pooling in forgotten passageways and busy thoroughfares alike.

Some Zone Mortalis tiles or other terrain may feature pools of toxic sludge. While a fighter is standing at least partially in a pool of toxic sludge, their Toughness characteristic is reduced by 1. In addition, at the start of the End phase, roll a D6 for each Prone fighter that is at least partially within a pool of toxic sludge. On a roll of 1, they go Out of Action.

PITFALLS

Many stretches of the underhive are poorly maintained, and even the most stable-seeming of floor sections can collapse, revealing bottomless pits below.

Certain tiles or floors can feature holes in the surface, called pitfalls, that lead to long, potentially deadly drops.

Fighters cannot voluntarily move into a pitfall. If a fighter is moved into a pitfall involuntarily (for example, by a weapon with the Knockback trait), or becomes Prone while within 1" of a pitfall (but not if they voluntarily go Prone, i.e.: if the controlling player chooses to place the fighter Prone for any reason), make an Initiative check for them.

If the check is failed, the fighter will fall and immediately goes Out of Action. If the check is passed, they stop at the edge of the hole and, if they are standing, they become Pinned.

Should a pitfall ever open up onto a platform or structure that is above ground level, any fighter that falls into it does not immediately go Out of Action. Instead, if the fighter is able to fall directly down to a lower level, the fighter will do so as described on page 39.

STILLS

The underhive is rife with stills that are a vital component in the transportation of toxic substances to the lowest reaches of the Hive.

A fighter can purposefully attack a still with either a Ranged or a Melee weapon, counting the terrain as if it were an enemy fighter and choosing a point on the terrain as their target. In addition, a still might be hit with stray shots.

If a still is hit, do not make any saves or rolls to wound. Instead the following occurs: If a still is hit by a Ranged or Melee weapon attack, roll a D6 and add the Strength of the weapon. If the result is an 8 or higher, it explodes as if it were a gas grenade. Once this happens, a still has no further effect for the remainder of the game.



THE RULES

This section contains rules that allow players to fight out the bitter and vicious skirmishes that punctuate the daily lives of the underhive gangs. The Turn sequence, activating fighters, attacking the enemy with ranged weapons or in combat, suffering and recovering from injuries, gangs or individual fighters losing their bottle and fleeing – all of these things are dealt with over the following pages.

Many of the rules that follow will be familiar to players of Warhammer 40,000, as they utilise a lot of the same core mechanics and principles. But beware, certain elements have been modified in order to bring to the fore the highly tactical and narrative character of the dark and deadly environment of the turf over which rival gangs do battle.

GAME STRUCTURE

A game of Necromunda is split into several rounds. During a round, players will determine who has Priority, take turns activating one or more fighters and perform actions with them. They will attempt to recover Injured fighters, rally fleeing fighters and determine if their gang can hold its nerve in the face of the enemy.

ROUND SEQUENCE

Each round is split into three phases, each in turn consisting of a number of steps resolved one at a time. These are as follows:

PRIORITY PHASE

- **ROLL FOR PRIORITY:** Both players roll for Priority.
- **READY FIGHTERS:** Each fighter is given a Ready marker.

ACTION PHASE

- **FLEEING THE BATTLEFIELD:** If either gang has failed a Bottle test, Cool checks are made before the controlling player picks their first fighter to activate. Fighters that fail will flee the battlefield.
- **ACTIVATE FIGHTERS:** Starting with the player with Priority, players take turns to pick one of their Ready fighters to activate.

END PHASE

- **BOTTLE TESTS:** If either or both player(s) has at least one fighter Seriously Injured or Out of Action, they will have to make a Bottle test for their gang.
- **RECOVERY TESTS:** The controlling player makes a Recovery roll for each of their Seriously Injured fighter(s) on the battlefield.
- **RALLY TESTS:** Cool checks are made for Broken fighters to see if they can Rally.

THE PRIORITY PHASE

The Priority phase is split into the following steps:

ROLL FOR PRIORITY

READY FIGHTERS

ROLL FOR PRIORITY

This step determines which player wins the Priority marker for this round. The Priority marker is a coin or token, such as that contained in the Necromunda: Underhive boxed set, that is held by the player with Priority for the round, acting as a reminder. Holding the Priority marker gives a player a huge advantage, as they are able to activate first and can dictate the flow of the action during the round, often putting their opponent onto the back foot and making their gang behave reactively rather than proactively in response to their foes moving and attacking first.

Each player rolls a D6, and the player who rolls the highest takes the Priority marker for this round. In the case of a tie, the player who had the Priority marker in the previous round passes it to their opponent. If the first Priority roll of the battle is tied, neither player will have held the Priority marker previously, therefore both players roll again.

PRIORITY IN MULTI-PLAYER GAMES

Sometimes, more than two gangs find themselves fighting on the same battlefield either allying together to take out hated foes, or in a bloody free-for-all.

Players roll for Priority as normal, using 2D6, but ties are handled differently. Players determine play order based on their dice score when rolling for Priority. Any ties are re-rolled (for example, if four players roll for Priority and score a 5, 4, 4 and 2, the player that rolled 5 has Priority, the player that rolled 2 goes last and the players that each rolled a 4 roll off again to determine who is going second and third).

READY FIGHTERS

During this step of the Priority phase, both players place a Ready marker on each fighter in their gang that is currently on the battlefield, regardless of Status, Secondary Status or any other Conditions. The Necromunda: Underhive boxed set and the Gang Leader's Accessories Pack both contain a number of Ready markers that can be used for this. Ready markers should be placed either on the fighter's Fighter card or next to their model on the battlefield. Once a fighter has been activated, their Ready marker is removed. Under normal circumstances, a fighter that is no longer Ready may not activate again, but players should take note that there are some instances in which a fighter may activate again, notably in the case of some skills and Tactics cards.

THE ACTION PHASE

The Action phase consists of the following steps:

FLEEING THE BATTLEFIELD

ACTIVATE FIGHTERS

FLEEING THE BATTLEFIELD

If either gang has failed a Bottle test, Cool checks must be made for each fighter in the gang before any fighters activate.

Starting with the player that holds the Priority marker, each player makes a Cool check for every one of their fighters on the battlefield, regardless of their Status, Secondary Status or any Conditions. If any of these Cool checks are failed, that fighter will immediately flee the battlefield and play no further part in the battle. Remove the fighter from play. For the purposes of the scenario being played, fighters that flee in this way are considered to have gone Out of Action, unless the scenario states otherwise.

LEADING BY EXAMPLE

Fighters draw courage from their leaders and will follow their example:

- If the gang Leader passes their Cool check, any friendly fighters within 12" are considered to have passed their Cool check as well and will not flee the battlefield.
- If a Champion passes their Cool check, any friendly fighters (not including the Leader or another Champion) that are within 6" are considered to have passed their Cool check as well and will not flee the battlefield.
- Players should remember to consider the role of walls and solid terrain features when measuring the distance between a fighter and an inspirational Leader or Champion!
- **Editor's Suggestion: If a Leader or Champion is Seriously Injured, their Cool checks are not eligible for Leading by Example.**

ACTIVATE FIGHTERS

The bulk of the Action phase consists of play alternating back and forth between the players and the gang they control, activating individual fighters or small groups of fighters.

When it is a player's turn, they must pick one of the fighters from their gang that is Ready and make up to two actions with them (this is referred to as 'activating' the fighter). The actions a Ready fighter can perform are governed by their current Status and Secondary Status. Players should note that certain Conditions will also limit the actions a fighter may make, most notably Broken. A fighter subject to the Broken Condition may only make a Running for Cover (Double) action when activated, regardless of Status or Secondary Status, as described **on page 20-21**.

If one player runs out of fighters to activate, the other player can activate all of their remaining fighters in an order of their choosing. Once all fighters have been activated, even if they performed no actions during their activation, the Activation phase ends.

GROUP ACTIVATIONS

When a player activates their gang Leader or a Champion (or the equivalent rank in gangs that use other titles for these fighters), they can choose to activate additional Ready fighters that are within 3" of them when they activate at the same time as part of a Group Activation:

- A Leader may activate two additional Ready fighters within 3" of them at the start of their Activation.
- A Champion may activate one additional Ready fighter within 3" of them at the start of their Activation.

If a Leader or Champion is activated in this way, they may not then perform a Group Activation themselves!

The controlling player must nominate all of the fighters who will be activated in this way before any of them are activated. The controlling player must make it clear to their opponent which fighter is leading the Group Activation, be they the Leader or a Champion.

Once all participants of the Group Activation have been nominated, the controlling player picks one and activates them as normal, fully resolving their activation before picking the next fighter nominated as part of the Group Activation to activate, and so on until the entire group has been activated. Each fighter activates individually; groups do not activate simultaneously.

Editor's Suggestion: A group activation may not be performed by a leader or champion who is Seriously Injured, using a Falsehood or under the effects of a Chem. In these instances, the fighter is unable to give instructions to fellow fighters.

TYPES OF ACTION

There are three types of action a fighter may perform when activated:

BASIC ACTION

The most common type of action a fighter may perform. A Basic action can only be performed once per fighter activation. If an activated fighter's first action is a Basic action, they may fully resolve it before declaring their second action should they wish.

SIMPLE ACTION

A fighter can perform the same Simple action more than once during their activation. Each time a Simple action is repeated during an activation, it uses up one action. For example, a Standing and Active fighter may perform two Move (Simple) actions, using both of their actions but allowing them to move twice. If an active fighter's first action is a Simple action, they may fully resolve it before declaring their second action should they wish.

DOUBLE ACTION

Making a Double action counts as making two actions. For example, if a Standing and Active fighter makes a Charge (Double) action, they will have used both of their actions and cannot perform another during this activation. If a fighter can only perform one action during their activation for any reason, they may not perform a Double action

ACTIONS

The following list details all of the core actions fighters may perform in Necromunda. This list is by no means exhaustive however, with skills, scenarios, special terrain features and more introducing further actions that fighters may perform.

CHANGING FACING

A Standing fighter may turn to face any direction they wish when they are activated, before making either of their actions.

STANDING FIGHTERS

Standing fighters can perform a wide range of actions. The exact actions available to them depend upon their Secondary Status: Active or Engaged.

STANDING AND ACTIVE FIGHTERS

Fighters that are Standing and Active are able to perform any of the following actions:

MOVE (SIMPLE): The fighter may:

- Move a distance up to their Movement characteristic.
- Climb vertically upwards or downwards – **see page 37**
- Cross any gap between two platforms that is no wider than their base.
- Attempt to leap across a bigger gap provided that they have enough movement left to do so – **see page 37.**
- Attempt to jump down to a level below – **see page 37.**

CHARGE (DOUBLE): The fighter makes a standard move, adding D3" to the distance they can move. A charging fighter can move to within 1" of one or more enemy fighters that are Standing and either Active or Engaged, or that are Prone and either Pinned or Seriously Injured, but if they do move to within 1" they must have sufficient movement to get into base to base contact with at least one enemy fighter, becoming Engaged. If they do not have sufficient movement to get into base to base contact, they must stop 1" away. If they are Engaged at the end of this move, they can immediately make a free Fight (Basic) action.

YAQ: "Standard move" used to be defined in the previous version of the rules (Necromunda: Underhive rulebook) but is nowhere to be found in the new rulebook. It's the

same kind of move as the one a fighter performs when doing a Move (simple) action.

CRAWL THROUGH DUCTWAY (DOUBLE): If the fighter is within 1" of a ductway, they may be placed within 1" of the other end of the ductway, provided they can be set up so that they are not within 1" of an enemy fighter and so that their base does not overlap that of another friendly fighter or an obstacle. **Editor's Suggestion** – this is a (Basic) action, except for fighters with Strength or Toughness 4 (for whom it is Double). For fighters with Strength or Toughness 5, this action is not possible.

TAKE COVER (BASIC): This fighter moves up to half their Movement characteristic and is then Prone and Pinned.

SHOOT (BASIC): The fighter makes an attack with a ranged weapon.

YAQ: The Rulebook defines close combat weapons as "those with a range of E" so we can deduce that ranged weapons are those that don't have a range of E (either short range or long range). In practice, ranged weapons are all weapons without the Melee trait.

AIM (BASIC): If the fighter makes a subsequent Shoot (Basic) action, add 1 to the result of any hit rolls they make.

FIRE THROUGH DUCTWAY (BASIC): If this fighter is within 1" of a ductway, they may make a ranged attack against an enemy fighter that is within 1" of the other end of the same ductway. The attack will hit on a 5+, regardless of BS or modifiers. Weapons that normally use a Flame template instead automatically hit all fighters within 2" of the other end of the ductway.

YAQ: What happens if a fighter uses the Fire through ductway (Basic) action to shoot a weapon with the Blast trait? The player can choose to either target a fighter within 1" of the ductway (center the Blast marker on this fighter) or a point of the tabletop within 1" of the ductway. Then roll 1D6: on 5+ the marker doesn't move, otherwise it scatters as normal. .

RELOAD (SIMPLE): Pick one of the fighter's weapon that is Out of Ammo and make an Ammo check. If the check is passed, the weapon is reloaded and the Out of Ammo marker is removed.

COUP DE GRACE (SIMPLE): If this fighter is not Engaged with any other fighters, pick one Seriously Injured enemy fighter within 1" and within the vision arc of this fighter. That fighter immediately goes Out of Action.

A fighter making a Charge (Double) action may make a Coup De Grace (Simple) action instead of a Fight (Basic) action if they end their move within 1" of a Prone and Seriously Injured fighter and not Engaged by any enemy fighters.

OPERATE DOOR (SIMPLE): Either open a closed door or close an open door within 1" of this fighter.

ACCESS TERMINAL (BASIC): If this fighter is within 1" of a door terminal, make an Intelligence check with a -2 modifier. If the check is passed, this fighter immediately makes a free Operate Door (Simple) action on the door that terminal operates, regardless of their distance from the door.

FORCE DOOR (BASIC): If this fighter is in base contact with a locked door, roll a D6 and add this fighter's Strength, adding 2 for each friendly fighter that is also in base contact with the door. If the total is 9 or more, the door is opened.

SMASH OPEN LOOT CASKET (BASIC): If this fighter is within 1" of a Loot casket, roll a D6 and add their Strength. If the total is 6 or more, the casket is opened. However, subtract 1 from the roll to determine the casket's contents, to a minimum of 1.

BYPASS LOOT CASKET LOCK (BASIC): If this fighter is within 1" of a Loot casket, make an Intelligence check for this fighter. If the check is passed, the casket is opened.

CARRY LOOT CASKET/AMMO CACHE (SIMPLE): If this fighter is within 1" of a Loot casket, they may make a Move (simple) action, carrying the loot casket or ammo cache with them. When the action ends, the casket is placed in base contact with this fighter.

STANDING AND ENGAGED FIGHTERS

Fighters that are Standing and Engaged may only perform the following actions:

FIGHT (BASIC): The fighter makes close combat attacks against one or more enemy fighters they are Engaged with.

RETREAT (BASIC): Make an Initiative check for this Engaged fighter. If it is passed, they can make a Move (Basic) action, moving up to D6" instead of their Movement characteristic. Each enemy fighter that is Engaged with them can make an Initiative check. If they pass, they can make Reaction attacks.

YAQ: *The two mechanics should work the same way. Engaged enemy fighters make their reaction attacks before the retreating fighter is moved. Even if they are seriously injured, the retreating fighter will move as if they were still Standing (either 2d6" or up to D6", depending on whether they are broken or not.)*

CANNIBALISE (BASIC): *Starving Fighters Only* The fighter feeds on the flesh of a wounded adversary. The action can be performed in place of a Fight or Coup de Grace action. It can only be made against fighters who are Prone and Seriously Injured. Immediately roll on the Lasting Injuries table for the fighter and apply the result, counting results of Lesson Learned (11) as Out Cold (12-26). Note, the Seriously Injured fighter remains on the battlefield, and may be fed on again,

unless they roll a Critical Injury (61-65) or Memorable Death (66) result, in which case, they are removed from the battlefield and considered to have been taken Out of Action. A fighter who successfully fed using the Cannibalise action loses their Starving condition

PRONE FIGHTERS

Prone fighters can perform a limited number of actions. This depends upon whether they are Pinned (face-up) or Seriously Injured (face-down).

PRONE AND PINNED FIGHTERS

Fighters that are Prone are only able to perform a limited number of actions. The exact actions available to them depend upon their Secondary Status – whether they are Pinned or Seriously Injured.

STAND UP (BASIC): The fighter stands up, returning to Active status. The controlling player can choose the fighter's facing.

CRAWL (DOUBLE): The fighter may move up to half of their Movement characteristic. **Editor's Suggestion:** Treat this as a (Basic) action.

BLIND FIRE (DOUBLE): The fighter makes a ranged attack, treating their vision arc as 360 degrees. Subtract 2 from the result of any hit rolls. **Editor's Suggestion:** Treat this as a (Basic) action. It may be combined with Fast Shot.

RELOAD (SIMPLE): (See previous entry).

PRONE AND SERIOUSLY INJURED FIGHTERS

Fighters that are Prone and Seriously Injured may only perform the following action:

CRAWL (DOUBLE): (See previous entry). **Editor's Note:** If using alternate rule above, for seriously injured fighters, this remains a (Double) action.

BROKEN FIGHTERS

Fighters can be subject to the Broken Condition as described on page 20. Any fighter subject to the Broken Condition must perform a Running for Cover (Double) action when activated.

RUNNING FOR COVER (DOUBLE): If the fighter is Standing and Active, they will move 2D6". If the fighter is Prone and Pinned or Prone and Seriously Injured, they can only move half of their Movement characteristic.

When a Broken fighter moves they must attempt to end their move, in order of priority:

1. So that they are more than 3" away from enemy fighters.
2. So that they are out of line of sight of enemy fighters.
3. In partial or full cover.
4. As far away from any enemy fighters as possible.

If a Broken fighter is Standing and Engaged when activated, they must make an Initiative check. If it is passed, they must move as described previously. Each enemy fighter that is Engaged with them makes an Initiative check and if passed can make Reaction attacks before the Broken fighter is moved. If the Broken fighter fails the Initiative check, they remain Engaged and can perform no further actions.

INSANITY

Fighters that have become subject to the Insane Condition for any reason can act quite erratically when activated. When activating an Insane fighter, roll a D6 and consult the table below:

D6 Roll	Result
1-2	The fighter immediately becomes Broken (see page 31) – or, if they were already Broken, they flee the battlefield (even if their gang has not failed a Bottle test).
3-4	The opposing player can control the Insane fighter for the duration of this activation, treating them as part of their gang in all respects until their activation ends. As soon as their activation ends, the Insane fighter no longer counts as being a part of the opposing gang. In the case of a multi-player game, the winner of a roll-off between the other players will control the Insane fighter.
5-6	The fighter can act as normal. Once their activation is over, make a Willpower check for them. If it is passed, they lose their Insanity marker.

ADDITIONAL ACTIONS

The following is a list of actions contingent upon scenarios, equipment, terrain and non-normal fighter statuses.

TERRAIN-SPECIFIC ACTIONS

ACCESS TERMINAL (BASIC): If this fighter is within 1" of a door terminal, make an Intelligence check with a -2 modifier. If successful, they can immediately activate one of the terrain piece's effects:

ACTIVATE DEVICE (BASIC) – Archaeotech Devices: Make an Intelligence check for the fighter. If it is passed, any weapons carried by any fighter who is currently standing at least partially on the Platform of the Archaeotech Device gain the Shock trait for the remainder of this battle. If the check is failed, any fighter who is currently standing at least partially on the Platform of the Archaeotech Device becomes Pinned then takes D6 hits – resolved using the following weapon profile.

CLAW: Successfully using a Claw's terminals allows the following:

TRIGGER CLAW (BASIC) – *Claws only:* A fighter within 3" of a Claw can make a Trigger Claw (Basic) action to drop the Claw on an enemy fighter who is within 3" of the invisible vertical line (as described above) and on a lower level than the attacker. The fighter being attacked must make an Initiative check to avoid the Claw, otherwise they take a Strength 5 hit that deals 1 Damage.

HOOK CARGO (SIMPLE) – *Claws only:* A fighter within 3" of a claw can make a Hook Cargo (Simple) action to lift either a Seriously Injured fighter or loot casket (or similar item that can be carried) up or down to any point within 3" of the Claw, provided that there is space to place the model.

DEACTIVATE GENERATORS (Basic) – *Malfunctioning Generatorium:* Make an Intelligence check for the fighter. If it is passed, the Generators are deactivated until the end of the round.

CYCLE WASTE COMPACTOR (Basic) – *Waste Compactor:* Make an Intelligence check for the fighter. If this check is passed, the Waste Compactor briefly surges into life and any fighters in the Compactor are taken Out of Action. In a campaign battle, no Lasting Injury roll is made; this automatically counts as 61-65 (Critical Injury).

COWER (SIMPLE) – *Scenarios with Hatch Terrain features:* A fighter within 1" of a hatch can make a Cower (Simple) action to give themselves partial cover. Should they move, voluntarily or otherwise, the benefits of this cover are lost.

JURY RIG (Double) - *Cranes and Servohaulers:* A fighter in base contact with a Crane or Hauler can make a Jury Rig (Double) action. Make an Intelligence check for the fighter. If it is successful, the fighter can move the terrain piece up to 10" (moving with it if they wish). Haulers cannot climb ladders but can go up ramps or be driven off ledges (suffering and inflicting damage just as if they were a falling fighter).

DISARM (Double) - *Unexploded Ordnance:* In the An Active fighter within 3" of the unexploded ordnance can make a **Disarm (Double)** action. If they do, and then pass an Intelligence or Cool check, remove a token from the bomb.

SCAVENGE (Double) – *Old Cache Badzone Card:* Fighters can take the **Scavenge (Double)** action to search for loot. Roll a D6, adding 1 to the result for

each other friendly fighter within 6". On a 6+, place a loot casket in base contact with the fighter.

SKILL-SPECIFIC ACTIONS

ORDER (Double) – *Models with Non-Verbal Communication Only:* Pick a friendly fighter within 6". That fighter can immediately make a Cool check. If the check is passed, their vision arc is extended to 360° until the End phase of this round.

RESTRAIN (Simple) – *Models with Restrain only:* Rather than perform a Coup de Grace, this fighter may instead perform a Restrain (Simple) action. This fighter is adept at shackling their opponents, even in the heat of battle. The enemy fighter is taken out of action, but each time this fighter performs this action, make a note that they have restrained an enemy fighter. During the Wrap-up, add 1 to the dice roll to determine if an enemy fighter has been Captured for each enemy fighter that has been restrained.

RUN AND GUN (Double) – *Models with Hip Shooting Only:* The fighter may move up to double their Movement characteristic and then make an attack with a ranged weapons. The hit roll suffers an additional -1 modifier, and Unwieldy weapons can never be used in conjunction with this skill.

TANK (Double) – *Models with Immovable Stance Only:* Until the start of this fighter's next activation, this fighter increases their armour save by 2 to a maximum of 2+ and cannot be moved from their current location by any skills such as Hurl or Overseer, or any weapon traits such as Knockback or Drag, nor can they be Pinned.

EQUIPMENT-SPECIFIC ACTIONS ACTIONS

BREAK FREE (Basic) – *Models trapped in Magnacles only:* The fighter can attempt to free themselves from the Magnacles by performing a Break Bonds (Double) action. Roll 2D6. If the result is equal or lower than their Strength then they have freed themselves, otherwise they remain trapped. Each friendly fighter in base contact with the target adds 2 to their Strength for the purposes of this roll.

CAN OF WORMS (Basic) – *Fighters equipped with Threadneedle Worms Only:* A fighter equipped with Threadneedle worms can unleash them by taking the Can of Worms (Basic) action. Thread-needle worms can only be used once, after which they are removed from the fighter's card. When Threadneedle worms are used, roll a D6 on the Threadneedle Worms table. The worms are then used up and removed from the gang's stash.

IGNITE ETHERIC LANTERN (Double) – *Models with Etheric Lantern Malefic Artefact only:* The fighter can perform the Ignite Etheric Lantern (Double) action. If they do, any Seriously Injured fighter within 12" must make a Toughness check or go Out of Action.

LASER CUT (Double) – *Fighters with Archaeotech Cutting Beam Only:* A fighter with this device can make the Laser Cut (Double) action if they are within 1" of a door, loot casket or other damageable piece of terrain. This action inflicts a single automatic hit against the chosen target, resolved with Strength 8 and Damage 3.

GRAPNEL (Double) – *Fighters with Grapnel Launcher Only:* The fighter can move up to 12" in a straight line, in any direction. This move can take them to a different level, as long as they do not move through any terrain. **Editor's Suggestion:** This may also be used to move the fighter into base-to-base contact with another fighter, in which case they become Engaged, but do not immediately perform close combat attacks.

SCAN (SIMPLE) – *Fighters with Viewer Archeotech Device Only:* A fighter with this device can make the Scan (Simple) action to place a Revealed marker on an enemy fighter within 18". If the fighter is selected to be a sentry, when they are activated, roll a D6 for them. On a 6, they automatically raise the alarm as they spot the enemy sneaking around.

SET (X) TRAP – *Fighters with Frag/Melta/Gas Trap Only:* Place the relevant trap marker within 1" of the fighter. Then they can move up to D6".

TAKE A SWIG (Simple) – *Fighters with Second Best or Wildsnake Only:*

A fighter with a bottle of Second Best can make the Take a Swig (Simple) action. After they take this action, roll a D6. On a 1, 2 or 3, the bottle is empty; remove it from the fighter's card. Every time a fighter makes this action, place an Intoxicated marker on their card and remove one of their Flesh Wounds (if they have any). Intoxicated markers remain until the end of the game. The effects of the booze are dependent on how many markers they have on their card.

A fighter with a bottle of Wild Snake can make the Take a Swig (Simple) action. After they make this action, roll a D6. On a 1 or 2, the bottle is empty; remove it from the fighter's card. Every time a fighter makes this action, place an Intoxicated marker on their card and remove one of their Flesh Wounds (if they have any). Intoxicated markers remain until the end of the game. The effects of the booze are dependent on how many markers they have on their card.

TAP PSI-GRUB (BASIC): If a fighter with a Psi-grub uses a psychic power or is the target of a psychic power, place a token on their Fighter card after working out the effects of the power. Once there is at least one token on the fighter's card, they can attempt to use the Psi-grub whenever they manifest a psychic power. To trigger the Psi-grub, the fighter makes a Tap Psi-Grub (Basic) Action and rolls a D6. If the result is equal to or lower than the number of tokens on their Fighter card, the Psi-grub is triggered, otherwise there is no effect. When the Psi-grub is triggered, remove all Psi-grub tokens from the fighter's card and immediately use one of the fighter's psychic powers just as if they had taken the Wyrd Power (X) action. This action does not require the fighter to make a Willpower check. If there are ever six tokens on the fighter's card, the Psi-grub immediately explodes! Remove all the tokens and the Psi-grub from the fighter's card and roll an Injury dice for the fighter.

USE CHEM (Simple) – *Fighters with Chems only:* As part of a fighter's activation they may perform the Use Chem (Simple) action, applying the effects of the Chem to themselves.

UNLEASH THE VOID (Double) – *Fighters with Void Gate Malefic Artefact only:* The fighter can perform the Unleash the Void (Double) action. If they take this action, all other fighters within 6" of them can only take a single action during their activation.

TACTICS CARDS ACTIONS

SET (X) TRAP – *Fighters with Frag/Melta/Gas Trap Only:* Place the relevant trap marker within 1" of the fighter. Then they can move up to D6".

INTRIGUE-SPECIFIC ACTIONS

VANDALISE (Basic) – *Gangs with Wreck the Place Intrigue Only:* If any of your fighters can reach your opponent's deployment zone, they may perform the Vandalise (Basic) action. Each time this action is performed, make a note. If this action is performed twice, your gang can claim this Intrigue.

GRAFITTI (Basic) – *Gangs with Seed the Rebellion Intrigue Only:* If any of your fighters can reach your opponent's deployment zone, they may perform the Graffiti (Basic) action. Each time this action is performed, make a note. If this action is performed twice, your gang has claimed this Intrigue. If this action is performed four times, your gang can claim this Intrigue and is rewarded with +2 Reputation, rather than the usual +1.

PLANT BOMB (Double) – Gangs with Blow It Up!

Intrigue Only: The bomb carrier can perform the Plant Bomb (Double) action. If the bomb carrier completes this action once whilst within 6" of the centre of the battlefield then the bomb has been planted.

HACKING (Double) – Gangs with Corrupt the Machine

Intrigue only: Choose three terrain features and/or door consoles at least 6" from your deployment zone and at least 8" from each other. Any Standing and Active fighter from your gang that is within 1" of one of the chosen features may perform the Hacking (Double) action. Make an Intelligence check for the fighter. If the check is passed, they have successfully planted the code. If the code is planted three times, your gang can claim this Intrigue.

SHADOW (Double) – gangs with Watch from the Shadows

Intrigue Only: During the Ready Fighters step of any Priority phase, randomly choose a fighter from your opponent's crew. For the remainder of this battle, any of your fighters within 12" of the chosen enemy fighter may perform the Shadow (Double) action. A Shadowing fighter can do nothing else this turn, but if the enemy fighter moves, the Shadowing fighter is also moved to remain within 12" of them – unless stopped by impassable terrain or enemy fighters.

MARK THE IMPURE (Double) – gangs with Mark The Impure

Intrigue Only: When one of your fighters activates within 6" of your opponent's Leader, they may perform the Pict Capture (Double) action. If a model that has performed this action begins a later activation within 1" of an edge of the battlefield, you can remove them from play as they make off with the evidence required – this does not count as the fighter going Out of Action. When the battle ends, your gang can claim this Intrigue.

SCENARIO-SPECIFIC ACTIONS

Blood Ritual (Double) Action – Attacking Fighters during Blood Rites Scenario Only (see page 582):

Attacking fighters in base contact with a downed fighter can take the Blood Ritual (Double) action. Each time this action is taken, the attacker gains a Blood token (this can be represented by a dice or appropriate marker). The downed fighter must then immediately make a Toughness check. If this check is passed, the downed fighter remains on the battlefield, otherwise remove the fighter.

COERCE (BASIC) ACTION – Models during Propaganda

Scenario Only (see page 573): Choose a Houseless Ganger within 3" and make a Leadership check for the coercing fighter. If the check is successful, place a token next to the Houseless Ganger to indicate that it is now part of the coercing fighter's gang. Houseless Gangers coerced into joining a fighter's gang become part of that fighter's gang for all intents and purposes and will gain a Ready marker at the beginning of the following round.

DEFILE RELIC (Double) – Border Dispute and Sneak

Attack Only: If an enemy fighter is able to get within 1" of an enemy gang's gang relic, they can make a Defile Relic (Double) action. Once a relic has been defiled, it no longer offers any bonuses to Cool checks and Leadership checks, and cannot be defiled again.

Drag (Double) Action – Models during Blood Rites

Scenario Only (see page 582): During this scenario, when a fighter is taken Out of Action, roll on the Lasting Injuries table as normal, but do not remove them from the battlefield. Instead they are placed face-down if they were not already and become a 'downed fighter'. The fighter is still considered to have been taken Out of Action and will no longer gain Ready markers or be able to take actions for any reason. Fighters can move downed fighters with a Drag (Double) action, moving both themselves and the downed fighter up to their Movement value.

EMBARK/DISEMBARK (Simple) – Scenarios with

vehicles only: A fighter may climb onto, or off, the caravan (or other vehicle) by performing an Embark/Disembark (Simple) action.

HARVEST GHAST (Double) – Ghost Harvest Only - A

Standing and Active fighter that is in base contact with a ghastr deposit may make a Harvest Ghastr (Double) action. Make an Intelligence test for the fighter – if they pass, place a Loot marker on their card to represent a bag of unrefined ghastr. After successfully harvesting, roll a D6. On a 6+, the ghastr deposit is exhausted and removed from the battlefield.

LOOT CARAVAN (Simple) – Scenarios with caravans

only: Attackers that are Standing and Active and are within 1" of the caravan may loot it by performing a Loot Caravan (Simple) action. Each time a fighter takes this action, their player should place a Loot marker on the fighter's card – the number of Loot markers will determine how successful the heist has been. If an attacking fighter goes Out of Action, any Loot markers they have are discarded.

PLANT BOMB (Double) – *Manufactorium Raid* - Any fighter in the attacker's crew makes the **Plant Bomb (double)** action if they are in base contact with one of the markers to plant a bomb. Players should indicate that the bomb has been planted by flipping over the marker or placing a frag trap or similar marker on it.

DISARM BOMB (Double) – *Manufactorium Raid Only* - To disarm a bomb, a fighter must be in base contact with it and make the Disarm Bomb (Double) action and pass an Intelligence check. A disarmed bomb must be rearmed by an attacker following the same procedure as planting a bomb, and has its counter reduced to 1. If the Intelligence check to disarm a bomb fails and is also a double, then it explodes, as detailed above.

POWER UP (Simple) – *Scenarios with a Powered Down Automaton only*: Unless the Arbitrator decides otherwise, at the start of the battle, an automata is in a powered-down state. To power up the automata, a fighter from either gang that is within 1" of it can perform a Power Up (Simple) action. The fighter makes an Intelligence check and, if passed, the automata becomes powered up. Once powered up, the automata immediately becomes Ready and will act as a part of the gang who powered it up until it powers down.

DESTROY DOOR (Double) – *Automata in Archaeo-Hunters Only* - If the automata is powered up and activates within 1" of the door to the vault, it can perform a Destroy Door (Double) action.

ROW (Double) – *Toll Bridge* - Fighters can use debris to cross the river, leaping from one to the other, or as a makeshift boat, standing on the piece of debris and moving it up to their Strength in inches as a Row (Double) action.

SCALE (Double) – *Settlement Attack only* - Attacking fighters beginning their activation in base contact with the Wall may take the Scale (Double) action. If they complete two of these actions in a row, place them on top of the Wall.

TACTICS CARDS ACTIONS

BOOST (Double) – *Boost Up Card only*: Choose a single standing and active friendly fighter that is within 2" of this fighter. That fighter may immediately be moved up to 6" vertically and 1" horizontally

STANDING AND ENGAGED FIGHTERS

Fighters that are Standing and Engaged also perform the following actions if other conditions are met:

SKILL-SPECIFIC ACTIONS

FLEX (Simple) – *Models with Unleash the Beast only*:

All fighters (friend or foe) in base contact with this fighter must pass a Strength check or be pushed D3" directly away from this fighter, stopping only if they come into contact with another fighter or an impassable terrain feature. If there are multiple enemies being pushed, the player controlling this fighter chooses in which order they are moved.

HEADBUTT (BASIC) – *Models with Headbutt only*: Pick an Engaged enemy fighter and roll two D6. If either result is equal to or higher than their Toughness, they suffer a hit with a Strength equals to this fighter's Strength +2 resolved at Damage 2. However, if both dice score lower than the enemy fighter's Toughness, this fighter instead suffers a hit equal to their own Strength, resolved at Damage 1.

HURL (Basic) – Pick an enemy fighter Engaged by, and in base contact with this fighter or a Seriously Injured enemy fighter within 1" of this fighter. Make an Initiative check for the enemy fighter. If failed, the enemy fighter is hurled. Move the enemy fighter D3" in a direction of your choice – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing fighter or any terrain, they stop moving and suffer a Strength 3, Damage 1 hit. If they come into base contact with another fighter, that fighter also suffers a Strength 3, Damage 1 hit, and becomes Prone and Pinned.

RESTRAIN (Simple): Rather than perform a Coup de Grace, this fighter may instead perform a Restrain (Simple) action. This fighter is adept at shackling their opponents, even in the heat of battle. The enemy fighter is taken out of action, but each time this fighter performs this action, make a note that they have restrained an enemy fighter. During the Wrap-up, add 1 to the dice roll to determine if an enemy fighter has been Captured for each enemy fighter that has been restrained.

EQUIPMENT-SPECIFIC ACTIONS

ATTACK (BASIC) – *with Magnacles*: A fighter equipped with Magnacles can try to lock them onto an enemy in base contact as an Attack (Basic) action. The target must make an Initiative check to avoid the attack. If this test is failed they are locked in place and cannot move, cannot make ranged attacks and can only make melee attacks at -2 to hit.

SCENARIO-SPECIFIC ACTIONS

FREE CAPTIVE (Basic) – *Rescue Mission Only*: Pick a Captive within 1" and roll a D6. If the result is a 3 or higher, the Captive is freed. On a 1 or 2 however, the Captive is not freed from their shackles and remains Captive. In a campaign, the fighter who frees a Captive gains D3 XP.

INTRIGUE-SPECIFIC ACTIONS

PLANT EVIDENCE (BASIC) – *Gangs with Stitch Them Up Intrigue only*: If one of your Standing fighters is within 1" of a Seriously Injured enemy fighter, instead of performing a Coup De Grace (Simple) action, they may perform the Plant Evidence (Basic) action. Each time this action is performed, make a note. If this action is performed twice, your gang can claim this Intrigue.

SHAKEDOWN (Double) – *Gangs with Collect a Debt Intrigue Only*: When one of your fighters is Engaged with an enemy fighter, instead of performing a Fight (Basic) action, they may perform the Shakedown (Double) action. If this action is performed once, your gang can claim this Intrigue.

WYRD ACTIONS

Wyrds can make the following actions:

WYRD POWER (X) - they must make a Willpower check to see if the action is successful. If the check is passed, the Wyrd Power takes immediate effect. If it is failed, the Wyrd Power has no effect and the action is wasted.

However, using Wyrd Powers is not without risk. If the Willpower check is failed on the roll of a double 1, the psyker must immediately roll on the Perils of the Warp table (see overleaf). If the Willpower check is passed on the roll of a double 6, the Wyrd Power takes effect, cannot be Disrupted (see overleaf) and the psyker must immediately roll on the Perils of the Warp table.

MAINTAIN CONTROL (Simple) – Some Wyrd Power (X) actions are noted as being a Continuous Effect. Such a power lasts from when the psyker performs the action until the start of their next activation when it will expire. In order to maintain a Continuous Effect, the psyker must perform this action. If they do not, the Continuous Effect expires at the beginning of this fighter's activation. The Psyker immediately makes a Willpower check, adding 3 to the result of the dice roll. A psyker can only ever have one Continuous Effect in play. If a psyker is Seriously Injured or taken Out of Action, any Continuous Effects will immediately expire.

CONCENTRATE (Basic) – If the fighter makes a Willpower check in their subsequent action, add 1 to the result of the dice roll.

MOVEMENT

During the Action phase, a number of actions allow a fighter to move in different ways, as detailed previously. Sometimes a fighter may even be moved involuntarily as a result of an enemy attack or an in-game effect. This section deals with how fighters are moved around the tabletop and how terrain can hinder their progress.

MOVING MODELS

Fighters move by making actions. For example, a fighter might make a Move (Simple) action to advance cautiously, or may make two Move (Simple) actions in quick succession to run forward and cover a lot more ground. A fighter might Charge (Double) to get into combat, or Crawl (double) to get out of the firing line. A fighter is not obliged to move their full movement allowance, they can move any distance up to their movement allowance, but they cannot move further. Movement need not be in a straight line, a fighter can zigzag around terrain as appropriate, though note that a Charge (Double) action should take the shortest route possible. After moving, a fighter can turn to face any direction.

All Move actions must be declared before any measuring is carried out. Sometimes, after a fighter's declared movement is measured, it may become obvious that a fighter does not have as much movement as hoped and will end their movement short of where they had planned. In this case, move the fighter as far as possible in the desired direction, and try to make good use of any available cover! In the case of a Charge (Double) action, if a fighter has insufficient movement to make it into base to base contact with an enemy fighter, they must still move the full distance (stopping 1" away, as follows) and may often end their movement in a very dangerous position!

EDITOR'S SUGGESTION: MOVING INTO BASE-TO-BASE CONTACT WITH ENEMY FIGHTERS

If a fighter moves and deliberately comes into base to base contact with an enemy fighter (this can be from a normal Move, a Consolidate action after close combat, or other actions (for example, from using a Grapple Launcher), they are not removed to 1" away. Instead, they become Engaged, but do not perform any close combat attacks.

In contrast, if the model Charged, they do perform close combat attacks. When a model Charges, they may choose to use actions such as Fight, but also any other Engaged (Basic) action such as Restrain, Coup de Grace, Headbutt, Crushing Blow, etc.

If using this suggestion, ignore the 1" rule as follows.

THE 1" RULE

Fighters cannot move to within 1" of any enemy fighter during their activation, unless that enemy fighter is Prone and Seriously Injured. The only exception to this rule is when a Standing and Active fighter makes a Charge (Double) action, in which case they may move within 1" of one or more enemy fighters, provided that they end their movement in base to base contact with one or more enemy fighters. If a fighter making a Charge (Double) action has sufficient movement to get within 1" of an enemy fighter but does not have sufficient movement to make it into base to base contact with and Engage the enemy fighter, they must stop moving 1" away.

It may occur that a fighter is moved involuntarily to within 1" of an enemy fighter. For example, a fighter with the Hurl skill may throw an enemy fighter that they are Engaged with, which may result in that fighter coming into contact with other fighters, friendly or enemy. Should this happen, the normal rules described previously are temporarily suspended until the movement and any other effects it causes have been fully resolved (such as in the previous Hurl example, in which case the fighters would suffer hits as a result of coming into contact with one another). Once they have been and if neither fighter is Prone and Seriously Injured, move the fighter that was involuntarily moved by the shortest route possible until they are 1" away from the enemy fighter.

DIRECTLY TOWARDS AND DIRECTLY AWAY FROM

Sometimes the rules will say that a fighter needs to move directly towards another fighter. To do this, trace an imaginary straight line that crosses the centre of each fighter's base – the moving fighter then moves towards the other fighter along this line the required distance. Similarly, to move directly away from another fighter, follow the same method but move the moving fighter away.

As always, this cannot make a fighter move through a wall, impassable terrain or a closed door. Should they contact one of these features, they stop and do not move further.

TERRAIN

As mentioned previously, terrain features prominently in games of Necromunda. One of the most obvious ways in which gangs and fighters interact with terrain is when they attempt to move through and over it. The following section covers the various ways in which terrain affects a fighter's movement.

DIFFICULT TERRAIN

Pools of toxic sludge, areas of fallen rubble and broken or missing walkways sections – there are numerous things in the underhive that can make the terrain difficult to cross.

For every 1" a fighter moves through any terrain designated as difficult terrain when setting up the battlefield, they count as having moved 2".

DANGEROUS TERRAIN

Vats of molten metal, spinning turbines set into the floor and more – any terrain feature designated as dangerous when setting up the battlefield can pose a huge risk to fighters crossing it.

A fighter may cross dangerous terrain in the same way as difficult terrain. However, the fighter must also pass an Initiative check. If this is passed, they cross the terrain safely. If they fail, they immediately go Out of Action and suffer a roll on the Lasting Injury table.

OBSTACLES

Obstacles are any free standing terrain feature measuring no more than 2" high and no more than 2" across, such as barricades, barrels and pipelines. Fighters may cross obstacles as they move, but doing so reduces their movement by a number of inches equal to the height of the obstacle. A fighter may not end their movement on top of an obstacle.

STRUCTURES

Structures are any terrain feature measuring more than 2" high and more than 2" across, be they free standing or connected to other terrain features in some way. Fighters may climb up and onto structures and between the various levels and platforms of a structure as they move and may end their movement on any level of a structure if there is sufficient space for their base. See 'Climbing' below.

CLOSE COMBAT ACROSS BARRICADES

YAQ: A fighter who is in base contact with a barricade counts as being Engaged with a fighter that is in base contact with the other side of the barricade, even though their bases are not touching, as long as the two fighters are within ½" of each other. Close combat attacks made across a barricade in this way have a -1 modifiers to any hit roll.

IMPASSABLE TERRAIN AND SOLID TERRAIN FEATURES

Zone Mortalis walls and closed doors are always impassable. Any suitable terrain on a Sector Mechanicus battlefield may be designated as impassable when setting up the battlefield. Such terrain on a Sector Mechanicus battlefield should also be designated as a solid terrain feature for the purposes of line of sight and measurement, as described previously. Fighters may not move across impassable terrain.

DUCTWAYS: Ductways can be up to 2" in length and can be placed across any 2" wide wall or any other terrain features that would otherwise be impassable. Their presence allows fighters to crawl through a narrow duct and traverse the terrain feature by using the Crawl Through Ductway (Double) action.

CLIMBING

Fighters can climb up or down any vertical surface to reach a higher level or platform of a structure during their movement. For every 1" a fighter moves vertically by climbing, they count as having moved 2". A fighter cannot end their activation mid-climb; they must have sufficient movement to reach a flat surface. If they cannot, they will stay where they were when the action was declared.

Players should note that a fighter may end a Move (Simple) action mid-climb, provided that they are able to immediately use another action to complete the climb.

STEPPING UP: During a fighter's move, a fighter may freely 'step up' onto another level or platform of a structure, provided that it is no more than 1/2" higher than the level they are currently on. If the difference in height is more than 1/2", they must climb as described above.

OVERHANGS: When climbing, a fighter can traverse an overhang as long as it protrudes no more than 1" from the vertical surface. Overhangs that protrude more than 1" are considered impassable to a climbing fighter.

LADDERS AND STAIRS: When climbing a ladder or stairs between the levels of a structure, there are no modifiers to a fighter's movement.

LEAPING GAPS

A moving fighter may attempt to leap across a gap that is bigger than their base, provided that they have enough Movement to do so. The fighter stops at the edge and makes an Initiative check. If they pass, they leap the gap and may continue moving. If they fail, they will fall straight down by the shortest possible route to the next level down and will suffer a hit as follows.

JUMPING DOWN

A fighter may attempt to jump down to a level below. They must pass an Initiative check with no modifier for the first 2" jumped, but with a cumulative -1 modifier for every additional 2" jumped (rounded up). If the check is failed, they fall and will suffer a hit as described below.

FALLING HAZARDS

A fighter is at risk of falling if they go from Standing to Prone whilst within 1/2" of the edge of a level or platform. Should this happen, the fighter must make an Initiative check. If the check is passed, nothing happens. If the check is failed or if a natural 1 is rolled, the fighter will fall as described below.

RAILINGS: If the nearest edge of a level or platform is bounded by a railing or similar barrier at least 1/2" tall, the chance of falling is reduced. Add 1 to the result of the Initiative check to see if the fighter falls.

FALLING

If a fighter falls 3" or more, they will take a hit as described **on page 45** based on how far they fell, rounded up to the nearest inch:

Distance Fallen	Strength	AP	Damage
3" – 5"	3	-	1
6" – 7"	5	-1	1
8" – 9"	7	-2	2
10" +	9	-3	3

A falling fighter is immediately Prone and Pinned and their activation ends. If they land on top of another fighter, they are also Pinned and suffer a hit identical to that taken by the falling fighter. Move the falling fighter the shortest possible distance so that the two are not overlapping. Once the hits have been resolved, and if neither fighter is Prone and Seriously Injured, if the falling fighter fell on an enemy fighter, move the fighter that fell by the shortest route possible until they are 1" away from the enemy fighter.

If a falling fighter lands within 1/2" of a platform edge, they must pass an Initiative check or will fall again.

PITFALLS

Pitfalls are treated just like gaps, as described **on page 38**. Fighters can attempt to leap across Pitfalls in exactly the same way as they would leap across any other gap.

Additionally, Pitfalls are Falling Hazards and a fighter risks falling into a Pitfall should they go from Standing to Prone whilst within 1/2" of a Pitfall. Should this happen, the fighter must make an Initiative check. If the check is passed, nothing happens. If the check is failed or if a natural 1 is rolled, the fighter will fall into the Pitfall. When a fighter falls into a Pitfall, they immediately go Out of Action and, during a campaign game, a single roll is made on the Lasting Injuries table, representing the fighter falling into a different level of the underhive.

Finally, if a weapon with the Blast trait is used and the centre of the Blast marker ends on a Collapsed Section tile, roll a D6 for each fighter on that tile. If the test is failed, the floor shifts and the fighter is moved D3" towards the nearest Pitfall (potentially falling if they move into it).

SHOOTING

There are several ways in which a fighter may make a ranged attack against an enemy, most frequently by making a Shoot (Basic) action or Fire Through Ductway (Basic) action, but certain skills and Tactics cards will also allow fighters to make a ranged attack outside of the game's normal sequence.

Whenever a fighter makes an attack against one or more enemy fighters with a ranged weapon, this sequence is followed:

1. DECLARE THE SHOT
2. CHECK THE RANGE
3. MAKE THE HIT ROLL
4. TARGET IS PINNED
5. RESOLVE HITS

1. DECLARE THE SHOT

Pick a ranged weapon carried by the fighter, and pick an eligible enemy.

TARGET PRIORITY

A fighter must target the closest eligible target when making a ranged attack. An enemy fighter is an eligible target if they are within the vision arc and line of sight of the attacker, even if they are Engaged by a friendly fighter. However, if the closest eligible target is Seriously Injured or harder to hit than one further away, the attacker may choose to ignore them. Otherwise, to attack an eligible target that is not the closest, the attacker must first pass a Cool check.

FIGHTERS IN HIDING

The attacking fighter cannot target an enemy if the enemy is both Prone (either Pinned or Seriously Injured) and in partial or full cover – they are assumed to be keeping their head very low!

2. CHECK THE RANGE

Measure the range from the attacker to the target. If the target is outside the weapon's Long range, the attack automatically misses. The Firepower dice must still be rolled.

3. MAKE THE HIT ROLL

Make a BS check for the attacker, applying modifiers as listed below to the roll.

- **IN PARTIAL COVER (-1):** The target is in partial cover ([see page 17](#)), apply the modifier.
- **IN FULL COVER (-2):** The target is in full cover ([see page 17](#)), apply the modifier.
- **ACCURACY MODIFIER (+/-?):** If the weapon has an Accuracy modifier on its profile and the target is within that range, apply the modifier.
- **TARGET IS ENGAGED (-1):** If the target is Standing and Engaged, apply the modifier.
- **TARGET IS PRONE (-1, LONG RANGE ONLY):** If the target is Prone (either Pinned or Seriously Injured)

and the attacker is firing at Long range, apply the modifier.

- **TWIN GUNS BLAZING (-1):** The fighter attacks with two weapons with the Sidearm trait. [See page 119.](#)

Editor's Suggestions:

- **FIGHTER SHOOTs SECOND (-1):** If the fighter performs any Simple, Basic or Double action before a Shoot (Basic/Simple/Double) action, other than the Aim (Basic) action, they suffer -1 to hit (this includes the second and any subsequent Shoot (Simple) actions by a fighter with Fast Shot).
- **TARGET MOVED FAST (-1):** If the target moved 10" or more this round.
- **SMALL TARGET (-1):** The whole target is less than 1/2" tall or wide. Gang models are always larger than this, even if modelled smaller! Firing a Blast Template is *always* considered to be targeting a small target.
- **LARGE TARGET (+1):** The whole target is 2" wide or tall.

IMPROBABLE SHOTS: If the hit modifiers applied to a ranged attack mean that it is impossible to score a hit, the attack is an Improbable Shot. To make a hit roll for an Improbable Shot, roll a D6. On a 1-5, the attack misses. On a 6, there is a chance that it will hit; make a hit roll as normal, using only the fighter's Ballistic Skill and ignoring any other modifiers.

FAQ 2019: ROLLS OF A NATURAL 1: If, when making a ranged attack, the hit roll is a natural 1, the attack automatically misses, regardless of any modifiers that may apply.

4. TARGET IS PINNED

When a Standing and Active fighter is hit by a ranged attack, they are automatically placed Prone and Pinned. Players should note that a Standing and Engaged fighter cannot become Prone and Pinned.

5. RESOLVE HITS

Each attack that scores a hit is resolved as described [on page 45.](#)

BLAST MARKERS

If attacking with any weapon with the Blast (X) trait, a fighter may target a point on the tabletop instead of an eligible enemy fighter, using a Blast marker.

- Place the appropriately sized Blast marker (determined by the number in brackets after the trait on the weapon's profile) so that the central hole is anywhere within line of sight of the fighter making the attack.

- If the central hole is beyond the Long range of the weapon, the attack still goes ahead but the Blast marker is moved directly back towards the attacking fighter until the central hole is within range.
- Roll to hit as normal:
 - If the attack hits, the Blast marker stays where it is.
 - Otherwise, roll a Scatter dice and a D6. The marker moves in the direction shown by the Scatter dice (using the small arrow if the Hit symbol is rolled) a number of inches equal to the number rolled on the D6. The marker will stop moving if the central hole comes into contact with a wall, structure or impassable terrain feature.
- Once the Blast marker's position has been established, each fighter (friend and enemy) whose base is beneath the Blast marker is hit by the attack (unless there is a wall or solid terrain feature between them and the centre of the Blast marker).
- Follow steps 4 and 5 of the Shooting sequence as normal for each fighter hit, in an order of the attacking player's choice.

Players should note that, after scattering, the Blast marker may end beyond the weapon's range or out of line of sight.

MISFIRES: If a Hit is rolled on the Scatter dice and a 1 is rolled on the D6, something has gone wrong. Roll another D6. On a 2-6, the shot is a dud; the attack ends and the Blast marker is removed. If the roll is a 1, the weapon has misfired; centre the Blast marker over the attacking fighter and resolve the attack as described above.

FAQ 2019: *Q. What happens if a Blast marker scatters off the battlefield? A. If the centre of the Blast marker ever leaves the battlefield, the Blast marker is removed.*

FLAME TEMPLATES

If attacking with any weapon with the Template trait, the weapon will make use of the Flame template to determine which fighters are hit by the attack.

- During step 1 of the Shooting sequence, instead of declaring an enemy to be the target of the attack, place the Flame template so that the narrow end is touching the attacking fighter's base and the entire template is within their vision arc.
- Each fighter (friend and enemy) whose base is beneath the template is hit automatically by the attack (**unless there is a wall or solid terrain feature between them and the fighter making the attack**).

Follow steps 4 and 5 of the Shooting sequence as normal for each fighter hit, in an order of the attacking player's choice.

BLAST MARKERS, FLAME TEMPLATES AND COVER

Fighters hit by Blast markers and Flame templates may gain a positive modifier to their save roll if they are in partial or full cover:

- If a fighter hit by a Blast marker is behind partial or full cover in relation to the central hole of the Blast marker, they will benefit from a positive modifier to their save roll.
- If a fighter hit by a Flame template is behind full or partial cover in relation to the fighter making the attack, they will benefit from a positive modifier to their save roll.
- **Editor's Suggestion:** If a model is completely hidden – for example by being prone behind a wall, or having just a cosmetic aspect of the model beyond cover – they are not hit by the weapon.

The modifiers to a fighter's save roll for being in cover against a Blast marker or Flame template are as follows:

- A fighter in Partial cover gains a +1 modifier to their save roll.
- A fighter in Full cover gains a +2 modifier to their save roll.

Players should note that these modifiers cannot be applied to Field armour.

For example, if a fighter wearing mesh armour is behind Partial cover in relation to the centre of a Blast marker, their armour save will be increased to 4+ against the attack. If the fighter hit was wearing no armour, they would gain a 6+ save roll against the attack. Players should note, however, that an attack's Armour Penetration characteristic may modify this further.

BLAST MARKERS, TEMPLATE WEAPONS AND SHOOTING INTO AREAS YOU CANNOT SEE

FAQ 2019: *Q. Can a Flame template be placed so that it touches fighters within, or even beyond, a Smoke cloud? A. Yes. A Smoke cloud does not prevent a fighter from placing a Flame template as normal*

FAQ 2019: *Q. When using the Pitch Black rules, does a fighter have to be able to see an enemy fighter in order to make an attack with a weapon with the Template or Blast trait? A. No. Template and Blast weapons target a point on the battlefield and so can be used whether a fighter can see another fighter or not. In Pitch Black conditions, the fighter could easily have heard a noise down a corridor and decided to risk throwing a grenade or flaming the surrounding battlefield in the hope of hitting an enemy that they know is there, but they can't pinpoint*

Editor's Suggestion: Firing Into Areas You Cannot See:

The FAQ suggests the idea that fighters shooting into Pitch Black, smoke, etc, 'can't pinpoint' what they are attempting to flush out – unfortunately, this is pretty much what happens with templates and blast markers. My group does not play these as an automatic hit, instead suggesting that things scatter or fighters targeted by the template perhaps see the pilot light or get another premonition against the attacker blasting them:

If a model shoots a blast template into an area such as into smoke clouds, or in pitched dark areas, the template automatically scatters. If a model has equipment that allows them to see in smoke clouds, or a certain amount of the dark (such as the 12" afforded by photo goggles), they shoot normally.

Similarly, if a model shoots a flame template weapon into an area such as the dark or in pitched dark areas, models hit by the template obtain a free dodge – roll a D6, on a 4+ they are not hit by the weapon as the dark protects them. If a model has equipment that allows them to see in smoke clouds, or a certain amount of the dark (such as the 12" afforded by photo goggles), the targets are hit normally.

STRAY SHOTS

If an attack with a ranged weapon misses, there is a chance that other fighters, friendly or enemy, that are Engaging the target, or that are within 1" of the line along which the range between the attacker and the target was measured, will be hit.

If the attack misses, roll a D6 for each fighter that is at risk of being hit, starting with the fighter closest to the attacker. On the roll of 1, 2 or 3, the fighter is hit by the attack. On a 4, 5 or 6, the shot misses them - move on to the next fighter at risk of being hit. If the attack would have caused more than one hit, follow this sequence for every hit.

Editor's Note: Fighters engaged with the target who are further away may be hit by a Stray Shot.

TWIN GUNS BLAZING

If a fighter is armed with two weapons with the Sidearm trait, they can choose to attack with both of them as part of a single Shoot (Basic) action. **Make the hit roll for each weapon before resolving any hits scored (FAQ 2019).** Both attacks must be made against the same target and the hit roll for each suffers a -1 modifier.

THE FIREPOWER DICE

When making an attack with a ranged weapon (including when using a weapon with the Sidearm trait in close combat), a Firepower dice must also be rolled, even if the hit roll is not made (for example, if the target is out of range, the attack automatically misses, but the Firepower dice must still be rolled), and even if

the weapon does not have the Rapid Fire trait. If the Ammo symbol is rolled, there is a chance the weapon has run Out of Ammo. Make an Ammo check for the weapon, testing against its Ammo characteristic. If this check is passed, nothing happens. If this check is failed, the weapon itself becomes subject to the Out of Ammo condition. The attack that caused the check is resolved as normal, but the weapon cannot be used again until it is reloaded by performing a successful Reload (Simple) action for it.

FIREPOWER DICE CHART

D6	Result
1	1 hit + Ammo !
2-3	1 hit
4-5	2 hits
6	3 hits

MULTIPLE WEAPON PROFILES

Some weapons have more than one weapon profile – shotguns, for example, which can be loaded with several different types of ammunition. When declaring a ranged attack with such a weapon, the player must declare which profile they will use, chosen from the profiles available. For example, a shotgun may fire solid and scatter ammo as standard, and may be loaded with and use executioner ammo if purchased.

- Should a weapon with more than one weapon profile fail an Ammo check for one of its profiles, it is considered to have failed an Ammo check for all of its profiles.
- The weapon cannot be used at all until a Reload (Simple) action has been successfully performed, using any one of the weapon's available profiles, chosen by the controlling player.
- **Editor's Suggestion:** The fighter next Shoot action must be with the reloaded ammunition. After that shot, any other ammunition may be used.
- If a profile that has either the Scarce or Limited trait fails an Ammo check, that profile may not be used for the remainder of the battle.

CLOSE COMBAT

Fighters that are Standing and Engaged with an enemy fighter may make close combat attacks against them. Most often, this is done by performing a Fight (Basic) action – either on its own or as part of a Charge (Double) action – or by making Reaction attacks after an enemy fighter they are Engaged with has resolved a Fight (Basic) action against them. Additionally, certain skills and Tactics cards will also allow fighters to make a close combat attack outside of the normal sequence of the game.

Whenever a fighter makes a close combat attack against one or more enemy fighters they are Engaged with using a weapon with the Melee or Sidearm trait(s), this sequence is followed:

1. TURN TO FACE

2. PICK WEAPONS

3. DETERMINE ATTACK DICE

4. DECLARE TARGETS

5. MAKE HIT ROLL(S)

6. RESOLVE HITS

7. REACTION ATTACKS

8. CONSOLIDATE OR COUP DE GRACE

1. TURN TO FACE

The attacking fighter may turn to face any direction. Doing so reduces the result of any hit roll by 1. This modifier is cumulative with any others. For example, if a fighter that is Broken turns to face before making a Reaction attack, they will reduce the result of any hit roll by a total of 3.

2. PICK WEAPONS

The controlling player declares which weapons the fighter will use. A fighter can use up to two weapons with the Melee or Sidearm trait, but only one if it also has the Unwieldy trait. Alternatively, the fighter may make unarmed attacks.

UNARMED ATTACKS: A fighter that is not armed with any weapons with either the Melee or Sidearm traits may still make close combat attacks, either as part of an action or as a reaction to an attack from an enemy fighter.

An unarmed attack uses the fighter's unmodified Strength characteristic, has no AP and has a Damage of 1.

3. DETERMINE ATTACK DICE

The number of Attack dice rolled is equal to the fighter's Attacks characteristic, plus the following modifiers:

- Dual Weapons with the Melee or Sidearm trait (+1)
- Charging (+1)

If the fighter is attacking with more than one weapon, the Attack dice must be split as evenly as possible between the two weapons, ideally allocating an equal number of Attack dice to each weapon. Where this is not possible, for instance if the fighter has an odd number of Attacks to make, the controlling player may choose which weapon is allocated the extra Attack dice.

PISTOLS AT CLOSE QUARTERS: A weapon with the Sidearm trait can only have one Attack dice allocated to it. Any remaining attacks must be allocated to a weapon with the Melee trait. If a fighter has no other weapons with the Melee trait, any remaining attacks must be Unarmed attacks, as described above.

If a fighter attacks with a weapon with the Sidearm trait in close combat, Accuracy modifiers do not apply – this is only used when making ranged attacks.

4. DECLARE TARGETS

Declare a target enemy fighter that is A) Engaged with the attacker and B) within their vision arc. Attacks can be split between eligible enemy fighters as the player wishes.

5. MAKE HIT ROLL(S)

Make a WS check for the attacking fighter with each Attack dice. Roll separately for different weapons and/or different targets. Hit rolls may be modified by +1 for an assist from a friendly fighter also Engaged with the target, or by -1 for an enemy fighter also Engaging the attacker.

FAQ 2019: ROLLS OF A NATURAL 1: If, when making a ranged attack, the hit roll is a natural 1, the attack automatically misses, regardless of any modifiers that may apply.

ASSISTS AND INTERFERENCE

Engaging more than one opponent is much more difficult than Engaging a lone fighter. When making close combat attacks, a fighter can claim 'assists' from friendly fighters who are also Engaged with the target of the attack, and can suffer 'interference' from enemy fighters other than the target of the attack who are also Engaged with them.

ASSISTS

When a fighter makes a close combat attack, they can claim an assist from each other friendly fighter that is:

- Engaged with the target of the close combat attack.
- Not Engaged with any other fighters from the same gang as the target of the attack.

Each assist claimed in this way adds 1 to the result of the hit roll.

INTERFERENCE

When a fighter makes a close combat attack, they may suffer interference from each other enemy fighter that is:

- Engaged with the attacker.
- Not Engaged with any other fighters from the same gang as the attacker.

Each interference subtracts 1 from the result of the hit roll.

ROLLS OF A NATURAL 1

If, when making a close combat attack, the hit roll is a natural 1, the attack automatically misses, regardless of any modifiers that may apply.

6. EDITOR'S SUGGESTION – ALTERNATE HIT CHART

The following rules are intended to represent the skills of defenders in close combat countering similarly skilled attackers.

Make a WS check for the attacking fighter with each Attack dice, modified by the following table to determine the required value:

		Defender WS				
		2+	3+	4+	5+	6+
Attacker WS	2+	4+	3+	2+	2+	2+
	3+	5+	4+	3+	3+	2+
	4+	6+	5+	4+	3+	2+
	5+	6+	5+	5+	4+	3+
	6+	6+	6+	6+	5+	4+

Roll separately for different weapons and/or different targets. Hit rolls may be modified by the following:

- **ACCURACY MODIFIER (+/-?):** If the weapon has an Accuracy modifier on its profile and the target is within that range, apply the modifier.
- **ASSISTS (+?):** See below
- **INTERFERENCE (-?):** See below.
- **HIGHER UP (+1):** If your fighter is standing on a higher level, platform, or slope then add +1 to their to Hit roll.
- **ENCUMBERED (-1):** If your fighter is carrying a heavy weapon, or other heavy piece of equipment, they suffer a -1 penalty to their to Hit roll, unless the fighter is Str4 or higher, or is using a SLHG.
- **OBSTACLE (-1):** If you charge an enemy who is sheltering behind cover such as a low wall, then you suffer a -1 penalty on your to Hit score that turn. Note this penalty only applies during the round when you charge.

6. RESOLVE HITS

Each attack that scores a hit is resolved as described on page 45.

7. REACTION ATTACKS

If there are still enemies that are Standing and Engaged with the attacker, they may make Reaction attacks, following steps 1-6.

8. CONSOLIDATE OR COUP DE GRACE

If all enemy fighters the attacker was Engaged with are now Prone and Seriously Injured, they may make a free Coup De Grace (Simple) action against one such enemy fighter.

Alternatively, if all enemy fighters the attacker was Engaged with are now Prone and Seriously Injured or have gone Out of Action, they may move up to 2" in any direction.

YAQ: When a fighter is Seriously injured in Close combat and then immediately taken Out of action with the free Coup de grâce or Restrain action, how many Nerve tests should nearby friendly fighters take?

With the rules as written, nearby friendly fighters should each take two Nerve tests (one for the fighter being Seriously injured, and the other for them going Out of action). However, since the two events are practically simultaneous, they are treated as a single instance and only one Nerve test is required.

RESOLVE HITS

When a fighter suffers a successful hit, follow this sequence:

1. MAKE WOUND ROLL
2. MAKE A SAVE ROLL
3. INFLICT DAMAGE

ARBITRATOR'S NOTE: HIT RESOLUTION ORDER

All hits (ie the many hits from a single attacker's multiple close combat hits, the results of Twin Guns Blazine) are assumed to occur **at the same time**, before the consequences of each hit (for example being knocked back, becoming pinned and falling into cover, ablative armour losing modifiers, etc) occurs.

1. MAKE WOUND ROLL

Cross reference the weapon's Strength with the hit fighter's Toughness and roll on the table below to determine if the fighter is wounded by the attack:

Strength vs Toughness	D6 Roll Required
Is the Strength TWICE the Toughness or greater ?	2+
Is the Strength GREATER than the Toughness ?	3+
Is the Strength EQUAL to the Toughness ?	4+
Is the Strength LOWER than the Toughness ?	5+
Is the Strength HALF the Toughness or lower ?	6+

2. MAKE A SAVE ROLL

If a hit results in a successful wound roll, or leads to an Injury roll being made against the fighter for any reason, the fighter may be able to make a save roll.

Only one save roll may be made for each hit that successfully wounds, or leads to an Injury roll being made, regardless of how many different save rolls a fighter may have. For example, if a fighter wears both mesh armour and a refractor field, they may only attempt a save roll against a successful wound roll with one of those items.

Armour saves are made either:

- After the Wound roll is made but before the Wound is removed from the fighter, in which case the Wound is 'saved' and not removed.

- If the attack has a Damage '-' characteristic and causes an Injury dice to be rolled against the fighter for any reason, a save roll is made before any Injury dice are rolled.

Players should note that some weapon traits will disallow save rolls. For example, the Gas Weapon Trait states that no save roll can be made. In such cases, regardless of any modifiers, no save roll can be made.

ARMOUR PENETRATION: It may happen that the AP characteristic of a weapon is greater than the save roll granted by the armour a fighter wears, thus cancelling out the save roll. For example, a fighter wearing mesh armour has a save roll of 5+, but if they are hit by a weapon with AP -3, no save roll would be possible.

POSITIVE SAVE MODIFIERS: In some situations, such as a fighter benefiting from partial or full cover against an attack that uses a Blast marker, a fighter's save roll may be improved. In such situations, this positive modifier may be added to a fighter's normal save roll, but may not be added to Field armour. For example, if a fighter wearing mesh armour (5+ save) and a displacer field (4+ save) gains a +1 modifier to their save roll, they may improve their mesh armour save to 4+ but may not improve their displacer field save to 3+.

If a fighter not wearing armour benefits from a positive save modifier, treat their save as 7+ for the purposes of modification. For example, if a fighter wearing no armour gains a +2 save modifier, they will be able to make a save roll of 5+.

3. INFLICT DAMAGE

Damage is inflicted following a successful unsaved wound roll, as follows:

1. Each point of Damage caused by a weapon removes one Wound from a fighter.
2. When a fighter is reduced to 0 Wounds by Damage from an attack, immediately roll one Injury dice and apply the result to the fighter (see below).
3. If the weapon has additional points of Damage to cause after the last Wound has been removed, immediately roll an additional Injury dice for each and apply the result to the fighter.

For example, if a fighter with two Wounds is hit by a weapon that causes three points of Damage, two Injury dice will be rolled. The first point of Damage removes a Wound, the second reduces the fighter to 0 Wounds and one Injury dice is rolled, and the third and final point of Damage will cause another Injury dice to be rolled.

INJURY DICE

When any number of Injury dice are rolled against a fighter for any reason, apply the results of each individual dice as follows:

- **OUT OF ACTION:** The fighter is immediately removed from play.
- **SERIOUS INJURY:** The fighter is placed Prone and laid face-down. They may successfully recover in a later End phase. If this injury was inflicted in close combat, the fighter may be vulnerable to a Coup de Grace action (see page 29).
- **FLESH WOUND:** The fighter suffers a Flesh Wound, reducing their Toughness characteristic by 1. If a fighter is reduced to Toughness 0, they go Out of Action.

INJURY DICE CHART

D6 Result

1-2 Flesh Wound

3-5 Serious Injury

6 Out of Action

DAMAGE ' - ' WEAPONS

A weapon with a Damage characteristic of '-' does not cause Damage in the usual way and will not cause a fighter to lose a Wound. Such weapons cause injuries through the use of deadly toxins, venoms or gas.

Consequently, if any Injury dice are rolled against a fighter as the result of an attack made by a Damage '-' weapon, the result(s) of the Injury dice are applied as normal. No Wounds are removed from the fighter.

The fighter may suffer a Flesh Wound, indicating they have been weakened by the attack, may suffer a Serious Injury, representing their struggle to shake off the effects of the attack, or may be taken Out of Action as they succumb to the effects of the weapon.

FALLING

If a fighter falls 3" or more, they will take a hit as described on page 45 based on how far they fell, rounded up to the nearest inch:

Distance Fallen	Strength	AP	Damage
3" – 5"	3	-	1
6" – 7"	5	-1	1
8" – 9"	7	-2	2
10" +	9	-3	3

LASTING INJURIES

If a fighter goes Out of Action during a campaign game, for any reason, **immediately** roll on the Lasting Injury Chart and apply the result:

D66 Lasting Injury

11 Lesson Learned. Into recovery, +D3 Experience.

12-26 Out Cold. No effect.

31-45 Grievous Injury. Into recovery.

46 Humiliated. Into recovery, -1 Ld and Cl.

51 Head Injury. Into recovery, -1 Int and Wil.

52 Eye Injury. Into recovery, -1 BS.

53 Hand Injury. Into recovery, -1 WS.

54 Hobbled. Into recovery, -1 M.

55 Spinal Injury. Into recovery, -1 S.

56 Enfeebled. Into recovery, -1 T.

61-65 Critical Injury. Dead, unless saved by a Doc (see page 266).

66 Memorable Death. Dead – attacker gains +1 Experience.

Please note that at certain points, there may be a danger of a Chaotic Boon or Festering Injury occurring instead of a Lasting Injury (see pages 280, 249, 324).

NERVE TESTS

Fighters have to take a Nerve test when a friendly fighter is Seriously Injured or taken Out of Action within 3" of them. All fighters must test regardless of their Status and Secondary Status, though it should be noted that some fighters may be subject to a special rule that makes them immune to Nerve tests.

To make a Nerve test, make a Cool check for the fighter, adding 1 to the result for each friendly fighter within 3" of them that is not Broken and is not Prone and Seriously Injured. If the check is passed, nothing happens. If the check is failed, the fighter becomes Broken. Place a Broken marker on their Fighter card.

When a fighter becomes Broken, they will immediately make a Running for Cover (Double) action as described on page 29. If the fighter is Ready, they lose their Ready marker.

Broken fighters may be rallied in the End phase. When a Broken fighter activates in a subsequent round, they may not make any actions other than Running for Cover (Double). If a Broken fighter is Engaged by an enemy fighter, they may only make Reaction attacks with a -2 modifier.

END PHASE

After all fighters that wish to activate have activated, the Action phase ends and play moves on to the End phase. The End phase has three steps:

1. MAKE BOTTLE TEST (IF NECESSARY).

2. MAKE RECOVERY TESTS FOR SERIOUSLY INJURED FIGHTERS.

3. MAKE RALLY TESTS FOR ANY BROKEN FIGHTERS.

BOTTLE TESTS

At the start of the End phase, either or both players will be required to make a Bottle test for their gang if one or more of their fighters are either Seriously Injured or Out of Action.

To make a Bottle test for the gang, roll a D6 and add to the result the total number of fighters that are Seriously Injured or Out of Action. If the final result is higher than the total number of fighters in the starting crew (the number of fighters who were present at the start of the battle, [see page 506](#)), then the gang as a whole has failed the Bottle test and has bottled out.

FLEEING THE BATTLEFIELD

Once a gang has bottled out, fighters may begin to flee the battlefield. At the start of the Action phase, the controlling player will have to make a Cool check for each of their fighters on the battlefield. Each fighter that fails this Cool check will immediately flee the battlefield and is removed from play.

LEADING BY EXAMPLE

Fighters draw courage from their leaders and will follow their example:

- If the gang Leader passes their Cool check, any friendly fighters within 12" are considered to have passed their Cool check and will not flee the battlefield.
- If a Champion passes their Cool check, any friendly fighters that are not the Leader or another Champion within 6" are considered to have passed their Cool check and will not flee the battlefield.

RECOVERY TESTS

For each member of their gang that is Seriously Injured and still on the battlefield, the controlling player makes a Recovery test by rolling an Injury dice:

- If the result is Out of Action, the fighter is removed from play. During a campaign game, roll for Lasting Injuries.
- If the result is Seriously Injured, the fighter remains as they are, Prone and Seriously Injured.
- If the result is a Flesh Wound, the fighter suffers a Flesh Wound ([see page 46](#)) and becomes Prone and Pinned.

ASSISTANCE

When making a Recovery test for a Seriously Injured fighter, one Standing and Active friendly fighter that is within 1" can offer assistance. If they do so, roll one extra Injury dice, then pick one of the Injury dice to resolve and discard the other.

A fighter can only assist one Recovery test per End phase.

MULTIPLE INJURY DICE

It may happen that, due to assistance, items of Wargear, Tactics cards or skills that, when making a Recovery test, several Injury dice are rolled. Regardless of how many are rolled, one Injury dice is picked and resolved, the others are discarded, as described previously.

RALLY TESTS

After making Recovery tests for Seriously Injured fighters, players may attempt to Rally Broken fighters.

To Rally a Broken fighter, make a Cool check for them, adding 1 to the result for each friendly fighter within 3" of them that is not Broken and is not Prone and Seriously Injured. If the check is passed, the fighter is no longer Broken. If the check is failed, the fighter remains Broken until the next End phase.

PSYKERS AND PSYCHIC POWERS

PSYCHIC POWERS

Psykers are a distinct type of fighter that are able to manifest strange and powerful abilities, bringing death, destruction and worse to the gang wars of the underhive. During a battle, psykers are activated just like any other fighter, with the exception that they may perform 'Wyrd Power (X)' actions, which enable them to manifest their abilities.

A Wyrd Power (X) action may be (Simple), (Basic) or (Double), depending upon the complexity of the Wyrd Power the psyker is attempting to manifest. This will always be shown in brackets after the name of the Wyrd Power itself. When a psyker is activated, they may choose to perform one or more Wyrd Power (X) actions.

Wyrd Powers are named by discipline first, such as Telekinesis – the power to manipulate and move objects, and as a unique effect second, such as Force Blast – the power to push enemies back with a thought. Most psykers follow one discipline closely, though it is not uncommon for a psyker to possess abilities drawn from two or more different disciplines.

Regardless of the Wyrd Power(s) that a psyker knows, all psykers are able to perform the following actions:

MAINTAIN CONTROL (SIMPLE)

In order to maintain a Continuous Effect (as follows), the psyker must perform this action. If they do not, the Continuous Effect expires at the beginning of this fighter's activation. The Psyker immediately makes a Willpower check, adding 3 to the result of the dice roll.

CONCENTRATE (BASIC)

If the fighter makes a Willpower check in their subsequent action, add 1 to the result of the dice roll.

USING WYRD POWERS

When a psyker makes a Wyrd Power (X) action, they must make a Willpower check to see if the action is successful. If the check is passed, the Wyrd Power takes immediate effect. If it is failed, the Wyrd Power has no effect and the action is wasted.

Some Wyrd Power (X) actions are noted as being a Continuous Effect. Such a power lasts from when the psyker performs the action until the start of their next activation when it will expire, unless their first action is to perform a Maintain Control (Simple) action, in which case the Continuous Effect remains in play for another round. A psyker can only ever have one Continuous Effect in play. If a psyker is Seriously Injured or taken Out of Action, any Continuous Effects will immediately expire.

However, using Wyrd Powers is not without risk. If the Willpower check is failed on the roll of a double 1, the psyker must immediately roll on the Perils of the Warp table (see overleaf). If the Willpower check is passed on the roll of a double 6, the Wyrd Power takes effect, cannot be Disrupted (see overleaf) and the psyker must immediately roll on the Perils of the Warp table.

PSYCHIC DUELS

Whenever a psyker is activated to make a Wyrd Power (X) action or to make a Maintain Control (Simple) action, if there is a Standing and Active or Prone and Pinned enemy psyker within 18", they may attempt to Disrupt the psyker's successful Wyrd Power. A Standing and Engaged or Prone and Seriously Injured psyker may not attempt to Disrupt a Wyrd Power.

To Disrupt a successful Wyrd Power (X) action, a psyker must roll 2D6. If the total is higher than the total rolled for the Willpower check made to successfully perform the action, the Wyrd Power is Disrupted and fails as if the psyker making the action had failed their own Willpower check. If the total is equal to or lower than the total of the Willpower check made to successfully perform the action, the Disruption attempt fails and the Wyrd Power (X) action is resolved.

However, Disruption attempts can be just as risky as manifesting psychic powers. If a double 6 is rolled, the Wyrd Power is cancelled, but the psyker making the Disruption attempt must immediately roll on the Perils of the Warp table. If a double 1 is rolled, the Disruption attempt fails and the psyker making the Disruption attempt must immediately roll on the Perils of the Warp table.

PERILS OF THE WARP

Whenever a Psyker rolls a double 1 or a double 6 when making a Willpower check to perform a Wyrd Power (X) action, or when attempting to Disrupt a Wyrd Power, roll 2D6 and consult the table below:

2D6	Result
2-3	A Tear in Reality! <i>The Psyker loses control and warp energy tears reality apart around them.</i> Centre a 5" Blast marker on the Psyker; any fighter touched by the marker must pass a Willpower check or lose a wound. The Psyker then goes Out of Action.
4-5	Immaterium Inverse. <i>The Warp inverts upon those attempting to control it.</i> The Psyker becomes the target of the power (regardless of range). If the power is beneficial, the Psyker instead becomes Pinned and suffers a Strength 6 hit that inflicts 2 Damage ignoring armour saves. The power has no other effects.
6-8	Whispers from the Warp. <i>The psyker's mind is filled with screaming daemonic voices.</i> The psyker becomes subject to the Insanity condition. Place an Insanity marker on the psyker's Fighter card and roll a D6 on the Insanity table (see page 31) when they activate.
9-10	Warp Surge! <i>The Psyker's power becomes overcharged with warp energy.</i> The Psyker may immediately try to manifest the same power again as a free action, or if they were trying to disrupt a power, they may immediately manifest one of their own powers as a free action – this additional manifestation of the power can trigger Perils of the Warp as normal. After working out the effects of the power, the Psyker becomes Pinned and suffers a Strength 4 hit that inflicts 1 Damage ignoring armour saves.
11-12	Daemonic Possession. <i>Daemonic energy courses through the Psyker's body.</i> The Psyker increases their Movement, Strength, Toughness and Attacks characteristics all by 3 and their Weapon Skill to 2+. Their unarmed attacks inflict 2 Damage and have an AP of -1. In the End phase of the following round, or if the Psyker generates this result again, they go Out of Action.

SANCTIONED AND UNSANCTIONED PSYKERS

All psykers fall into two broad types, regardless of the powers they wield or where they originate from: Sanctioned Psykers and unsanctioned Psykers. Bearing the official approval of Imperial authorities, sanctioned psykers wield their powers under the control and vigilance of overseers and handlers. Trained from an early age in the correct use of their abilities and to minimise the risks of daemonic possession, a sanctioned psykers is free to operate as they wish without the risk of censure by the authorities. A unsanctioned psyker by contrast exists outside of the system and in secret, unaware of the great risks they present to themselves and others and oblivious to the great efforts the Imperium goes to in controlling their kind. The rewards for bringing a unsanctioned psyker to Imperial justice can be great, often great enough to justify the risks of going against them!

To reflect their sanctioned or unsanctioned status, all psykers will have one of the two following skills on their profile:

SANCTIONED PSYKER

A psyker with this skill may re-roll a failed Willpower test once per battle.

UNSANCTIONED PSYKER

Should a psyker with this skill be taken Out of Action, the enemy gang is rewarded a bounty of D3x10 credits at the end of the battle.

WYRD POWERS

Editor: When a fighter must determine a Wyrd Power, you can the following chart:

WYRD POWERS TABLE

D20	Result
1	ASSAIL (Telekenesis)
2	DARK SHIELD (Telekenesis)
3	FLAME BLAST (Pyromancy)
4	FORCE BLAST (Telekenesis)
5	FREEZE TIME (Chronomancy)
6	HAMMERHAND (Biomancy)
7	HYPNOSIS (Telepathy)
8	LEVITATION (Telekenesis)
9	MADDENING VISIONS (Telepathy)
10	MIND CONTROL (Telepathy)
11	MIND LOCK (Telepathy)
12	PREMONITION (Telepathy)
13	PSYCHIC ASSAULT (Telepathy)
14	PSYCHIC SCREAM (Telepathy)
15	PSYCHIC SHOCKWAVE (Telekenesis)
16	QUICKENING (Biomancy)
17	SCOURING (Pyromancy)
18	TERRIFY (Telepathy)
19	WARP STRENGTH (Biomancy)
20	WEAPON JINX (Technomancy)

BIOMANCY

HAMMERHAND

(Basic), Continuous Effect: Focussing the raw power of the Warp, the Psyker augments her strength to a point that a single blow can crush bone. For as long as this Wyrd Power is maintained, the Psyker counts as being armed with the following weapon:

	Rng		Acc								
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits		
Hammerhand	-	E	-	-	S+2	-1	2	-	Melee, Pulverise		

QUICKENING

(Basic): Continuous Effect: For as long as this Wyrd Power is maintained, increase this fighter's M by 3 and their WS, BS and I by 1 (to a maximum of 2+)

WARP STRENGTH

(Simple), Continuous Effect: The Psyker's skin crackles with corposant as dark power grants them inhuman potency. For as long as this Wyrd Power is maintained, the Psyker's Strength is increased by 2, and the Damage of any close combat attacks they make is increased by 1.

CHRONOMANCY

FREEZE TIME

(Double): All fighters, friend and foe, within 12", may only take a single action when activated for the remainder of this round. **Editor's Suggestion:** Line of sight is not required, and this power is not blocked by walls or other impassable terrain.

PYROMANCY

FLAME BLAST

(Basic): Continuous Effect: For as long as this Wyrd Power is maintained, one weapon with the Melee trait carried by this fighter gains the Blaze trait.

SCOURING

(Basic): Coruscating balefire erupts from the Psyker's eyes or outstretched hands, engulfing the enemy. For as long as this Wyrd Power is maintained, the Psyker counts as being armed with the following weapon:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Scouring	-	T	-	-	2	-2	1	-	Blaze, Template

Some fighters have access to Daemonically-imbued versions of Scouring:

DAEMONIC SCOURING

(Basic): Coruscating balefire erupts from the Psyker's eyes or outstretched hands, engulfing the enemy. Immediately make a ranged attack with the following weapon:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Daemonic Scouring	-	T	-	-	2	-2	1	-	Blaze, Template

TECHNOMANCY

WEAPON JINX

(Simple): Choose an enemy fighter within 18" of this fighter. The enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter. **Editor's Suggestion:** Line of sight is not required, and this power is not blocked by walls or other impassable terrain.

TELEKINESIS

ASSAIL

(Basic): The Psyker uses the force of their will to push enemies and objects from their path. Immediately make a ranged attack against an enemy fighter within 12" and line of sight. If hit, move the target D3" in any direction – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing fighter or any terrain, they stop moving and suffer a Strength 3, Damage 1 hit. If they come into base contact with another fighter, that fighter also suffers a Strength 3, Damage 1 hit, and becomes Prone and Pinned.

DARK SHIELD

(Simple): Powerful energies envelop the Psyker, protecting them and their allies from harm. Until the End phase of this round, add 1 to the result of any save rolls made for the Psyker and any other fighters from their gang within 6" of them (if they do not have a save roll, they gain a 6+ save).

FORCE BLAST

(Basic): Any enemy fighters within 3" of this Psyker are immediately pushed D3+1" directly away. If this movement would push a fighter from a platform or into a pitfall, stop at the edge and take an Initiative test for them. If the test is passed, they are placed Prone at the edge. If the test is failed, they will fall. If this movement is interrupted by a wall or other impassable terrain, the fighter is immediately Pinned and takes a hit with a Strength equal to the number of inches rolled for the push distance.

Editor's Suggestion: Increase the distance to 6"; friendly and enemy fighters are affected.

LEVITATION

(Basic), Continuous Effect: The Psyker rises upon invisible aetheric updrafts, floating just above ground level as they are held aloft by a writhing curtain of warp energy. For as long as this Wyrd Power is maintained, the Psyker's Movement is increased by 3" and they ignore all terrain, may move freely between levels without restriction, and can never fall. They may not however ignore impassable terrain or walls, and may not end their movement with their base overlapping an obstacle or another fighter's base. Furthermore, they cannot be Pinned. As the Psyker is only levitated a few inches above the ground, this ability does not affect lines of sight or the use of cover.

PSYCHIC SHOCKWAVE

(Basic): The Psyker lets loose their barely suppressed psychic potential, a wave of raw force engulfing friend and foe alike, shattering bone and rupturing organs:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Psychic Shockwave	12"	24"	+1	-	4	-1	2	-	Concussion, Pulverise, Reckless

TELEPATHY

Editor's Interpretation: Unless stated in the power's entry, Telepathy powers that affect friendly or enemy fighters can work through impassable terrain features such as walls and do not require line of sight

HYPNOSIS

(Basic): With little more than a piercing stare, the Psyker can dominate the minds of the weaker-willed. Select an enemy fighter that has not yet activated this round within 9" and line of sight of the Psyker. If the Willpower check to perform this action is successful, that fighter may only perform a single Move (Simple) action when activated this round.

MADDENING VISIONS

(Basic), Continuous Effect: Nearby enemies find themselves struck by nightmarish apparitions as the Psyker becomes a conduit for unfettered warp energy. Until the End phase of this round, make a Willpower check for any enemy fighter who ends their turn within 3" of the Psyker. If the check is failed, the fighter is driven temporarily insane and becomes subject to the Insane Condition. Whilst subject to the Insane Condition, fighters activate as described **on page 31**.

MIND CONTROL

(Basic): Twitching and spasming under the control of the Psyker, an enemy fighter is forced to slowly raise their weapon and take aim upon one of their friends. Select an enemy fighter that is within 9" of the Psyker. That fighter immediately makes a Shoot (Basic) action, even if they have already activated this round, targeting an eligible fighter from their gang, chosen by the psyker's player.

MIND LOCK

(Basic): Nominate an enemy fighter anywhere within 18" of this Psyker that has not already activated this round. For the remainder of this round, that fighter cannot activate and may not take part in a group activation.

PREMONITION

(Simple), Continuous Effect: The ability to read the thoughts of others possessed by this Psyker enables it to dodge and evade all but the most unexpected of attacks. This Wyrd Power grants the Psyker a 4+ save roll, which cannot be modified by a weapon's Armour Piercing characteristic.

PSYCHIC ASSAULT

(Basic): Nominate an enemy fighter anywhere within 18" of this Psyker. The nominated fighter must immediately take a Willpower check. If the check is passed, the fighter is Pinned. If the test is failed, the fighter loses 1 Wound and is Pinned. If this reduces the fighter to 0 Wounds, roll one Injury dice and apply the result.

PSYCHIC SCREAM

(Basic): Any enemy fighters within 3" of this Psyker must immediately pass a Nerve test, subtracting 1 from the result. Any enemy fighter that fails this test is immediately Broken and runs for cover.

TERRIFY

(Double): Choose an enemy fighter within 18" of this fighter. The enemy fighter must make a Nerve test with -3 to the roll or become subject to the Broken condition

UNBREAKABLE WILL

(Basic), Continuous Effect: The Psyker exerts their mind to control nearby allies. Whenever a Nerve or Willpower test is made for another fighter from the gang who is within 9" of this Psyker, use this Psyker's characteristic value.

ZEALOT

(Double), Continuous Effect: The mere presence of the Psyker can drive their brethren to acts of aggressive hatred. Once per turn, when another fighter from the same gang that is within 9" of the Psyker makes a Fight (Basic) or Charge (Double) action, any dice that roll a 1 to hit may be re-rolled.

TERRAIN

Hive cities are ecosystems unto themselves, with a huge variety of environments and inhabitants. In the upper body of the city, hab zones rub shoulders with industrial sectors, the drone of engines a constant companion. Here, regions are dominated by forests of ancient machines, their endless labours providing the wealth of Necromunda's industrial output. Further downhive, manufactorums give way to abandoned domes and ruined workshops, the inhabitants living in the remains of once-prosperous settlements. Closer to hive bottom, true wilderness takes hold. Here, weird wildlife and carnivorous plants turn the plasteel corridors and chambers into deadly jungles – their depths hiding entire forgotten worlds.

Games of Necromunda can be played on almost any kind of terrain, the diversity of the hive world and its environments offering players a huge range of options. The core rules cover interacting with most standard kinds of terrain. However, if players choose, they can add additional rules allowing fighters to interact with the terrain to a greater degree, or to make terrain more dangerous or interesting. This section provides additional rules for using Citadel Sector Mechanicus, Death World and Warhammer 40,000 Objectives in games of Necromunda.

INDUSTRIAL TERRAIN

Like thousands of worlds within the Imperium, Necromundan hives are built using ancient designs and technologies, the secrets of which are lost to humanity. Machines and industrial structures are common to the depths of the underhive, all cast from the Standard Construction Templates of the Adeptus Mechanicus. The function of most of these structures has been long forgotten, and many more have ceased to work in any meaningful way. Even so, gangs fight over them, sometimes utilising their ancient systems to gain an advantage against their rivals.

Industrial Terrain introduces additional rules for using Sector Mechanicus terrain in games of Necromunda. These rules can be applied to almost any battlefield, and given the range and diversity of Sector Mechanicus terrain, as well as the kinds of terrain players might create for themselves, have been designed to be used with a wide variety of scenery pieces.

DESIGNER'S NOTE: CREATING YOUR OWN BATTLEFIELDS

While the rules in the section are intended to work with Citadel terrain, they can very easily be adapted to any kind of industrial worlds or death world scenery pieces. Players are encouraged to experiment when creating their own battlefields, mixing different kinds of terrain together to make interesting boards to fight over. Perhaps the battle is taking place on gantries above a hostile jungle-filled dome, the ground level of the board covered in carnivorous plants, forcing fighters to do battle across the elevated walkways. Alternatively, players could create functioning manufactorums, with production lines and active machinery, perhaps even adding partially constructed Warhammer 40,000 vehicles like a Leman Russ Battle Tank or Chimera Armoured Transport for the gangers to fight around.

BADZONE DELTA-7

This section also includes the rules for the Badzone Delta-7 Tiles.

DESIGNER'S NOTE: USING INDUSTRIAL TERRAIN

Industrial Terrain is a catch-all term for the highly industrialised scenery common to the hives of Necromunda, and encompasses the majority of the Citadel Sector Mechanicus terrain, but can equally represent terrain from players' own collections. When choosing a scenario, if both players agree, these rules will apply to their games. If playing an Arbitrated game then the Arbitrator can decide if they wish to use the rules for Industrial Terrain.

In any game where Industrial Terrain is being used, players should make sure that they are clear on which rules apply to which structures. In most cases this will be obvious, with hatches, hooks and smokestacks all easily identifiable. For some terrain, such as promethium pipes, the players might agree that only certain pipes are filled with promethium, or that all pipes are promethium pipes. The important thing, however, is that both players are aware what each piece of terrain represents before beginning the game.

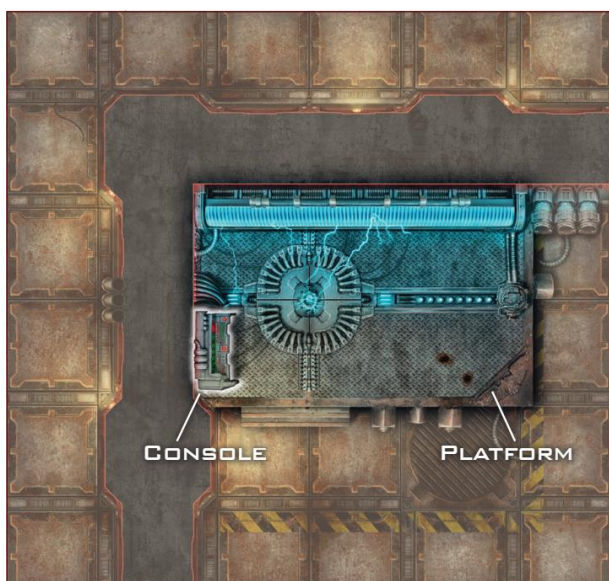
CONTROL PANELS & CONSOLES

Control Panels exist on some pieces of Sector Mechanicus terrain, or might be freestanding pieces of scenery placed next to a piece of Industrial Terrain, such as the door terminals from Necromunda: Underhive. Players should agree beforehand what constitutes a Control Panel, and a Control Panel should be clearly identifiable. A fighter within 1" of a Control Panel can make an Access Terminal (Basic) action. Make an Intelligence check with a -2 modifier for the fighter. If successful, they can immediately activate one of the terrain piece's effects, such as Fuel Slicks, Belching Smoke or Death from Above. Alternatively, the fighter can shut the terrain's mechanisms down until the following round's End phase, or if already shutdown, re-activate it. While a piece of terrain is shutdown, it has no additional rules associated with it – i.e., pipes cannot be ruptured, Smokestacks won't belch smoke, Claws can't be used for quick climbing, etc.

DANGEROUS INDUSTRIAL TERRAIN

Some kinds of Industrial Terrain are considered dangerous, usually because they might explode if hit by a stray round. Dangerous Industrial Terrain, as indicated in its description, can be targeted with attacks and might be hit with Stray Shots. A fighter can purposefully attack a piece of Dangerous Industrial Terrain with either a ranged or a Melee weapon, counting the terrain as if it were an enemy fighter and choosing a point on the terrain as their target. If a ranged attack against an enemy fighter using a piece of Dangerous Industrial Terrain as cover misses, roll to see if the terrain is hit using the rules for Stray Shots, just as if the terrain were another fighter. If a piece of terrain is hit by a Stray Shot, the point hit will be the area of the terrain closest to the original target. If Dangerous Industrial Terrain is hit, don't make any saves or roll to wound, instead refer to the terrain's description to see what the effects are.

ARCHAEOTECH DEVICE



A Standing and Active fighter within 1" of the Console can perform the following action:

Activate Device (Basic): Make an Intelligence check for the fighter. If it is passed, any weapons carried by any fighter who is currently standing at least partially on

the Platform of the Archaeotech Device gain the Shock trait for the remainder of this battle. If the check is failed, any fighter who is currently standing at least partially on the Platform of the Archaeotech Device becomes Pinned then takes D6 hits – resolved using the following weapon profile.

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
<i>Electric Shock</i>	-	-	-	-	2	-	1	-	Rendering

REPRESENTING AN ARCHAEO TECH DEVICE

An Archaeotech Device is represented by the tile here in ZM, or is represented by an appropriate terrain feature. The terrain feature representing the Archaeotech Device should have a Console; if it does not, a Door Terminal can be placed adjacent to the device to count as the Console. If the terrain feature representing the Archaeotech Device does not have a 'Platform' or something similar, the Activate Console (Basic) action will affect any fighters that are within 3" of the terrain feature.

FURNACE FLOOR



The Furnace is treated in the same way as a Pitfall, as described **on page 39**. However, in a campaign battle, no Lasting Injury roll is made for any fighter that falls into a Furnace; this automatically counts as a 61-65 (Critical Injury).

In addition, the heat haze is such that any ranged attacks made across the Furnace suffer an additional -1 to hit modifier.

REPRESENTING A FURNACE FLOOR

A Furnace Floor is represented by the above tile in ZM. A Furnace can be represented in many ways on a Sector Mechanicus battlefield. What's more, it does not have to be at ground level! You could model a huge furnace several stories high, or numerous smaller furnaces to represent a busy smelting works. These could be criss-crossed with overhead walkways and gantries that fighters might have to traverse, making the battlefield very hostile indeed.

INDUSTRIAL CLAWS AND HOOKS

Industrial structures are often hung with lifting claws or hooks for the moving of heavy goods. In the forgotten places of the underhive, fighters use these ancient mechanisms to climb crumbling structures, lift caskets and wounded comrades to safety or even as improvised weapons.

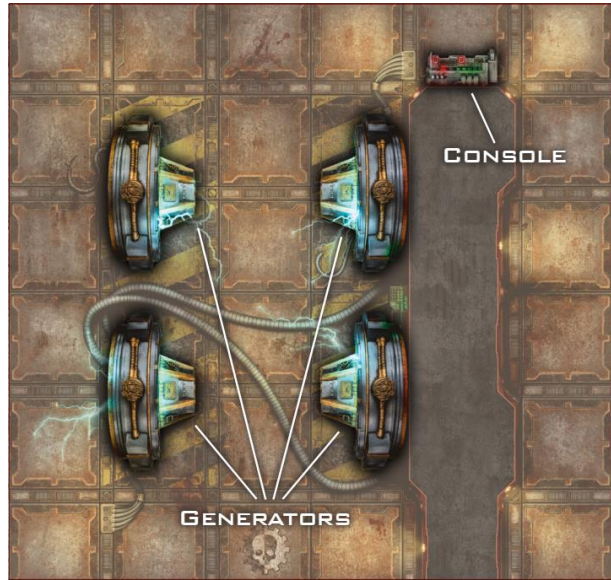
Quick Climbing: Draw an invisible vertical line from the Claw itself, or from where the Claw connects to the structure, down to ground level. A fighter within 3" of this line can make the Climb (Simple) action to ascend or descend, as described **on page 38**.

Death From Above: A fighter within 3" of a Claw can make a Trigger Claw (Basic) action to drop the Claw on an enemy fighter who is within 3" of the invisible

vertical line (as described above) and on a lower level than the attacker. The fighter being attacked must make an Initiative check to avoid the Claw, otherwise they take a Strength 5 hit that deals 1 Damage.

Hauling Cargo: A fighter within 3" of a claw can make a Hook Cargo (Simple) action to lift either a Seriously Injured fighter or loot casket (or similar item that can be carried) up or down to any point within 3" of the Claw, provided that there is space to place the model.

MALFUNCTIONING GENERATORIUM



The Generators on this tile block line of sight. While the Generators are active (i.e., unless they have been deactivated, as described below), if a fighter moves between two Generators or ends an action within 1" of a Generator, they are Pinned by the energy coursing around them, their activation ends and they suffer D3 hits, resolved using the following weapon profile:

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Arcing Electricity	-	-	-	-	4	-	1	-	Rendering

A fighter within 1" of the Console can perform the following action:

Deactivate Generators (Basic): Make an Intelligence check for the fighter. If it is passed, the Generators are deactivated until the end of the round.

ON A SECTOR MECHANICUS BATTLEFIELD...

The Malfunctioning Generatorium is represented by the above tile in ZM; in SM it is most important that the terrain feature representing the Generators should have a Console; if it does not, a Door Terminal can be placed adjacent to the device to count as the Console. Generators should be placed in pairs – after all the greatest risk lies in passing between two – but there is no limit to how many can be placed.

PLASMA PIPES AND GENERATORS

White-hot plasma courses through the hives like arterial blood, its motive heat powering countless ancient systems and devices. Where this plasma interacts with machinery, it can be either a useful tool or deadly peril for fighting gangs. Plasma pipes and generators are Dangerous Industrial Terrain.

High Pressure Plasma: If a Plasma Pipe or Generator is hit by a ranged or melee attack, roll a D6 and add the attacking weapon's Strength. If the result is a 9 or higher, the machine's iron skin has been pierced, unleashing a spray of burning plasma. Centre the 5" Blast marker on the point that was hit. Any fighter touched by the marker must pass an Initiative check or suffer a hit from a plasma grenade (see page 90).

Harsh Glow: In scenarios using the Pitch Black rules, Plasma Pipes and Generators illuminate everything within a 6" radius of themselves. In addition, in any battle, not just those that use the Pitch Black rules, infravisions and photo goggles provide no benefit when targeting fighters within 3" of a Plasma Pipe or Generator.

Plasma Canisters: These count as ammo caches, but only for plasma weapons (i.e., plasma pistol, plasma gun, plasma cannon and combi-weapons with a plasma component), and fighters may move them in the same way as loot caskets. Plasma Canisters may be used as improvised weapons by any fighter in base contact with them – count them as plasma grenades that incur a -2 penalty on hit rolls. Once a canister has been used as an improvised weapon, remove it from the battlefield.

PROTEIN RECLAMATOR

The mechanisms by which the Corpse Grinders reclaim and process the meat that will become corpse starch are gruesome in the extreme ...

The protein reclamator follows the rules for pitfalls (as described previously); however, if a fighter falls into it, they are not taken Out of Action. Instead, they become Prone and Pinned within the protein reclamator, and their activation ends immediately. Next time the fighter is activated, they must perform two Move (Simple) actions to climb out of the protein reclamator. At the end of this activation, they become Prone and Pinned at the outside edge of the protein reclamator. Additionally, any Standing and Active fighter within 1" of a control panel attached to the protein reclamator (and not within the protein reclamator) can perform the following action: Cycle Protein Reclamator (Basic): Make an Intelligence check for the fighter. If this check is passed, the protein reclamator briefly surges into life, and any fighters in the protein reclamator are taken Out of Action. In a campaign battle, no Lasting Injury roll is made; this automatically counts as a 61-65 (Critical Injury)

PROMETHIUM PIPES AND RESERVOIRS

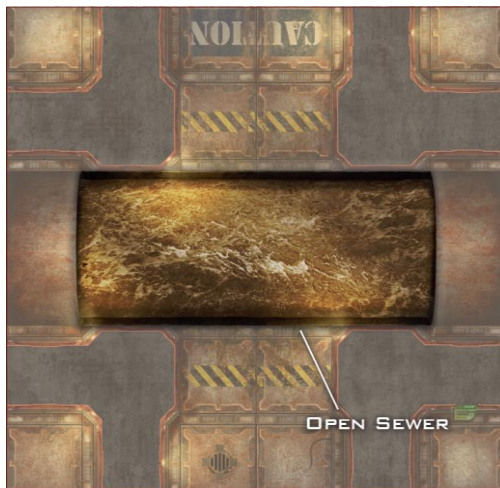
Volatile promethium pipes and reservoirs can be found throughout the underhive. Gangs regularly tap into these lines to steal fuel from the Guilders or create makeshift flame weapons, though this is not without its peril. In a firefight, stray rounds and grenades can rupture these pipes or crack open the side of a reservoir – at best creating oily slicks, at worst sparking flaming explosions. Promethium pipes and reservoirs are Dangerous Industrial Terrain.

High Pressure Gas: If a Promethium Pipe or Reservoir is hit by a ranged or melee attack, roll a D6 and add the attacking weapon's Strength. If the result is a 9 or higher, the machine's iron casing has been pierced and unleashes a jet of fuel. Centre the 5" Blast marker on the point that was hit. Any fighter touched by the marker must pass an Initiative check or become subject to the Blind condition just as if they were hit by a weapon with the Flash trait. If the weapon that hit the pipe or reservoir has the Blaze Trait, any fighter touched by the marker must pass an Initiative check or suffer a hit from a flamer instead.

Fuel Slicks: In a system as ancient as a hive city, things are constantly falling apart. In the End phase, roll a D6 for each length of Promethium Pipe or each Reservoir on the battlefield to see if they activate. On a 6, fuel leaks from the pipe or reservoir and any Move (Simple) or Charge (Double) actions that take a fighter within 3" of the terrain piece require an Initiative check after the move is completed. Fighters that fail this check become Prone and Pinned. If the fighter was performing a Charge (Double) action, they must end their movement 1" away from any enemy fighters and therefore are not Engaged.

Free Fuel: Weapons with both the Blaze and Scarce Traits lose the Scarce Trait whilst the fighter is within 3" of a Promethium Pipe or Reservoir. If the weapon doesn't have the Scarce Trait then it gains the Plentiful Trait instead while within this range.

SEWAGE CHANNEL



If a fighter moves into the Open Sewer for any reason, or starts their activation within the Open Sewer, roll a D6 and add their Strength characteristic. If the result is 7 or more, the fighter maintains their footing.

If the result is lower, they become Prone and Pinned. If a fighter began their activation within the Sewage Channel and was already Prone and Pinned, they are swept away by the fast-flowing current – the fighter immediately goes Out of Action and, during a campaign game, a single roll is made on the Lasting Injuries table.

REPRESENTING SEWAGE CHANNELS

Sewage Channels can be large or small. They could be simple sections of broken ground, revealing an open sewer below, or flowing rivers of effluent fighters must traverse. There is also no reason for an Open Sewer to be at ground level; they could be shown as overhead pipes with broken sections below small gaps or ledges, so that fighters leaping gaps or climbing between levels risk landing in an open sewer pipe should they fall!

SLUDGE FARM



Sludge Vats follow the rules for Pitfalls ([see page 39](#)); however, a fighter that falls into a Sludge Vat is not taken Out of Action. Instead, they become Prone and Pinned within the Vat, and their activation ends immediately.

Next time the fighter is activated, they must perform two Move (Simple) actions to climb out of the Vat. At the end of this activation, they become Prone and Pinned at the edge of the Vat.

Lots of things can be found floating in sludge, many of which are best not examined too closely. However, sometimes a fighter may come across something valuable. When a fighter falls into a Sludge Vat, they will find D3xD3 credits.¹ These are added to the gang's Stash immediately after the fighter climbs out of the Vat.

Note that the Sludge Vats on this tile are set into the ground, and as such do not block line of sight.

REPRESENTING A SLUDGE VAT

The Sludge Vat is represented by the above Zone Mortalis tile or an appropriate SM model. Sludge Vats do not have to be at ground level. As with other features, they could be modelled several stories high, or as very large, open areas. These can be crisscrossed with overhead walkways, gantries and platforms, with lots of ladders to different levels, giving fighters easy access to them.

¹ Editor's note: A suggestion for Uprising Campaigns is that the fighter

finds D3 portions of Meat amidst the Sludge?

SERVICE HATCHES

Doors, hatches and covers stud the walls and floors of domes, providing access to the ancient machinery thrumming within. Gangs can use these to move about the battlefield, but the tunnels they connect to are twisting, and getting lost is a real danger.

Crawlways: A fighter can use a hatch to traverse the battlefield. If a fighter ends a Move (Simple) within 1" of a hatch, they can be removed from the battlefield. In the End phase of the following round, make an Intelligence check for the fighter. If they are successful, their controlling player must place them standing within 1" of any other hatch anywhere on the battlefield, provided that they can be set up so that they are not within 1" of an enemy fighter and so that their base does not overlap that of another friendly fighter or an obstacle. If they fail then the controlling player's opponent may place the fighter within 1" of any hatch on the battlefield or choose to leave them off the battlefield – in which case the fighter must make an Intelligence check in the next End phase and if successful can be placed, as explained above.

Improvised Cover: Fighters in contact with a hatch can use it as cover, angling it between them and their attackers. A fighter within 1" of a hatch can make a Cover (Simple) action to give themselves partial cover. Should they move, voluntarily or otherwise, the benefits of this cover are lost.

Hiding Place: Fighters can hide within hatches. If a fighter ends their movement within 1" of a hatch, they can be removed from the battlefield. Place a marker next to the hatch to show that the fighter is hiding in it. While a fighter is hiding, they cannot take actions or be targeted by ranged attacks from more than 3" away. Fighters may Engage and attack a fighter in hiding by moving or charging into base contact with their hiding place. In this case, place the hiding fighter on the battlefield in base contact with the fighter who Engaged them and conduct combat as normal. In any End phase, the fighter may re-emerge from the hatch, provided that they can be set up so that they are not within 1" of an enemy fighter and so that their base does not overlap that of another friendly fighter or an obstacle.

SMOKESTACKS

Whilst most of the most toxic by-products of hive industry are expelled into the wastes, some by necessity or simply for ease are pumped into the domes of the underhive. Smokestacks provide outlets for furnaces, refineries and forges, casting their noxious fumes into the air.

Belching Smoke: In each End phase, roll a D6 for each Smokestack on the battlefield to see if it activates. On a 6, it activates and belches smoke and fumes. Until the End phase of the following round, the area within 6" of the Smokestack counts as line of sight blocking terrain.

Foul Air: A Smokestack that is active creates an area of foul air. While within 6" of the Smokestack, a fighter may not take more than a single Move (Simple) action in their turn, unless they are equipped with a respirator.

Flammable Fumes: A Smokestack that is active, creates an area of flammable fumes around itself. Hits from weapons with the Blaze trait against fighters within 6" of the Smokestack count their Strength as 1 higher.

VENTILATION TUNNEL



If a fighter ends their activation within 6" of the Turbine, roll a D6 and add their Strength characteristic. If the result is 7 or more, they manage to brace themselves against the rushing wind. If the result is lower, they are moved D3" towards the centre of the Turbine.

If a fighter moves into the Turbine, they go Out of Action immediately. In a campaign battle, D3 Lasting Injury rolls are made against the fighter rather than the usual one.

Finally, if a Blast marker that is centred within 6" of the Turbine scatters, do not roll the Scatter dice – instead, the marker moves directly towards the centre of the Turbine.

REPRESENTING A VENTILATION TUNNEL

A ventilation tunnel is represented by the above ZM tile or by an appropriate model; what's more, it doesn't even need to be set into the floor. One of the more interesting options is to have an upright Turbine mounted in a wall. Such terrain features can be placed at any level.

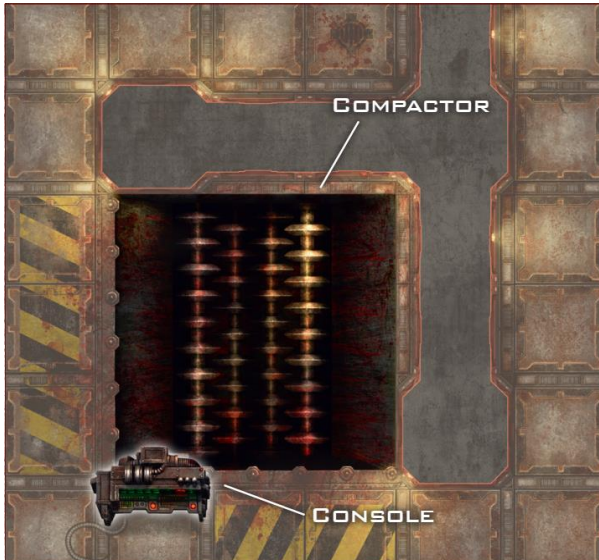
Prone and Pinned within the Compactor, and their activation ends immediately.

Next time the fighter is activated, they must perform two Move (Simple) actions to climb out of the Compactor. At the end of this activation, they become Prone and Pinned at the edge of the Compactor.

Additionally, any Standing and Active fighter within 1" of the Console (and not within the Compactor!) can perform the following action:

Cycle Waste Compactor (Basic): Make an Intelligence check for the fighter. If this check is passed, the Waste Compactor briefly surges into life and any fighters in the Compactor are taken Out of Action. In a campaign battle, no Lasting Injury roll is made; this automatically counts as a 61-65 (Critical Injury).

WASTE COMPACTOR



The Compactor follows the rules for Pitfalls (see Collapsed Sections); however, if a fighter falls into it, they are not taken Out of Action. Instead, they become

REPRESENTING A WASTE COMPACTOR

A waste compactor is represented by the above ZM tile; in SM a waste compactor can be almost any size or shape, from a small feature at ground level to a large feature several storeys high. As with other similar hazards, such features loan themselves very well to walkways, ledges and ladders, increasing the chances of an unwary fighter falling into the Waste Compactor's waiting jaws. What matters most is that the terrain feature should have a Console; if it does not, a Door Terminal can be placed adjacent to the device to count as the Console.

HIVE RUINS

For every area of a hive that echoes to the sound of workers and machines, there is another that has become a silent graveyard. In these forlorn domes and forgotten chambers, the detritus of the millennia gather. Many of these lost treasures can be looted, reason enough for gangs to go after them, and some can even be turned against a gang's enemies.

Hive Ruins introduces rules for a variety of Citadel terrain pieces, including the Honoured Imperium set, Galvanic Servo Haulers, Munitorum Armoured Containers and the Sector Imperialis Objectives. These rules have also been designed to work with terrain players might make themselves, or that they might already have as a part of their collection.

DESIGNER'S NOTE: HIGH VALUE TARGETS

Sometimes, an especially valuable object or individual will find its way into the underhive, with scores of gangs scrambling to be the first to claim them. Players can, if they choose, nominate a piece of terrain as representing a High Value Target. This will add a valuable bonus objective to the scenario that both gangs can claim. High Value Targets should be placed in the centre of the board or equidistant from both gangs' deployment areas.

This can be anything from a downed escape pod to a lost servitor. Fighters may drag a High Value Target as if it was a loot casket. If a gang can get the target back to their own deployment area, they can claim it in the End phase, adding D6 Reputation and 2D6x10 credits to their gang. High Value Targets are also especially suitable to some scenarios such as Escort or Fighter Down, the piece of terrain replacing the uphive agent or downed fighter respectively.

ANCIENT IMPERIUM

Thousands of years of human habitation have left strange relics scattered throughout the underhive. These rare objects can inspire or aid gangs, or make for valuable objectives to fight for – and then sell for creds later.

HOLY IMPERIALIS

Forgotten statues of Space Marines, fallen Aquila and stained glass windows depicting Imperial Saints are some of the powerful icons of the Imperium that might be found in the underhive.

Fighters within 6" of a Holy Imperialis draw courage from the presence of such relics and the knowledge that the distant Emperor watches over them, adding 2 to the result of any Willpower checks they must make. Fighters opposed to the Imperium, such as Chaos or Genestealer Cultists, find such edifices deeply intimidating, and so while within 6" of them subtract 2 from dice rolls when making Willpower checks.

MECHANICUS ARCANAE

Strange devices are often abandoned in the underhive, long forgotten by their previous owners.

At the end of the battle, if a gang has at least one fighter within 1" of a piece of Mechanicus Arcana and their opponent does not, they gain an additional D6x10 credits in addition to any other scenario rewards.

ANCIENT TERMINAL

Arcane control systems left behind by the hive's builders can be found throughout the underhive, most are dead and broken, though some flicker with the last vestiges of life.

A fighter within 1" of an Ancient Terminal may make an Access Terminal (Double) action. Make an Intelligence check for the fighter with a -2 modifier to the roll. If successful, the fighter has acquired some useful secrets from the ancient machine and should roll a D6. On a 1 or 2, their gang gains D6 Reputation. On a 3 or 4, their gang gains D6x10 credits. On a 5 or 6, the fighter gains D6 Experience points. If the Intelligence check was both successful and a double, they gain 2D6x10 credits in addition to any other rewards. Once an Ancient Terminal has been interacted with, it becomes inert and has no further effect on the game.

ABANDONED HARDWARE

Heavy machinery litters the hives, the remains of periods of expansion or construction. Fighters that know how can coax their ancient systems to life and use them as makeshift weapons or to aid their fellow gangers.

CRANES AND SERVOHAULERS

Abandoned industrial cranes and haulers can sometimes be hacked by enterprising fighters.

A fighter in base contact with a Crane or Hauler can make a Jury Rig (Double) action. Make an Intelligence check for the fighter. If it is successful, the fighter can move the terrain piece up to 10" (moving with it if they wish). Haulers cannot climb ladders but can go up ramps or be driven off ledges (suffering and inflicting damage just as if they were a falling fighter). Alternatively, the fighter can use the Hauler or Crane's claw (if it has one) using the rules for Industrial Claws and Hooks previously.

MEDICAE STATION

Auto-chirurgeons are rare and valuable artefacts, sometimes found hidden away in the ruins of abandoned medicae centres or hab structures.

In the End phase, a Seriously Injured fighter within 3" of a Medicae Station can make an Intelligence check instead of making a Recovery test as normal. If successful, count their Recovery test as if they had rolled a Flesh Wound. If they fail, instead count the result as Out of Action.

VOX RELAY

Forgotten sections of the hive's extensive comms network can still be found in the underhive – and some of it even still works!

A fighter within 3" of a Vox Relay can be included in a group activation performed by a Leader or Champion regardless of range. This does not increase the number of fighters that may participate in the group activation, only the range.

FORCE BARRIERS

Force barriers are remnants of restricted zones or heavy industry. Sometimes, gangs manage to get these ancient pieces of tech working to defend their turf.

Each Force Barrier consists of two pylons, usually placed on either side of a corridor or doorway. Fighters hit by ranged attacks through a pair of pylons count as being equipped with a refractor field. Should this refractor field burn out, the pylons cease working for the remainder of the battle and no fighter may claim this bonus.

FORGOTTEN ORDNANCE

Promethium barrels and ammo crates fill halls and domes across the underhive. Some of these have been stored for centuries or even longer, their contents long-since perished, others however hold useful – if dangerous – bounty for an enterprising gang.

UNEXPLODED ORDNANCE

Sometimes, a large unexploded bomb remains lodged in the depths of the hive.

Unexploded ordnance should be limited to one or two pieces of terrain and should be placed within 12" of the centre of the battlefield. In the End phase of each round after the first, place a token next to the unexploded ordnance. An Active fighter within 3" of the unexploded ordnance can make a Disarm (Double) action. If they do, and then pass an Intelligence or Cool check, remove a token from the bomb. In the End phase of the third round and each round thereafter, after adding a token to the bomb, roll a D6. If the result is less than the number of tokens next to the bomb, it explodes! When the bomb explodes, all fighters within 6" have an Injury dice rolled against them and suffer the result. Armour rolls may not be made. In addition, all fighters on the board must make an Initiative check or become Pinned. Remove the Unexploded Ordnance from the table.

MUNITORUM CONTAINERS

Abandoned containers can contain either loot or hidden dangers, or both! Treat Munitorum Containers as loot caskets with the exception that they cannot be moved, but once opened, may be looted once each turn. Roll once on the Loot Casket table each time a Munitorum container is looted.

TREASURE CASKET

The fighters have chanced upon an ornate chest of uphive pedigree, perhaps stashed by thieves intending to return later. The Treasure Casket is treated as a Loot Casket, but when opened roll on the following table instead of the one presented in the normal rules.

D6 Result

1	Click! The casket is fitted with a fiendishly clever needle-trap. The fighter that opened the crate must roll an Injury dice and apply the result, with no save possible.
2-3	Fancy Threads: The fighter that looted the casket immediately gains the Uphive Raiments Status Item.
4-5	A Noble's Ransom: The fighter that looted the casket immediately gains one item from the Personal Equipment section of the Trading Post, chosen by the controlling player.

PROMETHIUM CACHE, FUEL DRUMS AND AMMO CRATES

Drums and crates make for good cover, if potentially dangerous cover.

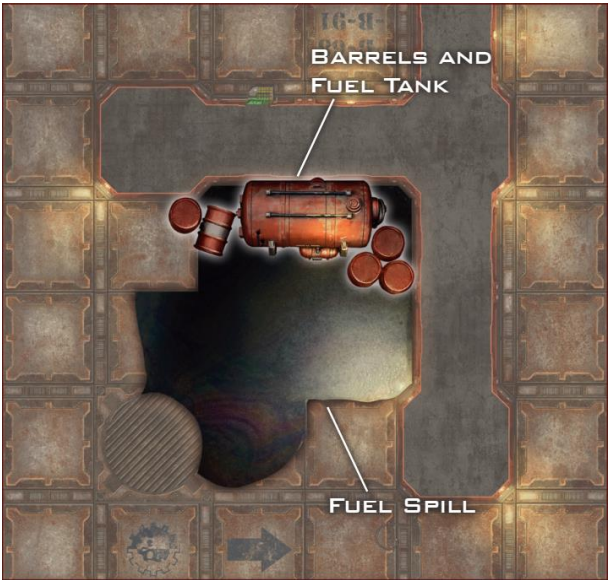
Treat Fuel Barrels and Ammo Crates as Dangerous Industrial Terrain (**see page 38**). If a fuel barrel or ammo crate is hit by a ranged or Melee weapon attack (they can also be hit by templates, Blast markers and stray shots – **see page 41**), roll a D6 and add the Strength of the weapon. If the result is a 7 or higher, it explodes.

Every fighter within 3" of a Barrel or the Fuel Tank is immediately Pinned, and suffers one hit – resolved using the following weapon profile:

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Burning promethium	-	-	-	-	5	-	2	-	Blaze

Once there has been a detonation, the Barrels and Fuel Tank can no longer be hit – however, the space they occupied, and the Spilled Fuel, are ablaze for the rest of the battle. If a fighter moves into the blaze, they suffer a hit using the above profile.

Promethium caches are also subject to the Fuel Slicks and Free Fuel rules (**see page 56**); the Promethium Cache tile has already leaked in the depicted section, and fighters may fall on that slick.



REPRESENTING A CACHE

A Promethium Cache is represented by the above tile in ZM or in SM the Promethium Cache can be represented with any suitable barrels, fuel canisters or large storage tanks. The important thing is that the terrain feature should have a clearly defined footprint which can be used to show the area of burning promethium that remains after the terrain feature itself has exploded.

CARNIVOROUS PLANTS

Horrific strains of plant life thrive in certain parts of the underhive, spiny forests spawned from alien seeds or grown from chemical soup. Hivers learn from an early age to avoid these kinds of deadly vegetation, though underhivers sometimes have no choice, and gangers actively lure their enemies into such hazardous environments.

Carnivorous Plants introduces a collection of dangerous plant life to games of Necromunda. These rules have been designed to work with the Barbed Venomgorse, Shardwrack Spines and Grapple Weed Citadel terrain pieces, though they can be applied to any appropriate terrain that players might have in their collection.

BARBED VENOMGORSE

Barbed Venomgorse grows in the ruined depths of the hive, where its venomous barbs snare scavengers and predators alive. Those unfortunate enough to get stung find their strength leaving them, until they can barely stand, let alone fend off the plant's throttling vines.

Barbed Snares: If any part of a fighter's movement takes them within 3" of a Barbed Venomgorse (measuring this distance from the plant's branches), once the fighter has completed their movement, they must make an Initiative check. If they fail, they take a Strength 3 hit that causes 1 Damage and has the Web Trait. Unmodified Armour rolls may be made against this hit as normal.

Wasting Toxin: In the End phase, a fighter who has taken at least one hit from a Barbed Venomgorse must make a Strength check or reduce their Strength characteristic by 1. If the fighter's Strength reaches 0, they count as having been taken Out of Action and are removed from the battlefield.

GRAPPLE WEED

Known to underhive settlers as the 'crawling horror', Grapple Weed can uproot itself to seek out its prey. More than one gang and Guilder caravan has awoken to find their camp surrounded by a forest of Grapple Weed, the quivering fronds of the plants eagerly awaiting their next meal.

Crawling Horror: In the End phase of each round, each section of Grapple Weed moves 2D6" towards the nearest fighter, whether they are visible or not. During this movement, the Grapple Weed must avoid impassable terrain but is otherwise unimpeded by terrain. It must stop its movement if it comes within 1" of another model.

Viscous Tongues: In the End phase of each round, after it has moved, each grove of Grapple Weed will make a single attack against any models within 3" of it (measuring this distance from the plant's branches). Count this attack as a Flail (**see page 91**) with a Strength of 4 and a WS of 3+. Models attacked by Grapple Weed do not count as being Engaged by it.

FUNGUS SPRAWL



If a fighter ends their activation within 2" of the Fungus Sprawl, they suffer one hit – resolved using the following weapon profile:

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Fungal Spores	-	-	-	-	-	-	-	-	Gas

If a fighter has an item of wargear that protects them against attacks made by weapons with the Gas trait (such as a respirator or filter plugs), they can be used as normal without suffering an attack from the spores.

Additionally, in scenarios using the Sneak Attack special rules, attackers who are within 2" of a Fungus Sprawl are easier to see due to the phosphorescent glow the fungus gives off. Add 1 to the result of the 2D6 roll to see whether they are spotted by a sentry

REPRESENTING A FUNGUS SPRAWL

A Fungus sprawl is represented in ZM by the above tile. In Sector Mechanicus, a Fungus Sprawl can be represented by a suitable piece of scatter terrain, or by fungus modelled onto any other terrain feature. Provided it is easy to tell where the fungus begins and ends, anything goes!

SHARDWRACK SPINES

Shardwrack Spines are groves of diamond-hard blades able to carve through flesh and bone as easily as a power sword. Worse still, the plant can shoot its spines at nearby creatures, its spine bursts triggered by movement or gunfire, with each deadly missile able to punch through flesh with ease.

Walls of Spines: If a fighter's movement takes them within 3" of any Shardwrack Spines (measuring this distance from the plant's branches), once the fighter has completed their movement, they must make an Initiative check. If they fail, they take a Strength 2 hit with an AP of -3 that causes 1 Damage.

Spitting Spines: In the End phase of each round, roll a D6 for each grove of Shardwrack Spines. On a 4+, it shoots spines at the closest fighter within 12". Count this attack as being from an autopistol ([see page 80](#)) with a BS of 4+. If the attack scores more than one hit, it must spread these out to as many models as possible. This attack cannot run out of ammo.

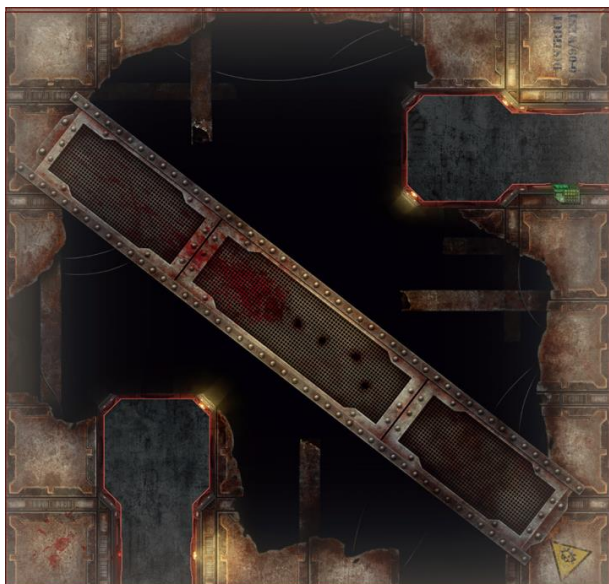
DESIGNER'S NOTE: DESTROYING CARNIVOROUS PLANTS

For simplicity, Carnivorous Plants are treated like other pieces of terrain and so cannot be destroyed. However, if players wish, they can allow fighters to clear areas of plant life and remove them from the battlefield. Most weapons are pretty ineffective against vegetation, bullets and blasts doing little more than breaking a few branches. Melee attacks are equally futile, the time required to hack apart a Barbed Venomgorse is quite considerable – not to mention the fact that the plant will be fighting back! Only attacks using flames or caustic chemicals can hope to cause any lasting damage.

Only Template weapons with the Blaze or Gas traits can damage Carnivorous Plants. If a plant takes a hit from one of these weapons, roll a D6. On a 1 or 2, the attack has had no significant effect. On a 3, 4 or 5, place a Damage token next to the plant. On a 6, place two Damage tokens next to the plant. Once the plant has five Damage tokens, it is destroyed and should be removed from the battlefield.

OTHER HAZARDS

COLLAPSED SECTIONS

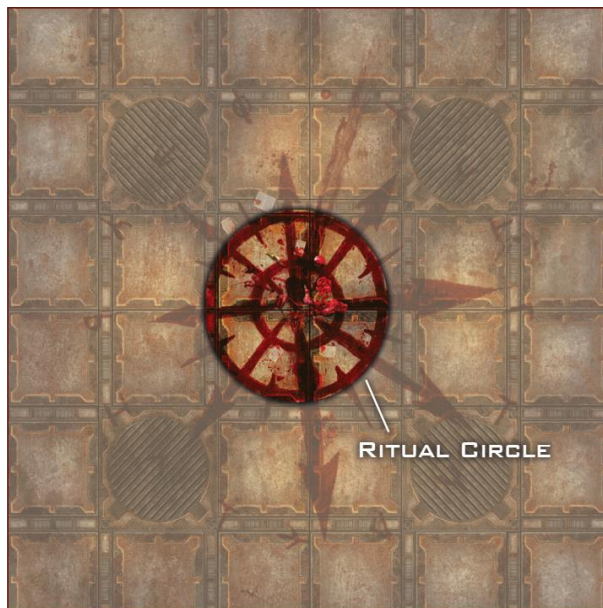


A Collapsed Section features one or more large Pitfalls, as described on **page 39**.

REPRESENTING A COLLAPSED SECTION

A Collapsed section is represented in Zone Mortalis by any tile with a hole in the ground, for example the above tiles. Pitfalls or Collapsed Sections can be represented on the ground level of a Sector Mechanicus battlefield. Craters or gratings with sections missing are an ideal way to represent such hazards. Players may also wish to set up a battlefield where there is no ground level; perhaps all the action could take place on gantries and walkways, making falling truly hazardous!

CULT RITUAL CHAMBER

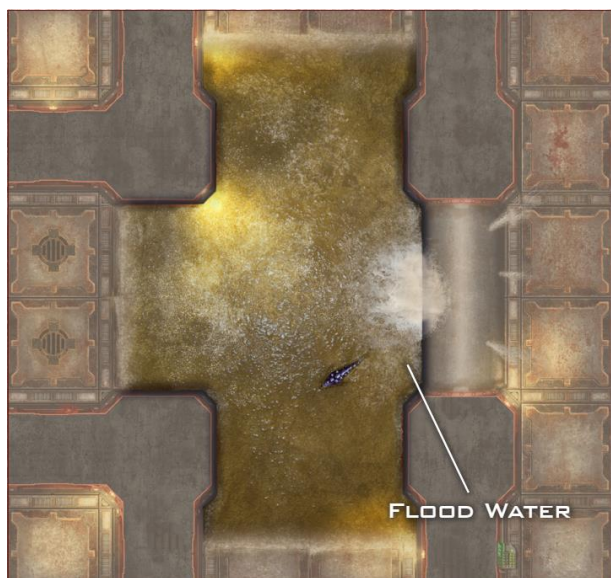


If a fighter ends their activation within 6" of the Ritual Circle, make a Willpower check for them. If the check is failed, the fighter immediately becomes subject to the Insanity condition, as described on **page 31**

REPRESENTING A CULT CHAMBER

A Cult Ritual Chamber is represented in ZM by the above tile, with the circle being measured from its outer circumference. In SM, it can be any suitable object, such as an idol or altar, or a circle painted on a floor piece.

FLOODED PASSAGE



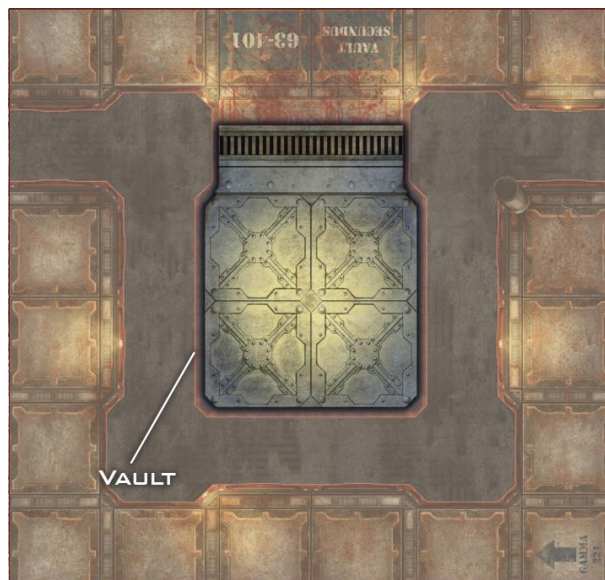
If a fighter moves into the Flood Section for any reason, or starts their activation within the Flooded Section they can make no further activation other than **Move (single)**. First, roll a D6 and add their Strength characteristic. If the result is 7 or more, the fighter maintains their footing, **and must wade up to their Movement characteristic. If they reach an edge, ladder or terrain piece, they may climb to safety. Place the fighter on the edge closest to where they leave.**

At the end of each End phase, roll a D6 for each Prone and Seriously Injured fighter in the Flood Water. On a 1, their injuries are too great to keep their head above the water and the fighter slips beneath the surface – the fighter immediately goes Out of Action and, during a campaign game, a single roll is made on the Lasting Injuries table.

REPRESENTING A FLOODED FLOOR

On ZM, the above tile represents a flooded section. In SM, there are many ways to represent Flood Water. From small pools of standing water used as scatter terrain, to large flooded areas, anything is possible, up to and including having the entire surface area of the battlefield covered in standing water at ground level.

SECURE VAULT



When setting up the Secure Vault tile, a Door must be placed across the Vault's entrance. There must also be a Door Terminal on the outside of the Vault. The Vault Door has a Toughness of 8 and 4 Wounds. Ductways can never be set up so that they lead into the Vault.

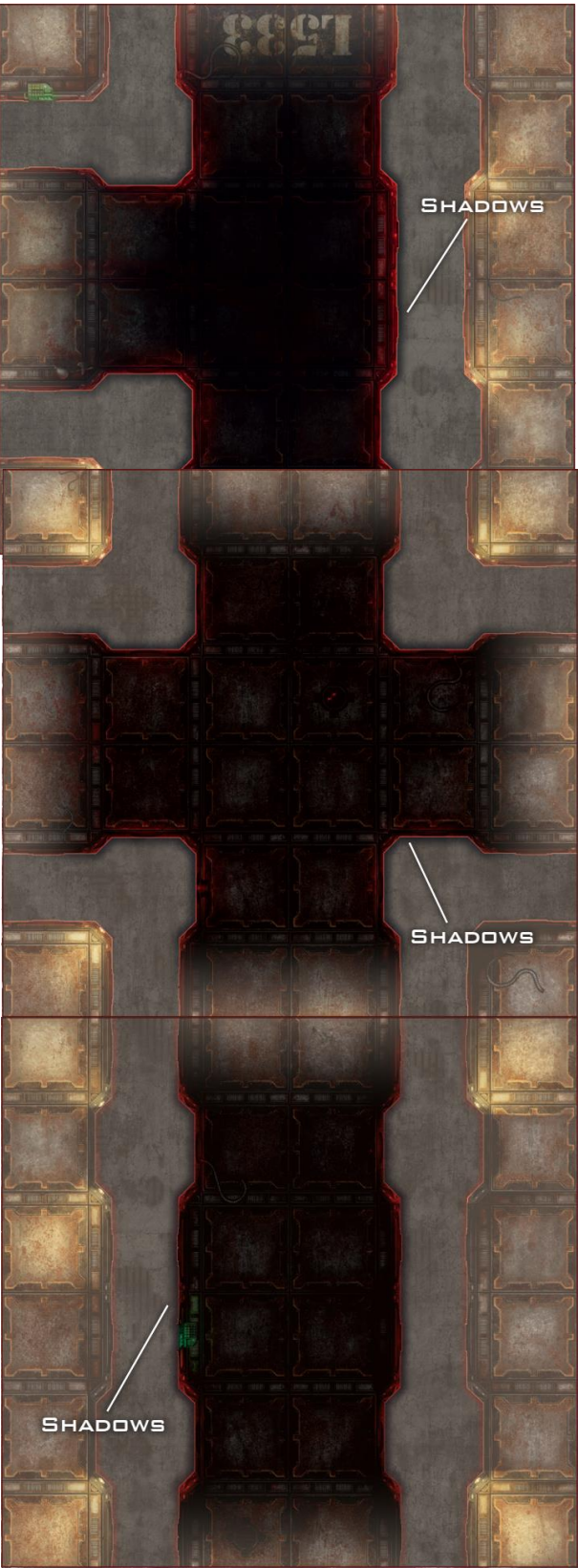
When attempting to open the Vault Door, Force Door (Basic) actions succeed if the roll is 11 or higher (rather than the usual 9), and Access Terminal (Basic) actions suffer a -4 modifier to the Intelligence check (rather than the usual -2).

REPRESENTING A SECURE VAULT

A secure vault is represented in ZM by the above tile, or in Sector Mechanicus can be denoted by the presence of any suitably large and secure door in any terrain feature. The vault beyond could even be portrayed by setting up a second, smaller battlefield (perhaps a Zone Mortalis battlefield), enabling fighters to enter the vault itself.

UNLIT CORRIDORS, UNLIT JUNCTION AND UNLIT CROSSROAD

The Darkened Corridor, Junction and Crossroad tiles and fighters within them are subject to the Pitch Black rules on page 511.



XENOS NESTING CHAMBER



If a fighter ends their activation within 1" of an Egg Sac, roll a D6. On a 1-3, they are attacked by Xenos Hatchlings – the fighter immediately becomes Prone and Pinned, and suffers D6 hits – resolved using the following weapon profile:

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Xenos Hatchlings	-	-	-	-	1	-	1	-	Rending

REPRESENTING XENOS EGG SACS

In ZM, the above tile features the Egg Sacs of a Xenos Nesting Chamber. In Sector Mechanicus, the presence of Xenos Egg Sacs can be represented by any suitable pieces of scatter terrain, or by egg sacs modelled onto any other terrain feature. What matters most is that it should be simple to tell where the Egg Sacs are, making measurement between them and any fighters easy.

BADZONES BATTLEFIELDS

As if dodging fire from an enemy gang or trading blows with psychotic killers wasn't bad enough, sometimes, the environment is out to kill you too! Most times, if two gangs square off against each other, it is in a section of the hive no better or worse than any other, the feeble lighting, stale air and rusting walkways just a part of the background. Delving deeper into the wastes between settlements, however, gangs are more likely to come across hostile environments and regions abandoned by all but the desperate. These Badzones, as they are commonly known, are filled with collapsed domes, tangled fungi jungles, sludge seas and much worse. Of course, along with the peril comes forgotten riches and perhaps even archaeotech hidden among the rubble.

If players agree, they can choose to have their gangs fight it out in one of these Badzones, adding an extra challenge and more fun to their game. Badzones are compatible with most scenarios, either adding 'invisible' environmental effects or providing guidelines for how to set up the battlefield.

ANCIENT MANUFACTORY

A forest of rusting smoke stacks rises above a maze of ancient abandoned machinery, the rumble of dormant forges audible from somewhere far below.

EFFECTS

When setting up the battlefield, try to include at least six pieces of Industrial Terrain as detailed in the Industrial Terrain section of Badzones Terrain ([see page 53-59](#)).

For the duration of the battle, effects from Industrial Terrain (see Badzones Terrain) will be triggered on a 4+ rather than a 6.

When generating credit rewards for the scenario, players may roll the results twice and choose the higher total. If the scenario has no credit rewards then the victor gains D6x10 credits [or 1 Scavenging Roll](#) instead.

Badzones also provide players with lots of exciting modelling opportunities, and they can convert their own terrain pieces or even build entire boards to represent these perilous depths of the underhive. In Zone Mortalis scenarios, players can use tiles from the Badzone Delta-7 tile set to represent some of these environments, while Badzones Terrain provides guidelines for the kinds of Citadel scenery pieces appropriate to a Badzone.

GENERATING AN ENVIRONMENT

If players decide to have their scenario set in a Badzone, the first step is to generate an Environment. This should be done after the scenario has been chosen but before any terrain is placed on the battlefield or, in the case of a Zone Mortalis game, before any tiles have been set up. Roll a D6 to determine the Environment:

D6	Environment
1	Ancient Manufactory
2	Stygian Depths
3	Sump Sea
4	Dome Jungle
5	Warp-tainted
6	Unstable Dome

STYGIAN DEPTHS

Cracks run through the very foundation of the hives creating vast yawning chasms between domes, the black criss-crossed with a web of rusting gantries.

EFFECTS

If playing a Zone Mortalis game, discard this Environment and draw another. When setting up the battlefield, try to set up as many walkways and raised sections as possible, and allow for a path from one side of the battlefield to the other.

The ground level is an abyss and fighters must remain on the upper levels or if at ground level (i.e., level with the abyss) must remain on pieces of terrain. If a fighter falls into the abyss, make an Initiative check for them. If they fail, they go Out of Action. If they pass, they become a Reinforcement ([see page 509](#)) and may return to the battlefield in the following round.

SUMP SEA

A bubbling morass of toxic goo, the sump boils up from below, flooding entire levels with an ocean of waste and forcing fighters to take to boats or bridges to cross it.

EFFECTS

If playing a Zone Mortalis game, discard this Environment and draw another. When setting up the battlefield, try to set up as many walkways and raised sections as possible, and allow for a path from one side of the battlefield to the other.

The ground level is a Sump Sea and fighters must remain on the upper levels or, if at ground level (i.e., level with the sea), must remain on pieces of terrain. If a fighter falls into the Sump Sea, place them where they have fallen – falling into the Sump Sea doesn't cause any damage.

Fighters in the Sump Sea may take no actions activated. When a fighter in the Sump Sea activates, make a Strength check for them. If they fail, they go Out of Action. If they pass, they can swim up to their Movement characteristic. If they reach a ladder or terrain piece, they may climb to safety. Place the fighter on the edge closest to where they left the Sump Sea.

DOMESTIC JUNGLE

Local flora and fungi has claimed the dome for their own, the crumbling remains of habitation completely overgrown by twisting creepers and deadly Carnivorous Plants.

EFFECTS

When setting up the battlefield, try to include at least six large areas of Carnivorous Plants terrain, as detailed in the Carnivorous Plants section of Badzones Terrain.

For the duration of the battle, the Strength of Carnivorous Plants is increased by 1 and the range of their attacks is increased by 3" (see Badzones Terrain). In addition, if players are using the rules for destroying Carnivorous Plants then all wounded plants heal 1 Damage point in the End phase.

The thick foliage and drifting spores limit vision. Shooting attacks made at Long range suffer an additional -1 to hit in addition to any other modifiers.

WARP-TAINTED

Something terrible happened here once and the veil between reality and the Warp has worn thin, its malign energies still bleeding into the hive from the beyond.

EFFECTS

When a fighter fails a Willpower check or a Cool check, they gain an Insanity marker (and become subject to Insanity as detailed on **page 31** in addition to any other effects for failing the check.

When a fighter rolls on the Lasting Injuries table as a result of being taken Out of Action while Engaged or with a Coup de Grace action, roll twice and choose the higher result.

A fighter who takes an enemy fighter Out of Action with a Melee weapon or a Coup De Grace action gains **D3** extra Experience point in addition to any Experience gained from taking an enemy fighter Out of Action.

UNSTABLE DOME

An ancient war, forgotten quake or simply the march of centuries has rendered the dome unstable and ready to collapse given the slightest hint of violence.

EFFECTS

When a Blast marker is placed, but before working out its effects, roll a D6. On a 5 or 6, place another Blast marker of the same size in contact with the first at a point determined by the Scatter dice. Now work out the attack's effects against fighters under both Blast markers.

Fighters who become Prone on a raised platform or other piece of raised terrain must make an Initiative check to see if they fall, even if they are not within 1/2" of the edge.

Doors and other structures with Toughness and Wounds characteristics count their Toughness as 2 lower than normal, to a minimum of 1.

BADZONE EVENTS

GENERATING EVENTS

Once the Environment has been generated, the battlefield can be set up, following any additional guidelines in the Environment's description. Both players should familiarise themselves with the effects of the Environment, as it will generally affect the entire battlefield and can significantly change things, such as movement or interacting with terrain.

The other component of a Badzone is Events. These are effects that will last for one or more rounds, adding additional perils to the battlefield, and over the course of a game it is likely that there will be several of these.

At the start of the first round, randomly generate an Event, either by rolling D66 on the table that follows, or using the Badzone Environments Events cards. The Event's effects are applied for that round. Note that some Events may have secondary effects, as indicated later, depending on the Environment. In the End phase, the players roll a D6 against the Event's Discard Trigger. If it is equal to or higher than this number, discard the Event and generate a new Event, placing it immediately into play.

If players are using dice to generate their Events and the same Event is generated twice in a row, the Event will instead either be a Shutdown (if the first dice of the D66 roll was an odd number), or a Hive Quake (if the first dice of the D66 roll was an even number). If an Event has been in play for three full rounds then there is no need to roll against its Discard Trigger, it is automatically discarded and replaced. When an Event is discarded, remove all of its effects from the board, such as markers, terrain or creatures it might have generated.

D66	Event
Odd – Repeat Event	Shutdown
11-12	Critter Swarm
13-14	Howling Winds
15-16	Choking Clouds
21-22	Toxic Downpour
23-24	Spore Clouds
25-26	Brainleaf Outbreak
31-32	Bad Air
33-34	Sludge Jellies
35-36	Giant Rats
41-42	Lair of the Beast
43-44	Things in the Dark
45-46	Gunk Tank
51-52	Labyrinth
53-54	Old Cache
55-56	Static Storm
61-62	I've got a Bat Feeling about this...
63-64	Witch's Lair
65-66	Mutie Tribe
Even - Repeat Event	Dome Collapse

DESIGNER'S NOTE: MIRACULOUS ESCAPES

Yawning chasms, bottomless sump seas and dome collapses are all potentially fatal perils that can befall a fighter. In a Skirmish game, it can be imagined that combatants who plummet to their death or vanish beneath the toxic surface of a gunk tank are gone for good – another victim of the underhive. In a campaign, however, it can be frustrating if that newly-minted Leader and their expensive gun gets knocked off a ledge and must be stricken from the gang roster.

As a general rule, unless both players agree otherwise, any Environmental Effect or Event that takes a fighter Out of Action only results in a single roll on the Lasting Injury table. We can assume that they were saved at the last minute from the sump, or only fell onto an outcrop rather than down all the way into the depths of the hive.

BAD AIR

The huge machines that regulate the hive's air have failed in this region and the atmosphere is stale and thin, like a tomb sealed away from the world for centuries.

EFFECTS

Fighters cannot make two Move actions in their turn unless they are equipped with a respirator.

Weapons with the Blaze trait reduce their Strength characteristic by 1, to a minimum of 1, and fighters hit by weapons with the Blaze trait do not become subject to the Blaze condition.

Additional Effects: If the Environment is Stygian Depths, fighters level with the abyss or within 1/2" of the edge of a platform or level with it ignore the effects of the Bad Air.

If the Environment is a Dome Jungle, the plants are less aggressive and can only make attacks from 1" away.

If the Environment is an Ancient Manufactory, when a piece of Industrial Terrain activates, the area on it and within 3" of it ceases to be subject to the Bad Air effects until the end of the round.

Discard on a 4+.

BRAINLEAF OUTBREAK

The dome is home to Brainleaf growths, their questing fronds seeking out victims to dominate into doing their bidding.

EFFECTS

When making Recovery tests for Seriously Injured fighters ([see page 47](#)), if a Seriously Injured or Out of Action result is rolled, the fighter becomes a Brainleaf Zombie (see below). At the end of the game, fighters who became Brainleaf Zombies automatically go into Recovery, though suffer no other adverse effects. **Editor's Suggestion:** If they were taken out of action by a coup de grace action, roll a Lasting Injury as normal.

Additional Effects: If the Environment is a Dome Jungle, in addition to the risk to Seriously Injured fighters when making Recovery tests, when a fighter is taken Out of Action, rather than removing them from the battlefield, they instead immediately become a Brainleaf Zombie.

If the Environment is an Unstable Dome, roll a D6 after a weapon with the Blast trait is used but before removing the Blast marker from the board. On a 4+, the fighter who used the Blast weapon places D3 Brainleaf Zombies in contact with the Blast marker.

If the Environment is an Ancient Manufactory, hatches and vents might conceal Brainleaf Zombies. If a fighter uses either a hatch, vent or ductway, roll a D6 when they would emerge from the hatch or ductway. On a 5 or 6, place the fighter as normal – however, they are now a Brainleaf Zombie.

Discard on a 4+.

BRAINLEAF ZOMBIES

There are many strange and disturbing things lurking down in the depths of the hive, from brainleaf thralls and sump virus victims, to spider venom madmen and plague zombies. Any of these can be used to represent a zombie horde controlled by the Arbitrator.

BRAINLEAF ZOMBIES

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
2D6"	5+	6+	3	3	1	6+	1	12+	4+	6+	12+

Weapons: Clubs (or guns used as clubs) or fists and teeth (count as unarmed attacks).

Braindead: Brainleaf Zombies cannot be Pinned, automatically pass any Cool checks they are required to take and ignore all Injury dice results except Out of Action. A Brainleaf Zombie that has been taken Out of Action is not removed from the board and instead counts as having suffered a Seriously Injured result. In the Recovery phase, Seriously Injured Brainleaf Zombies stand back up, recovering from their injuries but taking no other action. The only way to remove a Brainleaf Zombie from the battlefield is by making a Coup de Grace action against it while it is Seriously Injured.

Painless: Brainleaf Zombies subject to the Blaze condition are not automatically Broken and cannot attempt to put out the fire.

Shambling: Brainleaf Zombies can only take a single action each activation, and move 2D6" when taking a Move action. However, should their movement take them into base contact with an enemy, they are considered to have made a Charge action and immediately make an attack.

Contagion: Enemies taken Out of Action by a Brainleaf Zombie are replaced with a Brainleaf Zombie in the End phase.

CHOKING CLOUDS

Ash from the wastes or toxic fog from hive bottom fill the battlefield, making visibility more difficult and covering fighters in a layer of grimy dust.

EFFECTS

Shooting attacks made at Short range are at -1 to hit, while shooting attacks at Long range are at -2 to hit. Blast markers will always scatter even if a hit is scored.

Stray Shots potentially hit fighters within 2" of the line between attacker and target, rather than just 1".

Additional Effects: If the Environment is Stygian Depths, fighters on the highest level of terrain ignore the effects of the Choking Clouds unless they are making attacks at targets on a lower level.

If the Environment is a Sump Sea, fighters either in the sea or level with it ignore the effects of the Choking Clouds unless they are making attacks at targets on a higher level.

If the Environment is an Ancient Manufactorum, when a piece of industrial terrain activates, until the end of the round, the area on it and within 3" of it ceases to be subject to the Choking Clouds effects.

Discard on a 5+.

CRITTER SWARM

A swarm of hive critters – rats, roaches, spiders or similar – burst from vents and grates, creating a crawling and biting carpet beneath the fighter's feet.

EFFECTS

In the End phase of each round, each player rolls a D6 for each of their fighters. On the roll of a 1, these fighters are attacked by Critter Swarms and must make a Strength check. If they fail, they become Prone. If the fighter was Prone already and they fail the Strength check, they must make a save roll or suffer a Flesh Wound, or if they are Seriously Injured must make a save roll or be taken Out of Action.

Additional Effects: If the Environment is a Dome Jungle, fighters are attacked on the roll of a 1 or 2.

If the Environment is Warp-tainted, a fighter attacked by a Critter Swarm must also make a Willpower check or gain an Insanity marker.

If the Environment is an Ancient Manufactorum, when a piece of Industrial terrain activates, or is activated, a Critter Swarm will attack all fighters within 1" of the terrain piece.

Discard on a 5+.

DOMES COLLAPSE

The mighty hive shifts on its foundations, domes crashing into each other, sludge seas draining, chasms closing or opening, and entire levels falling down into the regions below.

EFFECTS

Every fighter on the battlefield becomes Pinned. Note that this may cause fighters within 1/2" of the edge of a level or platform to fall.

Discard the current Environment and generate a new one. The effects of the new Environment come into play immediately.

Additional Effects: This Event has no additional effects.

Discard Immediately.

GIANT RATS

A nest of giant Necromunda rats has claimed the dome as its own, and will viciously defend it against interlopers.

EFFECTS

When this Event comes into play, players, starting with the player with Priority, take turns placing D3+3 Giant Rats (**see page 396**) on the battlefield. These rats may be placed anywhere, provided that they are at least 1" away from another fighter and not within either players' deployment area.

In the End phase (before checking to remove this Event), each Giant Rat will charge any fighter within 8", otherwise they will move 2D6" in a direction indicated by the Scatter dice, stopping if they come into contact with impassable terrain but otherwise moving up and down terrain without restriction. Once all the Giant Rats have been moved, players add another D3 Giant Rats to the board as above.

Cawdor fighters using Bomb Delivery Rats suffer a -3 to their Intelligence check to direct their Bomb Rat if there is a Giant Rat within 12" of them.

If an Exotic Beast is within 6" of a Giant Rat when their owner activates then the Exotic Beast must attempt to charge it.

Additional Effects: If the Environment is an Unstable Dome, roll a D6 after a weapon with the Blast trait is used. On a 4+, the fighter who used the Blast weapon places D3 Giant Rats in contact with the Blast marker.

If the Environment is an Ancient Manufactory, when a piece of Industrial Terrain activates or is activated, the players place D3 Giant Rats in contact with the terrain piece, taking turns placing them as above.

If the Environment is a Sump Sea, when a fighter falls into the sea, place D3 Giant Rats in the sea at least 6" away from them – players taking turns placing them as above. Giant Rats can move without restriction in the sea.

Discard on a 5+.

GUNK TANK

Sludge and waste spurt periodically into the dome, pumped down from uphive and potentially showering fighters in disgusting goo.

EFFECTS

In the Priority phase, before rolling for Priority, each player rolls a D6 for each of their fighters. On a 1, the fighter gains the Gunked condition.

Gunked fighters reduce their Movement characteristic by 1 (to a minimum of 1) and don't add D3" to their movement when making a Charge action. In addition, their Initiative characteristic is reduced by 1 (i.e., Initiative 3+ becomes Initiative 4+, etc).

Gunked fighters are more flammable and catch fire on a 2+, rather than a 4+, when hit by a weapon with the Blaze trait.

Additional Effects: If the Environment is an Ancient Manufactory, when a piece of Industrial Terrain activates or is activated, all fighters within 1" of the piece of terrain must test to see if they get Gunked.

If the Environment is a Sump Sea then fighters who fall in the sea are automatically Gunked.

If the Environment is an Unstable Dome, fighters touched by Blast markers must also test to see if they get Gunked.

Discard on a 3+.

HOWLING WINDS

A huge ventilation fan hangs above the dome blasting its inhabitants with a storm gale, fighters battling the winds to keep their footing and find their targets.

EFFECTS

Shots taken at Long range suffer a -1 to hit in addition to any other modifiers, and Blast markers will always scatter even if a hit is scored.

Hits from weapons with the Gas or Smoke traits have no effect on a roll of 4+. Roll after firing but before working out their effects. For Smoke weapons, after placing the Smoke marker in the desired location, roll the D6; if a 4+ is rolled, remove the Smoke marker as the smoke cloud is swept away by the Howling Winds

Fighters who go Prone within 1/2" of the edge of a platform or level must re-roll successful Initiative checks to see if they fall.

Additional Effects: If the Environment is Stygian Depths, Long range shots suffer a -2 to hit, and Gas or Smoke weapons have no effect on a 3+.

If the Environment is a Dome Jungle, plants can make attacks from an additional 6" away rather than 3".

If the Environment is an Unstable Dome, place two additional Blast markers when placing a Blast marker, rather than just one.

Discard on a 5+.

I'VE GOT A BAD FEELING ABOUT THIS...

e grind of machinery falls silent and even the local wildlife scuttle back into their holes, as if the underhive is holding its collective breath – waiting for something terrible to happen.

EFFECTS

Fighters suffer a +2 penalty to any Nerve tests they are required to take.

Hired Guns and Hangers-on who become Broken are removed from the battlefield and count as having gone Out of Action, though need not make a roll on the Lasting Injuries table.

Additional Effects: If the Environment is Warp-tainted, fighters who fail a Nerve test gain an Insanity marker in addition to any other effects.

If the Environment is a Dome Jungle, fighters who begin or end their activation within 3" of a Carnivorous Plant must make a Nerve test.

If the Environment is Stygian Depths, fighters who fail a Nerve test while within 1/2" of the edge of a platform or level may jump. Make a Willpower check for the fighter. If they fail, they jump into the abyss.

Discard on a 5+.

LABYRINTH

At the best of times the underhive is a maze, though here it is especially tangled, and fighters might find themselves easily separated from their allies and all alone.

EFFECTS

When a fighter that is without line of sight to another fighter (either friend or foe) activates, they must make an Intelligence check.

Fighters who fail this check become lost and are placed anywhere on the battlefield within 12" of their current position by their opponent. They may not be placed in impassable terrain or within 1" of another fighter.

Additional Effects: If the Environment is Warp-tainted, fighters who become lost gain an Insanity marker.

If the Environment is a Dome Jungle, lost fighters who become lost within 6" of a Carnivorous Plant may be placed anywhere on the battlefield provided it is within 6" of a Carnivorous Plant.

If the Environment is Stygian Depths, fighters who fall into the abyss become lost, rather than going Out of Action.

Discard on a 4+.

LAIR OF THE BEAST

A massive hive beast lairs within this dome, slumbering beneath the battlefield, its tentacles questing in its sleep until it finds a prey worthy of its appetite.

EFFECTS

After both crews have deployed but before the first fighter activates, add three Beast's Lair markers to the battlefield (see page 610). Players take turns placing these, starting with the player who has Priority. Beast's Lair markers must be placed at least 12" from each other or a deployed fighter, and may not be placed in either players' deployment area.

If a Beast's Lair marker is destroyed, the player who destroyed it may place a new Beast's Lair marker on the battlefield following the guidelines above.

Additional Effects: If the Environment is an Ancient Manufactory, when a piece of Industrial Terrain activates or is activated, any of its hatches count as Beast's Lair markers until the end of the round.

If the Environment is Stygian Depths, Beast's Lair markers can be placed in the abyss and will attack fighters who pass above them. Count fighters passing over a Beast's Lair marker as being 6" from the marker, regardless of their actual distance, unless it would be closer.

If the Environment is an Unstable Dome, after making an attack using a weapon with the Blast Trait roll a D6. On a 5 or 6, place a Beast's Lair marker centred on one of the Blast markers generated by the attack.

Discard on a 5+.

MUTIE TRIBE

A feral tribe of Muties has claimed this region as theirs and want to drive off the invaders, doubtless completely unaware of the vast world beyond their dome.

EFFECTS

In the Priority phase of each round, each player rolls a D6 for each of their fighters that is Standing and Active. On the roll of a 1, that fighter is attacked by Muties armed with mutie bows (see below). Make shooting attacks against these fighters. These attacks are considered to be made at Long range, with a BS of 5+. Fighters do not benefit from cover against Mutie attacks.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Mutie bow	9"	18"	-	-1	2	+1	1	-	

When a fighter is attacked by Muties, they can choose to discard their Ready marker for this round and roll the Firepower dice for one of their ranged weapons (making an Ammo check if it comes up with the Ammo symbol). If they do so then ignore the effects of the Mutie attack for them and any other fighters within 6" of them.

Additional Effects: If the Environment is a Dome Jungle, fighters are attacked on the roll of a 1 or 2.

If the Environment is Warp-tainted, the first fighter selected is attacked by a Wyrd rather than a normal Mutie. Make a Willpower check for the fighter. If they fail, they take a Strength 5 Damage 2 hit. If they pass, they gain an Insanity marker instead.

If the Environment is an Ancient Manufactory, Mutie attacks are made with reclaimed autoguns (see page 83) rather than mutie bows.

Discard on a 5+.

OLD CACHE

Forgotten militia armouries, abandoned settler storehouses and lost gang caches are hidden throughout the underhive for those with the wit to find them.

EFFECTS

Fighters can take the Scavenge (Double) action to search for loot. Roll a D6, adding 1 to the result for each other friendly fighter within 6". On a 6+, place a loot casket in base contact with the fighter.

For the duration of the battle, fighters may re-roll failed Ammo checks.

Grenades do not automatically run Out of Ammo for the rest of the game if they fail an Ammo check, and may be reloaded in the same way as other weapons.

Additional Effects: If the Environment is an Ancient Manufactorum, fighters will find loot caskets on a 4+, rather than a 6+.

If the Environment is Warp-tainted, fighters who make the Scavenge action and fail to find a loot casket must make a Willpower check or gain an Insanity marker.

If the Environment is an Unstable Dome, an attack with a grenade misfires if a Hit is rolled on the Scatter dice regardless of the result of the D6 roll.

Discard on a 3+.

SHUTDOWN

Perhaps triggered by the battle, ancient failsafes kick in and the entire dome goes into shutdown – doors lock tight, lights go out and all machinery grinds to a halt.

EFFECTS

The battlefield becomes subject to the Pitch Black rules, **see page 511**..

All terrain pieces become inert and generate no additional effects beyond those laid out in the core rules (i.e., counting as impassible, blocking line of sight, being climbable, etc).

All doors seal and cannot be opened normally (**see page 30**), but may still be forced.

Additional Effects: This Event has no additional effects.

Discard on a 4+.

SLUDGE JELLIES

Vile predatory sludges hide within the vents, drains and ducts of the battlefield, waiting to envelop and consume the unwary.

EFFECTS

Any liquid terrain such as pools, puddles or toxic spills might hide a Sludge Jelly. Vents, ductways and hatches might also hide these horrors. When a fighter ends a Move action within 1" of a piece of liquid terrain or uses a ductway, vent or hatch, roll a D6. On a 1, they have been attacked by a Sludge Jelly.

A fighter attacked by a Sludge Jelly must make a Toughness check. If they pass, they have made a narrow escape and finish their turn or can use the ductway, vent or hatch normally. If they fail, they have become paralysed and will soon be consumed by the Sludge Jelly.

If another fighter does not assist them (**see page 47**) before the following End phase, the paralysed fighter goes Out of Action. If they are assisted, they become Seriously Injured instead.

Additional Effects: If the Environment is a Sump Sea, there are Sludge Jellies in the sea and fighters who fall in it will be attacked automatically.

If the Environment is a Dome Jungle, Carnivorous Plants count as liquid terrain for determining when Sludge Jellies might attack.

If the Environment is Warp-tainted, a fighter attacked by a Sludge Jelly that passes their Toughness check must then make a Willpower check or gain an Insanity marker.

Discard on a 4+.

SPORE CLOUDS

Virulent spores fill the dome, drifting on the hive winds and making the air dangerous to breathe as they seek out new hosts for their parent plant.

EFFECTS

After a fighter completes their activation, their controlling player must roll a D6. On a 1, they have attracted a swarm of spores. Roll a D6 to see what effects the spores have:

- 1-2 Centre a choke grenade on the fighter and work out its effects.
- 3-4 Centre a scare grenade on the fighter and work out its effects.
- 5-6 Centre a smoke grenade on the fighter and work out its effects.

Additional Effects: If the Environment is a Dome Jungle, use 5" Blast markers for the grenade's effects rather than 3" Blast markers, and count the radius of the smoke grenade as 2" larger.

If the Environment is an Ancient Manufactory, whenever an industrial piece of terrain activates, or is activated, roll a D6. On a 1, all fighters on or within 1" of the terrain piece are affected by a random grenade effect.

If the Environment is Stygian Depths, the grenade's effects do not use Blast markers and will only affect the fighter who triggered the spores, while the radius of the smoke grenade is 1.5", rather than 2.5".

Discard on a 4+.

STATIC STORM

Vast superconductors power entire levels of the hive, their constant motion periodically unleashing static storms into the underhive amid crackling blue lightning.

EFFECTS

Energy weapons (plasma, melta, las weapons, etc.) gain the Unstable trait if they did not already have it. If the weapon already has the Unstable trait, it automatically overloads if the Ammo symbol is rolled on the Firepower dice.

When a fighter moves into base contact with another fighter, both fighters suffer a Strength 1 Damage 1 hit. Work out these hits before completing any other actions, such as the attacks that are part of a Charge action.

In a scenario using the Pitch Black rules, any fighter who moves during their activation gains a Revealed marker.

Additional Effects: If the Environment is an Ancient Manufactory, when a piece of Industrial Terrain activates, or is activated, all fighters within 1" of the terrain suffer a Strength 1 Damage 1 hit.

If the Environment is a Dome Jungle, attacks against fighters made by Carnivorous Plants inflict D3 Strength 1 Damage 1 hits in addition to any other effects.

If the Environment is Stygian Depths, fighters suffer D3 hits rather than 1 hit when moving into base contact with another fighter.

Discard on a 3+.

THINGS IN THE DARK

Darkness and shadows rule the underhive, though here they grow especially thick, and within their blackness foul creatures stalk, preying upon all who walk there.

EFFECTS

While this Event is in play, use the Horrors in the Dark rule **from on page 610**.

Shooting attacks made at Long range suffer a -1 to hit in addition to any other modifiers, unless a fighter is equipped with photo goggles or a thermal sight.

Additional Effects: If the Environment is a Dome Jungle, when testing for Horrors in the Dark, fighters will be attacked unless they are within 8" of two other fighters rather than one.

If the Environment is Warp-tainted, when rolling on the Horrors in the Dark table, a fighter must roll two D6 and choose the lower result.

If the Environment is a Sump Sea, fighters in the sea must roll on the Horrors in the Dark table when they activate.

Discard on a 5+.

TOXIC DOWNPOUR

Foul liquid rains down from above, perhaps released from some waste facility or run-off from one of the water reclamation facilities filled with pollutants.

EFFECTS

Toxic liquid rains down from overhead. Roll a D6 to see what kind of rain it is:

- 1-2 Chem Rain** – Fighters count their save as 1 worse while this Event is in effect (note that Field Armours are not affected by Chem Rain).
- 3-4 Irradiated Coolant** – Fighters lower their Toughness by 1 when making Toughness checks or for the purposes of Wound rolls. Fighters count as having Revealed markers on them if the Pitch Black rules are in effect.
- 5-6 Waste Run-off** – Fighters with a Blaze marker add 2 to the dice result if attempting to put out the flames. Otherwise, the rain is not harmful... just unpleasant.

Additional Effects: If the Environment is Warp-tainted, in addition to the effects above Willpower checks are at +2 penalty.

If the Environment is a Sump Sea, the sea rises when this Event comes into play. Remove any terrain level with the sea. Fighters who were on this terrain are now in the sea.

If the Environment is a Dome Jungle, in the End phase (before removing this Event), Carnivorous Plants heal all damage dealt to them.

Discard on a 3+.

WITCH'S LAIR

A Wyrd has taken up residence in the area, and is none too pleased that fighters have disturbed their solitude, bringing both violence and the chance of discovery.

EFFECTS

In the End phase, each player randomly selects one of their fighters who is Standing. This fighter is the target of the Wyrd's attack.

Make a Willpower test for the chosen fighter. If they fail, they must immediately make an attack against the nearest fighter. If they are Engaged, randomly choose one of their Melee weapons to make the attack with. If they are Active, randomly choose one of their ranged weapons instead.

Additional Effects: If the Environment is Warp-tainted, randomly choose two fighters to be attacked by the Wyrd rather than one. Work out their attacks in the order they were chosen.

If the Environment is a Sump Sea, fighters attacked by the Wyrd will attempt to jump into the sea rather than make attacks. If they cannot jump into the sea, move them as close to the sea as possible.

If the Environment is Stygian Depths, fighters attacked by the Wyrd will attempt to jump into the abyss rather than make attacks. If they cannot jump into the abyss, move them as close to the abyss as possible.

Discard on a 4+.

UNDERHIVE ARMOURY

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

A gang may be equipped with any weapons it can afford within the limits discussed later. Models are available with a wide variety of weaponry, and are always assumed to carry the weapons they are depicted with. Hostered pistols can obviously represent any pistol weapon, whilst grenades can be assumed to be concealed, so a model not depicted with grenades can still carry them.

TYPES OF WEAPON

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

CLOSE COMBAT WEAPONS

These are weapons designed for use purely at close quarters such as swords, knives, axes and crude clubs. Most of these weapons cannot be used for shooting but only in hand-to-hand combat.

PISTOLS

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

BASIC WEAPONS

Basic weapons are larger, heavier firearms generally carried and fired using two hands. You can shoot in the shooting phase with such a weapon but it confers no advantage in hand-to-hand fighting (with a certain few examples).

SPECIAL WEAPONS

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

HEAVY WEAPONS

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

GRENADES

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

ARMOUR AND FIELD ARMOUR

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

BIONICS

The Underhive presents a weird mixture of advanced technology and primitive technical improvisation. Conditions are rough and ready in the settlements, and those who live there are used to making compromises. To the wealthy inhabitants of the Spire bionic implants and transplants of living tissue are readily available and affordable solutions to disease and injury. In the Underhive people cope as best they can, making do with simple prosthetics and putting up with debilitating injuries. However, even in the Underhive there are a few skilled bio-surgeons able to perform transplants for those who are able to pay the price

CHEMS

Chems in all their forms are an integral part of Necromunda. Without stimms, gruelling work quotas might not be met; without their speciality meds, the ruling elite could not extend their lifetimes; and without the Ghast trade, the coffers of Lord Helmawr would be significantly lighter.

EQUIPMENT

The Underhive merchants sell all kinds of equipment ranging from advanced gear smuggled down from Hive City, ancient archaeotech devices, mystical items fashioned from the flora and fauna unique to Hive Bottom as well as simple accessories made to make Underhive life a little more bearable.

RANGED WEAPONS

PISTOLS

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

Weapon	Range		Accuracy		Str	AP	D	Ammo	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
- fragmentation rounds	4"	12"	+1	-	3	-1	1	4+	Limited, Rapid Fire (1), Sidearm
- manstopper rounds	4"	12"	+1	-	4	-	1	4+	Limited, Rapid Fire (1), Sidearm
- phosphor rounds	4"	12"	+1	-	3	-	1	4+	Flare, Rapid Fire (1), Scarce, Sidearm
- plantbuster rounds	4"	12"	+1	-	3	-	1	4+	Defoliate, Rapid Fire (1), Scarce, Sidearm
- rad rounds	4"	12"	-	-	3	-	1	4+	Rad-phage, Rapid Fire (1), Scarce, Sidearm
- static rounds	4"	12"	+1	-	3	-	1	4+	Limited, Rapid Fire (1), Shield Breaker, Shock, Sidearm
- warp round	4"	12"	+1	-	3	-	1	4+	Cursed, Limited, Sidearm, Single Shot
Compact autopistol (gun skull)	4"	12"	+1	-	2	-	1	4+	Rapid Fire (1)
Bolt pistol	6"	12"	+1	-	4	-1	2	6+	Editor's Suggestion – Rapid Fire (1), Sidearm
- gas shells	6"	12"	+1	-	-	-	1	6+	Blast (3"), Gas, Limited, Single Shot
- gunk bolts	6"	12"	-	-	4	-	1	6+	Editor's Suggestion – Rapid Fire (1), Gunk, Limited, Sidearm
- shatter shells	6"	12"	+1	-	3	-1	1	6+	Blast (3"), Limited
Combi-pistol									
Primary component: ²									
- autopistol	4"	12"	+1	-	3	-	1	4+	Combi, Rapid Fire (1), Sidearm
- bolt pistol	6"	12"	+1	-	4	-1	2	6+	Combi, Editor's Suggestion – Rapid Fire (1), Sidearm
- stub gun	6"	12"	+2	-	3	-	1	4+	Combi, Plentiful, Sidearm
Secondary component:									
- hand flamer	-	T	-	-	3	-	1	5+	Blaze, Combi, Template
- plasma pistol	6"	12"	+2	-	5	-1	2	5+	Combi, Scarce, Sidearm
Editor's Suggestion: Enforcer Bolt pistol	6"	12"	+1	-	4	-1	2	4+	Rapid Fire (1), Sidearm
- Penetrator Rounds	6"	12"	+1	-	4	-2	2	4+	Rapid Fire (1), Rending, Sidearm, Unstable
Flechette pistol									
- solid ammo	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm, Silent
- fleshbane ammo	4"	12"	-	-	-	-	-	6+	Rapid Fire (1), Scarce, Sidearm, Silent, Toxin
Hand flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Inferno pistol	6"	9"	-	-	8	-3	2	6+	Melta, Scarce, Sidearm
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
- focusing crystal	8"	12"	+1	-	3	-2	1	3+	Sidearm, Unstable
Las sub-carbine	4"	12"	+1	-	3	-	1	4+	Plentiful, Rapid Fire (1), Sidearm
- focusing crystal	4"	12"	+1	-	3	-2	1	5+	Rapid Fire (1), Sidearm, Unstable
Needle Pistol	4"	9"	+2	-	4	-1	-	6+	Scarce, Sidearm, Silent, Toxin
- Chem darts	4"	9"	+2	-	-	-	-	6+	Chem Delivery, Sidearm, Silent

²A combi-pistol's components may be upgraded with additional ammunition available to that type. The combi trait will be applied to any additional ammunition.

Plasma Pistol									
- <i>low</i>	6''	12''	+2	-	5	-1	2	5+	Scarce, Sidearm
- <i>maximal</i>	6''	12''	+1	-	7	-2	3	5+	Scarce, Sidearm, Unstable
Reclaimed autopistol	4''	12''	+1	-	3	-	1	5+	Rapid Fire (1), Sidearm
- <i>fragmentation rounds</i>	4''	12''	+1	-	3	-1	1	5+	Limited, Rapid Fire (1), Sidearm
- <i>manstopper rounds</i>	4''	12''	+1	-	4	-	1	5+	Limited, Rapid Fire (1), Sidearm
- <i>phosphor rounds</i>	4''	12''	+1	-	3	-	1	5+	Flare, Rapid Fire (1), Scarce, Sidearm
- <i>plantbuster rounds</i>	4''	12''	+1	-	3	-	1	5+	Defoliate, Rapid Fire (1), Scarce, Sidearm
- <i>rad rounds</i>	4''	12''	-	-	3	-	1	5+	Rad-phage, Rapid Fire (1), Scarce, Sidearm
- <i>static rounds</i>	4''	12''	+1	-	3	-	1	5+	Limited, Rapid Fire (1), Shield Breaker, Shock, Sidearm
- <i>warp rounds</i>	4''	12''	+1	-	3	-	1	5+	Cursed, Limited, Sidearm, Single Shot
Stub gun	6''	12''	+2	-	3	-	1	4+	Plentiful, Sidearm
- <i>with dum dum rounds</i>	5''	10''	+1	-	4	-	1	4+	Limited, Sidearm
Web pistol	-	T	-	-	4	-	-	6+	Silent, Template, Web
Web projector (Van Saar Cyberachnid)	-	T	-	-	2	-	-	6+	Scarce, Template, Web
Withertouch pistol	6''	9''	-	-	3	-	1	6+	Melta, Sidearm, Silent

BASIC WEAPONS

This section covers weapons designed to be carried and used with two hands like an automatic rifle or submachine gun. These comprise some of the most common and effective weapons available to the Underhive fighters.

	Range		Accuracy						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
- phosphor rounds	8"	24"	+1	-	3	-	1	4+	Flare, Rapid Fire (1), Scarce
- plantbuster rounds	8"	24"	+1	-	3	-	1	4+	Defoliate, Rapid Fire (1), Scarce
- rad rounds	8"	24"	-	-	3	-	1	4+	Rad-phage, Rapid Fire (1), Scarce
- static rounds	8"	24"	+1	-	3	-	1	4+	Limited, Shield Breaker, Shock, Rapid Fire (1)
- warp rounds	8"	24"	+1	-	3	-	1	4+	Cursed, Limited, Single Shot
Editor's Suggestion:									
- fragmentation rounds	8"	24"	+1	-	3	-1	1	4+	Limited, Rapid Fire (1)
- manstopper rounds	8"	24"	+1	-	4	-	1	4+	Limited, Rapid Fire (1)
Arc rifle	9"	24"	+2	-1	5	-	1	6+	Blaze, Rapid Fire (1), Shock
Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)
- gunk bolts	12"	24"	-	-1	4	-	1	5+	Gunk, Limited
- gas shells	12"	24"	+1	-	-	-	1	6+	Blast 3", Gas, Limited, Single Shot
- shatter shells	12"	24"	+1	-	3	-1	1	6+	Blast 3", Limited
Combat Shotgun									
- salvo fire	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
- shredder blast	-	T	-	-	2	-	1	4+	Scattershot, Template
- firestorm shells	-	T	-	-	5	-1	1	6+	Blaze, Limited, Template
- gas shells	4"	18"	+1	-	-	-	1	6+	Blast 3", Gas, Limited, Single Shot
- phosphor rounds	-	T	-	-	2	-	1	4+	Flare, Scarce, Scattershot, Template
- plantbuster rounds	-	T	-	-	2	-	1	4+	Defoliate, Scarce, Scattershot, Template
- rad rounds	-	T	-	-	2	-	1	4+	Rad-phage, Scarce, Scattershot, Template
- shatter shells	4"	18"	+1	-	3	-1	1	5+	Blast 3", Limited
Enforcer Boltgun	12"	24"	+1	-	4	-1	2	4+	Rapid Fire (1)
- with penetrator rounds	12"	24"	+1	-	4	-2	2	4+	Rapid Fire (1), Rending, Unstable
Enforcer Shotgun									
- with salvo rounds	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
- with shredder rounds	-	T	-	-	2	-	1	4+	Scattershot, Template
Editor's Suggestion:									
- executioner ammo	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited
- firestorm shells	-	T	-	-	5	-1	1	6+	Blaze, Limited, Template
- gas shells	4"	18"	+1	-	-	-	1	6+	Blast 3", Gas, Limited, Single Shot
- phosphor rounds	-	T	-	-	2	-	1	4+	Flare, Scarce, Scattershot, Template
- plantbuster rounds	-	T	-	-	2	-	1	4+	Defoliate, Scarce, Scattershot, Template
- rad rounds	-	T	-	-	2	-	1	4+	Rad-phage, Scarce, Scattershot, Template
- shatter shells	4"	18"	+1	-	3	-1	1	5+	Blast 3", Limited
Kroot long rifle									
- ranged	12"	24"	+1	-	4	-	1	4+	Knockback, Plentiful
- close Combat	E	2"	-	-	+1	-	1	-	Disarm, Melee, Versatile
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
- focusing crystal	18"	24"	+1	-	3	-2	1	3+	Unstable
Las carbine	10"	24"	+1	-	3	-	1	4+	Plentiful, Rapid Fire (1)
- focusing crystal	10"	24"	+1	-	3	-2	1	5+	Rapid Fire (1), Unstable

Polearm/Autogun									
Polearm	E	2"	-1	-	S+1	-	1	-	Melee, Versatile
Reclaimed Autogun	8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)
Polearm/Blunderbuss									
Polearm	E	2"	-1	-	S+1	-	1	-	Melee, Versatile
Blunderbuss									
- <i>grape shot</i>	-	T	-	-	2	-	1	6+	Plentiful, Template , Scattershot
- <i>purgation shot</i>	-	T	-	-	3	-	1	6+	Blaze, Template , Scarce
- <i>Emperor's wrath</i>	8"	12"	-	-1	4	-1	2	4+	Knockback, Pulverise
Rak'Gol Razor Gun	6"	20"	-	-1	-	-2	1	6+	Rapid Fire (2), Toxin
Reclaimed autogun	8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)
- <i>phosphor rounds</i>	8"	24"	+1	-	3	-	1	5+	Flare, Rapid Fire (1)
- <i>plantbuster rounds</i>	8"	24"	+1	-	3	-	1	5+	Defoliate, Rapid Fire (1)
- <i>rad rounds</i>	8"	24"	-	-	3	-	1	5+	Rad-phage, Rapid Fire (1)
- <i>static rounds</i>	8"	24"	+1	-	3	-	1	5+	Limited, Shield Breaker, Shock, Rapid Fire (1)
- <i>warp rounds</i>	8"	24"	+1	-	3	-	1	4+	Cursed, Limited, Single Shot
Editor's Suggestion:									
- <i>fragmentation rounds</i>	8"	24"	+1	-	3	-1	1	5+	Limited, Rapid Fire (1)
- <i>manstopper rounds</i>	8"	24"	+1	-	4	-	1	5+	Limited, Rapid Fire (1)
Sawn-off shotgun	4"	8"	+2	-	3	-	1	6+	Scattershot, Editor's Suggestion - Sidearm
- <i>gas shells</i>	4"	8"	+1	-	-	-	1	6+	Blast (3"), Gas, Limited, Single Shot
- <i>phosphor rounds</i>	4"	8"	+2	-	3	-	1	2+	Flare, Scarce, Scattershot, Editor's Suggestion - Sidearm
- <i>plantbuster rounds</i>	4"	8"	+2	-	3	-	1	2+	Defoliate, Scarce, Scattershot, Editor's Suggestion - Sidearm
- <i>rad rounds</i>	4"	8"	+1	-	3	-	1	2+	Rad-phage, Scarce, Scattershot, Editor's Suggestion - Sidearm
- <i>shatter shells</i>	4"	8"	+1	-	3	-1	1	5+	Blast (3"), Limited
Shotgun									
- <i>acid rounds</i>	4"	8"	+1	-	3	-1	1	5+	Blaze, Scattershot
- <i>executioner ammo</i>	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited
- <i>gas shells</i>	4"	18"	+1	-	-	-	1	6+	Blast 3", Gas, Limited, Single Shot
- <i>inferno ammo</i>	4"	16"	+1	-	4	-	2	5+	Blaze, Limited
- <i>phosphor rounds</i>	4"	8"	+2	-	2	-	1	4+	Flare, Scarce, Scattershot
- <i>plantbuster rounds</i>	4"	8"	+2	-	2	-	1	4+	Defoliate, Scarce, Scattershot
- <i>rad rounds</i>	4"	8"	+1	-	2	-	1	4+	Rad-phage, Scarce, Scattershot
- <i>scatter ammo</i>	4"	8"	+2	-	2	-	1	4+	Scattershot
- <i>shatter shells</i>	4"	18"	+1	-	3	-1	1	5+	Blast 3", Limited
- <i>solid ammo</i>	8"	16"	+1	-	4	-	2	4+	Knockback
Sling gun	6"	12"	+2	-	4	-2	1	5+	Rapid Fire (1), Scarce
Stake-Crossbow	5"	15"	+1	-	3	-	1	4+	Hexagrammatic, Primitive, Silent
Stub cannon	9"	18"	-	-	5	-	1	3+	Knockback
- <i>static rounds</i>	9"	18"	-	-	5	-	1	3+	Limited, Knockback, Shield Breaker, Shock
- <i>warp rounds</i>	9"	18"	-	-	5	-	1	3+	Cursed, Knockback, Limited, Single Shot

Subjugation-pattern grenade launcher									
- <i>choke grenades</i>	6"	24"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited
- <i>frag grenades</i>	6"	24"	-1	-	3	-	1	4+	Blast (3"), Knockback, Editor's Suggestion: Scarce
- <i>krak grenades</i>	6"	24"	-1	-	6	-2	2	6+	Editor's Suggestion: Scarce
- <i>photon flash grenades</i>	6"	24"	-	-	-	-	-	5+	Blast (5"), Flash, Editor's Suggestion: Scarce
- <i>scare gas grenades</i>	6"	24"	-1	-	-	-	-	6+	Blast (3"), Fear, Gas, Limited
- <i>smoke grenades</i>	6"	24"	-1	-	-	-	-	4+	Blast (*) , Smoke, Editor's Suggestion: Scarce
- <i>stun rounds</i>	6"	24"	-	-	2	-1	1	4+	Concussion
Suppression laser									
- <i>broad burst</i>	4"	8"	+2	-	2	-	1	4+	Plentiful, Scattershot
- <i>short burst</i>	8"	16"	+1	-	4	-	2	4+	Knockback, Plentiful
- <i>focusing crystal</i>	8"	16"	+1	-	4	-2	2	5+	Knockback, Unstable
Throwing Knives	Sx2	Sx4	-	-1	S	-1	-	5+	Scarce, Silent, Toxin
Warpstorm Bolter	12"	24"	+1	-	4	-1	2	6+	Cursed, Rapid Fire (1), Scarce

SPECIAL WEAPONS

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

	Range		Accuracy						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Balefire Thrower	-	T	-	-	4	-1	2	5+	Blaze, Cursed, Template
Chemical Cloud Breath (Khimerix)	6"	12"	+1	-	3	-1	1	-	Blast (3")
Combi-Weapon									
Primary Component: ³									
- Autogun	8"	24"	+1	-	3	-	1	4+	Combi, Rapid Fire (1)
- Bolter	12"	24"	+1	-	4	-1	2	6+	Combi, Rapid File (1)
- Lasgun	18"	24"	+1	-	3	-	1	2+	Combi, Plentiful
Secondary Component:									
- Flamer	-	T	-	-	4	-1	1	5+	Blaze, Combi, Template, Unstable
- Grenade Launcher									
- Frag Grenades	6"	24"	-1	-	3	-	1	*	Blast (3"), Knockback, Editor's Suggestion: Scarce
- Anti-Plant Grenades	6"	24"	-1	-	-	-	-	4+	Blast (3"), Defoliate, Editor's Suggestion: Scarce
- Flare Grenades	6"	24"	-1	-	-	-	-	4+	Blast (3"), Flare, Editor's Suggestion: Scarce
- Melta	6"	12"	+1	-	8	-4	3	4+	Combi, Melta, Scarce
- Needler	9"	18"	+1	-	-	-1	-	6+	Combi, Scarce, Silent, Toxin
- Plasma Gun	12"	24"	+2	-	5	-1	2	5+	Combi, Rapid Fire (1) ⁴ , Scarce
Concussion Carbine	9"	18"	+1	-	3	-1	1	4+	Blast (3"), Concussion, Knockback, Seismic
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Gaseous Eruption Breath (Escher Khimerix)	-	T	-	-	-	-	-	-	Gas, Template
Grav-Gun	9"	18"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse
Grenade Launcher									
- Anti-Plant Grenades	6"	24"	-1	-	-	-	-	4+	Blast (3"), Defoliate, Editor's Suggestion: Scarce
- Flare Grenades	6"	24"	-1	-	-	-	-	4+	Blast (3"), Flare, Editor's Suggestion: Scarce
- Frag Grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback, Editor's Suggestion: Scarce
- Krak Grenades	6"	24"	-1	-	6	-2	2	6+	Editor's Suggestion: Scarce
- Choke Grenades	6"	24"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited
- Photon Flash Grenades	6"	24"	-	-	-	-	-	5+	Blast (5"), Flash, Editor's Suggestion: Scarce
- Plasma Grenades	6"	24"	-1	-	5	-1	2	6+	Blast (3"), Unstable, Editor's Suggestion: Scarce
- Scare Gas Grenades	6"	24"	-1	-	-	-	-	6+	Blast (3"), Fear, Gas, Limited
- Smoke Grenades	6"	24"	-1	-	-	-	-	4+	Blast (*), Smoke*, Editor's Suggestion: Scarce
- Stun Rounds	6"	18"	-	-	2	-1	1	4+	Concussion, Rapid Fire (1)
Hrud Fusil									
- Low	9"	18"	-	-	6	-1	2	5+	Rapid Fire (1), Scarce ⁵
- Maximal	12"	24"	+1	-	8	-2	3	5+	Scarce, Unstable
Kai Hellspear	6"	18"	-	-	3	-3	1	3+	Impale, Pulverise, Rending

³ The primary component or secondary component of a combi-weapon may purchase additional ammunition as available to it. The combi trait will be applied to any additional ammunition.

⁴ Based on his own campaign group, the Editor of this document *highly* recommends that "Rapid Fire (1)" be a Trait of the Maximal Power statline, rather than Low Power. This helps nerf plasma's cheap and overly effective overabundance, and in particular Combi-Las/Plasmaguns.

⁵ Editor's Suggestion: Based on his own campaign group, the Editor of this document *highly* recommends that "Rapid Fire (1)" be a Trait of only the Maximal Power statline, rather than Low Power, and thus not available to combi-plasmaguns. You will find Van Saar combi-las/plasmaguns a lot less overpowered.

Long Las	18"	36"	-	+1	4	-	1	2+	Plentiful
- <i>Focusing Crystal</i>	18"	36"	-	+1	4	-2	1	3+	Unstable
Long Rifle	24"	48"	-	+1	4	-1	1	4+	Knockback
- Static Rounds	24"	48"	-	+1	4	-1	1	4+	Limited, Knockback, Shield Breaker, Shock
- Warp Rounds	24"	48"	-	+1	4	-1	1	4+	Cursed, Knockback, Limited, Single Shot
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce
Necrotic Beamer									
- <i>Ranged</i>	6"	12"	-	-1	6	-1	3	6+	Melta, Scarce, Scattershot
- <i>Close Combat</i>	E	3	+1	-	3	-	3	-	Melee, Melta, Versatile
Needle Long Rifle	24"	48"	-	+1	-	-2	-	6+	Scarce, Silent, Toxin
Needle Rifle	9"	18"	+2	-	-	-2	-	6+	Scarce, Silent, Toxin
- <i>Chem Darts</i>	9"	18"	+2	-	-	-	-	6+	Chem Delivery, Silent
Neural Flayer									
- <i>Short Blast</i>	-	T	-	-	-	-	-	4+	Concussion, Flash, Template
- <i>Full Blast</i>	-	T	-	-	-	-	-	6+	Concussion, Fear, Flash, Gas, Pulverise, Template
"Nightshade" Chem-Thrower	-	T	-	-	-	-	-	5+	Gas, Silent, Template
Plasma Gun									
- <i>Low</i>	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1) ⁶ , Scarce
- <i>Maximal</i>	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable
Rad Gun	-	T	-	-	2	-2	1	4+	Plentiful, Rad-phage, Template
Scrap Flamer	-	T	-	-	3	-	1	6+	Blaze, Template, Unstable
Sniper Rifle	24"	48"	-	+1	4	-1	1	4+	Knockback, Rending
Storm Bolter	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (2), Scarce
- <i>Gunk Bolts</i>	12"	24"	-	-1	4	-	1	5+	Gunk, Limited, Rapid Fire (2)
- <i>Gas Shells</i>	12"	24"	+1	-	-	-	1	6+	Blast 3", Gas, Limited, Single Shot
- <i>Shatter Shells</i>	12"	24"	+1	-	3	-1	1	6+	Blast 3", Limited
Storm Welder	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Reckless, Shock, Unstable
Web Gun	-	T	-	-	5	-	-	5+	Silent, Template, Web
Web Shooter (Xenos Abominations, Orb Spiders And Gigantic Spiders)	-	T	-	-	2	-	-	2+	Silent, Template, Web
Yu'vath Puzzle Box	3"	6"	+2	-	2	-1	1	3+	Rapid Fire (3), Scattershot, Unwieldy

⁶ Based on his own campaign group, the Editor of this document *highly* recommends that "Rapid Fire (1)" be a Trait of the Maximal Power statline, rather than Low Power. This helps nerf plasma's cheap and overly effective overabundance, and in particular Combi-Las/Plasmaguns.

HEAVY WEAPONS

This category covers particularly large and powerful weapons. They are too heavy and clumsy to be used by all fighters, and are also difficult to maintain and repair. Only fighters with appropriate technical skills can hope to own heavy weaponry of this kind, though most gangs have one or two fighters who carry heavy weapons.

These individuals are known as ' heavies ' on account of the weapons they carry and also because they tend to be big, muscular fighters able to bear the weight of their weapon, ammunition and spares.

Editor's Suggestion: Encumbered: The sheer impracticality of lugging a heavy weapon around means if a fighter carries one of these weapons then To Hit rolls when Engaged in close combat suffers a -1 penalty. This does not apply to the SLHG and fighters with Str 4 or greater.

	Range		Accuracy						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Assault Cannon (Iron Automata)	12"	24"	+1	-	5	-1	1	6+	Rapid Fire (2), Scarce
Assault Grenade Launcher (Twin-Linked)									
- Stun Rounds	6"	18"	-	-	2	-1	1	4+	Concussion, Rapid Fire (1), Editor's Suggestion: Scarce
- Frag Grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback, Rapid Fire (1), Unstable, Editor's Suggestion: Scarce
- Krak Grenades	6"	24"	-1	-	6	-2	2	6+	Editor's Suggestion: Scarce
- Smoke Grenades	6"	24"	-1	-	-	-	-	4+	Blast (*), Smoke*, Editor's Suggestion: Scarce
Assault Stubber									
- Standard Ammo	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
- Tracer Ammo	20"	40"	-	-2	4	-2	2	5+	Rapid Fire (2), Unstable, Unwieldy
Autocannon	24"	48"	-	-	7	-2	2	4+	Knockback, Rapid Fire (1), Unwieldy
Demiurg Energy Drill	3"	9"	+2	-	7	-4	2	6+	Impale, Scarce, Unwieldy
Grav Cannon	20"	80"	-1	+1	*	-1	2	5+	Blast (5"), Concussion, Graviton Pulse, Unwieldy
Harpoon Launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce ⁷
Heavy Bolter	18"	36"	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy
- Gunk Bolts	18"	36"	-	-	5	-	1	6+	Gunk, Rapid Fire (2), Unwieldy
Heavy Concussion Ram	15"	30"	+1	-	4	-1	1	4+	Blast (3"), Concussion, Knockback, Seismic
Heavy Crossbow									
- Frag	15"	30"	-	-1	4	-	1	4+	Blast (5"), Knockback, Unwieldy, Editor's Suggestion: Scarce
- Krak	15"	30"	-	-1	6	-2	2	6+	Unwieldy, Editor's Suggestion: Scarce
Heavy Flamer	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy ⁸
Heavy Stubber	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
- Phosphor Rounds	20"	40"	-	-1	4	-1	1	4+	Flare, Limited, Rapid Fire (2), Unwieldy
- Plantbuster Rounds	20"	40"	-	-1	4	-1	1	4+	Defoliate, Limited, Rapid Fire (2), Unwieldy
- Rad Rounds	20"	40"	-	-1	4	-1	1	4+	Limited, Rad-phage, Rapid Fire (2), Unwieldy
- Static Rounds	20"	40"	-	-	4	-1	1	4+	Limited, Rapid Fire (2), Shield Breaker, Shock, Unwieldy
- Warp Rounds	20"	40"	-	-	4	-1	1	4+	Cursed, Limited, Single Shot, Unwieldy
Krumper "Rivet" Cannon									
- Rapid Fire	3"	9"	+2	-	4	-1	2	3+	Rapid Fire (1), Rending
- Super-Heated Rivet	3"	9"	+2	-	6	-2	2	3+	Blaze, Editor's Suggestion - Impale , Rending
Lascannon	24"	48"	-	+1	10	-3	3	4+	Knockback, Editor's Suggestion - Scarce , Unwieldy
Mining Laser	18"	24"	-	-1	9	-3	3	3+	Unwieldy
Missile Launcher									
- Frag Missile	24"	48"	+1	-	4	-1	1	6+	Blast (5"), Knockback, Unwieldy, Editor's Suggestion: Scarce
- Krak Missile	24"	48"	+1	-	6	-2	3	6+	Unwieldy, Editor's Suggestion: Scarce

⁷ Editor's Note: Remove Scarce.

⁸ Editor's Suggestion: Remove Unwieldy.

Mole Launcher	20"	60"	-1	-	6	-2	1	5+	Blast (3"), Burrowing, Concussion, Unwieldy
Multi-Melta	12"	24"	+1	-	8	-4	3	4+	Blast (3"), Melta, Scarce, Unwieldy
Plasma Cannon									
- <i>Low</i>	18"	36"	+1	-	6	-1	2	5+	Scarce, Rapid Fire (1) ⁹ , Scarce
- <i>Maximal</i>	18"	36"	+1	-	8	-2	3	5+	Blast (3"), Scarce, Unstable, Unwieldy
Rad Cannon	16"	32"	-	-1	2	-2	1	4+	Blast (5"), Rad-phage, Unwieldy
Seismic Cannon									
- <i>Short Wave</i>	12"	24"	-	-1	6	-1	2	5+	Knockback, Rapid Fire (1), Seismic, Unwieldy
- <i>Long Wave</i>	12"	24"	-1	-	3	-	1	5+	Knockback, Rapid Fire (2), Seismic, Unwieldy
SLHG Pattern Assault Ram 'Sledge Hammer'									
- Assault Ram	E	2"	-	-	S+2	-1	2	-	Knockback, Melee, Pulverise, Versatile
- Auxiliary Grenade Launcher:									
- <i>With Choke Gas Grenades</i>	6"	24"	-1	-	-	-	-	5+	Blast (3"), Gas, Limited
- <i>With Frag Grenades</i>	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback, Editor's Suggestion: Scarce
Twin-Linked Heavy Las Carbine									
(Van Saar Arachni-Rig)	15"	30"	+1	-	4	-	1	4+	Plentiful, Rapid Fire (3)
Twin-Linked Heavy Stubber									
(Cawdor Stig-Shambler)	20"	40"	-	-1	4	-1	2	4+	Rapid Fire (3), Unwieldy

⁹ Editor's Note: Suggested Removing Rapid Fire (1) to limit its cost-effectiveness.

WEAPON ACCESSORIES

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

Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

YAQ guidance on attachments:

A Throwing knife cannot be fitted with any accessory

A weapon profile cannot be fitted with an accessory if that accessory would have no effect or a negative effect on the weapon (e.g. a Silent weapon cannot get a Gunshroud, a Long las cannot get a Telescopic sight, Template weapons cannot be fitted with accessories that give bonuses to the hit roll, etc.)

A weapon with multiple profiles (including combi weapons) can be fitted with an accessory if and only if at least one of its profiles can be fitted with that accessory. The accessory is ignored when using a profile that cannot be fitted with it. For the purpose of this rule, combi weapons and polearms are considered as respectively Basic/Special and Close combat/Basic weapons.

For the purpose of accessories, Pistols are divided into two sub-categories: 'Basic pistols' and 'Special pistols'. Basic pistols can only be fitted with accessories that can be fitted on both Basic weapons and Pistols. Special pistols can only be fitted with accessories that can be fitted on both Special weapons and Pistols. Basic pistols are as follows: Autopistol, Reclaimed autopistol, Bolt pistol, Laspistol, Las sub-carbine and Stub gun (every other Pistol is a Special pistol)

GUNSHROUD

(Pistols and Basic weapons, as well as Long Rifles and Sniper Rifles)

A weapon fitted with a gunshroud gains the Silent trait.

HOTSHOT LAS PACK

(Lasgun and Laspistol only)

At the expense of reliability, a lasgun or laspistol (not including las carbines, las sub-carbines or suppression lasers) can be fitted with a hotshot las pack, increasing its Strength to 4 and Armour Piercing to -1. However, the weapon loses the Plentiful trait and its Ammo value is reduced to 4+.

Editor's Suggestion: A Hotshot Las Pack also has the Limited trait; if it fails an Ammo Test, the las pack has run out permanently.

INFRA-SIGHT

(Pistols, Basic, Special and Heavy weapons)

Weapons with the Rapid Fire (X) or Blast (3"/5") trait cannot be fitted with an infra-sight. A weapon with an infra-sight can be used to attack through smoke clouds (**see page 119**), and prove more effective in Pitch Black conditions (**see page 511**). In addition, there is no hit modifier when the weapon targets a fighter in partial cover, and a -1 modifier (instead of -2) when it targets a fighter in full cover.

YAQ: This does not stack with Trick Shot.

LAS-PROJECTOR

(Pistols, Basic and Special weapons)

The weapon's Short range accuracy bonus is improved by 1 (for example, if it is +1 it becomes +2; if it is – it becomes +1; if it is -1 it becomes –)

MONO-SIGHT

(Basic, Special and Heavy weapons)

If the fighter attacks with this weapon after making an Aim action, add 2 to the result of the hit roll instead of 1.

SUSPENSOR

(Heavy weapons)

An Unwieldy ranged weapon fitted with suspensors is far more manoeuvrable. Firing it becomes a Basic action rather than a Double action.

Editor's Suggestion: An unwieldy melee weapon may be fitted with a Suspensor. It gains +1 to hit in close combat.

TELESCOPIC SIGHT

(Pistols, Basic and Special weapons)

If a fighter attacks with this weapon after making an Aim action, the weapon's Short range accuracy modifier is used even if the target is within the weapon's Long range.

GRENADES

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

	Range		Accuracy						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Anti-plant grenades	-	Sx3	-	-	-	-	-	4+	Blast (3''), Defoliate, Grenade
Blasting charges	-	Sx2	-	-	5	-1	2	5+	Blast (5''), Knockback, Grenade
Choke gas grenades	-	Sx3	-	-	-	-	-	5+	Blast (3''), Gas, Grenade
Demolitions charges	-	Sx2	-	-	6	-3	3	*	Blast (5''), Grenade, Single Shot
Fire bomb	-	Sx3	-	-	3	-	1	4+	Blast (3''), Blaze
Flare grenades	-	Sx3	-	-	-	-	-	4+	Blast (5''), Flare, Grenade
Frag grenades	-	Sx3	-	-	3	-	1	4+	Blast (3''), Grenade, Knockback
Gunk bombs	-	Sx2	-	-	2	-	-	5+	Blast (3''), Grenade, Gunk
Incendiary charges		Sx3	-	-	3	-	1	5+	Blast (5''), Blaze, Grenade
Krak grenades	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade
Melta bombs		Sx3	-	-1	8	-4	3	6+	Demolitions, Grenade
Mindflect shard	-	Sx3	-	-	3	-1	1	4+	Blast (5''), Cursed, Grenade
Phosphor canister	-	Sx3	-	-1	4	-3	2	5+	Blaze, Blast (3''), Grenade, Scarce
Photon flash grenades	-	Sx3	-	-	-	-	-	5+	Blast (5''), Flash, Grenade
Plasma grenade	-	Sx3	-	-	5	-1	2	4+	Blast (3''), Grenade, Unstable
Rad grenades		Sx3	-	-	2	-2	1	4+	Blast (3''), Grenade, Rad-phage
Scare gas grenades	-	Sx3	-	-	-	-	-	6+	Blast (3''), Fear, Gas, Grenade
Shard grenades	-	Sx3	-	-	2	-2	1	4+	Blast (5''), Cursed, Grenade, Rending
Smoke grenades	-	Sx3	-	-	-	-	-	4+	Blast (*), Smoke, Grenade
Stun grenades	-	Sx3	-	-	2	-1	1	4+	Blast (3''), Concussion, Grenade

BOOBY TRAPS

BOOBY TRAPS	Range		Accuracy						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Frag trap	-	-	-	-	3	-	1	-	Blast (5''), Knockback, Single Shot
Gas Trap	-	-	-	-	-	-	-	-	Blast (5''), Gas, Single Shot
Melta trap	-	-	-	-	8	-4	3	-	Blast (5''), Melta, Single Shot

CLOSE COMBAT WEAPONS

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

	Range		Accuracy						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Arc welder ('Jotunn' Servitor)	-	E	-	-	+2	-3	3	-	Blaze, Melee
Augmetic fist ('Jotunn' Servitor)	-	E	-	-	+1	-1	2	-	Knockback, Melee
- Paired Augmetic Fists	-	E	-	-	+1	-1	2	-	Knockback, Melee
Axe	-	E	-	-	+1	-	1	-	Disarm, Melee
Beak & talons (Cawdor Sheen bird)	-	E	-	-	S	-1	2	-	Melee, Rending
Bladed cyber arm (Jonny Razor)	-	E	-	-	S+1	-1	2	-	Melee
Bone Sceptre (Queen Lorsha)	E	2"	-1	-	S+1	-	1	-	Melee, Versatile
Boning Sword	-	E	-	-	S	-2	2	-	Melee, Parry, Rending
Brute cleaver	-	E	-	+1	S	-1	1	-	Disarm, Melee
Butcher's chain cleaver	-	E	-	-	S+1	-2	2	-	Melee, Shred
- Paired Butcher's Chain Cleavers	-	E	-	-	S+1	-2	2	-	Melee, Paired, Shred
Butcher's cleaver	-	E	-	-	S+1	-1	1	-	Disarm, Melee
Cawdor polearm (Stig-shambler)	E	2"	-1	-	+1	-	1	-	Melee, Unwieldy, Versatile
Chain glaive	E	2"	-1	-	+2	-2	2	-	Melee, Rending, Unwieldy, Versatile
Chainaxe	-	E	-	+1	+1	-1	1	-	Disarm, Melee, Rending
Chainsword	-	E	-	+1	S	-1	1	-	Melee, Parry, Rending
Desire's Needle	-	E	-	+1	-	-1	1	-	Chem Delivery, Melee, Power, Toxin ¹⁰
Digi laser	E	3"	-	-	1	-	1	6+	Digi, Melee, Scarce, Versatile
Dueling Sabre	-	E	-	+1	S	-2	1	-	Melee, Parry
Ferocious jaws (Goliath Sumpkroc)	-	E	-	-	S	-1	1	-	Melee, Rending
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Flail	-	E	-	+1	+1	-	1	-	Entangle, Melee
Flensing Knife	-	E	-	-	S	-1	1	-	Melee, Rending
God Cleaver	-	E	-	-	S+2	-2	2	-	Melee, Pulverise, Unwieldy
Goredrinker axe	-	E	-	-	+3	-1	2	-	Melee, Reckless, Rending
Grab hook	E	2"	-	-	S	-	1	-	Melee, Disarm, Versatile
Grav-fist (Ambot)									
- <i>melee</i>	-	E	-	-	S	-1	2	-	Melee, Pulverise
- <i>ranged</i>	6"	12"	+1	-	*	-1	2	5+	Blast (3"), Graviton Pulse, Concussion
Great Chainsword	E	1"	-1	-	S	-1	1	-	Melee, Parry, Rending, Versatile
Heavy Chain Cleaver	-	E	-	+1	S+2	-2	2	-	Melee, Sever
- Paired Heavy Chain Cleavers	-	E	-	+1	S+2	-2	2	-	Melee, Paired, Sever
Heavy club (Cawdor Stig-shambler)	-	E	-	-	S+1	-	2	-	Melee
Heavy polearm (Cawdor Stig-shambler)	E	2"	-1	-	S+1	-	1	-	Melee, Versatile
Heavy rock cutter	-	E	-	-	+4	-4	3	-	Melee, Unwieldy
Heavy rock drill	-	E	-	-	+2	-3	2	-	Melee, Pulverise, Unwieldy
Heavy rock saw	-	E	-	+1	+3	-3	2	-	Melee, Rending, Unwieldy
Hex'iron blade	-	E	-	-	+1	-3	1	-	Cursed, Melee, Parry

¹⁰ **FAQ 2019: Q.** Why does the Desire's Needle have the Power trait; the Power trait increases the Damage of the weapon by 1 on a natural 6 but a Toxin weapon doesn't do damage. Is that intentional? **A.** The inclusion of the Power trait is intentional. The extra damage is not the only effect of the trait in question – it also means that attacks made with Desire's Needle cannot be Parried and, on a natural 6, no save roll can be made against the weapon.

'Hystar' pattern energy shield	-	E	-	-	S	-	1	-	Energy Shield, Knockback, Melee
Las cutter	E	2"	+1	-	9	-3	2	6+	Melee, Scarce, Versatile
Lightning claw	-	E	-	+1	+1	-2	1	-	Melee, Parry, Power, Rending
Maul (club)	-	E	-	-	S	+1	2	-	Melee
Mutated fists & bone Spurs (Goliath 'Zerker)	E	2"	-	-	+1	-2	2	-	Knockback, Melee, Pulverise, Versatile
Open fists (Goliath 'Zerker)	-	E	-	-	S	-1	1	-	Knockback, Melee
Polearm	E	2"	-1	-	S	-	1	-	Melee, Versatile
Power axe	-	E	-	-	S+2	-2	1	-	Disarm, Melee, Power
Power Claw (Iron Automata)	-	E	-	-	S	-1	2	-	Melee, Power, Pulverise
Power fist	-	E	-	-	S+3	-3	3	-	Melee, Power, Pulverise, Unwieldy
Power hammer	-	E	-	-	S+1	-1	2	-	Melee, Power
Power knife	-	E	-	-	S+1	-2	1	-	Backstab, Melee, Power
Power maul	-	E	-	-	S+2	-1	1	-	Melee, Power
Power pick	-	E	-	-	S+1	-3	1	-	Melee, Power, Pulverise
Power sword	-	E	-	-	S+1	-2	1	-	Melee, Parry, Power
Powered Servo Claw	-	E	-	-	S+3	-	2	-	Melee, Pulverise
'Pulverizer' serrated axe	-	E	-	-	S+1	-1	1	-	Melee, Pulverise
- Master-crafted 'Pulverizer' serrated axe	-	E	-	-	S+1	-1	1	-	Master-crafted, Melee, Pulverise
- Paired 'Pulverizer' serrated axe	-	E	-	-	S+1	-1	1	-	Melee, Paired, Pulverise
Razor-Sharp Talons	-	E	-	-	S+1	-1	1	-	Melee, Rending
- Xenos Abomination	-	E	-	-	S+1	-1	1	-	Melee, Rending
- Escher Khimerix and Hermaphage Magos	-	E	-	-	S+1	-2	3	-	Melee, Rending
Rotary Flensing Saw	E	4"	-	-1	S+1	-2	2	-	Knockback, Melee, Shred, Versatile
'Renderizer' serrated axe	-	E	-	-	S+2	-1	2	-	Melee, Pulverise, Unwieldy
- Master-Crafted 'Renderizer' serrated axe	-	E	-	-	S+2	-1	2	-	Master-Crafted Melee, Pulverise, Unwieldy
Savage Bite (Cyber-mastiff)	-	E	-	-	S	-2	1	-	Disarm, Melee
Servitor combat weapon (Lugger)	-	E	-	-	S	-1	1	-	Knockback, Melee
Servo arm (Van Saar Servo-suit)	E	3"	-	+1	S	-	1	-	Melee, Versatile
Servo-claw	-	E	-	-	+2	-	2	-	Melee
Shearing Spines and Bony Growths	E	1"	-	-	S+1	-	2	-	Melee, Versatile
Shock baton	-	E	-	-	S+1	-	1	-	Melee, Parry, Shock
Shock stave	E	2"	-	-	S	-	1	-	Melee, Shock, Versatile
Shock tendrils (Delaque Cephalopod Spekter)	E	2"	-	-	S+1	-	1	-	Melee, Shock, Versatile
Shock whip	E	3"	-1	-	S+1	-	1	-	Melee, Shock, Versatile
Spines and Growths (Xenos Abomination)	E	1"	-	-	S+1	-	2	-	Melee, Versatile
Spud-jacker	-	E	-	-	S+1	-	1	-	Knockback, Melee
- Master-Crafted Spud-jacker	-	E	-	-	S+1	-	1	-	Knockback, Master-Crafted, Melee
- Paired Spud-jackers	-	E	-	-	S+1	-	1	-	Knockback, Melee, Paired
- Paired Master-Crafted Spud-jackers	-	E	-	-	S+1	-	1	-	Knockback, Master-Crafted, Melee, Paired
Stiletto Knife	-	E	-	-	-	-	-	-	Melee, Toxin
Stiletto Sword	-	E	-	-	-	-1	-	-	Melee, Parry, Toxin
Sword	-	E	-	+1	S	-1	1	-	Melee, Parry
Talons (Khimerix and Phyr Cat)	-	E	-	-	S	-1	2	-	Melee, Pulverise
Tenebrous scourge	E	3"	-	-	S+3	-	1	-	Entangle, Melee, Power, Versatile
Thunder hammer	-	E	-	-	S+1	-1	3	-	Melee, Power, Shock

Tunnelling claw (Ambot)	-	E	-	-	S	-1	2	-	Melee
- <i>melee</i>	-	E	-	-	S	-1	2	-	Melee
- <i>ranged</i>	4"	8"	-	-	6	-2	2	5+	Melta, Scarce, Sidearm ¹¹
Two-handed axe ¹²	-	E	-	-1	S+2	-	2	-	Melee, Unwieldy
Two-handed hammer ¹³	-	E	-	-1	S+1	-	3	-	Melee, Knockback, Unwieldy
Venomous bite (Cyberachnid)	-	E	-	-	-	-	-	-	Melee, Toxin
Venomous Bites (Xenos Abominations)	-	E	-	-	-	-2	-	-	Melee, Toxin
Vigilance pattern assault shield	-	E	-	-	S	-	1	-	Assault Shield, Knockback, Melee
Web gauntlet	-	E	-	+1	3	-	-	-	Backstab, Melee, Web
Whisperbane knife	-	E	-	+1	S	-	1	-	Backstab, Melee, Scattershot
Writhing Tentacles (Xenos Abominations)	E	3"	-	-	S	-1	1	-	Entangle, Melee, Versatile
Xenarch Death-arc	E	5"	+1	-	3	-	1	2+	Melee, Plentiful, Rapid Fire (2), Shock, Versatile

¹¹ Editor's Note: I highly recommend taking Sidearm off this.

¹² Editor's Suggestion: Alternative Profile (to match examples such as the Great Chainsword, as well as rules for two-handed weapons in *Inquisitor*:

	Range		Accuracy						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Two-handed axe	E	1"	-1	-	S+2	-	2	-	Melee, Unwieldy, Versatile

¹³ Editor's Suggestion: Alternative Profile (to match examples such as the Great Chainsword, as well as rules for two-handed weapons in *Inquisitor*:

	Range		Accuracy						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Two-handed hammer	E	1"	-1	-	S+1	-	3	-	Melee, Knockback, Unwieldy, Versatile

ARMOUR

ABLATIVE OVERLAY

Sometimes the best way to improve a suit of armour is to add even more armour over the top. An ablative overlay is a layer of armour that can be worn in addition to another suit of armour, or can be worn on its own. It can range from sophisticated gel coatings and reactive plates, to more primitive furs quilted with ballistic cloth and fragments from ruined armour pieces. The first time a fighter wearing an ablative overlay is required to make a save, their save is 2 better than normal (i.e., a model with a 5+ save would gain a 3+ save). A model without a save gains a 5+ save. The second time they must make a save, it becomes 1 better than normal or 6+ if they did not already have a save. After the fighter has been hit twice, the ablative overlay is spent and has no further effect on the game, but is retained by the fighter and may be used again in future games.

Editor's Question: Does Ablative Overlay reduce from successive hits from the same Rapid Fire attack or multiple hits from the same close combat attack?

ARCHAEO-CARAPACE

An ancient device from the Dark Age of Technology, the Archaeo-carapace is a piston-driven rig that grafts itself to the user. It offers impressive protection, but at the same time slowly begins to take over the wearer, until there is little distinction between them and the machine. An Archaeo-carapace grants its wearer a 4+ save. If the wearer suffers a Lasting Injury result of Old Battle Wound, Shell Shock, Partially Deafened, Humiliated, Head Injury, Eye Injury, Hand Injury, Hobbled, Spinal Injury or Enfeebled, instead of suffering the effects of the injury they gain a bionic (see page 99) appropriate to the location damaged (i.e., if a Head Injury was suffered, they would gain a Cortex-cogitator bionic). These bionics do not increase the fighter's characteristics. Unlike normal bionics, they cannot be damaged or destroyed, and if the fighter suffers an injury to a location already replaced by a bionic then the injury is ignored.

Transformation into a blasphemous cyber-creature is not without its perils, however. Whenever the fighter activates they must roll a D6. If the result is less than the number of bionics they currently have, they gain the Insane condition. If the fighter ever has six or more bionics, they vanish into the underhive never to be seen again – the player must remove the fighter from their gang roster.

ARMoured BODYGLOVE

Van Saar fighters are somewhat protected from the effects of their own rad weapons by their armour and are therefore immune to the effects of the Rad-phage Weapon Trait (i.e., they will not suffer the additional flesh wound) unless, otherwise noted. If a fighter is wearing an armoured bodyglove, their save roll is improved by 1. For example, if they are wearing Flak armour and an armoured bodyglove, they would have a 5+ save, which would be increased to 4+ against Blasts. If a fighter does not already have a save roll, an armoured bodyglove grants a 6+ save.

Editor's Suggestion: There must be a penalty to creating an equivalent to the far more expensive Light Carapace (80 credits) with an Armoured Bodyglove (0 credits) and Mesh Armour (15 credits) for much cheaper (ie 15 credits total). Therefore, due to the constricting nature of combining a bodyglove with other armour, the fighter's Initiative is reduced by 1 and their movement by 1" when making a Charge action. This is cumulative with the penalties for Heavy Carapace.

ARMOURWEAVE

A product of xenos science, the armourweave suit combines psycho-reactive plastics and kinetic bafflers to deaden blows. Armourweave is also practically impossible to tear or cut, meaning even against the most powerful attacks it will offer some measure of protection. Armourweave grants its wearer a save of 5+. This save cannot be reduced to lower than 6+ by AP or other modifiers, though attacks that do not allow a save will ignore Armourweave as normal.

ARMoured UNDERSUIT

If a fighter is wearing an armoured undersuit, their save roll is improved by 1. For example, if they are wearing Flak armour and an armoured undersuit, they would have a 5+ save, which would be increased to a 4+ save against blasts. If a fighter does not already have a save roll, an armoured undersuit grants a save of 6+.

Editor's Suggestion: There must be a penalty to creating an equivalent to the far more expensive Light Carapace (80 credits) with an Armoured Undersuit (25 credits) and Mesh Armour (15 credits) for much cheaper (ie. For 40 credits). Therefore, due to the constricting nature of combining a bodyglove with other armour, the fighter's Initiative is reduced by 1 and their movement by 1" when making a Charge action. This is cumulative with the penalties for Heavy Carapace.

ASSAULT/ENERGY SHIELD

As well as being a close combat weapon, an assault or energy shield grants a +2 armour roll modifier (to a maximum of 2+) against melee attacks that originate from within the fighter's vision arc (the 90° arc to their front), and a +1 armour save modifier against ranged attacks that originate from within the fighter's vision arc; check this before the fighter model is placed prone and is Pinned. If it is not clear whether the attacker is within the target's front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, the energy shield can be used. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the target does not have a facing (for example, if they are Prone) the assault/energy shield cannot be used.

CARAPACE ARMOUR

Carapace comes as light and heavy variants:

-Light: Light carapace armour grants a 4+ save roll.

-Heavy: Heavy carapace armour grants a 4+ save roll. This is increased to 3+ against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before the fighter model is placed prone and is Pinned. If it is not clear if the attacker is within the fighter's arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, use the 3+ save roll. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the fighter does not have a facing (for example, if they are prone), use the 4+ save roll. However, due to the extra weight of this armour, the fighter's Initiative is reduced by 1 and their movement by 1" when making a Charge action.

CERAMITE SHIELD (SHIELD)

Ceramite shields are made from scavenged armoured plating destined for the military vehicles of the Imperium. As much mobile cover as personal protection, they are lugged into battle by burly gangers who don't mind the weight compared to the benefits the shield affords. A fighter with a Ceramite shield adds +2 to their save against attacks originating in their line of sight provided they are Standing, however for the wielder the Move action becomes a (Basic) action rather than a (Simple) action. A fighter with a Ceramite shield ignores the effects of the Melta trait if an attack originates in their line of sight.

FLAK ARMOUR AND VARIANTS

FLAK ARMOUR

Flak armour grants a 6+ save roll. Against weapons that use a Blast marker or Flame template, this is increased to 5+ save roll.

LAYERED FLAK ARMOUR

Layered flak armour grants a 5+ save roll. Against weapons that use a Blast marker or Flame template, this is increased to a 4+ save roll.

HARDENED FLAK ARMOUR

Flak armour grants a 6+ save roll. Against weapons that use a Blast marker or Flame template, this is increased to a 5+ save roll. Additionally, when an enemy fighter makes a ranged attack against a fighter wearing hardened flak armour, the Armour Penetration of the weapon used is decreased by 1, to a minimum of -1.

HARDENED LAYERED FLAK ARMOUR

Hardened layered flak armour grants a 5+ save roll. Against weapons that use a Blast marker or Flame template, this is increased to a 4+ save roll. Additionally, when an enemy fighter makes a ranged attack against a fighter wearing hardened layered flak armour, the Armour Penetration of the weapon used is decreased by 1, to a minimum of -1.

FURNACE PLATE AND BOILER PLATE ARMOUR

Furnace plates grant a 6+ save roll. This is increased to 5+ against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before the fighter model is placed prone and is Pinned. If it is not clear if the attacker is within the fighter's arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, use the 5+ save roll. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the fighter does not have a facing (for example, if they are prone), use the 6+ save roll.

GUTTERFORGED CLOAK

Made from fragments of ruined armour, a Gutterforged cloak provides protection at a very modest price. Common among badzones settlers, the cloak is also designed to offer some measure of defence against the hazards of the underhive. A Gutterforged cloak grants its wearer a save of 6+, or a save of 5+ against damage resulting from Underhive Perils or environmental effects.

HAZARD SUIT

The Ash Wastes are a hostile place, their dunes are frequently toxic or corrosive, and strong winds whip up regular ash storms capable of blasting any exposed skin raw in minutes. Consequently, those such as ash crust miners and the poor wretches who maintain a hive's outer armoured skin frequently wear heavy suits of rubberised canvas with vulcanised plates that protect them from the dangers of their working environment. A hazard suit grants a 6+ save roll. Additionally, when a hazard suit is combined with a respirator, the fighter's Toughness is increased by 3

against Gas attacks, rather than the usual 2. Finally, a fighter wearing a hazard suit is immune to the Blaze and Rad-phage traits.

MANTLE MALIFICA

Constructed from pieces of gore-forged metal, a Mantle Malifica incorporates profane icons and Warp-infused materials to protect its wearer from harm. Unfortunately, wearing such a tainted garment will slowly erode the mind and soul of all but the most strong-willed – or those already insane. A Mantle Malifica grants its wearer a 5+ save, or an unmodifiable 4+ save against the effects of psychic powers. Note that this save, if successful, does not cancel the use of a psychic power, it only renders the wearer immune to the power's effects. In the End phase of each round, the wearer must make a Willpower check or gain the Insane condition ([see page 31](#)).

MESH ARMOUR

Mesh armour grants a 5+ save roll.

PLATE MAIL

Plate mail grants a 6+ save roll. This is increased to a 5+ save roll against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before

the fighter model is placed Prone and is Pinned. If it is not clear if the attacker is within the fighter's front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, use the 5+ save roll. Against attacks with the Blast trait, plate mail always grants a 5+ save roll.

REFLEC SHROUD

Created from layers of reflective metals, a Reflec shroud provides an effective ward against energy weapons. A Reflec shroud grants its wearer a save of 5+. The wearer also counts the AP of las, plasma and melta weapons as '-' regardless of their actual AP.

SCRAP SHIELD

Sometimes fighters fashion crude shields from bits of barricades or simply panels prised from tunnel walls. These are then painted in gang colours and affixed to other suits of armour, either strapped to an arm or mounted over a shoulder. A fighter can be equipped with a scrap shield in addition to a suit of armour. The scrap shield offers no protection against ranged attacks, but while Engaged, the fighter increases their save by 1 against Reaction attacks.

FIELD ARMOUR

Any fighter may wear a force field. These provide an alternative to conventional armour and may be worn as well as conventional armour. The save they offer cannot be modified by a weapon's Armour Piercing value. However, a fighter can only make one save attempt per attack, therefore you must choose to either make a save attempt using the fighter's Armour save, or using the field.

Editor's Suggestion: Rarity: Due to their sophisticated nature, a gang can use one field armour at a time. However, if the gang has any Ammo Jacks or Hereteks, it may use an additional field armour for each of these Hangers-On it has. If the gang loses such a Hanger-On, the field armour is put in the Stash and cannot be used until another one is recruited.

CONVERSION FIELD

A conversion field works by transforming the kinetic energy of an attack into light energy, absorbing the impact in a blinding flash. When a fighter wearing a conversion field is hit by an attack, roll a D6. On a 5+, the conversion field works and the attack has no further effect. However, any fighters, friend or foe, within 3" of the wearer count as being hit by a weapon with the Flash trait as the field reacts in a tremendous burst of light. Note that the wearer is unaffected by this flash of light as they are inside the field.

DISPLACER FIELD

A displacer field reacts to the energy of an impact by teleporting the wearer a safe distance away. The harder the impact, the further the wearer will be moved. If a fighter wearing a displacer field is hit, roll a D6. On a 4+, the fighter is moved a number of inches equal to the Strength of the attack in a random direction, determined by rolling a Scatter dice, and the hit is ignored (even if any part of the fighter is still under the template – if the attack used one – after being displaced). A displacer field will not deposit its wearer inside a terrain feature, the fighter will move by the shortest route possible so that it can be placed clear of any impassable terrain features. Similarly, the fighter's base cannot overlap another fighter's base and the wearer must be moved by the shortest route possible until its base can be placed without overlapping. Note that the wearer may end up within 1" of an enemy fighter and may even end up Engaged as a result of being displaced.

However, displacer fields are notoriously oblivious to safe footings. In a Zone Mortalis game, a fighter wearing a displacer field may be deposited above a pit fall or similar hazard. In a Sector Mechanicus game, a fighter above ground level may simply be flung into the open air. If any part of the fighter's base ends overhanging a hazard or overhanging a platform edge, the fighter must pass an initiative test or will fall, following all the rules for falling as required by the terrain type being fought over. If the entirety of the fighter's base is over a hazard or in the open air, they will simply fall.

If a fighter wearing a displacer field is transported off the board, they immediately go Out of Action.

Editor's Suggestion: If the wielder is a scenario-specific NPC, such as an Uphive agent or cyborg assassin, the model does not go off the board, but is placed at the edge.

If an attack does not have a Strength value, then a displacer field cannot work against it.

REFRACTOR FIELD

A refractor field bends the energy of an attack around the wearer, harmlessly distributing it over a large area and robbing the attack of its lethal force. When a fighter wearing a refractor field is hit by an attack, roll a D6. On a 5+ the hit is ignored.

However, should the field work and the hit be ignored, roll another D6. If the result is a 1, then the field has been overburdened by the attack and its generator is burned out. Remove the refractor field from the fighter's card, it no longer works.

CORPSE GRINDER MASKS

The hideous masks worn by Corpse Grinder cultists have various effects depending on rank:

INITIATE'S MASK

The masks Cult Initiates wear are simple affairs, designed by overseers to prevent workers from consuming the flesh of the dead. Unfortunately, such precautions often prove futile. Initiates proudly wear these symbols of servitude, enjoying the secret knowledge that the cult has revealed to them.

An Initiate's mask adds 1 to any save rolls the fighter makes.

Additionally, should a fighter wearing this mask suffer a Lasting Injury result of Head Injury or Eye Injury, roll a D6. On a 6, the fighter does not suffer the characteristic reduction, but will still go Into Recovery.

SKINNER'S MASK

Skinner's show their rank within the cult by decorating their worker's mask with horns and spikes crafted from bone and sinew. These modified masks are kept secreted away, secured in lockers and hidden in hab units and only brought out at lodge meetings, until the cult rises up and the wearers can show their status proudly to the hated authorities.

A Skinner's mask adds 1 to any save rolls the fighter makes.

Additionally, should a fighter wearing this mask suffer a Lasting Injury result of 51: Head Injury, or 52: Eye Injury, roll a D6. On a 6, the fighter does not suffer the characteristic reduction, but will still go Into Recovery.

Finally, the mask grants the fighter wearing it the Fearsome (Ferocity) skill:

Fearsome: If an enemy wishes to make a Charge (Double) action that would result in them making one or more close combat attacks against this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their activation ends immediately

CUTTER'S MASK

More baroque and ornate still than the masks of the Skinners, a Cutter's mask is hooded and sinister. This clear display of authority marks the Cutters out to their subordinates and chills the blood of their enemies.

A Cutter's mask adds 1 to any save rolls the fighter makes.

Additionally, should a fighter wearing this mask suffer a Lasting Injury result of 51: Head Injury or 52: Eye Injury, roll a D6. On a 6, the fighter does not suffer the characteristic reduction, but will still go Into Recovery.

Finally, this mask confers the Terrifying special rule onto the fighter wearing it:

Terrifying: If an enemy fighter wishes to make a Fight (Simple/Basic) or Shoot (Simple/Basic/Double) action that targets this fighter, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately.

BUTCHER'S MASK

The mask of the Butcher is a truly frightening sight. Adorned over many cycles with carved bone and coated in many layers of blood and viscera, it exudes an almost daemonic aura of savagery, causing enemies to shrink back in terror.

A Butcher's mask grants the fighter a save roll of 6+. This save cannot be combined with other armour, but neither can it be modified by a weapon's Armour Piercing value. However, a fighter can only make one save attempt per attack. Therefore, you must choose to either make a save attempt using the fighter's armour save or using this save.

Additionally, should a fighter wearing this mask suffer a Lasting Injury result of 51: Head Injury or 52: Eye Injury, roll a D6. On a 6, the fighter does not suffer the characteristic reduction, but will still go Into Recovery.

Finally, this mask confers the Terrifying special rule onto the fighter wearing it:

Terrifying: If an enemy fighter wishes to make a Fight (Simple/Basic) or Shoot (Simple/Basic/Double) action that targets this fighter, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately.

BIONICS

MUNDANE BIONICS

Should a fighter suffer any Lasting Injury as a result of going Out of Action which permanently reduces one or more of their characteristics, the injured body part may be replaced with a bionic prosthesis, thus restoring some degree of lost function. Mundane bionics may be bought from the Trading Post in the same way as other items, provided their Availability level has been met. The price of getting a Doc to install the bionic is included in its cost. All Mundane bionics will increase one of the characteristics listed in their description by +1, thus negating part or all of the effect of the Lasting Injury.

MULTIPLE CHARACTERISTIC

Players should note that some Lasting Injuries only cause one characteristic to be decreased whilst other Lasting Injuries cause two characteristics to be decreased. Where a Lasting Injury causes two characteristics to be decreased, the bionic will give a choice of which characteristic is improved. If a fighter wishes to rectify two characteristic decreases caused by a Lasting Injury, they should look at purchasing an Improved Bionic (as follows), they cannot purchase two Mundane bionics in order to rectify the effects of a single Lasting Injury.

IMPROVED BIONICS

As with Mundane bionics, any fighter that has suffered a Lasting Injury as a result of going Out of Action which permanently reduces two of their characteristics may replace their injured body part with Improved bionics. Improved bionics may be bought from the Trading Post in the same way as other items provided their Availability level has been met. The price of getting a Doc to install the bionic is included in its cost. All improved bionics allow a fighter that has suffered a Lasting Injury that decreases two characteristics to increase both at the same time for a higher cost. Consequently, Lasting Injuries that only cause one characteristic to be decreased do not have the Improved bionics option.

CHARACTERISTIC INCREASES AND BIONICS

If a characteristic has been increased advancements since the injury was sustained as a result of any Advancements, any bionics purchased (Mundane and Improved), may still increase the characteristic by 1 but may not take any characteristics beyond the maximum characteristics.

BIONICS AND RECOVERY

If a fighter is In Recovery when bionics are purchased, they will remain in Recovery. Purchasing bionics does not negate the need to recover from an injury even if the bionics mitigate the long-term effects.

DAMAGED BIONICS

When a fighter takes a fresh Lasting Injury to a location previously injured and subsequently replaced with bionics, there is a chance that their bionics will save them from further harm, taking only minor damage that can easily be repaired. Roll a D6:

D6	Result	
1-3	The Lasting Injury is applied as normal (perhaps a fighter with a bionic left leg has sustained a similar injury to their right leg, for example)	
4+	The bionics are hit and the effects of the Lasting Injury are ignored. However, if hit there is a chance that the bionics will be irreparably damaged. Roll a D6.	
	2-6	The bionics are scratched and dented but suffer no longer-term effects.
	1	The bionics are damaged beyond repair, the effects of the Lasting Injury are applied and the bionics and their benefits are also lost.

BIONICS

AORTIC SUPERCHARGER

(Enfeebled Lasting Injury Table Result)

MUNDANE

Any Enfeebled Lasting Injuries are discounted, and the fighter's Toughness is increased by +1.

BIONIC EYE

(Eye Injuries Lasting Injury Table Result)

MUNDANE

The fighter's Ballistic Skill is increased by +1.

BIONIC ARM

(Hand Injuries Lasting Injury Table Result)

MUNDANE

The fighter's Weapon Skill is increased by +1.

BIONIC LEG

(Hobbled Lasting Injury Result Replacement only)

MUNDANE

The fighter's Movement is increased by +1.

CORTEX-COGITATOR

(Head Injuries Lasting Injury Table Result)

MUNDANE

Increase either the fighter's Intelligence or Willpower by +1.

IMPROVED

Increase both the fighter's Intelligence and Willpower by +1.

LOBO CHIP

(Humiliated Lasting Injury Table Result)

MUNDANE

Increase either the fighter's Leadership or Cool by +1.

IMPROVED

Increase both the fighter's Leadership and Cool by +1.

SKELETAL ENHANCERS

(Spinal Injury Lasting Injury Table Result)

MUNDANE

The fighter's Strength is increased by +1.

SUPERIOR

The fighter's Strength and Attacks are increased by +1, and their unarmed attacks gain the Pulverise and Parry traits.

CHEMS

CHEM SUPPLIERS

Unlike other kinds of illegal items, chems are in ready supply throughout the underhive. Even so, finding a reliable supply of a particular chem can be difficult with the constant competition between Narco Lords, the sanctions of the Guilders and interference by the Palanite Enforcers.

When a gang buys a chem from the Black Market, they are buying one dose. This means the chem can be used once – as detailed in its description – and then it is gone. After the gang buys a chem, however, make a note that they have found a supplier for that chem. The next time they want to buy the same chem from the Black Market, it counts as having a Legality/Rarity of Common.

However, after buying a chem from a supplier, the gang should roll a D6. On a 1, the supply has run out (or, more likely, the supplier has been killed!) and the next time the gang wishes to buy the chem they must make a Legality/Rarity roll as normal.

When a gang buys a chem, it may buy multiple doses of that chem. These can be distributed among gang members or placed in the gang's Stash for future use.

SIDE EFFECTS, DURATION AND MIXING CHEMS

All chems have 'side effects'. A chem's side effects are detailed under the chem's description and are usually detrimental.

Unless otherwise noted, all chems last for the duration of a single battle and can be taken by a fighter either before the battle begins (the fighter beginning the game under the chem's effects) or as part of a fighter's activation by performing the Use Chem (Simple) action.

Finally, if a fighter takes more than one chem at a time, there is a chance they will have a bad reaction. Each time a fighter takes a chem while under the effects of one or more other chems, roll a D6. If the result is equal to or less than the number of chems the fighter has taken (counting the chem they just took), the fighter has had a bad reaction. The fighter immediately goes Out of Action, though no roll is made on the Lasting Injuries table, rather they go Into Recovery. If a fighter starts a game under the effect of more than one chem then they must make this check as soon as they activate.

FRENZON

Frenzon is a mix of Stimm, Spur, 'Slaught and other combat drugs. The resulting chem turns users into savage killers, intent only upon murdering those in their path. Primarily, Frenzon is used on penal legions or indentured slave troops, both as a means of control and a way to drive soldiers at the enemy with little regard for their own lives. Some gang leaders use it in this way on disposable gangsters and juves, though some fighters get a taste for the chem and take it willingly before battle.

A fighter under the influence of Frenzon gains the Nerves of Steel, True Grit, Unstoppable and Berserk skills, however, all their weapons count as having the Reckless Trait. Unless the fighter is Engaged or Seriously Injured, the fighter must use at least one of their actions to move toward the nearest enemy fighter or perform a Charge (Double) action against a visible enemy if one is within range.

SIDE EFFECTS

Frenzon is highly addictive. During the Wrap-up, any fighter who used Frenzon must make a Toughness check, adding 2 to the dice roll. If the check is failed, the fighter has become addicted to Frenzon. Once a fighter is addicted to Frenzon, they can only be included in a crew if they have taken a dose of the chem. The only way a fighter can shake this addiction is to pay 2D6x10 credits for anti-addiction chems during the post-battle sequence when the gang is buying equipment.

GHAST

Ghast enhances any latent psychic awareness in the human mind. Ghast-induced psykers lack any real mental strength, though for a brief time they are able to exhibit a single ability, albeit without any great skill. This reason alone is enough to make it a popular chem among the denizens of the underhive.

When a fighter uses Ghast, they roll a D6. On a 1, they become subject to the Insane condition. On a 2-5, they gain a random psychic power from the table below. On a 6, they both gain a random psychic power and become subject to the Insane condition.

D6	Result
1	Telekinesis – Assail (Basic): Immediately make a ranged attack against an enemy fighter or an obstacle within 12" and line of sight. If hit, move the target D3" in any direction.
2	Pyromancy – Flame Blast (Basic), Continuous Effect: For as long as this Wyrd Power is maintained, one ranged weapon carried by this fighter gains the Blaze Trait.
3	Chronomancy – Freeze Time (Double): All fighters, friend and foe, within 12", may only take a single action when activated for the remainder of this round.
4	Technomancy – Weapon Jinx (Simple): Choose an enemy fighter within 18" of this fighter. The enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter.
5	Telepathy – Terrify (Double): Choose an enemy fighter within 18" of this fighter. The enemy fighter must make a Nerve test with -3 to the roll or become subject to the Broken condition.
6	Biomancy – Quicken (Basic), Continuous Effect: For as long as this Wyrd Power is maintained, increase this fighter's M by 3 and their WS, BS and I by 1 (to a maximum of 2+)

SIDE EFFECTS

At the end of any game in which a fighter used Ghast, they must make a Willpower check. If the check is failed, the fighter suffers a decrease of 1 to their Willpower (i.e., if the fighter's Willpower is 7+, it becomes 8+). If a natural 12 is rolled for the check, the fighter's mind is permanently damaged and they must begin any future battles subject to the Insane condition.

ICROTIC SLIME

This is a rare and dangerous underhive organism – a living, transparent blob about the size of a human fist. The slime preys upon sleeping or helpless creatures, eating their brains, but giving them a euphoric high as it does so. So great is this high that some fighters let the slime latch onto their head before battle, riding the high and hoping they can scrape it off before it kills them.

When a fighter uses Icrotic Slime, make a Characteristic check for their Movement, Strength, Toughness, Initiative, Attacks and Cool characteristics.

For each test that is passed, improve that characteristic by D3.

SIDE EFFECTS

Whilst under the effects of Icrotic Slime, the fighter's Leadership, Intelligence and Willpower are decreased to 10+ (unless these characteristics are already worse than this). At the end of any battle in which a fighter used Icrotic Slime, roll 2D6 for that fighter. On a roll of 2, the slime eats the fighter's brain and they are killed. Immediately remove them from the gang's roster. On a roll of 3-11, the slime is successfully removed but the fighter is placed Into Recovery. On a roll of 12, the slime is successfully removed but not without complications. Make a roll on the Lasting Injury table against the fighter, re-rolling results of 61-66.

KALMA

Kalma is the hive name for a general group of euphoric sedatives which lower the state of consciousness and induce a state of well-being. Kalma is sometimes used to sedate prisoners so that they can be led away quickly and easily by Enforcers.

In addition to other methods of use, a gang can give Kalma to a fighter they hold captive during the Rescue scenario. When a fighter affected by Kalma wishes to make an action, roll 2D6 for them and add their Toughness. On a roll of 11 or lower, they do nothing and the action is wasted. On a roll of 12 or more, they shake off the effects of the chem and can act normally for the remainder of the battle.

SIDE EFFECTS

There are no long term effects from taking Kalma.

OBSCURA

A recreational narcotic used from the Noble Hedonistia of the spire to the chem dens of the underhive, Obscura sends its users into a dream-like state in which reality melts away around them. This high is followed by a period of crushing depression, alleviated only by the taking of more Obscura. In addition to other methods of use, a gang can give Obscura to a fighter they hold captive during the Rescue scenario. A fighter under the influence of Obscura changes their Movement characteristic to D6" and all their weapons count as having the Reckless trait.

Note that when they move, a fighter under the influence of Obscura must move the full distance rolled, even if this would take them into base contact with an enemy fighter, in which case they will Engage that enemy fighter, or over the edge of a ledge. Fighters under the influence of Obscura must still respect the 1" rule – if they cannot get into base contact with an enemy fighter when moving, they must stop 1" away.

In the End phase of each round a fighter affected by Obscura may, if their controlling player wishes, roll 2D6

and add their Toughness. If the result is 12 or more, they shake off the effects of the chem.

SIDE EFFECTS

When a dose of Obscura wears off, the fighter enters a deep melancholy and they may only perform a single action in each of their activations for the remainder of the battle.

During the Wrap-up, any fighter who used Obscura must make a Toughness check. If the check is failed, the fighter has become addicted to Obscura. Once a fighter is addicted to Obscura, they can only be included in a crew on a D6 roll of a 4+ prior to the battle. The only way a fighter can shake this addiction is to pay 2D6x10 credits for anti-addiction chems during the post-battle sequence when the gang is buying equipment.

'SLAUGHT

'Slaughter, officially known as Onslaught, is a crude combat drug made from a dangerous combination of amphetamines and mutant rat adrenal glands. 'Slaughter enhances an individual's fighting abilities; increasing alertness and speed by slowing down a person's perception of the world around them. A fighter affected by 'Slaughter increases their Weapon Skill and Initiative to 2+ and adds 1 to their Attacks characteristic.

SIDE EFFECTS

During the Wrap-up, any fighter who used 'Slaughter must make a Toughness check. If the check is failed, the fighter has become addicted to 'Slaughter. In each future battle the fighter takes part in, if they do not take a dose of 'Slaughter, they must decrease their Weapon Skill and Initiative to 5+, and their Attacks to 1 (unless these characteristics are already worse than this). If they take a dose, the effects are reduced and their Weapon Skill and Initiative become 3+ and they gain no bonus to their Attacks characteristics. A fighter can shake their addiction to 'Slaughter by voluntarily going into Recovery during any post-battle sequence.

SPUR

The name Spur is given to a number of similar stimulants, all of which boost the nervous system, improving the senses, muscle reaction and speed of thought. However, the chem's effects are short lived and wear off quickly, often after only a few minutes, rarely more than half an hour at most.

A fighter affected by Spur increases their Movement characteristic by 2 and improves their Initiative characteristic to 2+.

SIDE EFFECTS

Once a fighter has taken a dose of Spur, they must check to see if it wears off in each subsequent End phase. Roll 2D6 for the fighter and add their Toughness. If the result is 10 or more, the Spur has worn off and the fighter is no longer subject to its effects.

STINGER MOULD

Stinger mould is a rare and precious fungi that grows in isolated patches out in the badzones. 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 off-world.

A dose of Stinger Mould can be used after a fighter has rolled on the Lasting Injury table. If the result of the roll was anything other than a 66 – Memorable Death, the result it is ignored (including positive results such as 11 – Lesson Learned).

Alternatively, a fighter can attempt to use a dose of Stinger Mould to remove an existing Lasting Injury. During Step 6 of the post-battle sequence, after distributing equipment but before updating the gang roster, roll a D6 for any fighter attempting to use Stinger Mould in this way. On a 5 or 6, the effects of one Lasting Injury the fighter has suffered are immediately negated.

SIDE EFFECTS

There are no long term effects of taking Stinger Mould.

GANG AND PERSONAL EQUIPMENT

ARCHAEOTECH DEVICE

The underhive is filled with ancient treasures, strange objects from previous ages and wondrous technological devices Mankind has long since lost the ability to create. Of course, these rare pieces of archaeotech, as they are known, are hidden beneath thousands of years of debris and waste, and even should a fighter be fortunate enough to find a genuine archaeotech device, they still need to figure out how it works.

When a player buys an Archaeotech Device from the Trading Post, they won't know what it does. They must allocate it to one of their fighters and roll on the Archaeotech Device table to determine its type. If an Archaeotech Device is given to a different fighter in the gang for any reason, the new fighter must pass an Intelligence check the first time they wish to activate it. If they pass, they may use the device as normal from now on. If they fail, they wait until their next game to try to activate the device again.

D6	Type	Effect
1	Dangerous	The fighter accidentally triggers the device as they're messing about with it. They immediately suffer D6 Str 2 Damage 1 hits and the archaeotech is reduced to a pile of worthless molten slag.
2	Viewer	The fighter can use the device to view different places, shifting their perspective to almost any point, even if it's beyond closed doors and solid walls. A fighter with this device can make the Scan (Simple) action to place a Revealed marker on an enemy fighter within 18". If the fighter is selected to be a sentry, when they are activated, roll a D6 for them. On a 6, they automatically raise the alarm as they spot the enemy sneaking around.
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 fighter have to be perfectly still for the beam to focus, but it makes for a good can opener! A fighter with this device can make the Laser Cut (Double) action if they are within 1" of a door, loot casket or other damageable piece of terrain. This action inflicts a single automatic hit against the chosen target, resolved with Strength 8 and Damage 3.
4	Lifter	The device is a sophisticated form of suspensor which can negate or lessen gravity for its bearer, allowing them to float up or down for a limited period. When making a Move or Charge action, the fighter ignores all terrain, may move freely between levels without restriction, and can never fall. They may not, however, ignore impassable terrain or walls, and may not end their movement with their base overlapping an obstacle or another fighter's base.
5	Holo Projector	The device functions as a holo projector and can be used to make the fighter appear a short distance away from where they really are. 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 Armour Penetration. 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 the Template or Blast Traits.
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 ordnance. Roll a D6 to find out what it is: 1-2 – boltgun, 3 – flamer, 4 – meltagun, 5 – plasma gun, 6 – grenade launcher with krak grenades. The weapon has the standard profile for a weapon of its type but with the addition of the Sidearm Trait. Because the weapon is compact and selfmaintaining it can be used by anyone, not just Specialists, Champions or Leaders.

AMMO CACHE

Ammo caches are added to the gang's Stash, instead of being carried by a particular fighter. Immediately after the last of the fighters in the crew is set up at the start of a battle, the controlling player can choose to set up any ammo caches from their Stash. If the scenario has an attacker and a defender, and this gang is defending, roll a D6 for each of their ammo caches. On a 1-4, they were not expecting the attackers and the caches cannot be used; on a 5 or 6, they are lucky enough to have them to hand. Each ammo cache must be set up within 1" of one of their fighters and within their deployment zone if the scenario has one. It is then deleted from the gang's Stash. During the battle, ammo caches follow the rules **on page 511**.

BIO-BOOSTER

The first time in each game that an Injury roll is made for a fighter with a bio-booster, one less Injury dice is rolled. If only one dice should have been rolled, two dice are rolled instead and the player controlling the fighter with the bio-booster can discard one of them.

BIO-SCANNER

If a fighter with a bio-scanner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attacker even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails)

Editor's Suggestion: When not acting as a sentry, models with bio-scanners may attack targets in the dark or smoke beyond the limits of their vision (depending on their wargear), but will suffer a -2 to hit modifier. Any model hit with a template or blast weapon by the fighter with the bio-scanner may make an Initiative check, but with a -1 modifier. If they pass, they are not hit. If they fail, they are hit as normal.

BLIND SNAKE POUCH

Ratskin shamans are strange underhive mystics believed to be able to commune with the spirits of the hive. Whether or not this is true, the fetishes they make are highly sought after and reputed to be able to protect a fighter from harm.

A fighter with a Blind Snake Pouch gains the Dodge skill. If they already have the Dodge skill then they will successfully dodge attacks on a D6 roll of 5 or 6 rather than just a roll of 6. In addition, when making a dodge against an attack made by a fighter using the Overwatch skill, the dodge will succeed on a D6 roll of 4, 5 or 6.

BOMB DELIVERY RATS

A fighter equipped with bomb delivery rats may deploy one per turn to carry a single grenade of a type that fighter is equipped with by performing a Prime Bomb Rat (Basic) action. When a bomb delivery rat is deployed, make an Ammo roll for the grenade used as

if it had been used normally. The fighter may run out of grenades before they run out of rats !

When the bomb delivery rat is deployed, place it so that the edge of its base is touching that of the fighter and make an Intelligence check for the fighter. If the check is passed, the fighter may choose which direction the rat moves in. If the check is failed, the rat will move in a direction determined by rolling a Scatter dice. In either case, the rat may move up to 6". Bomb delivery rats ignore all terrain when moving except any that would normally be impassable, such as walls and structures. They suffer no penalties for climbing, they will never fall, and they may freely leap any gap of 2" or less. Wider gaps are considered impassable.

A bomb delivery rat is not a fighter and may pass within 1" of other models. Should the rat end its movement within 1" of a fighter, friend or enemy, or another bomb delivery rat, roll a D6. On a 2+, the grenade will go off. On a 1, the grenade proves to be a dud and the rat vanishes into the darkness to dwell upon its good fortune. In either case, the rat is removed from play.

At the start of every subsequent round, after rolling for Priority but before activating any fighters, if the bomb delivery rat has not exploded then it will activate again. Check to see if it is within 9" of the fighter that deployed it. If it is and if that fighter is Active or Pinned, make an Intelligence check for the fighter. If this is passed, the rat will immediately move up to 6" in a direction of your choosing. If it is beyond 9", the Intelligence check is failed, the fighter is Engaged or Seriously Injured (Secondary Statuses have no effect), or if the fighter has been taken Out of Action, then the rat will move 6" in a direction determined by rolling a Scatter dice. Should the rat end its movement within 1" of a fighter, friend or enemy, or another bomb delivery rat, roll a D6. On a 2+, the grenade will go off. On a 1, the grenade proves to be a dud. In either case, the rat is removed from play.

Any fighter may attempt to shoot at a bomb delivery rat or make a melee attack against one as if it were an enemy fighter. However, there is always an additional -1 modifier on any hit roll made against a bomb delivery rat. If the rat is hit, roll a D6. On a 4+, the grenade goes off. On a 1-3, the grenade does not go off. In either case, once a bomb delivery rat has been hit by a shooting or melee attack, it is removed from play.

BOOBY TRAPS – FRAG, GAS AND MELTA

A booby trap is represented by a marker placed upon the battlefield at the start of the game, after the battlefield has been set up but before deploying any fighters. If both gangs possess and wish to use booby traps, the defender or the winner of a roll-off (if there is no defender) places theirs first.

Once set, if any fighter, friendly or enemy, comes within 2" of a set booby trap for any reason, they risk setting the booby trap off. Roll a D6. On a 1, the booby trap is a dud and is removed from the battlefield. On a 2 or 3, the booby trap does not go off but is left in place. On a 4, 5 or 6, the booby trap is triggered and will explode. The profiles for booby traps can be found **on page 90**. The movement of a moving fighter is interrupted whilst this roll is resolved. If the booby trap does not go off, their movement continues after the roll is made. If the booby trap does go off, and the fighter is Pinned or Injured as a result, their movement ends.

Any fighter can target a booby trap with ranged attacks. Doing so has a -1 modifier to the hit roll at Short range, or a -2 modifier at Long range. If the booby trap is hit, roll a D6. On a 1-2, it is unaffected. On a 3-4, it is immediately triggered. On a 5-6, it is disarmed and removed.

Editor's Suggestion: Alternatively, a fighter may be designated to carry a booby trap, and once during the game, the fighter, as long as they are Active, can make this action:

Set [X] Trap (Double) – Place a (X) Trap marker within 1" of the fighter. Then they can move up to D6".

If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a X Trap marker where the fighter stood. On a 4+, the trap is a dud and is removed from the battlefield.

FAQ 2019: Q. Are booby traps reusable and can a gang have multiples of them? A. Yes and yes

CAMELEOLINE CLOAK

Cameleoline is a much-sought after material within the Imperium, and is commonly used by the armies of the Emperor for stealth and scout troops. On Necromunda, some examples of the material can be found in the underhive, stitched into more common clothing or as an extra layer on a cloak, allowing the wearer to seemingly vanish if they stand still. If the wearer of a Cameleoline cloak did not move during their activation, ranged attacks made against them suffer a -2 to hit until the start of their next activation.

CHEM-SYNTH

At the start of their activation, a Standing and Active or Standing and Engaged fighter with a chem-synth can choose to make an Intelligence check. If the check is passed, any Gas or Toxin weapons they use until the end of their activation are enhanced and the target's Toughness is reduced by 1 when resolving those attacks.

Editor's Note: As it says a fighter must be 'Standing' a fighter who uses Spring Up or a similar ability may not use Chem-Synth. The Spring Up is an action that occurs when Pinned, but after the start of the activation.

CHRONO-CRYSTAL

The opportunity to acquire one of Bald Bryen's Chrono-crystals is vanishingly rare, and possession of such an item will not only result in the owner earning the eternal enmity of the infamous mayor of Rust Town, but may also lead to them crossing paths with the Ordo Chronos in the future (or, perhaps, in the past...). Certain scenario special rules will detail the ways in which a Chrono-crystal can be used.

CRED SNIFFER

Cred Sniffers are modified auspexes created by enterprising archaeo-thieves. They literally sniff out the rare alloys in cred chits and direct the user to their location. If a fighter equipped with a Cred Sniffer was part of a game and was not taken Out of Action or Seriously Injured, at the end of the battle they earn 4D6 credits for their gang. A gang can only benefit from the effects of one Cred Sniffer at a time.

CULT ICON

Only one fighter in a gang may carry a cult icon, this must be either the gang Leader or a Champion. This symbol of dedication and devotion serves to inspire gang members to greater acts in battle. When the Leader or Champion carrying the icon makes a group activation, they may activate one additional Readied fighter within 3", meaning that the Leader may activate three additional fighters whilst a Champion may activate two additional fighters.

CULT ICON (CORPSE GRINDER)

Only one fighter in a gang may carry a Corpse Grinder cult icon, this must be either the gang Leader or a Champion. A fighter cannot carry more than one icon.

This symbol of blood and gore serves to work members of the cult into a frenzy, throwing themselves at their enemies in a crimson rage. If the fighter carrying this icon is Standing and Active, they may make the following action:

Enrage: All friendly fighters that are completely within 6" of this fighter, that have a Ready marker, and that are Standing and Active, add D3" to their Move characteristic until the End phase of this round.

DATA-THIEF

Data-thief slates monitor enemy comms and farm useful information from Necromunda's various vox-nets. If a crew includes at least one fighter equipped with a Data-thief, at the start of the game they can make their opponent randomly reveal one of their Gang Tactics cards.

DROP RIG

An Active fighter with a drop rig can make the following action while they are within 1" of the edge of a platform:

Descend (Basic) – The fighter makes a move of up to 3'' horizontally and up to 12'' vertically. Any vertical movement must be downwards, ie. towards the ground.

FALSEHOOD

When this device is activated it projects a distortion field that changes the wearer's appearance, making them appear as someone else. A fighter equipped with a Falsehood cannot be targeted by ranged or melee attacks or enemy psychic powers, and will not cause the alarm to be raised if spotted by a sentry in a game using the Sneak Attack rules. These effects last until the fighter makes a melee or ranged attack, uses a psychic power on an enemy fighter, or until the End phase of the second round. At this point their suspicious or openly hostile acts give them away, the illusion is dispelled and the hood has no further effect.

FILTER PLUGS

If a fighter with filter plugs is hit by a weapon with the Gas trait, their Toughness is increased by 1 for the purposes of the roll to see whether they are affected. Filter plugs are one-use; if a fighter uses them during a battle, they are deleted from their fighter's card when the battle ends.

Editor's Suggestion: Filter Plugs are not one-use; instead roll a D6 after each battle, on a 6 they are used up and deleted from the fighter's fighter card.

FORGED GUILDER SEAL

Truly decent forged documents are a rarity in the underhive, and ones good enough for a ganger to pass themselves off as a Guilder even more so – though they do exist. Only the boldest criminals pretend to be Guilders, however, for the consequences of being discovered and caught involves a long and painful execution. When a fighter with a Forged Guilder Seal visits the Trading Post, they reduce the Rarity of Items by 2. In addition, the prices of any items they buy are reduced by 3D6 credits to a minimum of 10 credits. However, if they roll a double 1 or double 6 when reducing the price of an item, they have been discovered. The item is bought as normal, however, the seal is then removed from their Fighter card, and the fighter's gang are declared Outlaws.

FRENZON COLLAR

A method of control, the Frenzon collar is usually found clamped around the necks of unwilling penal troopers, where its cocktail of combat drugs drives them into battle at the behest of their masters. Underhive gangers sometimes wear these collars willingly into combat, or as part of a dare. A fighter equipped with a Frenzon collar is considered to be permanently under the effects of Frenzon (*see page 101*). In addition, each collar comes with a master motivator. At the start of the game, the player must decide if their Leader or one of their Champions is carrying the master motivator. When the Leader or Champion with the master motivator makes a

group activation, they may include models wearing Frenzon collars (up to the normal number of fighters they may group activate) regardless of where they are on the battlefield. Note that if a gang includes more than one fighter equipped with a Frenzon collar, they will only ever have a single master motivator which governs all collars in the gang.

Editor's Suggestion: A fighter must use a dose of Frenzon at the start of the battle that the collar is used; otherwise its effects do not apply that battle.

Editor's Suggestion 2: A Leader or Champion may not be equipped with a Frenzon Collar.

Editor's Suggestion 3: A fighter who uses a Frenzon Collar may become addicted.

GRAPNEL-LAUNCHER

An Active fighter with a grapnel launcher can make the following action:

Grapnel (Double) – The fighter can move up to 12'' in a straight line, in any direction. This move can take them to a different level, as long as they do not move through any terrain. *Editor's Suggestion: This may also be used to move the fighter into base-to-base contact with another fighter, in which case they become Engaged, but do not immediately perform close combat attacks.*

GRAV-CHUTE

If a fighter falls or jumps down to a lower level, they do not suffer any damage – they simply move down without any rolls being made.

GUILDER CARTOGRAPH

Guilder cartographs are detailed maps of the trails between settlements, showing local hazards as well as safe campsites. Up-to-date cartographs are much sought after by travellers, as they mean the difference between reaching their destination alive or ending up as one more corpse in the underhive.

While a gang is in possession of a Guilder Cartograph, they may alter the Environment when using the Badzones Environments Events Cards or chart (*on page 70*). After determining the Environment at the beginning of the game, the gang with the Cartograph may immediately discard it and generate a new Environment. If both players have a Cartograph, they should roll off to see who gets to use theirs for this scenario.

In addition to changing the Environment, Cartographs often show the location of Guilder supply caches. During deployment, a gang with a Cartograph can place four loot caskets anywhere on the battlefield.

Of course, the underhive is changing, and maps can become outdated. After each game in which a gang used their Guilder Cartograph, their player should roll a D6. On a 4+, the information it contains is still good, otherwise it is of no further use and should be deleted from the gang roster.

HALO DEVICE

From the forlorn regions beyond the edge of the Imperium, intrepid Rogue Traders sometimes bring back strange objects. Known as Halo devices, these alien artefacts are often imbued with ancient energies, able to sustain their owners even beyond death, though often at a cost to others. When a fighter equipped with a Halo device suffers a Lasting Injury (including death), their player can choose another member of their gang to suffer the effects of the Lasting Injury instead. Note that if the fighter was taken Out of Action they are still removed from the game, while the fighter chosen to suffer the Lasting Injury remains on the board unless the result was a 61-66, in which case they are removed.

HEXAGRAMMIC FETISH

Badzone peddlers and sumphole wise women often sell charms and fetishes 'guaranteed' to offer protection. The truly astonishing thing is some of these charms actually work! When a fighter buys a Hexagrammic Fetish they must roll a D6. On a 1, the fetish is rubbish, though the fighter can sell it on to an unsuspecting underhiver for 3D6 credits. On a 2-5, it has some power, and if a Psyker targets the fighter with a psychic power, the Psyker suffers a -1 to their Willpower check. On a 6, the fetish has some real juice; it works as above except the Psyker will suffer a -3 to their Willpower check

HOLOCHROMATIC FIELD

A Holochromatic field surrounds its wearer in an aura of scintillating colours. Ranged attacks against a fighter with a Holochromatic field suffer a -2 to hit, while melee attacks against them suffer a -1 to hit. Each time the fighter is targeted with an attack, roll a D6. On a 1, the Holochromatic field has been drained and cannot be used again this game. Fighters wearing an active Holochromatic field count as always having a revealed marker on them in scenarios using the Pitch Black rules. A Holochromatic field cannot be combined with Cameleoline Cloaks or similar devices that make the wearer harder to see.

INDUSTRIAL RESPIRATOR

Respirators are a common sight in the underhive, offering some measure of protection against airborne hazards. Most are ancient things, their filters clogged with years of filth and barely functioning. Sometimes gangers might get their hands on a batch of newly minted respirators, and even some of the rare heavy industrial breathing apparatus reserved for Helmawr's personal guard or outerhive work crews.

An Industrial Respirator adds 3 to a fighter's Toughness, or 4 if combined with a Hazard Suit, against attacks from weapons with the Gas trait. In addition, an Industrial Respirator contains a limited air supply. Once per game, when a fighter with an Industrial

Respirator is activated, they can declare they are using its air supply. Until the fighter is activated again, they gain immunity to Gas attacks, can act normally while on fire (though they may still take damage) and may ignore effects keyed to breathing or air quality.

ISOTROPIC FUEL ROD

Power is life down in the underhive, keeping the lights on, running water-stills and allowing for the cultivation of edible slimes. A fully charged fuel rod can turn a rad-washed waste into a fertile settlement, and the foundation for a burgeoning community.

A gang with an Isotropic Fuel Rod can use it to turn any Territory into a Settlement Territory. Doing so uses up the Isotropic Fuel Rod, so it should be deleted from the gang roster, and permanently changes the Territory.

LHO STICKS

A fighter equipped with lho sticks is considered to be 'cool' by the more gullible members of their gang. Any friendly fighter with an Intelligence characteristic of 8+ or worse may use this fighter's Cool characteristic instead of their own if they are within 6" and line of sight of this fighter.

LOCK-PUNCH

Lock-punches are crude pneumatic devices used to smash locks out of doors and force them open. A fighter equipped with a lock-punch can use it when they are taking the Force Door (Basic) action ([see page 30](#)) to add 4 to their Strength. Doors opened with lock-punches are permanently damaged and must be removed from the board.

MALEFIC ARTEFACT

Malefic Artefacts are objects of the Warp or those that have lingered in the hands of corrupted individuals. When a player buys a Malefic Artefact from the Black Market, they won't know what it does. They must allocate it to one of their fighters and roll a D6 on the Malefic Artefacts table to determine its type. If a Malefic Artefact is later given to a different fighter in the gang for any reason, the new fighter must pass an Intelligence check the first time they wish to activate it. If they pass, they may use the artefact as normal from now on. If they fail, they wait until their next game to try to activate the artefact again.

D6	Type	Effect
1	Cursed Artefact	The fighter accidentally triggers the artefact as they're messing about with it. The Malefic Artefact mysteriously vanishes and the fighter begins their next game with the Insane condition.
2	Whisper Vox	Hidden truths issue forth from the artefact, informing its bearer as to the intentions of those around them. The fighter gains the Overwatch skill. If they already have the Overwatch skill, they can take the Aim

(Basic) action in addition to the Shoot (Basic) action when using this skill.

3 Void Gate	The artefact is a gateway to a dark yawning void that the fighter may open to sap the strength of those around them. The fighter can perform the Unleash the Void (Double) action. If they take this action, all other fighters within 6" of them can only take a single action during their activation.
4 Etheric Lantern	When the artefact is activated, it acts as a beacon to the denizens of the Warp who would feast upon the dead and dying. The fighter can perform the Ignite Etheric Lantern (Double) action. If they do, any Seriously Injured fighter within 12" must make a Toughness check or go Out of Action.
5 Chronoscope	Time works differently around the artefact, sometimes speeding up, sometimes slowing down. When the fighter activates roll a D6. On a 1, they may take no actions this round. On a 2-5, they can take an extra action this round. On a 6, after they complete their activation they may be placed anywhere within 12" of their current location.
6 Terrox Telepathica	Dire thoughts are projected from the artefact driving all those nearby mad. The fighter gains immunity to the Insane condition. Any other fighter that activates within 6" of the fighter must immediately make a Willpower check or gain the Insane condition.

MAGNACLES

Used by both the Adeptus Arbites and local Enforcers across the Imperium, Magnacles are magnetic shackles for locking prisoners in place. A fighter equipped with Magnacles can try to lock them onto an enemy in base contact as an Attack (Basic) action. The target must make an Initiative check to avoid the attack. If this test is failed they are locked in place and cannot move, cannot make ranged attacks and can only make **unarmed** melee attacks at -2 to hit. The target can attempt to free themselves by performing a Break Bonds (Double) action. Roll 2D6. If the result is equal or lower than their Strength then they have freed themselves, otherwise they remain trapped. Each friendly fighter in base contact with the target adds 2 to their Strength for the purposes of this roll.

MEDICAE KIT

When a fighter with a Medicae kit assists a friendly fighter's Recovery test, roll an extra injury dice then choose one to discard.

PHOTO GOGGLES

A fighter with photo goggles can attack through smoke clouds, can make ranged attacks against fighters 12" away under the Pitch Black rules (**see page 511**) and may gain other benefits in low light conditions, depending upon the scenario.

In addition, if they are hit by a Flash weapon, their Initiative counts as 1 less, when testing to see whether they become subject to the Blind condition, to a minimum of 6+ (2+ becomes 3+, 3+ becomes 4+, etc).

MNEMONIC INLOAD SPIKE

Adeptus Mechanicus Tech-Priests use Mnemonic Inload Spikes for the swift transfer of data from one cortex to the next. Each spike contains potential secrets and skills that the user can inload directly to their brain, though for those without the proper cybernetic interfaces the process can be fatal. When a gang buys an inload spike, they must choose one of their fighters to attempt to use its data. The chosen fighter must immediately roll on the Lasting Injuries table. If the fighter is still alive after making this roll they gain one skill of their choice from Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Savant or Shooting. The spike is then used up and removed from the gang's stash.

PHOTO-LUMENS

Commonly carried by Palanite Enforcers, a fighter that is equipped with a photo-lumen can make ranged attacks against enemy fighters up to 12" away under the Pitch Black rules (**see page 511**). However, when the Pitch Black rules are in effect, a fighter equipped with a photo-lumen cannot be Hidden – they are instead always subject to the Revealed condition due to the bright light emanating from their gear.

PSI-GRUB

Psi-grubs are alien parasites that feed upon psychic power. When bloated with the energies of the Immaterium, they can then be used to fuel psychic abilities. If a fighter with a Psi-grub uses a psychic power or is the target of a psychic power, place a token on their Fighter card after working out the effects of the power. Once there is at least one token on the fighter's card, they can attempt to use the Psi-grub whenever they manifest a psychic power.

To trigger the Psi-grub, the fighter makes a Tap Psi-Grub (Basic) Action and rolls a D6. If the result is equal to or lower than the number of tokens on their Fighter card, the Psi-grub is triggered, otherwise there is no effect. When the Psi-grub is triggered, remove all Psi-grub tokens from the fighter's card and immediately use one of the fighter's psychic powers just as if they had taken the Wyrd Power (X) action (**see page 48**). This action does not require the fighter to make a Willpower check.

If there are ever six tokens on the fighter's card, the Psi-grub immediately explodes! Remove all the tokens and the Psi-grub from the fighter's card and roll an Injury dice for the fighter.

RADCOUNTER

Radiation is a common hazard in the underhive. While a few hard rads are just part of life in and among the Badzones, when your hair starts falling out and your skin starts to glow, odds are you've wandered too far into the wilds. Underhivers use a variety of means to detect radiation, from homemade auspexes to sniffer slugs, collectively referred to as radcounters.

A fighter equipped with a radcounter can never be the random target of an Event (**see page 70**) unless there are no other fighters to choose from.

RATSKIN MAP

Ratskins have a well-earned reputation as trackers and scouts, their familiarity with the underhive verging on the supernatural. Maps made by Ratskin tribes are rare and valuable artefacts, sometimes leading to great treasures or secret pathways to lost domes. Of course, first a fighter must decipher the Ratskin's strange scrawl-like language, not to mention the fact that for every authentic Ratskin map, there are at least a dozen fakes.

Before a gang with a Ratskin Map rolls to determine the scenario as part of the pre-game sequence, they can declare they are using their Ratskin Map. If both gangs have a Ratskin Map, they should roll off to see whose gang gets to use theirs for this game – capitalising on the map's information before their opponent can. The player then rolls on the Ratskin Map table to see how valuable the information on it is. Note, once the type of map is determined, it remains the same, and provided it is worth something, a gang may use it again in the pre-game sequence of subsequent games.

D6	Type	Effect
1	Fake	Instead of rolling for the scenario as normal, your opponent chooses the scenario for this game. Remove the Ratskin Map from your gang roster.
2	Worn and Incomplete	After making the roll to determine the scenario, you may add or subtract 1 from the result.
3	Treasure Map	Roll another D6. On a 1-5, the map is a Fake (see above). On a 6, it is a genuine treasure map. If your gang wins the scenario, they can add D6x20 credits to their Stash in addition to any other rewards.
4	Ancient and Faded	After making the roll to determine the scenario, you may add or subtract 2 from the result.
5	Secret Pathways	D3 Fighters in your gang gain the Infiltrate skill for the duration of this scenario.
6	Recent and Accurate	After making the roll to determine the scenario, you may add or subtract up to 3 from the result.

RESPIRATOR

If a fighter with a respirator is hit by a weapon with the Gas trait, their Toughness is increased by 2 for the purposes of the roll to see whether they are affected

SECOND BEST

Second Best, as the name suggests, is what you drink when you don't have the creds for anything better. The exact contents of a bottle of Second Best vary from settlement to settlement, but are usually a cocktail of drinking-hole dregs, fermented fungi and gun oil (to make it go down smooth!). A few swigs of Second Best will bolster a fighter's courage, but too much can lead to blindness, unconsciousness and even death.

A fighter with a bottle of Second Best can make the Take a Swig (Simple) action. After they take this action, roll a D6. On a 1, 2 or 3, the bottle is empty; remove it from the fighter's card. Every time a fighter makes this action, place an Intoxicated marker on their card and remove one of their Flesh Wounds (if they have any). Intoxicated markers remain until the end of the game. The effects of the booze are dependent on how many markers they have on their card.

Intoxicated

Markers Effect

1	Feeling Good: -1 to ranged attack hit rolls, +1 to the result of Cool checks
2	Getting Unsteady: -2 to ranged attack hit rolls, +2 to the result of Cool checks. If the fighter makes two Move actions in a row, they must pass an Initiative check after completing the second action or become Prone.
3+	Blind Drunk: -3 to ranged attack hit rolls and -1 to melee attack hit rolls, +3 to the result of Cool checks. When the fighter makes a Move action, instead of using the fighter's Movement characteristic, move the fighter D6" in a direction determined by the Scatter dice.

Editor's Suggestion: Second Best and Wild Snake are not equipped by fighters. When a fighter wishes to make a "Swig" action, they use one portion of Second Best or Wild Snake in the gang's Stash. If the bottle becomes empty, delete the bottle from the Stash. This means multiple fighters may take from the same bottle, suggesting they split the bottle up among separate hipflasks!

Finally, a fighter who performs a Swig "Second Best/Wild Snake" action rolls a D6. The first time they take a Swig, a 4+, they ignore the Starving condition if they are under its effects. The second time, on a 3+ they may ignore the Starving condition. The third time and any further times, on a 2+ they may ignore the effects of the Starving condition.

SERVO HARNESS – PARTIAL

A fighter wearing a partial servo harness gains a +2 modifier to their Strength characteristic and a +1 modifier to their Toughness characteristic. This may take them above their maximum characteristics but it is not a permanent increase and will be lost should the servo harness be lost or cease to function for any reason.

Additionally, a fighter wearing partial servo harness gains the benefits of suspensors on any Unwieldy ranged weapon they carry. However, a fighter wearing a servo harness reduces their Movement and Initiative by 1. This item cannot be combined with any other type of servo harness or servo claw.

SERVO HARNESS – FULL

A fighter wearing a full servo harness gains all of the benefits of a partial servo harness, but without the negative modifiers to Movement and Initiative. This item cannot be combined with a servo claw or any other type of servo harness.

SKINBLADE

If the fighter is captured at the end of a battle, they can attempt to escape. If they do, roll a D6. On a result of 1 or 2, they are unsuccessful. On a result of 3 or 4, they can escape but are injured in the process – make a Lasting Injury roll for them. On a result of 5 or 6, they escape. A fighter who escapes is no longer Captured, however, their skinblade is lost and deleted from their Fighter card.

STIMM-SLUG STASH

Once per game, a fighter with a stim-slug stash can use it at the start of their turn, when they are chosen to make an action. Immediately discard one Flesh Wound from the fighter's card, if any are present. Until the end of the round, the fighter's Move, Strength and Toughness characteristics are each increased by 2. At the start of the End phase, roll a D6. On a 1, the stim overload is too much – roll an Injury dice and apply the result to the fighter.

STRIP KIT

When a fighter with a strip kit makes an Intelligence check to operate a door terminal or bypass the lock on a loot casket, add 2 to the result.

SUSPENSOR HARNESS

Underhivers are nothing if not resourceful when it comes to repurposing gear for their needs. The suspensor harness is such a device, a collection of belts and components from a heavy weapon suspensor array allowing the wearer to carry excessive amounts of equipment. While Guilder slaves and Badzones prospectors might use them to carry heavy loads, gangers mainly use them to sling extra weapons on their back.

A fighter equipped with a suspensor harness may carry one additional weapon than they normally can, while a

Hired Gun Bounty Hunter with a suspensor harness may carry six weapons rather than five. As usual, weapons marked on the Equipment List with (*) take up the space of two weapons.

THREADNEEDLE WORMS

A fighter equipped with Threadneedle worms can unleash them by taking the Can of Worms (Basic) action. Threadneedle worms can only be used once, after which they are removed from the fighter's card. When Threadneedle worms are used, roll a D6 on the Threadneedle Worms table. The worms are then used up and removed from the gang's stash.

D6	Result
1	The Worms Turn: Roll an Injury dice for the fighter using the Threadneedle Worms.
2-3	A Few Live Worms: Place a 5" Blast marker anywhere within D6" of the fighter then roll an Injury dice for each model under the marker.
4-5	A Few More Live Worms: Place a 5" Blast marker anywhere within D6" of the fighter, then place two additional 5" Blast markers so they are in contact with the first marker. Roll an Injury dice for each model under any of the markers.
6	A Can Full of Worms: Roll an Injury dice for every enemy fighter on the battlefield, treating Out of Action results as Seriously Injured.

WILD SNAKE

About the 'finest' booze around, Wild Snake is the go-to drink for underhivers with creds in their pocket and an iron liver. Each bottle contains the skinned and pickled remains of a 'snake', giving the liquor both its name and a sharp bitter taste on account of the snake venom. Gangs prize bottles of Wild Snake both because it is a quick and easy path to inebriation, but also because of the fabled 'Snake Courage' it can imbue!

A fighter with a bottle of Wild Snake can make the Take a Swig (Simple) action. After they make this action, roll a D6. On a 1 or 2, the bottle is empty; remove it from the fighter's card. Every time a fighter makes this action, place an Intoxicated marker on their card and remove one of their Flesh Wounds (if they have any). Intoxicated markers remain until the end of the game. The effects of the booze are dependent on how many markers they have on their card:

Intoxicated Markers	Effect
1	A Good Buzz: -1 to ranged attack hit rolls, +2 to the result of Cool checks.
2	Seeing Double: -1 to ranged attack hit rolls, +3 to the result of Cool checks. When making ranged attack hit rolls after choosing a target, randomise the actual target of the attack between the intended target and any model (friend or foe) within 6" of them.
3+	Snake Courage! -2 to ranged attack hit rolls, automatically pass any Cool checks.

Editor's Suggestion: Second Best and Wild Snake are not equipped by fighters. When a fighter wishes to make a

“Swig” action, they use one portion of Second Best or Wild Snake in the gang’s Stash. If the bottle becomes empty, delete the bottle. This means multiple fighters may take from the same bottle, suggesting they split the bottle up among separate flasks!

Finally, a fighter who performs a Swig “Second Best/Wild Snake” action rolls a D6. The first time they take a Swig, a 4+, they ignore the Starving condition if they are under its effects. The second time, on a 3+ they may ignore the Starving condition. The third time and any further times, on a 2+ they may ignore the effects of the Starving condition.

WEB SOLVENT

When a fighter equipped with web solvent makes a Recovery check due to the Webbed condition (**see page 120**), roll an extra Injury dice, picking one of the dice to resolve it and discarding the other. Additionally, when a fighter equipped with web solvent assists a fighter subject to the Webbed condition with a Recovery test, roll an extra two Injury dice and choose which one to apply.

When a fighter equipped with web solvent makes a Recovery check due to the Webbed condition (**see page 120**), roll an extra Injury dice, picking one of the dice to resolve it and discarding the other. Additionally, when a fighter equipped with web solvent assists a fighter subject to the Webbed condition with a Recovery test, roll an extra two Injury dice and choose which one to apply.

XENOCULUM

A Xenoculum can represent any number of esoteric alien devices, the true purposes of which only becomes apparent through experimentation. When a player buys a Xenoculum from the Black Market, they won’t know what it does. They must allocate it to one of their fighters and roll a D6 on the Xenoculum table to determine its type. If a Xenoculum is later given to a different fighter in the gang for any reason, the new fighter must pass an Intelligence check the first time they wish to activate it. If they pass, they may use the device as normal from now on. If they fail, they wait until their next game to try to activate the device again.

D6	Type	Effect
1	Alien Trap	The fighter accidentally triggers the Xenoculum as they’re messing about with it. They immediately suffer D3 S3 D1 hits and the Xenoculum is reduced to a collection of junk.
2	Xenos Claws	The Xenoculum moulds itself to the fighter’s hands, lengthening into a pair of lethal claws. The fighter’s unarmed attacks become S+2 D2 and gain the Power trait. While the fighter is equipped with the Xenoculum any attacks they make with ranged weapons suffer a -2 to hit.
3	Ghost Form	The Xenoculum is a powerful transmatter convertor, allowing its user to slip out of sequence with reality for short periods. When the fighter activates, they can enter ghost form. This state persists until their next activation. While in ghost form, the fighter ignores all terrain, the effects of falling and all attacks with the exception of psychic powers. However, they cannot make attacks themselves or interact with their environment in any way. Each time the fighter enters ghost form, they must roll a D6. On a 4+, the Xenoculum has expended its charge and cannot be used again during the battle.
4	Horror Aura	A subliminal animalistic howl constantly screams forth from the Xenoculum and only its user is immune to its effects. When the fighter activates, any fighter, friend or foe, within 6" must make a Nerve test or become Broken.
5	Alien Chem-factory	Strange mechanisms concoct alien chems within the Xenoculum, dispensing them as the fighter desires. The fighter rolls two extra Injury dice when making Recovery rolls, or assisting another Seriously Injured fighter in the Recovery phase, and chooses the dice they wish to take effect. In addition, in the post-battle sequence, one member of the fighter’s crew can make a Medical Escort action for free.
6	Brain Booster	A cranial spike allows the Xenoculum to be affixed to the fighter’s brain, greatly boosting their cognitive function. The fighter adds 5 to the dice roll when making an Intelligence check. In addition, each time the fighter would gain Experience, they gain one additional point of Experience.

STATUS ITEMS

The following section covers the rules for Extravagant Goods and servo-skulls. The rules for Exotic Beasts can be found **on page 393**. These can be purchased for a Leader or Champions as normal when visiting the Trading Post in the post-battle sequence.

EXTRAVAGANT GOODS

Extravagant Goods are only available to Gang Leaders or Champions.

GOLD-PLATED GUN

Any weapon can be gold-plated. A fighter with a gold-plated gun adds +1 to their Leadership characteristic. Additionally, once per game, the fighter may re-roll a failed Ammo check.

EXOTIC FURS

Should this fighter make a Trade action in the post-battle sequence, they add an additional +1 modifier to the dice roll to determine the rarity of the items on offer.

MASTER-CRAFTED WEAPON

The fighter purchases a new weapon of exceptional craftsmanship. Any weapon may be master-crafted (note that grenades are Wargear, not weapons). The cost of a master-crafted weapon is that of the weapon plus 25%, with fractions rounded up to the nearest 5 credits. For example, a master-crafted bolter/plasma combi weapon would cost 145 credits (115 credits plus 25% equals 143.75 credits. Rounded up to the nearest 5 credits, this weapon costs 145 credits).

Note that the fighter may replace a weapon with which they are already equipped with a master-crafted version of that weapon, and that the original may be discarded and added to the gang's Stash. This is an exception to the norm.

Once per battle, a fighter with a Master-crafted weapon may re-roll a single failed hit roll.

MUNG VASE

Mung vases are extraordinarily rare collectors objects. Few hivers know where the exquisite vases originate, only that they can be worth astronomical sums of money to the right people. This knowledge is widespread enough that over the centuries, Necromunda has become flooded with millions of fake Mung vases, ranging from crudely fashioned knock-offs that wouldn't fool a blind sumpfarmer, to exceptional facsimiles that are works of art in their own right.

A Mung Vase is a type of Status Item. However unlike other Status Items, rather than being given to a Leader or Champion to carry, the Mung Vase is kept in the gang's Stash. When a gang in possession of a Mung Vase recruits a Hired Gun, they can reduce the Hire Gun's cost by D6x10 credits, to a minimum of 10 credits. The vase is shown off as an example of the

gang's wealth and success, and the Hired Gun believes that agreeing to a reduced fee now will earn them favour with this potentially prosperous employer.

There is, however, a chance the Hired Gun will simply try to steal the vase when they leave! After a game in which a Mung Vase was used to reduce the hiring cost of a Hired Gun, roll a D6. On a 1, both the Hired Gun and the vase disappear, never to be seen again.

In the post-battle sequence of any battle, a gang can sell the vase. If they do, roll a D6 on the Mung Vase table to see what it is worth (players should resist the temptation to roll on this table unless their gang is attempting to sell a Mung Vase – you don't need to know your vase is a fake, ignorance is bliss!).

D6	Type	Effect
1	Dismal Fake	A truly sad knock-off. The vase nets the gang D3x5 credits.
2-3	Passable Fake	A nice conversation piece. The vase nets the gang D6x10 credits.
4-5	Impressive Fake	A fine example of the counterfeiters' art. The vase nets the gang D6x20 credits.
6	Outstanding Fake ?	Make an Intelligence check for the gang Leader. If they fail, count this result as an Impressive Fake. If they pass, they realise what they have just in time – add D6x50 to the gang's Stash.

Finally, if the gang Leader is killed and removed from the gang roster, the vase is lost too – no one else in the gang knows where the vase has been kept hidden!

OPULENT JEWELLERY

If this fighter makes a Medical Escort action in the post-battle sequence, they will attempt to impress the Doc with their visible wealth. Sometimes this works, sometimes it does not... You may re-roll the dice when determining the fee the Doc charges, but you must accept the second result, even if it is worse.

UPHIVE RAIMENTS

If this fighter is not In Recovery during the post-battle sequence, their gang gains an extra D3x10 credits during the Collect Income step.

SERVO-SKULLS

Servo-skulls are only available to gang Leaders or Champions. All servo-skulls are treated as ordinary Wargear and should be recorded on their owner's Fighter card accordingly. Servo-skulls follow these rules:

- Servo-skulls must be represented by a separate model that must stay within 2" of the owning fighter. This is not a gang fighter or friendly model; it is purely a marker representing the servo-skull and matters only for its own line of sight and targeting purposes. Nor will they give away their owner's location as they are assumed to be aware enough of stealthy movement to emulate it, and remain very low and close when needed.
- When the owner activates it, the servo-skull will move with them, servo-skulls ignore all terrain, and can never fall.
- Servo-skulls cannot be targeted by shooting or melee attacks, and can never be Engaged in combat – they simply float away.
- Servo-skulls may be caught by a Blast marker or Flame template. If a servo-skull is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to float clear of the area of the attack. Leave the model where it is and assume it has boomed around and returned to where it was. If a servo-skull is hit in this way, the owning player rolls a D6. On a 1, it is destroyed and should be removed from the owning fighter's Fighter card. On a 2-6, it is taken Out of Action and plays no further part in the game, but otherwise suffers no long-term effects.
- If the owning fighter leaves the table for any reason, the servo-skull will accompany them and takes no further part in the game.

SENSOR SKULL

A sensor skull grants the owning fighter the same benefits as a bio-scanner ([see page 114](#)). In addition, when the fighter takes an Aim action, they may add 2 to the result of any hit rolls they make for subsequent shots taken in the same activation rather than the usual 1. This bonus is in addition to any granted by any other wargear or skills the fighter may have.

MEDI SKULL

When making a Recovery test for the owning fighter, roll an extra Injury dice, then pick one of the dice to resolve and discard the other. This is in addition to any friendly fighters assisting the recovery and any other items such as medicae kits, so it is possible that the owning fighter may be rolling several Injury dice to choose from.

GUN SKULL

A gun skull is equipped with a compact autopistol ([see page 80](#)) and will target whatever or whoever the owning fighter does when they make a ranged attack. Simply roll one extra hit dice and one extra Ammo dice for the gun skull, ideally of a different colour to those being used for the fighter, to represent the gun skull making a ranged attack. Note though that range, line of sight and cover must be worked out from the gun skull itself rather than that of the owning fighter. If the owning fighter does not possess any ranged weapons, the gun skull may shoot at an enemy it can see, chosen by the owning fighter and following the normal target priority rules in relation to the owning fighter's position.

The owning fighter is never considered to be in the way of a gun skull's shooting attacks and cannot be hit by Stray Shots.

A gun skull has a BS of 5+ and may never benefit from aiming or any wargear or skills that modify the owning fighter's to-hit rolls.

HARRIER-SKULLS

With every innovation in combat there is usually a counter-innovation to defeat it. Harrier-skulls are a kind of servo-skull designed to act as decoys for Grapplehawks and other hunting beasts. If an Exotic Beast ([Editor's Suggestion – or any other creature such as the Beast's Lure, Carrion Critters, Badzone Rats or Underhive Vermin](#)) wants to make an attack against a fighter equipped with Harrier-skulls, it must first pass an Intelligence check – otherwise the Attack action fails and is wasted. If the owner of the Exotic Beast is within 3" of the target of the attack, the beast may use its owner's Intelligence for the check instead.

WEAPON TRAITS

ASSAULT SHIELD/ENERGY SHIELD

An assault/energy shield grants a +2 armour save modifier (to a maximum of 2+) against melee attacks that originate from within the fighter's vision arc (the 90° arc to their front), and a +1 armour save modifier against ranged attacks that originate from within the fighter's vision arc; check this before the fighter is placed Prone and is Pinned. If it is not clear whether the attacker is within the target's front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, the assault/energy shield can be used. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the target does not have a facing (for example, if they are Prone), the assault/energy shield cannot be used

BACKSTAB

If the attacker is not within the target's vision arc, add 1 to the attack's Strength.

BLAST (3"/5")

The weapon uses a Blast marker. As describe [page 40](#).

YAQ: Since it does not specifically target a fighter, weapon with Blast trait bypasses the rules for target priority, does not suffer penalty for cover and can hit fighter in hiding (prone and in cover).

Goonhammer's Suggestion: How does Rapid Fire work with Blast? Even if you miss with your initial hit roll: after scattering, any enemy fighters with a base "beneath the Blast Marker [are] hit by the attack," causing Rapid Fire to trigger. You'll have already rolled for the amount of Rapid Fire shots beforehand, so each fighter underneath wherever the Blast Marker winds up landing will eat that many blasts, each. Rolled three for your Rapid Fire with one dude underneath? Three Blasts. Two dudes underneath? Six Blasts!

BLAZE

After an attack with the Blaze trait has been resolved, roll a D6 if the target was hit but not taken Out Of Action. On a 4, 5 or 6, they become subject to the Blaze condition. When activated, a fighter subject to the Blaze condition suffers an immediate Strength 3, AP -1, Damage 1 hit before acting as follows:

- If Prone and Pinned the fighter immediately becomes Standing and Active and acts as described below.
- If Standing and Active the fighter moves 2D6" in a random direction, determined by the Scatter dice. The fighter will stop moving if this movement would bring them within 1" of an enemy fighter or into base contact with impassable terrain. If this movement brings them within 1/2" of the edge of a level or platform, they risk falling as described [on page 39](#). If this movement takes the fighter beyond the edge of a

level or platform, they will simply fall. At the end of this move, the fighter may choose to become Prone and Pinned. The fighter may then attempt to put the fire out.

- If Standing and Engaged or Prone and Seriously Injured, the fighter does not move and attempts to put the fire out. To attempt to put the fire out, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a result of 6 or more, the flames go out and the Blaze marker is removed. Pinned or Seriously Injured fighters add 2 to the result of the roll to see if the flames go out.
- **Editor's Suggestion: Any fighters that are on fire cannot be involved in melee combat and so cannot be charged or attacked with Versatile weapons. If a fighter was already Engaged before catching fire then the combat is immediately broken and their opponent moves 1" away from the burning fighter.**

YAQ: Inorganic targets, like doors cannot be set ablaze.

BURROWING

Burrowing weapons can be fired at targets outside of the firer's line of sight. When firing at a target outside of line of sight do not make an attack roll, instead place the 3" Blast marker anywhere on the battlefield, then move it 2D6" in a direction determined by the Scatter dice. If a Hit is rolled on the Scatter dice, the Blast marker does not move. At the start of the End phase of the round in which this weapon was fired, before step 1, any fighters touched by the marker are hit by the weapon.

Note that this Blast marker can move through impassable terrain such as walls and may move off the battlefield. If the Blast marker does move off the battlefield, the attack will have no effect. Burrowing weapons are capable of digging through several levels of wall and flooring, and can be used regardless of where the fighter is positioned on the battlefield.

CHEM DELIVERY

When a weapon with the Chem Delivery trait is used, the fighter declares what kind of chem they are firing at the target. This can be any chem the fighter is equipped with (note that firing the weapon does not cost a dose of the chem and that friendly fighters cannot be targeted), or if the weapon also has the Toxin or Gas trait, the fighter can use these Traits instead. Instead of making a Wound roll for a Chem Delivery attack, roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, the target is affected by the chosen chem just as if they had taken a dose. If the roll is lower than the target's Toughness, they shrug off the chem's effects

COMBI

A combi-weapon has two profiles. When it is fired, pick one of the two profiles and use it for the attack. Due to the compact nature of the weapons, they often have less capacity for ammunition, and are prone to jams and other minor issues. When making an Ammo check for either of the weapons, roll twice and apply the worst result. However, unlike most weapons that have two profiles, ammo for the two parts of the combi-weapon are tracked separately – if one profile runs Out of Ammo, the other can still fire unless it has also run Out of Ammo.

CONCUSSION

Any model hit by a Concussion weapon has their Initiative reduced by 2 to a minimum of 6+ until the end of the round.

CURSED

A fighter hit by a weapon with the Cursed trait must make a Willpower check or gain the Insane condition (see page 31)

DEFOLIATE

Carnivorous Plants hit by a weapon with the Defoliate Trait immediately take D3 Damage. Brainleaf Zombies hit by a weapon with the Defoliate Trait lose a wound and are removed from the battlefield if they suffer an Out of Action result on the Injury dice.

DEMOLITIONS

Grenade with the Demolitions trait can be used when making close combat attacks against scenery targets (such as locked doors or scenario objectives). A fighter who uses a grenade in this way makes one attack (regardless of how many Attack dice they would normally roll), which hits automatically. Before resolving the hit, the fighter moves D6" away from the target.

DIGI

A digi weapon is worn mounted on a ring or hidden inside a glove. It can be used in addition to any other Melee weapon or Pistol carried by the fighter granting either an additional shot or an additional close combat attack. A weapon with this trait does not count towards the maximum number of weapons a fighter can carry, however the maximum number of weapon with this trait a fighter can carry is 10.

DISARM

If the hit roll for an attack made with a Disarm weapon is a natural 6, the target cannot use any weapons when making Reaction attacks during that combat – they make unarmed attacks instead.

DRAG

If a fighter is hit by a Drag weapon but not taken Out of Action, the attacker can attempt to drag the target closer after the attack has been resolved. If a they do, roll a d6. If the score is equal to or higher than the target's Strength, the target is dragged D3" straight towards the attacker, stopping if they hit any terrain. If they move into

another fighter (other than the attacker), both fighters are moved the remaining distance towards the attacker.

If the weapon also has the Impale special rule and hits more than one fighter, only the last fighter to be hit can be dragged.

ENTANGLE

Hits scored by weapons with the Entangle trait cannot be negated by the Parry trait. In addition, if the hit roll for an Entangle weapon is a natural 6, any Reaction attacks made by the target have an additional -2 hit modifier.

FEAR

Instead of making an Injury roll for an attack with the Fear trait, the opposing player makes a Nerve test for the target, subtracting 2 from the result. If the test fails, the target is immediately Broken and runs for cover.

FLARE

A fighter who takes a hit from a weapon with the Flare Trait, or who is touched by a Blast marker fired from a weapon with the Flare Trait, is Revealed if the battlefield is in darkness (see Pitch Black on page 511.). If a weapon has both the Flare Trait and the Blast Trait after determining where the Blast marker ends up, leave it in place. In the End phase, roll a D6. On a 4 or more, the flare goes out and the marker is removed, otherwise it remains in play. While the Blast marker is on the board, all models at least touched by it are illuminated as if they had a Blaze marker or a Revealed marker.

FLASH

If a fighter is hit by a Flash weapon, no wound roll is made. Instead, make an Initiative check for the target. If it is failed, they are blinded. A blinded fighter loses their Ready marker; if they do not have a Ready marker, they do not gain a Ready marker at the start of the following round. Until the next time the fighter is activated, they cannot make any attacks other than reaction attacks, for which any hit rolls will only succeed on a natural 6.

GAS

When a fighter is hit by an attack made by a Gas weapon, they are not Pinned and a wound roll is not made. Instead, roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, make an Injury roll for them (regardless of their Wounds characteristic). If the roll is lower than the target's Toughness, they shrug off the effects of the gas – no save roll can be made.

YAQ: This special rule doesn't apply against inorganic targets, like doors. Normal wound roll is made using the Strength of the weapon.

GRAVITON PULSE

Instead of rolling to wound normally with this weapon, any model caught in the blast must instead roll to or under their Strength on a D6 (a roll of 6 always counts

as a fail). After the weapon has been fired, leave the Blast marker in place. For the remainder of the round, any model moving through this area will use 2" of their movement for every 1" they move. Remove the Blast marker during the End phase.

GRENADE

Despite being Wargear, grenades are treated as a special type of ranged weapon. A fighter equipped with grenades can throw one as a Shoot (Basic) action. Grenades do not have a Short range, and their Long range is determined by multiplying the fighter's Strength by the amount shown.

A fighter can only carry a limited number of grenades. The Firepower dice is not rolled when attacking with a grenade. Instead, after the attack has been resolved, an Ammo check is made automatically. If this is failed, grenades cannot be reloaded; the fighter has run out of that type of grenade and cannot use them for the remainder of the battle.

GUNK

A fighter hit by a weapon with the Gunk Trait becomes subject to the Gunked condition. Gunked fighters reduce their Movement characteristic by 1 to a minimum of 1 and don't add D3" to their movement when making a Charge action. In addition, they subtract 1 from the dice roll when making an Initiative check. Gunked fighters are also more flammable and catch fire on a 2+, rather than a 4+, when hit by a weapon with the Blaze trait.

The Gunked condition lasts until the End phase or until the fighter catches fire after being hit by a weapon with the Blaze Trait.

HEXAGRAMMATIC

The ammo used by this weapon has been specially treated to defeat psychic defences and severely harm Psykers. Hits from weapons with this Trait ignore saves provided by psychic powers. Additionally, weapons with this Trait will inflict double damage against Psykers (*Editor's Suggestion - and any Daemonically-possessed hivers or fighters*).

HUNTING

If a model performs an Aim action then shoots with this weapon, they obtain a +2 modifier to hit rather than a +1 modifier.

IMPALE

If an attack made by this weapon hits and wounds the target, and the save roll is unsuccessful (or no save roll is made), the projectile continues through them and might hit another fighter! Trace a straight line from the target, directly away from the attacker. If there are any fighters within 1" of this line, and within the weapon's Long Range, the one that is closest to the target is at risk of being hit. Roll a D6 – on a 3 or more, resolve the weapon's attack against that fighter, subtracting 1 from the Strength. The projectile can continue through

multiple fighters in this way, but if the Strength is reduced to 0, it cannot hit any more fighters.

KNOCKBACK

If the hit roll for a weapon with the Knockback trait is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking fighter. If the fighter cannot be moved the full 1" because of impassable terrain or another fighter, they move as far as possible and the attack's Damage is increased by 1. If a Blast weapon has the Knockback trait, roll a D6 for each fighter that is hit. If the result is equal to or higher than their Strength, they are knocked back as described above – however, they are moved directly away from the centre of the Blast marker instead. If the centre of the Blast marker was over the centre of their base, roll a Scatter dice to determine which way they are moved. If a Melee weapon has the Knockback trait, the attacking fighter can choose to follow the target up, moving directly towards them after they have been knocked back to remain in base contact. If the attack was made across a barricade, the attacker cannot do this. If any part of the knocked back fighter's base crosses the edge of a platform, make an Initiative check. If this is failed, they will fall. If this is passed, they stop moving at the edge of the platform.

LIMITED

This special rule is applied to some special ammo types which can be purchased for weapons. If a weapon fails an Ammo check while using limited ammo, they have run out – that ammo type is deleted from their fighter card (*YAQ: the cost is also subtracted from the Fighter's value*), and cannot be used again until more of that special ammo is purchased from the Trading Post. This is in addition to the normal rules for the weapon running Out of Ammo. The weapon can still be reloaded as normal, using its remaining profile(s).

YAQ: Same fighter cannot carry more than one "dose" of one ammo type at a time.

MELEE

This weapon can be used during close combat attacks.

MELTA

If a Short range attack from a weapon with this Trait reduces a fighter to 0 wounds, no Injury dice are rolled – instead, any Injury dice that would be rolled cause an automatic Out of Action result.

PAIRED

Editor's Suggestion: Any fighter armed with two of the same single-handed (ie not unwieldy) weapons with the Melee (not Sidearm) trait counts as having Paired weapons if they choose to use both of them in close combat at the same time. All attacks made by the fighter gain the Paired trait. Paired weapons may not be combined with third arms. Those weapons which can be bought paired for cheaper than two weapons are better designed to be paired.

A fighter that is armed with Paired weapons counts as being armed with dual weapons with the Melee trait for the purposes of calculating the number of Attack dice they will roll. Additionally, when making a Charge (Double) action, their Attacks characteristic is doubled.

PARRY

After an enemy makes close combat attacks against a fighter armed with a Parry weapon, the defending fighter's owning player can force the attacking player to re-roll one successful hit. If the defending fighter is armed with two Parry weapons, their owning player can force the attacking player to re-roll two successful hits instead.

PLENTIFUL

Ammunition for this weapon is incredibly common. When reloading it, no Ammo check is required – it is automatically reloaded.

POWER

The weapon is surrounded by a crackling power field. Attacks made by Power weapons cannot be parried except by other Power weapons. In addition, if the hit roll for a Power weapon is a 6, no save roll can be made against the attack and its Damage is increased by 1.

PRIMITIVE

Reloading a weapon with the Primitive trait is a (Double) rather than (Simple) action.

PULVERISE

After making an Injury roll for an attack made by this weapon, the attacking player can roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, they can change one Injury dice from a Flesh Wound result to a Serious Injury result.

RAD-PHAGE

After fully resolving any successful hits a fighter suffers from a weapon with this Trait, roll an additional D6. If the roll is a 4 or higher, the fighter will suffer an additional Flesh Wound.

YAQ: It is added irrespective of the result of the hit, and is applied after the hit has been resolved.

RAPID FIRE (X)

When firing with a Rapid Fire weapon, a successful hit roll scores a number of hits equal to the number of bullet holes on the Firepower dice. In addition the controlling player can roll more than one Firepower dice, up to the number shown in brackets (for example, when firing a Rapid Fire (2) weapon, up to two firepower dice can be rolled).

Make an Ammo check for each Ammo symbol that is rolled. If any of them fail, the gun runs Out of Ammo. If two or more of them fail, the gun has jammed and cannot be used for the rest of the battle.

If a Rapid Fire weapon scores more than one hit, the hits can be split between multiple targets. The first must be allocated to the initial target, but the remainder can be

allocated to other fighters within 3'' of the first who are also within range and line of sight. These must not be any harder to hit than the original target – if a target in the open is hit, an obscured target cannot have hits allocated to it. Allocate all of the hits before making any wound rolls.

RECKLESS

Reckless weapons are indiscriminate in what they target:

- Before making a ranged attack with a Reckless weapon, randomly determine the target of the attack from all eligible fighters (including friendly fighters) within this fighter's line of sight and range of the weapon.
- Attacks made with a Reckless weapon that also has the Melee trait are randomly distributed between any fighters (including friendly fighters) that are in base contact with this fighter.
- Attacks made with a Reckless weapon that also has the Versatile trait are randomly distributed between any fighters (including friendly fighters) that are within the weapon's Long range.

If the weapon also has the Rapid Fire (X) trait, then any additional hits generated from the Firepower dice must be distributed among the maximum number of eligible targets. If there are more hits than eligible targets, the fighter may choose where any spare hits are allocated.

RENDING

If the roll to wound with a Rending weapon is a natural 6 the attack causes 1 extra point of damage.

SCARCE

Ammunition is hard to come by for Scarce weapons, and as such they cannot be reloaded – once they run Out of Ammo, they cannot be used again during the battle.

Editor's Suggestion: During Damnation of an Uprising Campaign, any ammunition with Scarce becomes Limited instead. Once an ammo roll is failed with this ammunition, the fighter loses it permanently unless they Scavenge some additional ammunition.

SCATTERSHOT

When a target is hit by a scattershot attack, make D6 wounds roll instead of 1.

SEISMIC

If the target of a Seismic attack is Active, they are always Pinned – even if they have an ability that would normally allow them to avoid being Pinned by ranged attacks. In addition, if the wound roll for a Seismic weapon is a natural 6, no save roll can be made against that attack.

SEVER

If a wound roll from a weapon with this Trait reduces a fighter to 0 wounds, no Injury dice are rolled – instead,

any Injury dice that would be rolled cause an automatic Out of Action result.

SHIELD BREAKER

Weapons with this Trait ignore the effects of the Assault Shield/Energy Shield trait. In addition, when a target equipped with Field Armour is wounded by a weapon with this Trait, they must roll two dice when making a Field Armour save and choose the lower result.

SHOCK

If the hit roll for a Shock weapon is a natural 6, the wound roll is considered to automatically succeed (no wound roll needs to be made)

SHRED

If the roll to wound with a weapon with this trait is a natural 6, then the Armour Penetration of the weapon is doubled.

SIDEARM

Weapons with this Trait can be used to make ranged attacks, and can also be used in close combat to make a single attack. Note that their Accuracy bonus only applies when making a ranged attack, not when used to make a close combat attack.

SILENT

In scenarios that use the Sneak Attack special rules, there is no test to see whether the alarm is raised when this weapon is fired. Additionally, if using the Pitch Black rules, a fighter using this weapon that is Hidden does not become Revealed.

SINGLE SHOT

This weapon can only be used once per game. After use it counts as having automatically failed an Ammo Check. There is no need to roll the Firepower dice unless the weapon also has the Rapid Fire (X) trait.

Editor's Suggestion: Single Shot weapons or rounds are replaced between battles. However, if the item is also Limited, and the fighter fails an Ammo Test when using it, the fighter must repurchase or source more of the round before it can be used again.

SMOKE

Smoke weapons do not cause hits on fighters – they do not cause Pinning and cannot inflict Wounds. Instead, mark the location where they hit with a counter. They generate an area of dense smoke, which extends 2.5' out from the centre of the counter; a 5' Blast marker can be used to determine this area, but it should be considered to extend vertically as well as horizontally. Fighters can move through the smoke, but it blocks line of sight, so attacks cannot be made into, out of or through it. In the End phase, roll a D6. On a 4 or less, the cloud dissipates and the counter is removed.

TEMPLATE

Template weapons use the Flame template to determine how many targets they hit. See [page 14](#).

YAQ: Since it does not specifically target a fighter, weapon with Template trait bypasses the rules for target priority, does not suffer penalty for cover and can hit fighter in hiding (prone and in cover).

TOXIN

Instead of making a wound roll for a Toxin attack, roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, make an Injury roll for them (regardless of their Wounds characteristic). If the roll is lower than the target's Toughness, they shrug off the toxin's effects.

YAQ: A save roll can be made against Toxin attack (if the Toxin roll results in the target being Seriously Injured or Out of Action and it has armour, their controller make a save roll. If it's passed, the results of the Toxin roll is ignored.) Toxin does bypass Wounds though (the target directly goes Seriously Injured or Out of action no matter how many Wounds they have left. If they are Seriously Injured by a Toxin attack, they don't lose any Wounds).

This special rule doesn't apply against inorganic targets, like doors. Normal wound roll is made using the Strength of the weapon.

UNSTABLE

If the Ammo Symbol is rolled on the Firepower dice when attacking with this weapon, there is a chance the weapon will overheat in addition to needing an Ammo check. Roll a D6. On a 1, 2 or 3, the weapon suffers a catastrophic overload and the attacker is taken Out of Action. The attack is still resolved against the target.

When using a grenade which is unstable, such as a plasma grenade, the Firepower dice does not need to be rolled because it is assumed that the Ammo symbol has been rolled and an Ammo check is made automatically. That being the case, the Unstable trait functions as normal and a test must be rolled.

Editor's Suggestion: A melee weapon with Unstable must roll an Ammo Dice when used (roll once per Fight (*) Action by the fighter). If the Ammo test symbol is rolled, then roll a D6. On a 1, 2 or 3, the weapon suffers a catastrophic overload and the attacker is taken Out of Action. The attack is still resolved against the target.

UNWIELDY

A Shoot action made with this weapon counts as a Double action as opposed to a Single action. In addition, a fighter who uses a weapon with both the Unwieldy and Melee traits in close combat cannot use a second weapon at the same time – this one requires both hands to use.

VERSATILE

The wielder of a Versatile weapon does not need to be in base contact with an enemy fighter in order to Engage them in melee during their activation. They may Engage and make close combat attacks against an enemy fighter during their activation, so long as the distance between their base and that of the enemy fighter is equal to or less than the distance shown for the Versatile weapon's Long range characteristic. For example, a fighter armed with a Versatile weapon with a Long range of 2" may Engage an enemy fighter that is up to 2" away.

The enemy fighter is considered to be Engaged, but may not in turn be Engaging the fighter armed with the Versatile weapon unless they too are armed with a Versatile weapon or a weapon with the Sidearm trait (whose ranged profile can be used to attack the fighter with the Versatile weapon, with normal bonuses for short range), and so may not be able to make Reaction attacks.

At all other times other than during this fighter's activation, Versatile has no effect.

WEB

If the wound roll for a Web attack is successful, no wound is inflicted, and no save roll or Injury roll is made. Instead, the target automatically becomes Webbed. Treat the fighter as if they were Seriously Injured and roll for Recovery for them during the End phase (Web contains a powerful sedative capable of rendering the strongest fighter unconscious). If a Flesh Wound result is rolled during Recovery, apply the result to the fighter as usual and remove the Webbed condition. If a Serious Injury is rolled, the fighter remains Webbed. If an Out of Action result is rolled, the fighter succumbs to the powerful sedative and is removed from play, automatically suffering a result of 12-26 (Out Cold) on the Lasting Injuries table.

A fighter that is Webbed at the end of the game does not succumb to their Injuries and will automatically recover. However, during the Wrap Up, when rolling to determine if any enemy fighters are Captured at the end of the game, add +1 to the dice roll for each enemy fighter currently Webbed and include them among any eligible to be Captured.

SKILLS

This section lists all the skills that are available to fighters.

The following table summarizes each of the skills sets, and can be used (by rolling a D6) to determine a random skill from one of the sets.

D6	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Muscle	Palanite Drill	Savagery
1	Catfall	Bull Charge	Combat Master	Backstab	Berserker	Commanding Presence	Ballistics Expert	Fast Shot	Fists Of Steel	GOT YOUR SIX	Avatar of Blood
2	Clamber	Bulging Biceps	Counter-Attack	Escape Artist	Impetuous	Inspirational	Connected/Scavenger's Instincts	Gunfighter	Iron Man	HELMAWR'S JUSTICE	Bloodlust
3	Dodge	Crushing Blow	Disarm	Evade	Fearsome	Iron Will	Fixer	Hip Shooting	IMMOVABLE STANCE	NON-VERBAL COMMUNICATION	Crimson Haze
4	Mighty Leap	Headbutt	Parry	Infiltrate	Nerves of Steel	Mentor	Medicae	Marksman	NAAARGAH!	RESTRAINT PROTOCOLS	Frenzy
5	Spring Up	Hurl	Step Aside	Lie Low	True Grit	Overseer	Munitioneer	Precision Shot	UNLEASH THE BEAST	TEAM WORK	Killing Blow
6	Sprint	Iron Jaw	Rain of Blows	Overwatch	Unstoppable	Regroup	Savvy Trader/Savvy Scavenger	Trick Shot	WALK IT OFF	THREAT RESPONSE	Slaughterborn

AGILITY

CATFALL

When this fighter falls or jumps down from a ledge, they count the vertical distance moved as being half of what it actually is, rounded up. In addition, if they are not Seriously Injured, or taken Out of Action by a fall, make an Initiative test for them – if it is passed, they remain Standing rather than being Prone and Pinned.

CLAMBER

When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

DODGE

If this fighter suffers a wound from a ranged or close combat attack, roll a D6. On a 6, the attack is dodged and has no further effect; otherwise, continue to make a save or resolve the wound as normal.

If the model dodges a weapon that uses a Blast marker or Flame template, a roll of 6 does not automatically cancel the attack – instead, it allows the fighter to move up to 2" before seeing if they are hit. They cannot move within 1" of an enemy fighter.

MIGHTY LEAP

When measuring the distance of a gap this fighter wishes to leap across, ignore the first 2" of the distance. This means that a fighter with this skill may leap over gaps of 2" or less without testing against their Initiative. All other rules for leaping over gaps still apply.

SPRING UP

If this fighter is Pinned when they are activated, make an Initiative check for them. If the check is passed the fighter can make a Stand Up (Basic) action for free. If the check is failed, the fighter may still stand up, but it costs one action, as usual.

SPRINT

If this fighter makes two Move (Simple) actions when activated during a round, they can use the second to Sprint. This lets them move at double their Movement characteristic for the second Move (Simple) action.

BRAWN

BULL CHARGE

When this fighter makes close combat attacks as part of a Charge (Double) action, any weapons with the Melee trait they use gain the Knockback Trait and are resolved at +1 Strength.

BULGING BICEPS

This fighter may wield an Unwieldy weapon in one hand rather than the usual two. Note that Unwieldy weapons still take up the space of two weapons with regards to how many a fighter may carry.

Editor's Suggestion: The fighter's immense rippling muscles means they gain +1 Strength (which increases the maximum Strength characteristic the fighter may achieve by +1 also). In addition, if this fighter is equipped with a ranged weapon with the Unwieldy trait, firing it is a Basic rather than Double action. However, if they perform any Movement-based actions and then Shoot an Unwieldy weapon, they suffer an additional -1 to hit penalty in addition to any other penalties.

CRUSHING BLOW

Before rolling to hit for the fighter's close combat attacks, the controlling player can nominate one dice to make a Crushing Blow. This cannot be a dice that is rolling for a weapon with the Sidearm trait. If that dice hits, the attack's Strength and Damage are each increased by one.

Editor's Alternative Suggestion: If the fighter is Engaged, either immediately having moved into close combat via a Charge, Move or Consolidate action, or having started their activation engaged, and is able to make a Melee attack, they can use the following action:

Crushing Blow (Simple): Pick an Engaged target, and choose one of your Melee weapons or an unarmed attack. The target must make an Initiative check with a -1 penalty (if able). If the check is failed or cannot be made, the target suffers a hit resolved using the selected weapon with +1 Strength, +1 Damage, -1 AP, and the Knockback trait added..

HEADBUTT

If the fighter is Standing and Engaged, they can make the following action:

Headbutt (Basic) – Pick an Engaged enemy fighter and roll two D6. If either result is equal to or higher than their Toughness, they suffer a hit with a Strength equals to this fighter's Strength +2 resolved at Damage 2. However, if both dice score lower than the enemy fighter's Toughness, this fighter instead suffers a hit equal to their own Strength, resolved at Damage 1.

Editor's Suggestion: If the fighter is Engaged, either immediately having moved into close combat via a Charge, Move or Consolidate action, or having started their activation engaged, and is able to make a Melee attack, they can use the following action:

Headbutt (Basic) – Pick an Engaged enemy fighter. This fighter rolls a D6 and the chosen enemy fighter rolls a D3, then each fighter adds their current Toughness to their results. If this

fighter's result is higher, the enemy fighter is momentarily staggered and cannot make Reaction attacks the next time they are attacked in close combat this turn. If this fighter's result is lower, their turn ends immediately. In the case of a tie, nothing happens and this fighter's turn resumes

HURL

If the fighter is Standing and Engaged, they can make the following action:

Hurl (Basic) – Pick an enemy fighter Engaged by, and in base contact with this fighter or a Seriously Injured enemy fighter within 1" of this fighter. Make an Initiative check for the enemy fighter. If failed, the enemy fighter is hurled. Move the enemy fighter D3" in a direction of your choice – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing fighter or any terrain, they stop moving and suffer a Strength 3, Damage 1 hit. If they come into base contact with another fighter, that fighter also suffers a Strength 3, Damage 1 hit, and becomes Prone and Pinned.

Editor's Alternative Suggestion: This fighter's unarmed attacks have the Melee and Knockback traits. If this fighter has only one or zero weapons with the Melee and/or Sidearm trait, they gain a further Attack dice; the additional dice gained is an unarmed attack whose Knockback distance is increased by D3".

Additionally when this fighter is the target of an attack with the Knockback or Drag traits, they are only knocked back or dragged on a natural 6.

IRON JAW

This fighter's Toughness is treated as being two higher than normal when another fighter makes unarmed attacks against them in close combat.

Editor's Alternative Suggestion: When this fighter would be Seriously Injured in close combat, roll a D6 and then add this fighter's current Toughness (including modifiers such as from Flesh Wounds or a stumm-slug stash). On a 7+ this fighter is not Seriously Injured, and takes a Flesh Wound instead

COMBAT

COMBAT MASTER

The fighter never suffers penalties to their hit rolls for interference, and can always grant assists, regardless of how many enemy fighters they are Engaged with.

COUNTER-ATTACK

When this fighter makes Reaction attacks in close combat, they roll one additional Attack dice for each of the attacker's Attacks that failed to hit (whether they missed, were parried, etc)

DISARM

Any weapons with the Melee trait used by the fighter also gain the Disarm Trait (**see page 116**). If a weapon already has this Trait, then the target will be disarmed on a natural roll of 5 or 6, rather than the usual 6.

Editor's Suggestion: If you disarm a fighter whose weapons have the Paired trait, they lose the benefits of the Trait, fighting with only a single weapon and/or unarmed attacks.

PARRY

The fighter can parry attacks as though they were carrying a weapon with the Parry Trait (**see page 118**). If they already have one or more weapons with this Trait, they can parry one additional attack.

RAIN OF BLOWS

This fighter treats the Fight action as Fight (Simple) rather than Fight (Basic). In other words, this fighter may make two Fight (Simple) actions when activated (or more if they have surplus activations).

STEP ASIDE

If the fighter is hit in close combat, the fighter can attempt to step aside. Make an Initiative check for them. If the check is passed, the attack misses. This skill can only be used once per enemy in each round or close combat – in other words, if an enemy makes more than one attack, the fighter can only attempt to step aside from one of them.

CUNNING

BACKSTAB

Any weapons used by this fighter with the Melee trait also gain the Backstab Trait. If they already have this Trait, add 2 to the attacker's Strength rather than the usual 1 when the Trait is used.

YAQ: Does not apply to Versatile Melee weapon used for a ranged attack.

ESCAPE ARTIST

When this fighter makes a Retreat (Basic) action, add 2 to the result of the Initiative check (a natural 1 still fails). Additionally, if this fighter is Captured at the end of a battle, and if they are equipped with a skin blade, they may add 1 to the result of the dice roll to see if they can escape.

EVADE

If an enemy targets this fighter with a ranged attack, and this fighter is Standing and Active and not in partial cover or full cover, there is an additional -1 modifier to the hit roll, or a -2 modifier if the attack is at Long range.

INFILTRATE

If this fighter should be set up at the start of a battle, they may instead placed to one side. Then, immediately before the start of the first round, their controlling player may set them up anywhere on the battlefield that is not visible to any enemy fighters, and not within 6" of any of them. If both players have fighters with this skill, take turns to set one up, starting with the winner of a roll-off.

LIE LOW

While this fighter is Prone, enemy fighters cannot target them with a ranged attack unless they are within the attacking weapon's Short range. Weapons that do not have a Short range are unaffected by this rule.

OVERWATCH

If this fighter is Standing and Active, and has a Ready marker on them, they can interrupt a visible enemy fighter's action as soon as it is declared, but before it is carried out. This fighter loses their Ready marker, then immediately makes a Shoot (Basic) action, targeting the enemy fighter whose action they have interrupted. If the enemy is Pinned or Seriously Injured as a result, their activation ends immediately – their action(s) are not made.

FEROCITY

BERSERKER

When this fighter makes close combat attacks as part of a Charge (Double) action, they roll one additional Attack dice.

FEARSOME

If an enemy wishes to make a Charge (Double) action that would result in them making one or more close combat attacks against this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their activation ends immediately.

IMPETUOUS

When this fighter consolidates at the end of a close combat, they can move up to 4", rather than the usual 2".

NERVES OF STEEL

When the fighter is hit by a ranged attack, make a Cool check for them. If it is passed, they may choose not to be Pinned.

TRUE GRIT

When making an Injury roll for the fighter, roll one less Injury dice (for example, a Damage 2 weapon would roll one dice). Against attacks with Damage 1, roll two dice – the player controlling the fighter with True Grit, can then choose one dice to discard before the effects of the other are resolved.

UNSTOPPABLE

Before making a Recovery test for this fighter in the End phase, roll a D6. If the result is 4 or more, one Flesh Wound they have suffered previously is discarded. If they do not have any Flesh Wounds, and the results is 4 or more, roll one additional dice for their Recovery check and choose one to discard.

LEADERSHIP

COMMANDING PRESENCE

When this fighter activates to make a group activation, they may include one more fighter than normal as part of the group (ie, a Champion could activate two other fighters instead of one, and a Leader could activate three).

INSPIRATIONAL

If a friendly fighter within 6" of this fighter fails a Cool check, make a Leadership check for this fighter. If the Leadership check is passed, then the Cool check also counts as having been passed.

IRON WILL

Subtract 1 from the result of any Bottle rolls whilst this fighter is on the battlefield and is not Seriously Injured.

MENTOR

Make a Leadership check for this fighter each time another friendly fighter within 6" gains a point of Experience. If the check is passed, the other fighter gains two Experience instead of one.

OVERSEER

If the fighter is Active, they can attempt to make the following action:

Order (Double) – A friendly fighter within 6". That fighter can immediately make two actions as though it were their turn to activate, even if they are not Ready. If they are Ready, these actions do not remove their Ready marker.

Editor's Suggestion: The fighter performing Order must pass a Leadership test in order to do the action. If passed, proceed as normal. If the test is failed, this fighter may make a single (simple) action, but otherwise cannot do anything else.

REGROUP

If this fighter is Standing and Active at the end of their activation, the controlling player may make a Leadership check for them. If this check is passed, each friendly fighter that is currently subject to the Broken condition and within 6" immediately recovers from being Broken.

MUSCLE

FISTS OF STEEL

Unarmed attacks made by this fighter count as having a Strength 2 higher than normal and inflict 2 damage.

IRON MAN

This fighter's Toughness is not reduced by Flesh Wounds. However, if this fighter suffers a number of Flesh Wounds equal to their Toughness characteristic, they will go Out of Action as normal.

IMMOVABLE STANCE

This fighter may perform the Tank (Double) action during their activation:

Tank (Double) – Until the start of this fighter's next activation, this fighter increases their armour save by 2 to a maximum of 2+ and cannot be moved from their current location by any skills such as Hurl or Overseer, or any weapon traits such as Knockback or Drag, nor can they be Pinned.

NAAARGAH!

During this fighter's activation they may attempt to perform a third action after completing their first two. Roll a D6. If the dice roll is equal to or less than their Toughness then they perform the action. If the roll is greater than their Toughness, or is a 6, their activation ends immediately. Whether or not they were successful, when their activation ends, this fighter is automatically Pinned (this Pinning cannot be negated by skills such as Nerves of Steel).

UNLEASH THE BEAST

This fighter may perform the Flex (Simple) action while they are Active and Engaged:

Flex (Simple) – All fighters (friend or foe) in base contact with this fighter must pass a Strength check or be pushed D3" directly away from this fighter, stopping only if they come into contact with another fighter or an impassable terrain feature. If there are multiple enemies being pushed, the player controlling this fighter chooses in which order they are moved.

WALK IT OFF

Should this fighter perform two or more Move (Simple) actions during their activation, they can make a Toughness check at the end of their activation. If this check is passed, this fighter may recover one lost Wound or discard a single Flesh Wound.

PALANITE DRILL

GOT YOUR SIX

Once per round if this fighter is Standing and Active, as soon as a visible enemy fighter declares a Charge (Double) action but before it is carried out, this fighter may interrupt the enemy fighter's Activation to perform a Shoot (Basic) action, targeting the enemy fighter whose action they have interrupted. If the enemy is Pinned or Seriously Injured as a result, their activation ends immediately, and their action(s) are not made.

HELMAWR'S JUSTICE

When this fighter performs a Coup de Grace, they may roll twice on the Lasting Injury table and choose which result to apply.

NON-VERBAL COMMUNICATION

If this fighter is Standing and Active, they can attempt to make the following action:

Comms (Double): Pick a friendly fighter within 6". That fighter can immediately make a Cool check. If the check is passed, their vision arc is extended to 360° until the End phase of this round.

RESTRAINT PROTOCOLS

Rather than perform a Coup de Grace, this fighter may instead perform a Restrain (Simple) action:

Restrain (Simple): Rather than perform a Coup de Grace, this fighter may instead perform a Restrain (Simple) action. This fighter is adept at shackling their opponents, even in the heat of battle. The enemy fighter is taken out of action, but each time this fighter performs this action, make a note that they have restrained an enemy fighter. During the Wrap-up, add 1 to the dice roll to determine if an enemy fighter has been Captured for each enemy fighter that has been restrained.

TEAM WORK

When a fighter with this skill is activated, they may make a group activation as if they were a Champion, as described on page 28. If this fighter is a Champion, they may activate two additional Ready fighters within 3" of them at the start of their Activation, rather than the usual one. If this fighter is a Leader, they may activate three additional Ready fighters within 3" of them at the start of their Activation, rather than the usual two.

THREAT RESPONSE

If an enemy fighter ends their movement within 6" of this fighter after performing a Charge (Double) action, and if this fighter is Standing and Active and has a Ready marker on them, this fighter may immediately activate and perform a Charge (Double) action, moving towards the charging enemy fighter. If at the end of this movement this fighter has Engaged the enemy fighter, they may immediately perform a Fight (Basic) action as normal for a fighter performing a Charge (Double) action. This activation interrupts the enemy fighter's action, being performed after movement but before attacks. This fighter then loses their Ready marker.

SAVAGERY

AVATAR OF BLOOD

For every unsaved wound this fighter inflicts on an enemy fighter with a weapon with the Melee trait, they may immediately discard one Flesh Wound they have previously suffered.

BLOODLUST

After performing a Coup de Grace, this fighter may Consolidate as well, moving up to 2" in any direction.

CRIMSON HAZE

If this fighter is Engaged with one or more enemy fighters, they automatically pass any Nerve tests they are required to take.

FRENZY

When this fighter makes a Charge (Double) action, they gain an additional D3 Attacks. However, their hit rolls suffer a -1 modifier.

KILLING BLOW

Before rolling to hit for the fighter's close combat attacks, the controlling player can opt instead to make a single Killing Blow attack. This attack cannot be made with a weapon that has the Sidearm trait. If the attack hits, the attack's Strength and Damage are doubled and no Armour Save roll can be made.

SLAUGHTERBORN

For every unsaved wound this fighter inflicts on an enemy fighter with a weapon with the Melee trait, increase their Movement by 1" for the duration of the battle.

SAVANT

BALLISTICS EXPERT

When this fighter makes an Aim (Basic) action, make an Intelligence check for them. If the check is passed, they gain an additional +1 modifier to their hit roll.

CONNECTED/SCAVENGER'S INSTINCTS

Connected

This fighter can make a Trade action during the post-battle sequence, in addition to any other actions they make (meaning they could even make two Trade actions). They cannot do this if they are unable to make actions during the post-battle sequence.

Scavenger's Instincts (Uprising Campaign Only)

During the Damnation Phase of an Uprising Campaign, this fighter can make a Scavenge action during the Post-Battle sequence in addition to any other actions they make (meaning they could even make two Scavenge actions). They cannot do this if they are unable to make actions during the post-battle sequence.

FIXER

In the Receive Rewards step of the post-battle sequence, as long as the fighter is not Captured or In Recovery, their gang earns an additional D3x10 credits. Note that they do not need to have taken part in the battle to gain this bonus.

MEDICAE

When this fighter assists a friendly fighter who is making a Recovery test, re-roll any Out of Action results. If the result of a re-rolled dice is also Out of Action, the result stands.

MUNITIONEER

Whenever an Ammo check is failed for this fighter or another fighter from their gang within 6", it can be re-rolled.

SAVVY TRADER/SAVVY SCAVENGER

Savvy Trader

When this fighter makes a Trade action in the post-battle sequence, add 1 to the result of the dice roll to determine the availability of Rare items on offer at the Trading Post on this visit. Additionally, the cost of one item may be reduced by 20 credits on this visit. Note that this means one item, not one type of item. A single power sword may be purchased for 30 credits, but a second power sword will still cost 50 credits.

Savvy Scavenger (Uprising Campaign Only)

During the Damnation phase of an Uprising Campaign, while this fighter makes a Scavenge action, add 1 or 2 to the result of the dice roll on the Scavenging Table.

If a Juve, Ganger or Specialist rolls Connected, Scavenger's Instinct, Savvy Trader or Savvy Scavenger randomly, they may choose to reroll the D6 and select another skill (since they cannot make post-battle actions). Additionally, a player cannot 'stack' multiple savvy trader bonuses on one item, they must be spread among different items when going to the trade post.

SHOOTING

FAST SHOT

This fighter treats the Shoot action as (Simple) rather than (Basic), as long as they do not attack with a weapon that has the Unwieldy trait (note that even if a skill or wargear item allows a fighter to ignore one aspect of the Unwieldy trait, Unwieldy weapons retain the Trait).

GUNFIGHTER

If the fighter uses the Twin Guns Blazing rule to attack with two weapons with the Sidearm trait, they do not suffer the -1 penalty to their hit rolls and can, if they wish, target a different enemy model with each weapon with the Sidearm trait.

HIP SHOOTING

If the fighter is Standing and Active, they can make the following action:

Run and Gun (Double) – The fighter may move up to double their Movement characteristic and then make an attack with a ranged weapons. Unwieldy weapons can never be used in conjunction with this skill.

MARKSMAN

The fighter is not affected by the rules for Target Priority. In addition, if the hit roll for an attack made by the fighter with a ranged weapon (that does not have the Blast trait) is a natural 6, they score a critical hit, and the weapon's Damage is doubled (if they are firing a weapon with the Rapid Fire trait, only the Damage of the first hit is doubled).

PRECISION SHOT

If the hit roll for a ranged attack made by this fighter is a natural 6 (when using a weapon that does not have the Blast Trait), the shot hits an exposed area and no armour save can be made.

TRICK SHOT

When this fighter makes ranged attacks, they do not suffer a penalty for the target being Engaged or in partial cover. In addition, if the target is in full cover, they reduce the penalty to their hit roll to -1 rather than -2



PART TWO: GANG LISTS

FOUNDING A GANG

Before the campaign or skirmish begins, each player must found a gang. When founding a campaign, players will have a maximum budget of credits to spend on fighters, weapons, and wargear chosen from the entries on the following pages. How much this budget is will depend upon whether the gang is being founded for Skirmish play or Campaign play. In either case, this budget may not be exceeded. Any unspent credits will be added to the gang's Stash if the gang has been founded for Campaign play. However, if a gang has been founded for Skirmish play, any unspent credits are simply lost.

CAMPAIGN PLAY

When founding a gang for Campaign play, the budget available is 1,000 credits. Note, however, that should they wish, an Arbitrator can increase or decrease this budget.

SKIRMISH PLAY

When founding a gang for Skirmish play, the budget available should be agreed upon by the players. This can be as much or as little as they think appropriate, but as a general outline, a budget between 1,250 and 2,000 credits is recommended.

FIGHTER NAMES, CATEGORIES AND TYPES

Each type of fighter available to a gang is of a named type; this is the name given to that fighter's rank within the parlance of their House or cult. In addition, each has a category listed in brackets. For example, a lowly gang fighter in a Goliath gang is a Goliath Bruiser (Ganger). This indicates that within House Goliath, such fighters are called 'Bruisers', whereas within the rules of the game this fighter is a 'Ganger'.

Very often, the rules will refer to fighters by category (Leader, Champion, Prospect, Ganger or Juve, for example). In such cases, the rule is universal to all such fighters, regardless of their type. At other times, the rules will refer to a fighter by their specific type, 'Goliath Bruiser' for example. In these cases, the rule is specific only to fighters of that type.

GANG COMPOSITION

The first step is to choose and purchase the fighters that make up the gang. Each House, Law and Cult gang lists details of all the fighters available to the gang. These fighters are purchased by paying the credits cost shown in their entry from the budget available. All gangs must always follow these rules:

There must be one fighter with the Leader special rule.

The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Should it occur during the course of a campaign that the number of fighters without the Gang Fighter (X) special rule exceeds the number of fighters with the Gang Fighter (X) special rule, the controlling player must either:

- Retire a number of fighters without the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance

Or

- Recruit fresh fighters with the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance.

WEAPONS AND WARGEAR

The next step is to choose and purchase the weapons and wargear each fighter will be equipped with. Each fighter's entry in some gang lists includes a detailed list of the weapons and Wargear that fighter may purchase; others list the types of weapons and Wargear a fighter may purchase from a general gang list.

EQUIPPING A FIGHTER

All fighters can be equipped as follows:

- A fighter can be equipped with a maximum of three weapons purchased from those listed in their entry.
- Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may purchase Wargear that is listed in their entry.
- Weapons accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.
- If the gang is founded for Campaign play, fighters will be limited to equipment lists in their entry, whereas fighters in a gang founded for Skirmish play may also have access to some items of equipment from the Trading Post and Black Market. This should be agreed upon by the players.

NEW EQUIPMENT

During a campaign, gangs may gain new equipment either by purchasing it from the Trading Post or Black Market, or as a result of Boons (from Territories, Rackets, Favours, Scavenging, etc). These items are added to the gang's Stash, and may be distributed among fighters during any post-battle sequence:

- Any fighter may discard any Wargear they are equipped with in favour of new Wargear. Any Wargear discarded in this way is placed in the gang's Stash and may be given to other fighters.
- No fighter may discard a weapon. Underhive gangers become attached to their weapons of choice and would rather hoard weapons than discard them.
- Fighters with the Gang Fighter (X) special rule that do not also have the Tools of the Trade special rule cannot be given a new weapon if it would take them above the limit of three weapons carried.
 - In an Uprising Campaign, all fighters have the Tools of the Trade special rule.
- Fighters with the Tools of the Trade special rule can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'equipment set', as described below.

Editor's Note: Until their books are published, you may choose that non-Goliath juves, gangers and specialists be able to purchase from the Trading Post and/or Black Market.

FIGHTER CARDS & GANG ROSTER

Finally, a blank Fighter card should be completed for each fighter when they are all added to the gang, the characteristics of the fighter and any equipment they now have should be noted down in the appropriate sections of the Fighter card. A gang roster sheet is also completed for the gang as a whole.

EQUIPMENT SETS

Senior gang members, enjoying the privilege of rank, often maintain a cache of weapons that allow them to equip themselves appropriately for each battle. As such, fighters with the Tools of the Trade special rule can have multiple Fighter cards, each representing a different set of equipment.

- The controlling player can make an additional fighter card for a fighter with the Tools of the Trade special rule at any time.
- An appropriate model should be available for each different set of equipment and/or Fighter card a fighter has.
- There is no additional cost for having multiple equipment sets. If, for example, a Goliath Forge Tyrant owns a Spud-Jacket, they may include that weapon in as many or as few different equipment sets as the controlling player wishes without

additional cost. The weapon is only purchased and paid for once.

- Regardless of the number of equipment sets a fighter has, they still have a single entry in the gang roster. This entry should include the total value of the individual weapons and items of Wargear that fighter owns. But remember, each individual weapon or item of Wargear is only counted once.
- If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all their Fighter cards.
- Only one of a fighter's cards can be used for a battle.
- If a battle uses random fighters from the gang, all of the fighter's cards should be shuffled together and one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.
- When distributing equipment from the gang's Stash, it can be moved onto any or all of a fighter's cards, and even be moved to more than one.

DEATH OF A LEADER

All gangs must include a single fighter with the 'Gang Leader special rule. This fighter is naturally the Leader of the gang.

If a gang's leader is killed, a new leader must be nominated:

- This new leader is the fighter with the highest Leadership characteristic, selected from among those fighters that have, in order of priority:
 1. The Gang Hierarchy (X) special rule.
 2. The Tools of the Trade special rule.
- If the gang contains no fighters with either special rule, the fighter with the highest Leadership characteristic must be selected from among the remaining gang members.

If two or more eligible fighters have the same Leadership characteristic, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide which fighter will become the new gang leader.

When a fighter is promoted in this way, they gain the Gang Leader special rule, and from now on they count as a Gang-specific Leader type (for example Goliath Forge Tyrant, Helot Cult Demagogue, etc) for the purposes of determining which equipment and skill sets they can access. Their existing characteristics and special rules do not change, **but they gain the special rules associated with the Leader type of their gang (for example, Gang Hierarchy (Leader), Group Activation (X), Tools of the Trade, Devotion, etc. – see the respective entry in the gang's list).**

EDITOR'S SUGGESTION: RARE WEAPON FAMILIES

Certain families of weapons are extremely rare and limited in the underhive. If a gang has more than one pistol, basic, special or heavy weapon of the following families – **arc, bolt, grav, melta, needle, plasma, seismic, and web** – they will suffer penalties to their ammo rolls. For each weapon of these types after the first, reduce its ammo roll by 1 (+1). This applies to all examples of the type in the gang, including examples of the weapon family in combi-weapons (with the exception of grenades).

If the penalty takes a weapon “below” (i.e. above) 6+, the weapons keeps an ammo roll of 6+ but gains the Scarce trait. If a weapon already has the Scarce trait (for example a plasma gun, a needle rifle, a meltagun, etc.) and its ammo roll is made worse than 6+, each example of the family also gains the Unstable trait as the reliability of each weapon is put under extra pressure.

Each ammo jack, heretek or fighter with munitioneer a gang has allows the gang to have one more weapon of each type before the penalty is applied. If a gang captures an ammo jack or fighter with munitioneer, as long as they have them, they also increase the penalty level for each one as they force them to work.

So if a gang has two plasma guns and a combi-plasmgun, the ammo roll of each plasma gun and the plasma gun component of the combi weapon is reduced to 6+, and each becomes Unstable, as their ammo roll is taken to 7+ and the weapon already has the Scarce trait.

If it has two boltguns, a meltagun and a combi-bolter/meltagun, the ammo roll of the meltagun and melta part of the combi weapon is reduced to 5+, and the ammo roll of the boltguns stays 6+ but the weapons gain the scarce trait. If the gang has an ammo jack, raising the threshold to 2 weapons, as there are 2 melta weapons, the meltagun is unaffected by the penalty, but as there are 3 bolt weapons, the boltguns would become scarce.

If a gang instead has two combi-boltgun-meltaguns and no other meltaguns, the boltgun part of each combi-weapon becomes Scarce (as their ammo roll is taken to 7+), and the meltaguns become 5+. However, if the gang has an ammo jack and a champion with munitioneer, meaning the penalty only applies when there are four examples of the type, the weapons are unaffected.

All other weapon families not mentioned above are considerably more common than the above weapons, so are unaffected.

Alternative ammunition types added to a weapon are not affected, only their main ammunition (as the Scarce or Limited trait of additional ammunition is rarity enough).

These rules do not include nor apply to the weapons of hangers on and hired guns; they are presumed to take care of their own weapons and use their own sources of ammunition

Xenos and Corrupted Weapons:

Each Xenos and Corrupted Weapon counts as its own own Rare family. Thus, if a gang has more than one example of a ranged or Versatile Xenos weapon (for example two Hrud Fusils), each example of the weapon type will suffer the penalties as above.

Unlike other rare weapons, only a Heretek will allow a gang to maintain more than one of these weapons, with each Heretek Hanger-On in the gang allowing the gang to maintain one more example of each Xenos or Corrupted weapon.

GANG RULES

When founding a gang, the first step is to decide which House, cult or other force the gang is drawn from.

Gangs include:

- Six Clan House Gangs: Cawdor, Delaque, Escher, Goliath, Orlock and Van Saar.
- Two Law Gangs: Enforcers and Venators
- One Outlaw Gang: Slave Ogryn Gang
- Two Chaos Cult Gangs: Chaos Helot Cults, Corpse Grinder Cults
- One Genestealer Cult Gang: Genestealer Cults
- Clan House Gangs may also be made Chaos-Corrupted or Genestealer-Infected.

When founding a gang, players will have a maximum budget of credits to spend. How much this is will depend upon whether they are founding a gang for Skirmish or Campaign play. In either case, this budget may not be exceeded. Any unspent credits will be added to the gang's Stash if the gang has been founded for Campaign play. However, if a gang has been founded for Skirmish play, any unspent credits are simply lost.

The next step is to choose the fighters that make up the gang. The following House lists show the fighters available to each gang. A fighter's entry in their House list will detail the weapon types they may be armed with, as well as listing any Wargear they have when added to the gang. Whenever a fighter is added to a gang, weapons and Wargear are purchased for them. If the gang is being founded for a campaign, fighters will be limited to equipment selected from their House Equipment List, whereas fighters in a gang founded for a Skirmish may also have access to some items of equipment from the Trading Post. In either case, a fighter may discard any Wargear they have in favour of something else purchased from the House Equipment list (most commonly this will be armour). Wargear discarded when a gang is founded is placed in the gang's Stash and may be given to other fighters.

Finally, a blank Fighter card is completed for each fighter when they are added to the gang; the characteristics of the fighter and any equipment they now have should be noted down in the appropriate sections of the Fighter card. A gang roster sheet is also completed for the gang as a whole.

SPLINTER GANGS

Players may wish to found a splinter gang from a previous or present Prospect campaign. A splinter gang is formed when one of a gang's Champions goes it alone and takes some of their favoured Gangers with them to form the core of a new gang.

Forming a splinter gang is easy – players simply choose one Champion from a gang they have played in a previous campaign and hire them as the Leader in a new gang, keeping all of their equipment, Advancements and permanent injuries, and paying their Credits value to hire them. This champion then simply has their type changed to Leader and is treated as such in all regards.

Further to this, players may wish to retain other old favourites.

- Specialists can be recruited from an old gang into a new one in this way, changing their type to Champion (bearing in mind limits to Champions)
- Javes can be recruited also, changing their type to Ganger.
- Any favoured Gangers can be hired again as Gangers into a new gang.

New fighters can be hired to fill out the ranks and help keep the cost down.

One of the old Gangers, or a new one, may be promoted to Specialist as well, although they do not roll for a skill – note a juve may not be promoted to ganger to specialist in this way.

All that must be remembered is that the splinter gang must abide by the same gang composition rules as a freshly founded gang, and is limited to the same credits as new gangs.

CLAN HOUSE GANGS

When founding a House gang, the first step is to decide which House the gang is drawn from. The rules which follow cover the six Clan Houses of Necromunda: Cawdor, Delaque, Escher, Goliath, Orlock and Van Saar.

HOUSE CAWDOR GANGS

The men and women of House Cawdor are the bonepickers, scrap herders and midden-thieves of Necromunda, their vast empire built upon the discarded scraps of the other clans and bound together by an unshakeable faith. The House owes much of its existence to the Cult of the Redemption – a splinter sect of the Imperial Cult that emerged on Necromunda centuries ago, its preachers proclaiming the doom of the Imperium and the unworthiness of Mankind to all who would listen. Of all of the Houses to entertain the Redemption's demagogues, only the rubbish-peddlers of Cawdor took their message so utterly to heart – embracing their own inferiority and pledging their worthless lives to the spreading of the faith. Though faith has done little for the House's wealth, its people have endured where other Houses have failed and fallen to the march of time. Now the clan is equal in size, though not in wealth or status, to several of the other Clan Houses combined – not least of all because Cawdor has a long history of gathering up outcasts and, many claim, kidnapping the children of other clans.

Devotion to the Cult of the Redemption guides the actions of all members of House Cawdor. From their first days in the orphanarium-fanes, the snatchlings of the House are taught that the doom of the universe hangs eternal over their heads. Only by giving themselves utterly to the Emperor can their otherwise worthless lives have meaning, and only by serving the clan's word-keepers will the Master of Mankind hear their faint prayers. Cawdor men and women live segregated lives, ruled over by the Emperor's word and existing in a state of poverty extreme even by the standards of Necromunda. Its people make their meagre wealth by scavenging through the refuse of the hive, unearthing 'blessed' relics from amongst the rubbish. The Cult teaches that material belongings are fleeting, as is the importance of the individual – thus do Cawdor workers keep only those possessions deemed to be of spiritual significance, while they hide their faces behind masks so that the Emperor might not think them too proud of their individuality.

Given the poverty that grips House Cawdor, most of the House's allied gangs favour simple and effective weaponry; the battered autogun, the trusty stub gun and the rusty knife are all good enough for a Cawdor ganger. In fact, Cawdor gangs have a special talent for restoring discarded guns and blades, scraping together a working weapon from the parts of several others or making a new weapon onto which they can painstakingly carve the scriptures of their faith. Fire is a favoured tool of the gangs, for it is simple to use and, like the doom that devours the galaxy, consumes all in its path. Creating incendiary grenades, flamers and other fire-based weapons is a simple task within a hive, for the flammable fuel and waste lines that run through the great city's walls are easily syphoned off. In combat, killing a foe in the white-hot furnace of a well-placed flamer burst, or in the blinding halo of a fire bomb, is an almost holy act for a Cawdor ganger, the piteous screams of the heretic as they burn a benediction to the Emperor, proclaiming for all to hear the true majesty of the Redemption.

The ideals of the Cult of the Redemption thrive in places where the word of the Imperial Creed is but a distant, half-heard echo. Cawdor gangs are usually tasked to bring the word of the Cult to the shadowy depths of the underhive, the wilderness between the hives or the abandoned ruins of places left behind by the

relentless march of millennia. Here, many despair that the Emperor and the Imperium have forsaken them, and so are easy converts to the portents of doom and darkness offered up by the Redemption. Each gang then becomes a church unto itself, servicing a flock of followers, and when they fight back against the interests of other clans or the indifference of the hive lords, they further cement their position as saviours. Most gangs are ruled by a powerful patriarch, with women forbidden to take up arms for the House. And yet, just as the men of Cawdor are driven by their faith, so too are there all-women Cawdor gangs. These have their own word-keepers and traditions that teach that all in His eyes are warriors for the cause. Some of these female gangs are formed as distorted reflections of the militant orders of the Adepta Sororitas – with names like the Ash Rose Covenant or the Sisters of the Ragged Shroud, and they can be even more ferocious than their male counterparts.

The history of House Cawdor is littered with the tales of scrap-saints and ash-martyrs. Among these stories the most common is that of Caul the Fallen, the first pilgrim of the Red Redemption. So it goes, Caul left the shelter of his hive in search of relics in the wilds of Necromunda. Across the wastelands he wandered, and where he went cults sprung up from the dust in his wake. He won countless battles against heretics, monsters and mutants alike, his righteous soldiers vanquishing the Ember Lords of the Yearning Deep, and murdering the Dark Arbitrators that once ruled the lost hives of Spoilshadow to a man. Even now, centuries later, Caul's masked visage stares down from tumbled spires and broken wrecks, a reminder that the glory of the Redemption lives eternal.

Then there are the gangs that have found their own faith among the splinters of the Redemption. Hauberk Halfhand is the pitiless master of the Broken Ones. After having his spine shattered by an Orlock bullet and lying dying for days in the stygian depths of Hive Primus, Hauberk gazed into the abyss of hive bottom and the abyss gazed back at him. In the depths of his despair, Hauberk came to see that only the truly broken can fully understand the faith, and so, once he had crawled back to a settlement, he drew to himself the mangled cast-offs from other Cawdor gangs – he himself stitched back together to be born anew. The Broken Ones are now a scourge upon Hive Primus, destroying everything in their path so it might be welcomed into the faith. Their foes are all given the same choice; to have their bones and bodies smashed by Hauberk so they might join his gang – or if they reject the faith, the finality of the void.

Perhaps the greatest living warrior of the Redemption is the Thane of Cawdor, Lord Mormaer. Legend has it that he rose up from among the bonepickers of Hive Primus, making a name for himself in the depths of the underhive by building blazing heretic pyres and unearthing ancient Ministorum relics. When the old Thane was close to death, he sought out Mormaer as his replacement, for, as the story goes, it is each Thane's right to choose a successor from among the most faithful of their servants. It is this promise of faith rewarded with rulership that drives many Cawdor gang leaders. However, proving worthy of ascension is an elusive task, if it is even possible at all – there being just as many that believe the whole tale is one created by Mormaer himself to keep the faithful true.

EDITOR'S SUGGESTION: HOUSE SPECIAL RULES

While players are waiting for the Cawdor book next year, the following rules are suggested to help Cawdor (including Chaos Corrupted and Genestealer-Infected Cawdor) gangs:

An Uncountable Horde: Cawdor gangs may always add +2 to the total of fighters allowed on the field for Crew Size for any scenario. These extra fighters must always have the Gang Fighter (X) rule or be a Hanger-On.

Starving Wretches: During an Uprising Campaign's Damnation phase, one portion of Meat will feed two Cawdor fighters. However, Cawdor fighters suffer an additional +1 penalty to any rolls for Festering Injuries if subject to the Starving condition.

Scavengers: Any Cawdor Leader and Champion when recruited starts with a free Connected, Scavenger's Instinct, Savvy Trader or Savvy Scavenger skill (see page 126) in addition to their other starting skill. Each fighter can pick a different skill.

FIGHTERS

A starting Cawdor gang is made up of the following fighters:

CAWDOR LEADER (LEADER)

								105 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	4+ ¹⁴	3	3	2	4+	2	4+	6+	5+	6+

EQUIPMENT

A Cawdor Leader is equipped with flak armour. They may purchase any weapons or Wargear from the Cawdor House List.

- During the course of a campaign, a Cawdor Leader may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Cawdor Leader has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Leader: A House Cawdor gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Cawdor fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield. Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Cawdor fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Cawdor Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

¹⁴ Editor's Suggestion: Increase BS to 3+.

CAWDOR CHAMPION (CHAMPION)

								95 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	3+	3	3	2	4+	2	5+	6+	7+	7+

EQUIPMENT

A Cawdor Champion is equipped with flak armour. They may purchase any weapons or Wargear from the Cawdor House List.

- During the course of a campaign, a Cawdor Champion may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Cawdor Champion has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Cawdor fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Cawdor fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Cawdor Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

CAWDOR GANGER (GANGER)

								45 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	7+	7+	7+	7+

EQUIPMENT

A Cawdor Ganger is equipped with flak armour. They can be equipped with Armour, Basic Weapons, Pistols, Close Combat Weapons, Grenades and Wargear from the Cawdor House List.

- During the course of a campaign, both Cawdor Gangsters and Cawdor Specialists may be given additional weapons purchased from this list.
- In addition, during a campaign both Cawdor Gangsters and Cawdor Specialists may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Cawdor Ganger may only be equipped with weapons chosen from the Basic Weapons, Pistols and Close Combat Weapons section of this list (**Editor's Suggestion: as well as Common items from the Trading Post and Black Market**).
- Once promoted, a Cawdor Specialist may also be equipped with Special Weapons.

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of House Cawdor gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Cawdor Specialist): When the gang is founded, a single Cawdor Ganger can be promoted to become a Cawdor Specialist. During Campaign play, additional Cawdor Gangers may become Cawdor Specialists by spending Experience (XP), as described in the campaign rules. A Cawdor Specialist gains the Tools of the Trade special rule, may purchase Special Weapons, and may spend XP to gain additional skills.

Tools of the Trade (Cawdor Specialist only): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

CAWDOR JUVE (JUVE)

								20 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	5+	5+	3	3	1	3+	1	8+	8+	8+	9+

EQUIPMENT

A Cawdor Juve starts with no equipment. They may purchase Pistols, Close Combat Weapons, and Wargear from the Cawdor House List.

- During the course of a campaign, a Cawdor Juve may be given additional weapons purchased from this list (*Editor's Suggestion: as well as Common items from the Trading Post and Black Market*).
- In addition, during a campaign, a Cawdor Juve may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of House Cawdor gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Cawdor Specialist): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become a Cawdor Specialist. *Editor's Suggestion: If not playing a campaign with Downtime (for example a perpetual campaign) or if an Arbitrator determines otherwise, the fighter is promoted as soon as they reach five advances.*

When a fighter is promoted in this way, they will from now on count as a Cawdor Specialist for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change but they will lose the Gang Fighter (Juve), Promotion (Cawdor Specialist) and Fast Learner special rules and gain all the Special Rules associated with a Cawdor Specialist.

Fast Learner: During campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved already has been Improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP shown each time. *Editor's Suggestion: After their fifth advance, this fighter no longer benefits from the Fast Learner rule.*

NAMING YOUR OWN CAWDOR

Cawdor names are handed down from parent to child, often scrawled on a special naming bone that is jealously guarded by its owner. What the names mean or where they come from not even the Cawdor know, but many believe they were chosen by the God-Emperor Himself. Below are some names that can be used, adapted or combined when creating your own Cawdor gang.

Beluque, Shyrth, Caban, Hoyke, Hennin, Wardecors, Hauberk, Cowl, Dagged, Epitoga, Cottus, Gambeson, Phrygian, Houve, Touret, Barbet, Moufles, Snood, Cainsil, Tippet..

HOUSE CAWDOR SKILL ACCESS

Cawdor fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	-	Primary	Primary	-	Secondary	Primary	-	Secondary
Champion	Secondary	Primary	Primary	-	Secondary	Secondary	-	-
Juve	Secondary	-	Secondary	-	Primary	-	-	-
Specialist	Secondary	Secondary	Primary	-	Primary	-	-	-

HOUSE CAWDOR EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Reclaimed autogun 10 credits
- Sawn-off shotgun 15 credits
- Cawdor Polearm/autogun* 20 credits
- Cawdor Polearm/blunderbuss*
(with grape & purgation shot)..... 40 credits

CLOSE COMBAT WEAPONS

- Axe..... 10 credits
- Maul (club) 10 credits
- Fighting knife 15 credits
- Flail 20 credits
- Two-handed axe* 25 credits
- Two-handed hammer* 35 credits
- Chain glaive* 60 credits

PISTOLS

- Reclaimed autopistol..... 5 credits
- Stub gun 5 credits
- Hand flamer 75 credits¹⁵

SPECIAL WEAPONS

- Long rifle 30 credits
- Combi-weapon
(autogun/flamer) 110 credits¹⁶
- Flamer 130 credits¹⁷

HEAVY WEAPONS

- Cawdor Heavy crossbow*
(with frag & krak shells) 125 credits
- Heavy stubber* 130 credits¹⁸
- Heavy flamer* 195 credits¹⁹

WARGEAR

GRENADES

- Smoke grenades..... 15 credits
- Frag Grenades 30 credits
- Blasting charges 35 credits
- Incendiary charges 40 credits
- Krak Grenades 45 credits
- Choke gas grenades 50 credits

ARMOUR

- Flak armour 10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Dumdum rounds
(for stub gun) 5 credits
- Drop rig 10 credits
- Filter plugs 10 credits
- Skinblade 10 credits
- Respirator..... 15 credits
- Strip kit..... 15 credits
- Bomb delivery rats 30 credits
- Emperor's Wrath rounds
(for blunderbuss) 35 credits
- Mono-sight † 35 credits
- Photo goggles 35 credits
- Cult icon 40 credits

STATUS ITEMS: EXOTIC BEASTS

- 0-2 (per leader or champion) Sheen Bird
..... 90 credits

¹⁵ Editor's Suggestion: Reduce to 50 credits

¹⁶ Editor's Suggestion: Reduce to 50 credits

¹⁷ Editor's Suggestion: Reduce to 80 credits

¹⁸ Editor's Suggestion: Reduce to 90 credits

¹⁹ Editor's Suggestion: Reduce to 140 credits

HOUSE DELAQUE GANGS

There is something very unsettling about the Delaque, something that makes the skin of honest (and even dishonest) citizens crawl. While other Clan Houses proudly proclaim their strengths, screaming their dominance to all who will listen, Delaque silently waits and watches, leaving others to wonder what dark thoughts the House of Secrets harbours.

Many myths surround the Delaque, though it is widely known that long ago the House sold its soul to Lord Helmawr in exchange for a special place among his servants. Acting as Lord Helmawr's eyes and ears below the Wall, they syphon information from those places and peoples beyond the reach of his more conventional agents. For a steady supply of information, the House enjoys trade contracts, desirable hive districts and off-world technologies. It is said that while the other clans struggle for the spoils of their world, House Delaque plays a larger game – its sights firmly set upon joining the ranks of the Noble Houses. Of course, all of this is a story told by the Delaque themselves, and so is more than likely a lie.

The truth is that the stream of secrets flows not upwards, towards the Imperial House, but in the other direction. Long ago, the House uncovered a great and terrible truth of the Helmawr line, something buried by centuries of revisionist histories and the shifting ash of Necromunda. Wise and cunning even then, the masters of Delaque secured this secret before showing their hand to the Imperial House, shattering its truths into fragments and hiding them across the face of Necromunda. Unable to extinguish the upstarts without bringing this terrible secret to light, Helmawr instead struck a deal to bestow his favour upon the Delaque, even as he continued to wage a shadow war against them. And yet, for all of the grains of truth found within these tales, they are mined from a well of falsehoods, and so this too is likely a lie.

In reality, the Delaque hold their position not through their skill as spies, nor because of ancient debts unpaid, but because they are something far stranger than any might imagine. Though indigenous life on Necromunda is all but extinguished, some say that there are things buried deep beneath the hives that have endured the destructive millennia of Mankind's occupation. It is whispered that the Delaque are in league with some of these creatures, or perhaps they are their descendants, having found a way to hide in plain sight among the interlopers to their world. It is a notion so outlandish that only the truly insane believe it, but of course, this does not mean that it is not true – which is just as the Delaque intend it, for if everything is possible, then everything is a lie.

The House and its gangs thrive upon these dark rumours and tales, using falsehoods as a blade with which to carve up their enemies. Everything about them reinforces the use of obfuscation as both shield and sword, from the lenses that hide their eyes to the long cloaks that conceal an assassin's armoury of tools. Lined with holsters and hides, these long cloaks ensure a ganger is seldom without a blade or other weapon close to hand. A ganger's coat is also a mark of their status within the gang, and as they rise in rank and skill they will add more layers and linings to it. The oldest and most powerful among the Delaque are veritable magicians of war, the folds of their stormcoats hiding a murderous trinket for every occasion, each one available at the flick of a wrist.

The hideouts of a Delaque gang are as mysterious and evasive as the gangers themselves. Often locals won't even know that the silent strangers lurk in their midst. In the walls between domes, in the hidden and forgotten ducts that link hive levels, or beneath the creaking grated floors of hab markets, sometimes the signs of nomadic Delaque camps can be found. Always on the move, the gangs mark out their territories with obscure symbols, recognisable only to others of their house, each scrawled sign letting the Delaque know what to expect from locals, where goods might be scavenged or if secure boltholes are nearby. To a Delaque gang, their territory is often everywhere and nowhere, the men and women that support them doing so unwittingly, thinking their goods are going to their masters when in fact they end up in the gang's deep pockets.

Understandably, the stories surrounding the most notorious Delaque gangs are often contradictory. Names change in the telling or are purposefully altered, and the gangs do much to spread rumours, claim responsibility for the deeds of others or discredit truthful accounts with layers upon layers of lies. Even among this tapestry of falsehood, some Delaque gangs and their leaders are infamous enough to shine through, like pinpricks of light piercing the hive gloom. Eos 'Three-Nails', and the bloody left-handed palm print left upon Eos' victims, is a trademark recognised from the mercantile domes of Hive Primus to the corpse halls of Hive Mortis. Missing two of its five fingers, the gory mark, with its distinctive overgrown nails and scarred palm print, is often the only evidence of the assassin's work. That the Great Houses, clans and gangs believe Eos is a Delaque is often taken as a compliment by the house, though none among the Star Chamber have ever uttered the killer's name. Some believe Eos is not just one ganger and their gang but many, and that there is a secret Delaque cult of killers that carry around the severed hand of their founder – the real Eos having died long ago.

Information, misdirection and manipulation are as important to Delaque gangs as killing. In fact, those such as Nycthos and the Children of the Augur deal as much in secrets as they do in death. Of all of the infobrokers of Hive Arcopolis, Nycthos has cultivated a reputation for knowing just what needs to be known, and is always ready to trade if the price is right. It is said that the Hall of Lies, where truth will cost you, is run by Nycthos' gang. Certainly, those that cross the tale-peddlers or bring violence into the hall can find that their information turns bad – dark rumours leading them into danger or trusted allies turning on them because of mistruths.

The strangest of all the Delaque gangs to stalk the hive depths is without doubt the Covenant of Shadows. A collection of dead names and ancient deeds, the Covenant keeps alive the memory and infamy of the heroes of the House. Yeomag the Eyeless, the Ghost of Gothrul, and the Shiver Twins are just some of the personas donned by the gangs sworn to keep the Covenant. No matter where upon Necromunda the gang resides, or which masters it nominally pays tribute to, when the Covenant calls, they become the great gang leaders and warriors of old. So complete is this transformation, the gang members changing their personalities and even their faces, it is whispered that they are a cabal of psykers who literally channel the dead.

EDITOR’S SUGGESTION: HOUSE SPECIAL RULES

While players are waiting for the Delaque book next year, the following rules are suggested to help Delaque (including Chaos Corrupted and Genestealer-Infected Delaque) gangs

Assassins: Delaque fighters treat Throwing Knives as having a second profile, that of a Stiletto Knife. However, if the fighter runs out of ammunition for their Throwing Knives, they lose the Stiletto Knife profile for the remainder of the battle.

Dark Sight: All Delaque gang fighters are better at seeing in the dark than other fighters – when the rules for Pitch Black and/or Smoke are in effect, Delaque fighters can see up to 6” away. However, Delaque suffer a -1 negative modifier to any Blind tests they are required to make.

Wetware: All Delaque fighters may upgrade their eyes with bionic replacements without first receiving an eye injury.

FIGHTERS

A starting Delaque gang is made up of the following fighters:

DELAQUE LEADER (LEADER)

								110 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5”	3+	3+	3	3	2	3+	2	6+	6+	5+	6+

EQUIPMENT

A Delaque Leader is equipped with flak armour. They may purchase any weapons or Wargear from the Delaque House List.

- During the course of a campaign, a Delaque Leader may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Delaque Leader has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Leader: A House Delaque gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

Gang Hierarchy (Leader): During a battle, once this fighter’s gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Delaque fighters that are within 12” of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Delaque fighters equal to the number shown in brackets that are within 3” of this fighter as part of a ‘Group Activation’:

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Delaque Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter’s credit value.

DELAQUE CHAMPION (CHAMPION)

								95 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	4+	2	7+	6+	6+	6+

EQUIPMENT

A Delaquer Champion is equipped with flak armour. They may purchase any weapons or Wargear from the Delaquer House List.

- During the course of a campaign, a Delaquer Champion may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Delaquer Champion has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Delaquer fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Delaquer fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Delaquer Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

DELAQUE GANGER (GANGER)

								50 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	7+	6+	7+	7+

EQUIPMENT

A Delaquer Ganger is equipped with flak armour. They can be equipped with Armour, Basic Weapons, Pistols, Close Combat Weapons, Grenades and Wargear from the Delaquer House List.

- During the course of a campaign, both Delaquer Gangers and Delaquer Specialists may be given additional weapons purchased from this list.
- In addition, during a campaign both Delaquer Gangers and Delaquer Specialists may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Delaquer Ganger may only be equipped with weapons chosen from the Basic Weapons, Pistols and Close Combat Weapons section of this list (**Editor's Suggestion: as well as Common items from the Trading Post and Black Market**).
- Once promoted, a Delaquer Specialist may also be equipped with Special Weapons.

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of House Delaque gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Delaque Specialist): When the gang is founded, a single Delaque Ganger can be promoted to become a Delaque Specialist. During Campaign play, additional Delaque Gangers may become Delaque Specialists by spending Experience (XP), as described in the campaign rules. A Delaque Specialist gains the Tools of the Trade special rule, may purchase Special Weapons, and may spend XP to gain additional skills.

Tools of the Trade (Delaque Specialist only): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

DELAQUE JUVE (JUVE)

								25 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	5+	5+	3	3	1	3+	1	9+	7+	8+	8+

EQUIPMENT

A Delaque Juve starts with no equipment. They may purchase Pistols, Close Combat Weapons, and Wargear from the Delaque House List.

- During the course of a campaign, a Delaque Juve may be given additional weapons purchased from this list (*Editor's Suggestion: as well as Common items from the Trading Post and Black Market*).
- In addition, during a campaign, a Delaque Juve may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of House Delaque gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Delaque Specialist): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become a Delaque Specialist. *Editor's Suggestion: If not playing a campaign with Downtime (for example a perpetual campaign) or if an Arbitrator determines otherwise, the fighter is promoted as soon as they reach five advances.*

When a fighter is promoted in this way, they will from now on count as a Delaque Specialist for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change but they will lost the Gang Fighter (Juve), Promotion (Delaque Specialist) and Fast Learner special rules and gain all the Special Rules associated with a Delaque Specialist.

Fast Learner: During campaign play, when this fighter gains a characteristic Advancement, hey do not need to spend an additional 2 XP if the characteristic being improved already has been Improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP shown each time. *Editor's Suggestion: After their fifth advance, this fighter no longer benefits from the Fast Learner rule.*

HOUSE DELAQUE SKILL ACCESS

Delaque fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	Primary	-	-	Primary	-	Primary	Secondary	Secondary
Champion	Secondary	-	-	Primary	-	Secondary	Primary	Secondary
Juve	Secondary	-	-	Primary	-	-	Secondary	-
Specialist	Secondary	-	Secondary	Primary	-	-	Primary	-

HOUSE DELAQUE EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Throwing knives 10 credits
- Autogun..... 15 credits
- Lasgun 15 credits
- Shotgun
(with solid and scatter ammo) 30 credits

CLOSE COMBAT WEAPONS

- Stiletto knife 20 credits
- Digi lasers 25 credits
- Shock stave..... 25 credits
- Web gauntlet..... 35 credits

PISTOLS

- Autopistol..... 5 credits
- Stub gun 5 credits
- Laspistol..... 10 credits
- Flechette pistol
(with solid and fleshbane ammo) 30 credits
- Plasma pistol 50 credits²⁰
- Hand flamer 75 credits²¹
- Web pistol 80 credits

SPECIAL WEAPONS

- Long rifle 30 credits
- Plasma gun 100 credits²²
- Web gun 115 credits
- Grav gun 120 credits
- Meltagun..... 135 credits
- Flamer 140 credits²³

HEAVY WEAPONS

- Heavy flamer* 195 credits²⁴

WARGEAR

GRENADES

- Stun grenades 10 credits
- Photon flash grenades 15 credits
- Smoke grenades.....15 credits
- Scare gas grenades.....40 credits
- Choke gas grenades 50 credits

ARMOUR

- Flak armour.....10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Filter plugs 10 credits
- Gunshroud 10 credits
- Skinblade 10 credits
- Respirator.....15 credits
- Photo goggles 20 credits
- Grapnel launcher 25 credits
- Web solvent 25 credits
- Bio-scanner 30 credits
- Infra-sight † 35 credits
- Mono-sight † 35 credits

STATUS ITEMS: EXOTIC BEASTS

- 0-1 (per leader or champion) Cephalopod Spekter
..... 100 credits

NAMING YOUR OWN DELAQUE

Delaque names are unusual and alien, much like the fighters themselves. Often, other hivers use nicknames to describe Delaque gangers, perhaps fearful of speaking their real names aloud, or simply because they can't pronounce them! Below are some names that can be used, adapted or combined when creating your own Delaque gang.

True Names: Abnoth, Kthula, Mithrha, Altheia, Azoth, Horrath, Cthepa, Cyclelos, Ulzcha, Xexoth...

Nicknames: Shadow, Spectre, Umbra, Whisper, Tenebrous, Phantom, Ghost, Dusk, Gloom, Wraith...

²⁰ Editor's Suggestion: Increase to 60 credits

²¹ Editor's Suggestion: Reduce to 50 credits

²² Editor's Suggestion: Increase to 120 credits

²³ Editor's Suggestion: Reduce to 80 credits

²⁴ Editor's Suggestion: Reduce to 140 credits

HOUSE ESCHER GANGS

House Escher is unique among the great Houses of Necromunda for its gangs are entirely made up of women. Masters of pharmaceuticals and chemical manipulation, millennia of dabbling in potent alchemical technologies has left their men-folk as withered and imbecilic weaklings, good only for artificial breeding programs and gene-harvesting. The House regards this as no great deficiency and Escher gangers are among the most lethal to stalk the hives of Necromunda. What an Escher might lack in raw physical strength compared to a Goliath, she more than makes up for in speed, skill and sheer psychotic flare. Escher gang leaders rise from the ranks of the House by virtue of their destructive attitudes and furious intelligence. Many of these hive warmaidens were once narco-terrorists, riot-girls or combat-chem test subjects. Too unhinged or aggressive for the House labs or trade clans, their skills have been turned to wreaking havoc on Escher's rivals amongst the other Clan Houses.

Like-minded Escher gangers will flock to the side of a powerful leader when she emerges, mirroring the politicking of the House's Matriarchal Council, as they yearn to be close to the most powerful of their kin. This can extend beyond a taste for shared homicide and mayhem, as Escher gangers mimic the style and fashions of their leader, though being careful never to overshadow her. Bedecked in cutting edge accoutrements and with distinctive and striking hair styles, an Escher gang could almost be mistaken for hive socialites, if it wasn't for the cold glares, manic grins and all of the guns.

Murder is a lifestyle choice for most Escher gangers and they gain little satisfaction from simply dispatching their enemies – though they are not adverse to a bullet in the skull or knife to the throat if it is called for. Speed, style and displays of merciless violence are the hallmarks of the Escher gang. Enemies are not merely killed; they are toyed with, crippled by blinding blade strikes, sent insane by hallucinogenic drugs or driven to their knees vomiting blood by vicious toxins. The showmanship of death is a prized trait among Eschers and the greatest of their gang leaders have hundreds of trophies to show for their killing sprees. Escher gangs often compete for the most callous or stylish murder, whether it is committed close in with blades and boots, delivered by bespoke venoms or with an expert shot placed for the most visceral effect.

As befits the character of their parent Clan House, Escher gangs make extensive use of especially tailored chemicals and elixirs, both on themselves and their enemies. On weapons this can include envenomed blades, concealed drug-injectors and the much-feared chem-throwers. In combat, these can swiftly dispatch foes with a slightest cut or exploit a gap in their defences, reaching targets who foolishly considered themselves safe. On a macro level, Escher gangs have been known to flood entire hab zones with psychotropic gas, turning the battlefield into a madhouse for their debilitated foes as Escher fighters run and dance among them, gifting slaughter with every gesture.

Escher gangs have a well-deserved reputation for cruelty, even by the callous standards of Necromunda. Fallen foes can expect no mercy, and putting an extra round or two into a corpse is considered standard practise for most of their gangers – and woe to any that find themselves taken prisoner. The lucky ones might hope to be bartered back to their brethren quickly and with a minimum of permanent damage done. The less fortunate become test subjects for the gang's pharmaceutical experimentation or target practise on their training range. Escher gangs do not make their hideouts in the shadows like many other hive gangs. Even those with dark reputations and hefty bounties on their heads often flaunt the protection of their House by moving about among their 'betters'. Many upscale establishments such as spireward hallucinatoriums, chemfactor bordellos or companion-haunts are thinly veiled fronts for Escher activities. Here, among the decadent upper underclass and gaudy faux-nobility the gang holds court, spreading its influence out into the surrounding domes and hab zones. Many a habpraefect or enforcer captain is the unwitting pawn of an Escher gang, manipulated by a dependence on bespoke elixirs and the promise of forbidden things only the gang can provide.

Legends of powerful and influential Escher gangs abound among the hives of Necromunda. Such tales are often spoken with a tone of awe and fear, as if the recounting of such deeds might infect the teller, or their listeners, with some measure of the Escher's criminal insanity. Perhaps the most feared leader to rise from the Escher of Hive Temenos was Aryn Shivergloom. Clad in impossibly expensive off-world feathers and gaudy leathers she was the terror of the Red Thorn uprising and the architect of the Hab 23 dome collapse – an event that slew one of her rivals at the cost of ten thousand hapless workers. It is said none dared bar her way, for she killed without conscience, mercy or hesitation, especially those who annoyed her by doing unforgivable things – such as interrupting her incessant mumbling, walking on the wrong side of the street or stepping on her shadow.

Other leaders have also made their mark and left behind a dark legacy, such as Yolanda Vor who is attributed with perhaps the single most impressive kill of any Escher. After reading a proclamation made by the Arbiter General of Hive Trazior – that condemned her personally for various crimes – she strode into a high council meeting and drove a dagger through his eye. The resulting firefight and Yolanda's running gun battle to escape left scars throughout the council dome that have yet to be fully repaired. Then there are those Eschers that are truly myths – such as Gabriella Aves. After dominating the western wards of Hive Primus and piling high the heads of her enemies, she announced she craved a new and worthy challenge. Gathering up her gang she set off across the wastes for Hive Secundus. To this day tales filter back from those Ash Wasters bold enough to pass through the cursed hive, tales of a mighty warrior queen and her amazonian army

EDITOR'S SUGGESTION: HOUSE SPECIAL RULES

While players are waiting for the Escher book in a few months, the following rules are suggested to help Escher (including Chaos Corrupted and Genestealer-Infected Escher) gangs:

Chem Warriors: During the Wrap Up or post-battle sequence of a battle, any fighter testing to see if they become addicted to a Chem may reroll a failed test result. The second result must be accepted, however.

Poison Artisans: At the Legal Trading Post and Black Market, an Escher gang treats chems, medicae kits and stimm-slug stashes as Rare (6) instead of their usual Rarity. During Damnation of an Uprising Campaign, if the gang is able to purchase items on their House Weapon List from Scavenging, the aforementioned items may also be bought.

Vindictive: If an Escher fighter is in base-to-base contact with a Seriously Injured fighter, and can perform a Consolidate action or other action instead of a Coup de Grace, they must pass a Cool check to do so. If they fail, they must either perform a Coup de Grace action or do no other action & end their activation.

FIGHTERS

A starting Escher gang is made up of the following fighters:

ESCHER LEADER (LEADER)

								120 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	2+	3	5+	6+	6+	7+

EQUIPMENT

An Escher Leader is equipped with flak armour. They may purchase any weapons or Wargear from the Escher House List.

- During the course of a campaign, a Escher Leader may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Escher Leader has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Leader: A House Escher gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Escher fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Escher fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Escher Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

ESCHER CHAMPION (CHAMPION)

								95 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	2+	2	6+	7+	6+	6+

EQUIPMENT

An Escher Champion is equipped with flak armour. They may purchase any weapons or Wargear from the Escher House List.

- During the course of a campaign, an Escher Champion may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Escher Champion has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Escher fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Escher fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, an Escher Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

ESCHER GANGER (GANGER)

								50 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	3+	1	7+	8+	7+	7+

EQUIPMENT

An Escher Ganger is equipped with flak armour. They can be equipped with Armour, Basic Weapons, Pistols, Close Combat Weapons, Grenades and Wargear from the Escher House List.

- During the course of a campaign, both Escher Gangers and Escher Specialists may be given additional weapons purchased from this list (**Editor's Suggestion: as well as Common items from the Trading Post and Black Market**).
- In addition, during a campaign both Escher Gangers and Escher Specialists may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Escher Ganger may only be equipped with weapons chosen from the Basic Weapons, Pistols and Close Combat Weapons section of this list (**Editor's Suggestion: as well as Common items from the Trading Post and Black Market**).
- Once promoted, an Escher Specialist may also be equipped with Special Weapons.

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of House Escher gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Escher Specialist): When the gang is founded, a single Escher Ganger can be promoted to become an Escher Specialist. During Campaign play, additional Escher Gangers may become Escher Specialists by spending Experience (XP), as described in the campaign rules. An Escher Specialist gains the Tools of the Trade special rule, may purchase Special Weapons, and may spend XP to gain additional skills.

Tools of the Trade (Escher Specialist only): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

ESCHER JUVE (JUVE)

								20 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	5+	2	3	1	2+	1	8+	9+	8+	8+

EQUIPMENT

An Escher Juve starts with no equipment. They may purchase Pistols, Close Combat Weapons, and Wargear from the Escher House List.

- During the course of a campaign, an Escher Juve may be given additional weapons purchased from this list (*Editor's Suggestion: as well as Common items from the Trading Post and Black Market*).
- In addition, during a campaign, an Escher Juve may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of House Escher gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Escher Specialist): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become an Escher Specialist. *Editor's Suggestion: If not playing a campaign with Downtime (for example a perpetual campaign) or if an Arbitrator determines otherwise, the fighter is promoted as soon as they reach five advances.*

When a fighter is promoted in this way, they will from now on count as an Escher Specialist for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change but they will lost the Gang Fighter (Juve), Promotion (Escher Specialist) and Fast Learner special rules and gain all the Special Rules associated with a Escher Specialist.

Fast Learner: During campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved already has been Improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP shown each time. *Editor's Suggestion: After their fifth advance, this fighter no longer benefits from the Fast Learner rule.*

NAMING YOUR OWN ESCHERS

Escher names often come from great heroes and hell raisers of the clan, carried by their new owners with pride and no small amount of swagger. Below are some names that can be used, adapted or combined when creating your own Escher gang.

Jeliki, Sakura, Trix, Elle, Viata, Nenriatta, Anya, Exène, Lydial, Niko, Sioux, Ava, Gielle, Candela, Cyberna, Alexa, Iris, Io, Exa, Ami, Swan, Morta

HOUSE ESCHER SKILL ACCESS

Escher fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	Primary	-	Primary	Secondary	Secondary	Primary	-	-
Champion	Primary	-	Primary	Secondary	Secondary	Secondary	-	-
Juve	Primary	-	Secondary	Secondary	-	-	-	-
Specialist	Primary	-	Primary	Secondary	Secondary	-	-	-

HOUSE ESCHER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Lasgun 10 credits²⁵
- Autogun..... 15 credits
- Shotgun
(with solid and scatter ammo) 30 credits

CLOSE COMBAT WEAPONS

- Fighting knife 15 credits
- Stiletto knife 20 credits
- Chainsword..... 25 credits
- Power knife 25 credits
- Shock whip 25 credits
- Stiletto sword 30 credits
- Power sword..... 45 credits

PISTOLS

- Stub gun 5 credits
- Autopistol..... 10 credits
- Laspistol.....5 credits²⁶
- Needle pistol 25 credits
- Plasma pistol 50 credits²⁷
- Hand flamer 75 credits²⁸

SPECIAL WEAPONS

- Needle rifle..... 35 credits
- Combi-weapon
(boltgun/needle rifle).....80 credits²⁹
- Plasma gun 100 credits³⁰
- Melta gun 135 credits
- 'Nightshade' chem-thrower 135 credits³¹
- Flamer 140 credits³²

HEAVY WEAPONS

- Heavy stubber* 130 credits³³

WARGEAR

GRENADES

- Photon flash flares 15 credits
- Smoke grenades.....15 credits
- Frag Grenades.....30 credits
- Scare gas grenades.....40 credits
- Choke Gas Grenades.....45 credits
- Krak Grenades.....45 credits

ARMOUR

- Flak armour.....10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Dumdum rounds (for stub gun) 5 credits
- Drop rig 10 credits
- Filter plugs 10 credits
- Acid rounds (for shotgun) 15 credits
- Chem-synth.....15 credits
- Respirator.....15 credits
- Las-projector 35 credits
- Photo goggles 35 credits

STATUS ITEMS: EXOTIC BEASTS

- 0-2 (per leader or champion) Phyrr Cat...120 credits

²⁵ Editor's Note: Lasguns for Escher were 10 credits in *Necromunda: Underhive*; a more agreeable circumstance.

²⁶ Editor's Note: Laspistols for Escher gangs were 5 credits in *Necromunda: Underhive*, a far more agreeable circumstance.

²⁷ Editor's Suggestion: Increase to 60 credits

²⁸ Editor's Suggestion: Reduce to 50 credits

²⁹ Editor's Suggestion: Increase to 100 credits

³⁰ Editor's Suggestion: Increase to 120 credits

³¹ Editor's Suggestion: Reduce to 75 credits

³² Editor's Suggestion: Reduce to 80 credits

³³ Editor's Suggestion: Reduce to 90 credits

HOUSE GOLIATH GANGS

THE HOUSE OF CHAINS

Strength is all for House Goliath. Without the physical strength to dominate rivals or to endure the hardships of Necromunda, a Goliath is nothing. They were created as a slave race to work the refineries and forges of Necromunda and toil in places where even hardy Necromundans could not survive, and while the members of the clan are practically abhuman in their size and strength, only fools underestimate their resourcefulness and low cunning. It was the folly of their creators, who believed the Goliaths could be kept docile and ignorant through genetic meddling, that allowed elements of the clan to gain their independence. Ironically, no sooner had the Goliaths gained their freedom from their creators than they enslaved themselves again through the creation of a savage hierarchy. From among their ranks, the strongest rose to dominate domes and hives, culminating in the ascendance of the Overtyrant, the lord of all the Goliaths on Necromunda. This overlord holds dominion over the clan via the flow of life-giving stimms – chem cocktails essential to the continued existence of all Goliaths. The clan’s reverence of strength, however, grants the Over-tyrant this right, and while the members of House Goliath once rebelled against outside control, they willingly accept rulership by one of their own.

Goliaths are unique among the peoples of Necromunda, being on the whole gene-smithed beings, forged from a stable genus of humanity but enhanced for strength and endurance. Whether or not Goliaths are, in fact, abhumans remains a subject of much debate among the representatives of the Adeptus Terra on Necromunda, though the Imperium has deemed them ‘sanctioned’ for use on the hive world under the proviso that Lord Helmawr monitors their development. To date, most Goliaths are still largely created through esoteric biological means – rapidly grown in amneo-vats from flesh-templates and turned out into the refineries and factories for immediate hard labour. These brutish creations are mostly male and mostly sterile, living for less than a decade on a diet of backbreaking work and growth stimms before their bodies fail and they die. Despite this short life-span, Goliaths are born with a baseline knowledge of their world and their position in it, delivered via a cranial data-slug. During the years of slavery, this mnemonic injection was intended to keep the Goliaths ignorant and included only the basest information, keeping them at a learning level akin to a small child or a clever animal. After the Goliaths won their freedom, the Alphas ensured that the data-slug was altered to include the collected knowledge and experience of the Goliaths who had come before. In this way, the Goliaths share the knowledge of the clan gathered over hundreds of generations, giving them a working understanding of everything from hive industries to clan weaponry.

Despite this advantage, most Goliaths are still suited only for the grinding work of the refineries and factories. Initiative and creativity remain rare traits among the massive workers and it is unusual for one born of the vats to rise up much higher than a factorum overseer or gang leader. For this reason, the Clan House has stratified into several social groups and, while ostensibly all Goliaths are equal, some are born with more gifts than others.

The largest sub-group within House Goliath are the so-called ‘Vatborn.’ These are the workers who fill the factories of the House, maintain its position as a refining and manufacturing powerhouse on Necromunda and also provide fodder for the Goliath gangs. Second in population size to the Vatborn are the ‘Natborn,’ or natural-born Goliaths, who enjoy a longer life-span and (relatively) heightened intelligence.

Many of the Alphas are Natborn, as are the Overtyrants almost without exception. The Natborn also represent the future of the Goliaths, and a stable way for the clan to reproduce that may one day free it from the necessity of the amneo-vat technologies. Outside agencies are also interested in the Natborn, for if the Goliath genus can reliably reproduce itself then the clan could become true abhumans and perhaps be seeded to other worlds where their strength and hardiness might aid the Imperium.

Lastly, there are the ‘Unborn,’ or outsiders. These are by far the smallest sub-group and are made up of men and women who have been ‘enhanced’ by Goliath growth technologies to earn a place among the House. Unborn are unusual in that they have chosen to join the Goliaths, sometimes unwillingly, rather than been born to them. To become Goliaths they must undergo dangerous augmentations to change their

bodies. Despite coming from outside the clan, the Unborn are welcomed into the House provided they can prove their strength and will to survive the rigours of the Goliath life; Unborn are also valued by the Natborn as a means of introducing more diversity into the Goliath genus, and another potential key to unlocking a future for the clan free of the amneo-vats. To other clans the difference between Vatborn, Natborn and Unborn is negligible, each seemingly similar in size and appearance. By contrast, the Goliath themselves can tell the lineage of a brother or sister at a glance.

While some consider House Goliath’s strength to come from its unique genetic history, its true power on Necromunda does, in fact, come from its industry. Gravitating toward the most dangerous places, the House has given new life to forges, refineries and production lines grown cold and idle over long millennia of neglect. Knowing full well that its rivals are too weak to survive in these failed regions of the hives, House Goliath has used them to maintain its edge over the other Clan Houses, despite being one of the least numerous clans of Necromunda. These toxic machine pits and smelting forges are the natural environment of the clan: the gale-forges of Hive Rothgol, the Iron Depths of Hive Primus and the Dustways’ Magma Cauldron all the strongholds of the Clan House that would otherwise be classified as Badzones. In some hives, the Goliaths have even purposefully polluted their territory by smashing air ducts or rad-cleansers to keep the other clans at bay. It is a practice abhorrent to the Noble Houses of Necromunda, who consider the ancient system of the hive sacred, though one that is undeniably effective. It is also not without some truth that the industrial rivals of the clan fear that one day House Goliath might rise up to eclipse all other Clan Houses, perhaps even outliving all other humans on Necromunda to become the last living things on the planet – all the while still working dutifully for the Imperium.

The other Houses have tried for centuries to break the metal-forging monopoly created by the Goliaths but have been stymied not just by the savagery of the Clan House but also the Noble Houses. It is a poorly-concealed secret that many of the Noble Houses, and even the Imperial House of Helmawr, favour the Goliaths, for they represent the ideal underclass: hardy, naïve and short-lived. Or perhaps this is just what House Goliath wants them to believe. The House has rapidly made itself indispensable to the Imperial House, and for its labours is afforded certain concessions not granted to the others.

The excessive violence endemic to House Goliath is openly tolerated by the Noble Houses, provided it remains contained to the lower levels of the hive. A degree of brutishness and savagery that might elicit a response from Lord Helmawr’s Palanite Enforcers is met with token punishments or dismissed as being simply ‘Goliath’ behaviour – the genhanced workers not knowing any better. It is this kind of acceptance that allowed the Over-tyrant Varran Gor to snap the neck of his rival in the presence of Lord Helmawr without the Master of Necromunda so much as looking up from his wine. Even the Palanite Enforcers, the notorious implements of Lord Helmawr’s will, seldom bother Goliath enclaves and almost never enter the Clan House’s territory. Goliaths are usually left to sort out their own problems, and if another clan has an issue with the Goliaths then they too are left to pursue it without excessive interference by the Imperial House. It is a system that has worked for centuries and seen a steady growth in Goliath territories throughout the hives, as well as an increase in the production output of their forges, something of far more interest to Lord Helmawr than a few broken heads.

Despite the Alphas keeping the local clan enclaves in line, there are still those Goliaths who go rogue. Some become outlaw gangers, heading down-hive to make their fortune, while others try to escape out into the ash wastes, perhaps in a misguided effort to find some rumoured promised land. In most cases, these rebellious members of the clan are left to perish once their diet of stimms runs out or the horrors of the Outlands consume them. There are persistent stories though of a free Goliath state somewhere on Necromunda. Known as the Last Forge, rumours have it located in places as far flung as beneath the Spoil, on a subterranean island in the middle of the Worldswamp Ocean or on one of the rusting hulks of the Navis Mortus. If it is the eventual dominance of House Goliath that keeps the other Clan Houses awake during night cycle then it is the Last Forge that scares Lord Helmawr. As long as

Goliaths remain slaves to their biology they can be controlled, or terminated if need be, though should the day ever come that an entire community of Goliaths can live and breed without the need for technology, Necromunda may well be in trouble!

HOUSE STRUCTURE

To outsiders, the hierarchy of House Goliath is akin to underhive beasts fighting for dominance. Lineage and intelligence are seen to take second place to strength and aggression, with the strongest dominating those weaker than themselves for as long as they can, before they too are torn down and dominated by their rivals. While there is some truth to this, it does not tell the full story of life within the domains of the Goliaths. In reality, there is a bond of brotherhood and sisterhood that exists between the Goliaths absent from many other Clan Houses, its people sharing a common genetic ancestry. The Goliaths also have a stratified society divided between those born by different means that remains almost invisible to those outside the House. Finally, the savagery perceived by the rest of Necromunda hides a system within House Goliath that allows the lowest worker to rise up to become overlord of the clan, making the Goliaths perhaps one of the freest Houses on all of Necromunda.

THE OVER-TYRANT

Above all other Goliaths stands the Over-tyrant. In the eyes of the Clan House they are the Alpha of Alphas, strongest of not just their hive but of all Necromunda. Given the Goliaths' view of other clans, this makes the Over-tyrant the most powerful individual on the planet, short of Lord Helmawr himself. It is both a strength and a weakness of House Goliath that control of their interests rests in the meaty fists of a single individual. On the one hand, the clan does not have to contend with the squabbles other Houses are prone to, and should another Goliath challenge the Over-tyrant they will almost always do so head-on. Thus the Over-tyrant need not surround themselves with sycophants or lackeys to soothe their egos and protect them from assassins. On the other hand, a single individual in command makes the clan vulnerable to decapitation attacks launched by other houses. Of course, the Goliaths see this danger as merely another test of the Over-tyrant, and if they are truly worthy of their position they need not fear such perils.

The current Over-tyrant is Varran Gor, known as 'Gor Iron-eye,' or 'Gor the Fist,' both for his glinting bionic eye and tendency to beat rivals to death with his bare hands. Like most of the Over-tyrants to come before him, Gor is Natborn, granting him not just the size and strength of the Goliaths, but also an extended life-span and increased intelligence. Gor began life as a lowly pit fighter in the Shatterbone Arena beneath Hive City. His gifts as a Natborn, combined with a relentless thirst for combat, allowed Gor to fight his way up from the pits, first making a name for himself as a rebel gang leader, before proving his worth to the clan through punishing raids against rivals of House Goliath. Over years of brutal violence, Gor was able to move up through the house's hierarchy to become the Alpha of Acropolis Hive, before eventually making the journey to Hive Primus to challenge – and defeat – the previous Over-tyrant Rygar Drune.

Drune, and Gor who followed him, are but the most recent Over-tyrants. Few outside the clan now remember the first Over-tyrant to rule the Goliaths, though her name is graven into the forge-stones of countless Goliath manufactorums. Over-tyrant Hefrum, also known as Hefrum the Vat-mother, was the first Natborn Goliath female to emerge from the amneo- vats, and the first to bear a Natborn child – or so the Goliath legends go. She remains an icon for the clan and represents the point they first set out on the road to true freedom from their creators. Hefrum is also remembered during the Feast of the Fallen, Goliaths fighting and drinking in her name, hoping her spirit will bring them favour.

ALPHAS

Goliaths love nothing more than to prove their strength; whether it is on the manufactorum floor where they compete to haul the largest load, or in the fighting pits where Goliaths test their might against all-comers. The Alphas are the product of these constant contests of brawn, having proven themselves the strongest in their gang, manufactoria, pit stable or hab-combine, they set out across their hive to find worthy challengers. As aspiring Alphas journey to challenge the current Alpha of their hive, they will sometimes amass trophies of their victories – hanging their armour with trinkets scavenged from the vanquished or tattooing their bodies with the names of places where they have fought. Most challengers to the hive Alpha never reach their intended

destination, killed in backroom brawls or broken into submission, and sold into slavery by rivals, who proved stronger than themselves. A few though will stand tall before the hive Alpha, showing off their scars and reciting the challenger's litany. If they are indeed stronger than the Alpha, and can defeat them, then they will take their place, though will have to contend with challengers soon enough just as their predecessor did. The majority of would-be Alphas are killed, for there can be no mercy for those who try to usurp the House rulers of their hive.

Each hive on Necromunda with a Goliath presence has an Alpha. Just as the Over-tyrant controls the fate of all Goliaths, the Alpha governs the Goliaths within their hive. For the most part the role of the Alpha is to protect their clan from its rivals, for the Goliaths themselves respect the role of overseer, Alpha and Over-tyrant and seldom rebel against their own. These Goliath lords also enjoy the best the clan can afford in medicae technologies and rejuvenate treatments meaning – provided they survive being challenged – they live much longer than the ordinary members of the clan. This longevity allows the Alpha to better guide their hive's gangs, directing them to inflict the most damage on the enemies of the House, or to where territories might need to be expanded. Alphas also make sure the clan's forges are turning out a constant stream of production, and that the House's place within the structures of Necromunda remains unchallenged. Perhaps the most important role of the Alpha, however, is protecting the amneo-vats vital to the creation of fresh generations of Goliaths. Alphas who allow other clans to threaten these most sacred technologies have the Over-tyrant to answer to.

GOLIATH FORGE-BORN

For the first year or two of a Goliath's life they must prove themselves worthy to be part of the clan. As if the trials of being grown in a vat or educated via a cranial neural-slug jammed into the back of your head were not enough, Goliaths do not respect those who cannot display their obvious strength and endurance. Ostensibly this process is to weed out the weak members of the clan, but in reality many overseers and gang leaders expect these trials of their new recruits as they went through the process themselves. Those undertaking their House trials are known as Forge-born, a catch-all term for newly-minted manufactoria workers, pit fighters in training and Badzones prospect scouts, among other clan new bloods. Notably, while Goliath gangs sometimes include groups of Forge-born, these are not the same as Juvies who, though new to the gang, might have served for years at the forge or in the pits. It is expected that a Forge-born undertake the most dangerous jobs in the forge. This can mean running under the smelting chambers collecting spilled steel, as molten gobbets rain down around them, or working on the outside of the hive with storm-welders.

In the pit, Forge-born perform unusual exhibition matches to warm up the crowd, fighting in extreme conditions, like over a boiling sump lake or against monstrous foes such as Ambots or battle-Ogryns. As part of a hive gang, Forge-born typically carry dangerous and unpredictable weapons, eager to inflict the most damage possible on their enemies and earn the respect of their gang leader. This, in many ways, encapsulates the mentality of a House Goliath Forge-born, who is even more reckless than a normal Goliath, and more fearless. This stems from the fact that Forge-born crave acceptance within the clan, and to the prospect there can be only two outcomes in their life: either they will prove their worth and join the ranks of House Goliath proper, or they will die gloriously at the forge, in the pit, or out in the hive, fighting for their brothers and sisters.

STIMMERS AND 'ZERKERS

To say the Goliaths are body obsessed is an understatement. Even though the processes of their creation endow the members of House Goliath with many natural gifts of size and strength, most are always striving to make themselves bigger and more musclebound. For most this means weight training and the rigours of close combat, as Goliaths are prone to wielding massive weapons simply to improve their strength. Then there are Stimmers and 'Zerkers. These Goliaths take the chemical route. While all members of the clan rely upon a regular dose of growth and adrenal stimms to keep their massive bodies functioning, some take it to extremes. Even a Goliath has limits, however, and too many stimms can turn the fighter into a raging mountain of muscle little better than a beast.

Stimmers are Goliaths who have mastered the art of chem-use. By brewing their own concoctions of stimms and following a careful regimen, they maintain a level of strength beyond even that of a normal

Goliath. While they can be prone to rages or violent outbursts, for the most part Stimmers are rational, reasoning people, and as a result often rise to positions of command, either as pit overseers or gang leaders. The life of a Stimmer can be short, even by the standards of a Vatborn, and should they overdose on stims, or the level of chems in their body builds up to a dangerous level, they may suffer a sudden, and spontaneous, muscular mutation. The result of this transformation is a 'Zerker.

'Zerkers are Stimmers who have used too many chems. Reason is lost to them as their bodies respond to an overdose of Goliath growth stims, turning into a hulking monstrosity only vaguely recognisable as human. Despite diminished intelligence and animalistic responses to most situations, 'Zerkers still recognise their clan brothers and sisters and so remain useful to House Goliath. Some industries use 'Zerkers for the most dangerous of environments or where massive brute strength is required, and of course the giants are popular in the fighting pits. 'Zerkers are best put to use fighting alongside Goliath gangs where they can be loosed upon the enemy with suitably horrific results.

VATBORN

The first Goliaths were grown in Van Saar amneo-vats, and to date this is still the means by which the majority of the clan come into the world. Though the Goliaths have worked hard – or at least worked over other more technologically-minded people of Necromunda – to improve the processes by which Goliaths are made, there remain a number of deficiencies hardwired into their genes. Vatborn Goliath, as they are known, have stunted intelligence even with the knowledge imparted by their data-slug. Over time, this intelligence may increase, but lateral thinking, abstract concepts and true creativity remain well beyond the reach of most members of the clan. The other major drawback of the Vatborn are the limits to their enhanced physiology. Larger and stronger than a baseline human, Goliaths pay for their physical gifts with a lifelong dependence on chems, and a longevity that rarely exceeds 10 years. This means most Goliaths are but a few years old when they earn their place in one of the clan's gangs, workforces or pit fighting stables, and can expect to survive only a few more before they are burnt out or broken by their labours and their body fails them. Those Vatborn who would escape their lot at birth must do so swiftly, rising to the rank of overseer, gang boss or Alpha and earning the right to use the House's rejuve treatments. Even then, they will never live as long as a Natborn Goliath, and so must burn brightly while they can. This limited life-span makes the Vatborn bolder than most. The Goliaths don't fear death or pain in the way others do, actively seeking to test themselves, and welcoming extreme danger as another way to prove themselves superior to those around them. This is perhaps most evident in the Goliath prospects, fighters fresh from the vats who must prove themselves in those first critical years of their existence. With a head filled with stock memories and skills within days of their 'birth,' a prospect is tagged and sent off into the workforce. There they are given the most dangerous jobs in the forge, a time-honoured tradition of the Goliaths to weed out the weak. Those who don't fall into molten metal or incinerate themselves using storm-welders can live out their lives surrounded by their brothers and sisters toiling for the Over-tyrant. Some though learn to love the danger more than most, and for these prospects a life in the gangs or pit-stables beckons.

NATBORN

In the centuries since the creation of House Goliath, its members have continued to evolve, until at last they stand on the cusp of breaking free of their artificial origins. In the first years of their existence, Goliath were, without exception, male and, almost without exception, sterile; these aspects deliberately engineered into their biology. Even on a hellish world such as Necromunda, however, life finds a way of confounding technology. The Natborn, or Natural Born, first appeared when the original female Goliaths emerged. Unlike their male kin, these women of the clan were often fertile and able to reproduce – provided they found a fertile male Goliath – without the need for amneo-vats. Thus were the first Natborn brought into the world. Natborn live much longer than Vatborn, those not meeting violent ends surviving for up to four decades or more. With this longevity comes increased intelligence – by the standards of the Goliath – and a greater will to dominate. Natborn often become forge overseers or gang leaders, or rise to greatness in the fighting pits, many then going on to challenge for hive Alpha. Despite the Natborn's genetic superiority to the Vatborn, the latter have come to accept the Natborn as the next step in the clan's dominance of Necromunda. Vatborn willingly follow Natborn rather

than resenting them or turning against them – for the most part...

The first natural-born Goliaths were, according to legend, the children of the Over-tyrant Hefrum, and she fought hard to protect her sons and daughters from the enemies of the clan. Events like the Steel-Spyder plague unleashed by Van Saar or the attack of the Poison-Widows perpetrated by Clan Escher proved Hefrum's paranoia well-founded. During these first years of their existence, the Natborn often moved among the clan's population anonymously, lest they be singled out and exterminated by the other Houses. The few times assassins found their way into one of the Goliath nurseries or cornered a Natborn, they often got more than they bargained for. Even the Goliaths born of other Goliaths grow rapidly, and tales of newborns crushing the skulls of rats and Ripper Jacks with their bare hands is not uncommon. Some clan-enclaves even abandon their Natborn children in the wastes to harden them against the perils of Necromunda. Known among the Goliath as the Feast of Ash, the young Goliaths are left in the Badzones and forced to survive. That few Goliath children ever perish during the Feast is a testament to their strength, and the mastery of their gene-smithing – for they truly are the heirs of the polluted world.

UNBORN

Smallest of all the gene-factions of the Goliaths are the Unborn, or Outsiders. These are men and women who do not share a common genetic history with the Goliaths, but have instead elected to join the clan through physical enhancement. The process of becoming an Unborn is a dangerous one, requiring extensive surgeries and cocktails of volatile growth serums. Many would-be Unborn die screaming on the flesh-makers' table, their bodies rejecting the changes, and either tearing themselves apart or dissolving into proteyn-goo. Those that recover from the transformation wrought upon them by the Goliaths' gene-smithing processes are accepted into the clan as brothers and sisters, embraced for their pursuit of strength and perfection.

Aspiring Unborn are usually drawn from the ranks of pit slaves and outlanders who, through their dealings with the Goliaths have proven themselves – usually through displays of extreme violence or endurance – to be suitable physical candidates for the clan. Only in extremely rare cases are Unborn former members of other Clan Houses or Noble Houses, the former considered untrustworthy and the latter seldom having the desire to risk their lives to belong to a Clan House. Of course, once an aspirant has survived the process they are Goliath, and their former life is considered over. For the good of the clan, the Unborn are welcomed by the Alphas and the Over-tyrant. Their genetic diversity mixes with that of the other gene-factions, making for stronger and more long-lived Goliaths. Unborn are also usually eager to prove their worth, even once they have been transformed into hulking mountains of meat indistinguishable from their peers.

Goliath gangs especially are quick to capitalise on this eagerness, pressing the Unborn into service as frontline fighters, though the Unborn themselves often form gangs to win fortune for the House through daring attacks on the other Clan Houses. Those who survive rise quickly within the ranks of the clan, and it is not uncommon for Unborn Goliaths to rule over areas of the underhive within their region in an effort to win the praise of their Alpha. The Forbidden City of Scargrad is an example of the heights to which the Unborn might attain, the entire subterranean expanse a haven for outcasts and outlaws all ruled over by the Spinecracker Boys – former pit slaves turned Goliath gangers. Scargrad is also one of the Goliaths' infamous 'free' cities, where slaves can find sanctuary – provided they pay their dues to the Spinecracker Boys – and former slavers can expect a one-way ticket to the pits to fight for the Goliaths' amusement. It is a state of affairs that might seem contradictory to the stratified hierarchy of Necromunda, but as long as Scargrad protects his ghost farms, Lord Helmawr is more than willing to let its rulers do as they please.

THE SLUG

A Goliath fresh from the vat is a wild instinctual thing, ill-suited to the structures of Necromundan society. Even the Natborn, who mature from infants to young adults in the space of one or two great cycles, need an accelerated method of learning to be more than simpletons once they are fit to work. To solve the problem of mewling babes wrapped in the muscled bodies of giant humans, House Goliath uses mnemonic data-slugs, or as it is known by those who have had it, the slug. Based upon the same neuro-technologies used to create mono-task servitors, the slug literally realigns the neurons in the subject's brain, creating patterns granting language and motor skills. The slug also inserts

memories into a Goliath's brain, giving them knowledge of the clan's history, its enemies, and the world in which they live. Basic combat skills are also part of the slug, giving all Goliaths the ability to competently use weapons like spud-jackers or stub guns the first time they pick them up. Of course, dumping years' worth of knowledge into a person's mind in the span of a few minutes is not without its risks. Some subjects are overwhelmed, their brains refusing to accept the data, leaving them as drooling messes requiring a hard reset or, failing that, euthanasia into vat fodder. Others are turned into raving lunatics, a faulty slug scrambling the data until nothing the subject sees makes sense, driving them into a murderous rage. And sometimes, just sometimes, the Goliath's brain simply explodes! To the Goliaths who have survived the slug, it is described as the hardest hit you'll ever take, akin to taking a shock maul to the back of the head or being kicked in the brain by an Ambull. It is also a defining moment that links the Vatborn and Natborn together as survivors of their savage creation. Unborn have been known to ask for the slug during their transformation, so as to share these bonds of Goliath brotherhood and sisterhood, even though the risks of the data dump become exponentially higher when applied to a fully formed mind.

GOLIATH DIALECTS

Necromunda is home to thousands of languages and dialects, each hive and region having its own unique tongue, or version of Imperial Gothic. High Gothic is seldom spoken outside the Spire, and even the various types of Low Gothic are typically restricted to Hive City and the Merchants Guild – though most gangers and underhivers know enough to get by. Each clan has its own dialect based on common clan words or words and phrases appropriated from other languages, or is a bastardisation of Low Gothic, and House Goliath is no exception. Skinnies and Starvins are both terms Goliaths use for non-clanners, though they have their own terms for specific rival clans. Wastes is a common Goliath term for Van Saar, while they like to refer to Eschers as Vyps, Seks or Vens because of the almost all-female clan's heavy use of poison. Guilders are called Scrugs, possibly a reference to Hive Lugs, an old term referencing the Merchants Guild's role in Necromunda society. Alphas, the Over-tyrant and Lord Helmawr are all Boss-Meyn, or Korf-Boss, representing our boss or forge boss respectively. Goliaths are also rightly proud of their forge-enclaves and have their own terms for these sacred places. To a Goliath their forge is their Korf, or Meyn-Korf if they want to accentuate the fact it is their home. Their gang is their Korf-Broheym, or forge-brothers. Vatborn, Natborn and Unborn also have their own terms within the clan, known as Bron-embo, Bron-tru and Bron-ost respectively. However, despite the wealth of unique clan words and phrases, the Goliaths don't just communicate by spoken language alone. In the deafening roar of the factorum the Goliath use their own kind of sign language known as Half-hand. Using one hand the Goliath signs common phrases like 'Stand Back,' 'Help Me' or 'Fight Me.' Gangs have further adapted Half-hand to include their tattoos, the fighters gesturing to body markings with different signs to communicate 'Enemy Ahead,' 'Bad Air' or 'Scrag 'Em!'. This level of sophistication is often lost on their enemies, who think the Goliaths are merely slapping their muscles, or making obscene gestures, and not discussing battle tactics.

HOUSE INDUSTRIES

'These days there is nary an ounce of plasteel, ferro-compound or pig-iron that doesn't come from the Goliath forges.' Master of Coin Hess Vyr, Mercator Gelt

House Goliath is famous for their forges, and the majority of smelted materials produced on Necromunda is made by the clan. Few other Clan Houses can compete with the output of the Goliaths, the gene-engineered workers of the clan able to work longer and harder at the forge, while ignoring the toxic atmosphere created by their factories. Forging metals and composite materials, however, is only one of the industries of the House, even if it is the main one. Goliath manufacturums produce weapons – mostly those suited for close quarters battle, and then of simple and brutish design – as well as armour and industrial equipment. Likewise, the clan has its hand in chems, docs and pit slaves too – the first two largely reliant on experts from other Houses, the last through close association with the Slave Guild.

FORGES

At the heart of House Goliath are its forges. These are the lifeblood of the clan and from their molten smelting pits are the raw materials of Necromunda reborn into fabricated compounds. Metal of all kinds is the

most common output of the Goliaths' forges, made from ore mined in the Spoil and other, similar places across the planet. House Orlock, via the Guild of Coin, provide the Goliaths with the bulk of these materials, and the Goliaths in turn provide all the other Clan Houses with the materials to create weapons, wargear and other finished goods. Other compounds are also produced by the clan, made from the endless supply of recycled items found throughout the hives. Protoplastics, mercurian compounds and ferrite sludge, the main ingredient in ferrocrete, are all turned out by the Goliaths' forges. While House Goliath does not hold a monopoly on smelting, the Van Saar, Cawdor and Orlocks all having their own lesser metalworking industries, none can compete on their scale and quality. Forges are, for the Goliath, more than merely places of industry. The clan is unique in that it is both smaller and far more unified than any other on Necromunda, and as a result more protective of its territories. Each Goliath forge is an enclave where the clan's members live and work around the life-giving heat of the smelting works. Where other Necromundan settlements and domes are built around public squares, or Administratum buildings, House Goliath holdings orbit around the manufacturum's forge. Workers eat, sleep and die within earshot of the thundering piston-hammers of the forgeworks, their cycles measured by production quotas and the barked commands of their overseers. In the shadow of House Goliath ore refineries, generations are born and die, seldom leaving the company of their Vatborn kin.

Slave bosses, gang leaders and Alphas are all unusual in that they eventually leave the forge enclaves, forming the face of the clan to the outside world. For most Goliaths, whether they work at the forge, toil on the factorum assembly lines or transport ore from the edges of the House's territories to its ever-hungry refineries, the forge is their whole world. This, of course, is just the way most Goliaths like it, raised for a single purpose, and with a single desire – delivered to their brain via the data-slug – work the industries of the clan and make it the greatest House on all of Necromunda.

ARMOURIES

The greater wealth of House Goliath's labours feeds the industries of the other Clan Houses of Necromunda. This amounts to millions of tonnes of forged metal for the fabrication of weapons and ordnance each cycle, the insatiable arms industries of the planet requiring a constant diet of materials. Some of these metals are then developed by more advanced methods into plasteel, armourglass or ceramite by combining them with the technological expertise of Houses such as Van Saar.

House Goliath does not, however, deal in finished materials alone, and a measure of the clan's output goes into their own arms industries. The armouries of House Goliath are for the most part primitive. They have a well-earned reputation for making combat blades, trench axes and clubs; simple weapons guaranteed to keep on killing when a motorised chain blade or energised power weapon might fail. Astra Militarum bayonets across the segmentum owe their existence to the clan, and the reputation of Goliath steel is something Imperial Guardsmen know they can rely on. Despite their favouring close combat weaponry, the clan also produces ranged weapons. Goliath-made Necromunda pattern heavy stubbers are a common cupola support weapon on tanks and armoured personnel carriers, from planetary militias to Arbites suppression vehicles and Imperial Guard Leman Russ battle tanks. For domestic use, Goliath-wrought stub guns and stub cannon form the bulk of the clan's personal armouries, the House fighters liking something with a good kick! Many of these weapons find their way out onto the streets of Hive City, and beyond, and for someone outside the clan it can be an impressive status symbol to own a revolver you can barely lift.

In addition to adding to the wealth of the clan, the armouries of House Goliath serve a secondary purpose. While all the Clan Houses have their own weapons industries, a key reason for Necromunda's importance to the Imperium, House Goliath remembers all too well the time when they were at the mercy of their creators. Long ago, the first Overtyrants swore that no Goliath would ever be a slave to those outside their clan again. To this end, the Goliaths have spent centuries stockpiling weapons against the aggression of the other Houses, or the possibility that a Lord or Lady Helmawr might decide the grand genetic experiment is over and extinguish them from existence. Perhaps the most telling example of this caution can be seen in the tools used by the Goliaths in their work: things such as the rivet cannon, spud-jacker and storm-welder. Designed not just for the manufacturums, these tools were created so they could be swiftly turned into weapons, ensuring every Goliath, no matter their station, is always armed and ready to fight.

SLAVES

It might seem ironic that the Goliaths, who were once slaves themselves, are now heavily involved in the Necromunda slave trade, but then the clan has a strange idea of what it means to be free. Much of Goliath philosophy, if there can be said to be such a thing, is based on the idea that those who work hard for the clan are elevated by their labours in the eyes of the Over-tyrant. As a result, the Goliaths cannot understand why a slave would not be thankful to be given the chance to work for the clan, which is, after all, the greatest of all the Clan Houses on Necromunda. Slaves also fulfil a vital role within the House. Goliaths are not by nature technically-minded, nor are they adept at work that requires finesse or patience. Not to mention the fact there are times where maintenance or repair requires a Goliath to worm their way into one of the tiny ductways of their dome or manufactory. All these tasks fall to slaves, be they medically-trained servants, ordnance artificers or crank-runners, which scuttle about in the workings of machines, conducting repairs as cogs grind on relentlessly around them.

House Goliath is also heavily involved in pit fighting, a favoured pastime of the clan, and the principal form of Goliath entertainment. Goliaths themselves routinely fight in the pits but also groom slaves for this purpose. A good pit slave is a much sought after possession for a Goliath, the victories of the slave bringing them great respect among their peers. Pit slaves are also a valuable source of potential Unborn, and if the slave has proven themselves in the pits, they might be rewarded with elevation to a Goliath and a place in the clan – provided they survive the process of course.

The Slave Guild has very close ties to House Goliath. Many families of the Mercator Sanguis have worked alongside the clan for centuries, or longer, growing rich off the Goliaths' constant need for fresh slaves to supplement their industries and serve their workers. It is an oft-ignored historical fact that some of these families once dealt in Goliath slaves, or even had alliances with the Van Saar and Eschers when the Goliaths were a slave race to be bought and sold by the other Clan Houses. The Goliaths do not, however, hold grudges against those who make them wealthy, and grand Guild families such as the Krugen Crowns and the Kalashi Raiders have permanent settlements within the House Goliath enclaves of Hive Primus. These favoured slave traders are seldom seen without Goliath protection details, another sign of the special relationship between House and Guild.

CHEMS

Chems, lucigens, stimms, jolts and narcotics – whatever they are called, chems in all their forms are an important part of Necromundan society. And House Goliath relies on these substances more than most. A huge proportion of the clan's wealth is expended on ensuring a steady supply flows into its forge-enclaves. Most of this trade comes from House Escher via the Guild of Coin, though large amounts are also bought secretly from the Narco Lords. It has been a dream of many Over-tyrants to free their brothers and sisters from the chemical leash imposed by their creators, and some drugs are even produced by the Goliaths themselves. These are sadly poor imitations of the potent concoctions to come from the Escher alchemy-covens, and so the clan's reliance continues. The amount and quality of the chems required by the clan varies greatly from one enclave to the next and from one hive to another. The Vatborn, Natborn and Unborn also have their own chem requirements, as do the Alphas and the Over-tyrant, the latter needing a rare mixture of stimms to maintain their strength and longevity. Then there are the chemical compounds used in the amneo-vats. This life-giving substance is like pure water to the Goliaths, both rare and prized beyond anything else.

It remains in the interests of Lord Helmawr, and most of the other Houses of Necromunda, that the Goliaths must trade for the chems they need to keep their manufactories functioning and their people strong. Having a free and completely independent House Goliath, who might one day threaten the status quo of the planet, is something no one wants – not even really the Goliaths themselves, who are perhaps not fully aware of what they could eventually become. To this end, many clandestine operations have been carried out by the Clan Houses, and even the Imperial House, to eliminate those who might bring this about. Most recently an alliance between the Clepsydran Coven, an outlaw gang of Escher alchemists, and the Sons of the Fist, a Vatborn Goliath gang, lead to both being hunted deep into the underhive by deputised gangs and Enforcers. In the following shoot-out almost all the combatants were killed – according to the official Palanite reports – but rumours later surfaced the two outlaw gangs had been working on a

new strain of Vatborn. More worrying yet, are the tales that some of these escaped into the Badzones, prompting hefty bounties on their apprehension – preferably dead.

DOCS

If it is the constant supply of stimms that keep most Goliaths alive, then it is the docs who put them back together when things go wrong. Docs, the common hive term for anyone with any kind of medicae skills, are always in short supply. In the spire, noble families and their favoured servants might enjoy the best medical technology available to the Imperium. This means bionic limbs and organs to replace those damaged by age or violence, chems to wash away pain or madness and, for the select few, even rejuve treatments that can extend a human's lifespan from decades to centuries. In Hive City, docs keep workers working – usually by the cheapest means possible – and grant overseers and officials a degree of care. Things get sketchier in the underhive, where people must rely on whoever they can find to patch up bullet wounds or replace lost limbs with scavenged bionics.

For the Goliaths, docs help grow the Vatborn, birth the Natborn, and surgically alter the Unborn. In exchange for their expertise, the clan offers these individuals the wealth and protection of the House. It is not surprising then that many docs gravitate toward House Goliath for the stable work and good pay. This resource in medicae care also gives the clan leverage with the local populace. Many domes have welcomed Goliath takeovers as it means not just productive factorums but also an upswing in the number of local docs. House Goliath is also a refuge for rogue docs fleeing their former employers, or Lord Helmawr's justice. If the doc can convince the local Goliath boss of their skill, they will vanish into the workings of the House of Chains. While the doc might lament the fact they have to work in the depths of a bore mine, or high up in one of the hanging forges, they can take solace in the fact there is a large wall of muscle between them and those who might wish them ill.

Some Goliaths, mostly from the Natborn or Unborn castes, become docs themselves. Thick fingers and massive arms, though, mean Goliath docs often need to use specialised equipment. Some, like the Meat Kore docs of Hive Trazor, rely on servitors for fine surgical work – the servitors created from outsider docs who have crossed the Goliaths, much to the amusement of the Meat Kore. Others, like the Bonesaw Brothers, from Gantry in Hive Primus, use surgical mecha-rigs made from old mechaendrites and servo-harness articulators. Then there are the Unborn Goliath docs who were once regular rogue docs, but gained their clan status by self-experimentation. Many within the clan have great respect for these docs as it takes both great courage and very steady hands to not only decide to become Unborn but then to perform the procedure yourself!

THE SLAVE PITS

All House Goliath enclaves include extensive slave pits. These sweat- and blood-stained dens of human misery supply the clan with the labour it needs, so the Goliath themselves might exclusively work the factorums. They also act as a near limitless supply of warm bodies for the fighting pits, the Goliaths often ending their long gruelling shifts by sending slaves to the arena for their own amusement. Goliath slave bosses oversee these pits, carrying glowing steel brands and arcing electro-mauls to keep their charges under control. Not that the massive clan keeper needs such tools, their own brute strength often more than enough to fend off any feeble violence the slaves might offer up. Slave bosses treat the clan's slaves as merely another component in the great forge machine, albeit one that swears and screams a lot more when it is kicked, burned or broken.

Slaves bought by the Goliaths seldom see other owners in their short and brutal lifetimes. They are branded with molten marks from their forge enclave, the gleaming metal symbol of the House and Hive plain for all to see upon their chest, arms and face. Some, should they prove valuable or find success in the arena, will be forced to wear compliance tattoos. These painted chains form literal chains within the slave's muscles, nanite-pigments constricting in response to electro-pulse charges, rendering them completely paralysed.

Despite the horrific conditions of the slave pits, and the dangers a slave must endure in the service of House Goliath, the clan is neither needlessly cruel nor excessively wasteful of their human chattel. A slave that proves themselves strong will gain the Goliaths' respect, if not their freedom, and one who shows true promise may even become Unborn – provided they survive the process. Finally, the Goliaths are always willing to allow slaves the chance for freedom, should they truly desire it,

offering to face them in single combat. That few choose this option says as much about the strength of the slave bosses as it does about the wisdom of those under their 'care.'

HOUSE TERRITORIES

'Take a deep breath, scrut. You smell that, that's the smell of industry, the smell of real Necromundans doing real work, the smell of... scrut? Oh, I should have mentioned, if you ain't a Goliath, you don't wanna be breathing that stuff in.' Goliath Overseer Hordum Flex, Hive City Slagpits

The first territories to be claimed by the Goliaths were the manufacturums where they toiled for their masters and creators. From these first forge-fortresses, the clan spread out into the inhospitable places of the hives and beyond. Today, the centre of House Goliath remains its forge-enclaves, those great manufactoria that grant the clan its wealth, and define its existence. Beyond these centres of industry, Goliaths can be found in abandoned domes, broken factories and toxic zones too lethal for any but them to work. In all of these places the Goliaths make their mark, turning the forgotten and the disused into tools of industry, and homes for their hulking members.

FORGE-ENCLAVES

Only the hardened eardrums of a Goliath could endure the noise of a forge-enclave for long. These are places of constant industry where every space is given over to production, metal working and smelting. Between pounding machines and grinding wheels, the habs of House Goliath workers are crammed, a Goliath never more than a few hundred metres from their workstation. The air is thick with fumes and the ground littered with searing embers cast off from the constant rivers of molten metal that flow across the enclave like canals. To an ordinary citizen of Necromunda, such a place is perilous, even by the almost nonexistent safety standards of the hives but, to a Goliath, the noise, heat and burns are just part of their daily life.

In many ways the forge-enclaves represent a Goliath's natural environment, for this was what they were designed for. Visiting Guilders and other dignitaries shuffle about in the smog, clad in heavy, blackened cloaks to ward away the heat and flame, their faces hidden by respirators. The slaves bought by the Goliaths in such large numbers must often be confined to specially-vented and protected areas for their labours unless, of course, the local boss wants to use them up in the space of a few cycles. Nomad traders and well-travelled Guilders have even gone so far as to comment on how the forge enclaves of the Goliath make the ash wastes seem inviting.

In every hive where House Goliath has a presence, there will be a forge-enclave. Some hives, like Hive Primus, have dozens scattered through the lower and outer layers of Hive City and the Badzones of the underhive. The largest of the Hive Primus enclaves is known as the Fist in the upper reaches of Vat City. Like many other Goliath enclaves, the Fist is built into a previously-abandoned section of the hive, in this case a crater in the hive skin caused centuries ago by an orbital shuttle crash. Travellers tell of how the glow from the Fist can be seen for kilometres across the wastes and, even among the countless sounds of the hive, the Fist's hydraulic hammers can be heard thundering out into the cloud-choked sky. If the sound from afar is daunting, it is nothing compared to entering the Fist itself. The whole hive seems to shake to the enclave's industries, while the air moves in hot waves driven out of the forge like the breath of some fiery god. Domes close to the Fist have been abandoned over time, driven out by the Goliaths either by gang violence or the toxic industries. These, in turn, have been taken over as store houses for unrefined ore, or finished ingots, each new territory slowly increasing the dominance of the House within the hive.

HIVE CITY

Most hives on Necromunda have a House Goliath enclave, and most of these are located on the edges of Hive City, the sprawl's principal population centre. While most of the clan's members live their lives within the local forge-enclaves, some Goliaths do work and live out in the greater expanse of the city. Individual Goliaths work as slave overseers, factorum foremen and bodyguards, using their impressive size and strength to excel among the ordinary people of Necromunda. For a long time, the Goliaths were an insular clan, eschewing contact with all but the Guilds who they required to connect their industries to the rest of the planet. In recent centuries, several Over-tyrants have sought more integration with the rest of the world, their belief that this will increase the longevity of their clan. A Goliath who proves their worth in the pits, factory or forge might be given a choice to either rise up within the ranks of their fane, or strike out into the larger world.

Those that choose the latter are encouraged to find a place working for the Guilds, or to found their own Goliath enclaves in regions where the clan has yet to make its presence known.

In Hive Rothgol, the Axgrinders are gangs of Goliath weaponsmiths who sell their services to any who can meet their fees. Driving clanking, smoke-belching wagons, the Axgrinders are close allies of the Blade Guilds and Slavers, their warrior-smiths famed for the huge kingspire blades they carry across their backs. Then there are the Gunbad Guard of Hive Primus, Goliath bodyguards who work for Guilders and visiting nobles. In the human press of Hive City they do an excellent job at clearing a path through the crowds for their charges, and dealing swiftly and brutally with any would-be assailants. Some Goliaths have even integrated with the other clans of Hive City, such as in the Mynerva Cluster, where an alliance of House Orlock and House Goliath sees the two share the ancient foundry-works that dominate the lower reaches of the hive. A rare lasting coalition, the two clans have even been known to field mixed gangs of warriors to deal with any threats to the Mynerva ore trade. Finally, there are those hives where the Goliaths dominate Hive City for want of any opposition to their power. Catsyr's Crown is one such place. Guttled by threadneedle worms, the Goliaths now run everything from the city organofarms to the shielding veins, it being a rare sight to see a 'norm' among the muscular forest of Goliath flesh.

AMNEO-VATS

Most Goliaths begin life as tiny zygotes floating in nutrient tanks. These fertilised cells are created using a poorly-understood method that combines cloning and gene-smithing; the clan enclaves containing gene-vaults filled with potential future workers. Specially-designed servitors do most of the work when it comes to implanting the zygote in the tank, though in larger enclaves, docs or other professionals will oversee the process.

Once a nutrient tank has been prepared, and its host placed within, the zygote quickly matures into an embryo, and the rapid-gestation cycle begins in earnest. Though the process is not without mishaps, within the span of a few planetary cycles the lifeform within is a clearly recognisable humanoid. Within a few more, the distinctive hunched form and bunched muscles of a Goliath can be seen. How long the subject is allowed to grow is a matter of debate among the Goliath enclaves – which is to say each one does it their own way and considers the others to be wrong. This means Vatborn can range in gestation time massively, some birthed with rubbery limbs and poorly-formed cognitive function, others cooked too long into over-muscled monsters, with little relation to their kin. Sometimes the timing of opening a nutrient tank is irrelevant, as its occupant has grown into something no longer human, perished as an embryo, or turned into genetic soup, staining the vat with blackish gore.

Next to the forges of the manufacturum, the gene-vaults and their vats are the most important part of any Goliath enclave, protected from attack or sabotage by carapace-clad guardians, and overseen by specially-conditioned slaves and servitors. It is a vulnerability that numerous enemies of the House have attempted to exploit in the past, though most have met with failure. Even those who make it to the gene-vault and attempt to destroy them trigger a final fail safe, the vats emptying their contents to defend the ancient technologies. Even half-formed, a Goliath is a fearsome prospect, as more than one intruder has learned the hard way.

THE UNDERHIVE

In the Badzones beneath the hives, House Goliath has carved out many settlements and rekindled abandoned forges. These regions, located beneath collapsed domes or drowned in toxic spills, are all but ignored by others, and are only sparsely populated by underhivers. It is not uncommon for a Goliath gang to move into an area and stake a claim for their clan, clearing out the locals, and any dangerous creatures. In the wake of this new territory being secured, the hive Alpha will send in Goliath work crews to bring long-abandoned factories to life, or to start mining the area for useful resources. In time, a new Goliath enclave emerges, other hivers bringing new life to the region so they might take advantage of the Goliaths' wealth and protection.

While this practice is not completely unique to the Goliaths, the clan is, without a doubt, the most effective at it. These kinds of aggressive territorial grabs of the underhive have, in the past, sparked massive gang wars, with alliances of other Houses fighting the Goliaths. In regions such as the galeforges of Hive Rothgol, these wars have never really ceased, the Goliaths facing constant assaults from rival gangs and

criminal organisations who take exception to their presence. In Hive Rothgol, the Goliath have gone so far as to weaponise their manufacturums against these threats, and enemies foolish enough to penetrate deep into the enclave find an environment designed to crush the weak. Counter-weight doors, cogs that periodically grind down corridors, and crawlways that double as plasma vents, all work to crush, maim and incinerate the non-Goliath.

It is not always the ambitions of other Clan Houses, or criminal syndicates, who determine the shape Goliath underhive territories take. In the depths of Hive Trazior, the Black Well is among the most remote of House Goliath's hive enclaves. Floating atop the Sump, the Well was once an ancient mining platform given new life by the clan after its discovery by a lost Goliath gang leader. So far from the light of Hive City, the Well has become a bastion of civilisation amid a nightmare realm of mutant spiders, scavie tribes and horrors of the deep. Only Goliaths can survive for long down there in the dark, their lungs adapted to the thin toxic air and their bodies shielded against the poisons absorbed by the food and liquids they must consume. Even so, the Black Well must be periodically moved, hundreds of Goliath workers taking chains to the Sump's scrap-covered shores and dragging the mining platform through the dark.

BEYOND THE HIVES

Clan Houses centre their power around the hives of Necromunda, though every one of them has interests in the wastes and wilds of the planet – and House Goliath is no exception. Crusher-forts in the Spoil, slag caravans on the Great Ash Road, and renegade forges in Carrion Town and Bighole all have enclaves of Goliaths working their factories and rigs. Most other clans have a hostile relationship with the wasters beyond the hives, or the muties who populate most of its major towns, appearing in force and taking what they want with violence. While the Goliaths are not averse to using their strength and wealth to dominate those less fortunate than themselves, there are a number of reasons why the clan has started to take root in these wilderness places. The first is the greed and ambition of Varran Gor. Under the rulership of the Over-tyrant, House Goliath has prospered and expanded, Gor eager to see his clan spread out as far and wide as possible. This is, in part, because Gor seeks to squeeze the riches of Necromunda out of its dead soil by whatever means necessary, but it is also because of his paranoia. Gor fears the other clans and the fickle nature of Lord Helmawr and the Great Houses; he knows that despite their genetic gifts they are different from the other clans and nobles. The Over-tyrant believes, should Lord Helmawr choose, he might pass an edict of extermination upon the Goliaths, and for this reason Gor wants to be ready.

The second reason why the Goliaths prosper in the wastes is because of their hardy physiology. The same biology that makes them well-suited to the claustrophobic hell of the forge allows them to survive out in the ash wastes with a minimum of protective equipment. This is no more evident than in Pit City. Located on the Blistering Plateau in Necromunda's southern hemisphere, hundreds of kilometres south of Hive Mortis and west of Lord Helmawr's Graveyard, Pit City is built in and around the rusting remains of one of the world's great termite-ships. These massive subterranean craft were responsible for Necromunda's bore mines, and once made yearly circumnavigations of the planet's mantle gathering up minerals for its hives. For centuries these ships were home to only scavies and ash waste nomads, until the arrival of Alpha Rygon the Giant. Large even for a Goliath, Rygon had made the long trek from Hive Mortis to the termite-ship looking for scrap. Instead, Rygon founded an enclave, and within a few generations Pit City was born. Now the Goliaths both forge and mine the ore still caught in the termite-ship's teeth, and another light glows amid the wastes.

THE EDGE OF THE VOID

Necromunda's upper atmosphere and low orbit is choked with orbital defences, shipyards and storage platforms. The largest of these is the Eye of Selene, and even here, high above Hive Primus, House Goliath has a foothold among the merchant clans and cargo cults. The first Goliaths to ascend the gravity well did so as slaves, Van Saar bioteks and Escher covenanters interested to see how their creations dealt with the rigours of the void. As it turned out, the Goliaths took to this new environment like any other they had been exposed to, and excelled in any task they were given. These first captive enclaves were put to work in the plasma vaults of the Eye of Selene where weak magnetic shielding let in solar radiation and let out streams of gamma rays from the station's massive reactors. Baseline humans, and even mutants, did not last long in this environment, their working life measured in months rather than years. It

was not long before the plasma vaults were run exclusively by Goliaths and, as with the hives on the planet below, their numbers slowly grew.

By the time of the first Over-tyrant, Goliath enclaves could be found throughout the near-Necromundan orbital zone, on defensive platforms, solar mining stations and cargo transfer hubs.

On the Eye of Selene, their gangs were fighting constant wars in the low-gravity gloom of the station against the other Clan Houses, Cold Traders and cargo cults as they sought to expand their influence beyond the plasma vaults. The first void boss, Blind Yurge, united the Goliath of the Eye by pledging his strength to Over-tyrant Hefrum. In return, she sent amneo-teks, vats and fresh bodies up the well, cementing the Goliaths' position on the station.

Since that time, the Goliaths have remained the strongest contingent of the Clan Houses on the Eye of Selene. Only the Escher and their Cold Trader allies come close to rivalling the power of the Goliaths, though the few times the matriarchal clan has attempted to usurp their power, the hulking brutes have retreated into the plasma vaults, where their enemies fear to follow. Centuries of habitation by the Goliaths have transformed this area of the station. Once it was filled with sickened workers, servitors and Tech-Priests, now clan graffiti and crude hammered icons adorn the walls and giants in hazard plates and rebreathers stomp down its corridors, while the agents of the Adeptus Mechanicus move about in whispering groups, clearly visitors in foreign lands.

HOUSE ENCLAVES

'See that big steel skull on the wall? That's Goliath territory past this point. You don't wanna be going in there unless you're looking for a fight and you're looking to lose.' Teal Minx, Hive City Gutter Warden

Though the members of House Goliath are united under the rule of the Over-tyrant and bound together by a shared genetic origin, there is significant variance in their enclaves. The Goliaths of the Palatine like to think of themselves as the superior members of their clan, living as they do in the shadow of the Alpha of Alphas, and the birthplace of their kind. In reality, Goliaths across Necromunda have adapted to their environments since spreading out from Hive Primus. By the end of the 41st Millennium, hundreds of distinctive groups of Goliaths populate the industrial planet, many with their own methods of dress, brutal customs and unique settlements.

HIVE PRIMUS

The King of Hives, the Palatine, the Needle that Threads the Eye, and the Imperial Spire, are all names that proclaim Hive Primus as the greatest hive on all of Necromunda. The Goliaths of the Palatine Cluster are among the most prosperous and numerous of all the Goliath enclaves on that world. From Vat City in Hive Primus and the trade-forts of Hive Trazior, to the Imperial sanctums of Acropolis Hive, and the Industrial Cathedrals of Temenos House, Clan Goliath has major holdings throughout the cluster. Its Goliaths are the subjects of the Over-tyrant and act accordingly. The Palatine Cluster, and Hive Primus in particular, form the frontline in House Goliath's war of survival and dominance against the other House Clans. It is also no accident that Lord Helmawr has allowed the House of Goliath to grow strongest directly beneath his gaze, the overlord of Necromunda watching the clan's expansion with interest. Goliath gangs formed from the subjects of the Palatine Cluster can expect the best training and equipment offered by the Alphas, and the greatest chance for advancement. For these reasons, it is rare for an Alpha of the Palatine Cluster or an Over-tyrant to come from somewhere else on Necromunda; only the hardest of individuals able to both dominate the Goliaths of their own hive and then make the perilous journey to Hive Primus to do it all over again.

THE SKULL

The ruined hive known as the Skull is no place for the weak – or even, perhaps, those with a shred of self-preservation. Fortunately, for the Over-tyrant, the workers of House Goliath possess neither of these qualities. In contravention of Lord Helmawr's xenos exclusion zone, groups of Goliaths have set up settlements in the wreckage around the base of the old hive. Digging down into the toxic earth to gain some measure of protection from both ash storms and the highly radioactive ruins of the hive, these tunnel-dwelling Goliaths have constructed hundreds of kilometres of underground chambers so as to exploit the ruins of the Skull. Savage muties and nightmare things constantly crawl forth from the Skull in search of prey. Those that make it as far as the Dustwall are torn apart by the guns of the Necromundan 8th, though for the Goliaths no such protection exists. To survive against these

horrors the clan has had to become savage themselves. Equipping themselves with crude xenos weapons dug up from the ancient battlefields surrounding the hive, painting their flesh in xenos glyphs and even smearing their bodies with grey-green ash, the Skulldiggers, as the Goliath enclaves are known, have become a formidable force.

HIVE MORTIS

Entropy saturates Hive Mortis and none who live there can escape its touch. Goliaths have found a ready home in the abandoned manufacturums and forgeworks of Hive Mortis but have, in turn, been changed by the experience. Plague zombies, carrion swarms and far darker things stalk the shadowy domes of Mortis. Then there is the chance of running into another scavenging expedition, which often ends in violence as the two sides see easier prey in the living. Complicating matters further is the fact that House Escher dominates most of Hive Mortis, and its fighters have a special hatred for the Goliaths. Of course, if there is one thing Goliaths do well, it is thriving in the face of adversity.

The Dedboys, as other Goliaths mockingly refer to their clan kin of Mortis, are unusual among House Goliath for not having a forge-fane. To be a Dedboy is to be a nomad, wandering the vastness of Hive Mortis, dragging with them their massive smelting cauldrons. Armed and armoured against adversity, the Dedboy Goliaths are survivors, favouring reliable weapons such as axes and shotguns to see off plague zombie swarm attacks or Escher night-cycle raids. Their gangs are made up of skilled monster hunters who adorn their armour with grisly trophies, zombie hands nailed to furnace plates or dripping shifter skins turned into cloaks. These grim displays are, in part, to scare the other clans, but mostly to prove the Goliaths' strength, and show that nothing Hive Mortis can vomit forth frightens them.

GOTHRUL'S NEEDLE

Despite being largely isolated from the rest of the planet's hives by distance, and the ancient laws of House Helmawr, the subjects of Gothrul's Needle enjoy a standard of living unique on Necromunda. Where education and automation have failed or vanished in other places, they thrive in Gothrul's Needle under its democratic citizen's council. That the people probably enjoy fewer freedoms than their equivalents in Hive Primus, or other places, most accept the rules of the council for the good of all. The Goliaths are no exception, and their enclave, the Titanworks, is wholly committed to the continuance of the council and their programs for the betterment of all. This loyalty has been rewarded by Gothrul's leader granting the Goliaths advanced technologies and excellent medicae care. Perfect specimens of their race, the people of the Titanworks stand taller and prouder than many other Goliaths, displaying their forms not with crude armour and intimidating mohawks, but with gleaming bald heads and immaculate forge suits, bearing the giant human silhouette of the Titanworks. All is not well in Gothrul's Needle, however, and the gangs of the Titanworks must fight constant battles against Delaque interlopers, the shadowy Clan House waging a war on behalf of Lord Helmawr to bring down the council, a war the Goliaths are determined to win.

QUINSPIRUS CLUSTER

Perched on the edge of the Worldsump, the Quinspirus Cluster was once a great Necromundan seaport. Despite the millennia of pollution that turned the planet's oceans to sludge, sump-skiffs still embark from the sunken docks to seek out the riches of the Worldsump Ocean. The Ironbones Goliaths ply these toxic waters, gathering up sunken treasures and pillaging the free sump settlements. Their skin bleached white by the poisonous fog that hangs perpetually over the Worldsump, the Ironbones look like nothing less than giant revenants come to claim the living. To play up this terrifying image, the Ironbones paint skull features over their faces in soot, or press bloody handprints upon their chests. When it has filled its holds with plunder, an Ironbones war-skiff returns to the hanging forges of the Quinspirus Cluster. Suspended beneath the ancient dock works, these gantry factories glimmer in the toxic fog, their forges acting as makeshift lighthouses for the Ironbones' vessels. Periodically, other clans and their gangs will launch assaults against the Ironbones' hanging forges, fighters rappelling down from the abandoned shipyards above. To date, though, the savage Goliaths of Quinspirus have always seen them off, the bodies of their enemies doomed to sway in the poisonous winds beneath the docks as a warning to others.

HIVE CERES

The decrepit spires of Hive Ceres hide a realm ruled over by one of Necromunda's largest Redemptionist congregations. Amidst the shanty

domes and makeshift temples the Brotherhood of Iron thrives in the lightless depths of the underhive. An all-male enclave of House Goliath, the Brotherhood lives in a state primitive even by the low standards of their Cawdor neighbours. Seldom seen beyond the forging pits of their clan strongholds, many badzone settlements believe the grime-covered Goliaths are giants or ogres of myth, the hammering of their tools like drums of war echoing in the deep. Goliath gangs of Ceres do little to dispel these tall tales, appearing from the gloom clad in tanned rat skins or beaten plate armour, wielding savage melee weapons straight out of humanity's distant past. They are well known for their periodic raids into the lower parts of Ceres Hive City, carrying off goods and slaves stolen from the other Houses. The Cawdor word-bearers teach that the Goliaths are the wrath of the Emperor made manifest, and warn their people and inhabitants of the hive to avoid the deep places of Ceres. Meanwhile, the Brotherhood of Iron produces vast amounts of hand-beaten metal items, sending their goods out into the wastes via the Guild of Coin, and bringing profit to the clan. Hive Ceres is also a haven for slave Ogryn gangs, the brutes often finding their way into the hive's depths to live alongside the Goliaths. Unlike the Goliaths of other hives, those in Ceres welcome the hulking warriors and care little if they are escaped slaves or renegade pit fighters – provided they help them in their wars against the Cawdor. One advantage to this large population of Ogryns is it only adds to the terror the Goliath gangs instil in their enemies, many ignorant hivers believing the Ogryns are simply what happens to a Goliath should they live long enough.

GANGS OF LEGEND

'Those Goliath might not live long, but they sure make the most of it while they're around!' Pale Jono, Dust Falls Scrivener

Centuries of rebellion and dominance by the House of Chains has seen countless Goliath gangs make their mark upon Necromunda. These storied bands of killers are responsible for some of the most savage acts of violence ever perpetrated in the hive cities, and mightily proud of that fact they are too! Like all Clan Houses, the Goliaths often hold up their most successful gangs as examples of the values of their clan, or for political gain, in the endless competition between the Houses. Unlike many of their peers, however, these gangs then become enshrined in the clan's legends, going on to be celebrated during the Feast of the Fallen.

IRONLORDS

The Ironlords are one of the largest and most powerful Goliath gangs in Hive Primus. It is said that the gang was founded by the Over-tyrant Varran Gor, back when he was fresh out of the prospects, and already making a name for himself in the underhive. Not long after coming to power, Gor and the Ironlords claimed the great swing bridge into Two Tunnels, and grew rich off trader tolls. One of the gang's favoured pastimes became challenging other gangers to pit fights, fought on the bridge while its ends were swung out over the abyss. More than one rival gang leader met their end as Gor hurled them out into oblivion, the Goliath laughing like a demon as he did. True fame for the Ironlords came when they took over the Ironhard, a long abandoned ore silo hanging in the abyss below Dust Falls. Such a prize was bitterly contested by local gangs, most notably the Carrion Queens who had taken exception to their leader being killed by the current Ironlord's boss Skullshank. Between the bridges to Two Tunnels, control of the sump forges below Slime City, plus the wealth of the Ironhard to fuel them, the Ironlords command the bulk of Goliath territory in the Primus underhive. This, plus the favour of Varran Gor, mean they are unlikely to disappear any time soon.

IRONTREE REAVERS

Raiding gangs are not uncommon on Necromunda, their crews ranging far from the base of operations of their clan. The Irontree Reavers are such a gang, stalking the spider-points and the ash gates of the Palatine Cluster looking for trouble. Axon is the leader of the Irontree Reavers, his battle-rig, the Behemoth, grinding its way through the ash dunes of the Palanite near-wastes, a cloud of smaller Goliath vehicles in tow. It says a lot about Axon's arrogance that he routinely steals from Orlock convoys and Guilder caravans out in the wilds, only to bring his score back to Primus or Trazior to sell. For this reason, the Reavers are viewed as outlaws in most places, and Axon carries a hefty bounty on his head set by House Orlock. Of course, raiding the spider-points is not enough to make a gang infamous. Axon's reputation is built upon his many adventures out into the wastes, or down into the underearth realms beneath the Palatine Cluster. Often on foot, with only his strongest fighters backing him up, Axon has explored the warrens beneath

Cinderdeeps and the tunnels reputed to link the Dust Wall to Secundus. Certainly, the massive Goliath has dragged many strange and wondrous trophies back to the drinking holes of the Fist in Hive Primus, earning him the admiration of many within his clan.

SHIV'S CRUSHERS

Doc Shiv is well known in the depths of Hive Primus, mostly for her illegal experimentation on underhivers, but also for her close association with the Goliaths. Shiv's track record of making Unborn is almost 50%, which makes her amongst the most successful docs in her field, and the first stop for many wannabe Goliaths. She also has a talent for concocting chems, which has brought House Escher gangs to her doorstep with accusations of stealing clan secrets. Her knowledge of chems, plus her need for protection, prompted Shiv to seek out the Goliath Stimmer Brok and build him a gang – dubbed the Crushers for being large, even by Goliath standards. Brok the Stimmer, a champion of his clan, grown strong on a steady diet of combat chems, is utterly devoted to Shiv. This could be some misguided romantic attachment given the Goliaths' tendency to adopt weaker humans as 'pets,' but is more likely the result of Shiv putting something in Brok's chems to ensure his loyalty. In either case, the Crushers led by Brok have solved plenty of Shiv's problems, including nosy Escher gangs and even other rogue docs who set up too close to her territory. Rumour has it that Shiv has almost perfected an elixir based on Brok's blood to turn any Goliath into a Stimmer which, if true, could elevate Shiv to a real power in the Hive Primus underhive.

KNUCKLE BOYS

Durgan Kill-Fist is a rarity among the Goliaths, in that everyone in the underhive of Hive Trazior has heard of him, but no one seems to have actually met him. It all started with an illegal pit fighting ring out of Paupertown, known as the Knuckle Boys. When the Enforcers brought in some of the gangers involved, and started asking them some hard questions about who was behind the pit fights, no one seemed to know anything. Rumours on the street, though, pointed to a Goliath boss by the name of Durgan Kill-Fist. Over the next few grand-cycles, Durgan and the Knuckle Boys would be linked to dozens of other illicit pit fights and pit fighter gangs, the Guild and the Enforcers offering hefty rewards for Durgan's capture. The Knuckle Boys reached new heights of violence when they turned Trazior Underhab Zone Gamma into their own personal arena. Sealing up every entrance, and gathering the locals into the central workers' plaza, the gang started a brutal competition to fight the toughest fighters present. Legend has it that it was here that Durgan made one of his rare appearances, whipping the crowd up into a frenzy and then pummeling the first challengers into the dust. By the time the Enforcers broke their way into the dome, the Knuckle Boys were gone, leaving behind the smell of stale sweat and blood spatters but taking with them the winners of their 'games.'

DOG SOLDIERS

A famous Unborn gang, the Dog Soldiers are the fanatical followers of the Overfiend. Rumours abound as to the true origins of the Overfiend, the hulking hairy brute who leads the Dog Soldiers. Some claim he was one of Lord Helmawr's personal bodyguards, sent to the gene-smiths of Clan Goliath to be 'enhanced,' but somehow escaping into the underhive rather than serve the Master of Necromunda. Others say the Dog Soldiers were a small-time gang operating out of Cogcity, until they found a stasis casket in the badzones with a giant inside and, in fact, the Overfiend is not a Goliath at all but something ejected from a Biologis lab. Then there is the persistent story of how the Overfiend was once the governor of a world that rebelled against the Imperium and how he fled to Necromunda to hide. These tales go on to say he traded his wealth for a place in House Goliath, and a new identity in the underhive. Whether or not these outlandish rumours have any truth to them, the Dog Soldiers are one of the toughest gangs of the Palatine Cluster, perhaps second only to the Ironlords. With hideouts and chapters in most of the cluster's hives, the Overfiend has his main territory in Guilder Crossing, the Dog Soldiers' gang house rising up like a fortress over Slaver's Bridge. Some have speculated that the Overfiend could take on Varran Gor and become the Over-tyrant if he wanted. For some reason though, the Overfiend doesn't want that kind of attention, and he has been content to remain in the shadows.

GURNARK THE BOOTKING

The self-styled Bootking is a legend among the gangs of Hive Acropolis. It is an oft-told tale of how Gurnark and his boys fought their way up from running the cog-side of the Ash Gates and dodging the longshore clans to become one of the most powerful crews this side of the Spider Points. Control of the Ash Gates has traditionally been the purview of House Orlock and the Guild of Coin. Together, under the writ of service issued by the Imperial House, they protect the land trade between the cluster's hives and beyond. Orlock's gangs run the gates in Helmawr's name, and their House benefits from the trade they bring. It is not uncommon for other clans and gangs to make a play for these vital conduits of commerce, but the gates are well-defended and taking them on is pretty much a death sentence for all but the toughest of fighters. Gurnark and the Ashfists gang are still counted as one of the few crews to ever take control of an entire Ash Gate. For over a month they controlled Hive Acropolis' westernmost Ash Gate despite constant assaults from Orlock wrecking crews and longshore clan battle-rigs. In that time Gurnark grew fantastically rich off the guilders forced to use 'his' gate, and though in the end a massive alliance of Clan House gangs ousted him, both his wealth and his name had been made.

FIGHTERS

A starting Goliath gang is made up of the following fighters:

GOLIATH FORGE TYRANT (LEADER)

..... 135 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	3+	4	4	2	3+	3	5+	4+	8+	7+

EQUIPMENT

A Goliath Forge Tyrant may purchase any weapons or Wargear from the Goliath Forge Tyrant Equipment List.

- During the course of a campaign, a Goliath Forge Tyrant may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Goliath Forge Tyrant has no restrictions upon the types of weapons they can take; all weapon types are available.

GENE-SMITHING

A Forge Tyrant must be either Vatborn (+0 credits), Natborn (+20 credits) or Unborn (+10 credits). They gain the skill of their type, and may purchase a maximum of two Gene-smithed upgrades appropriate to their type. See page 165 for more.

SPECIAL RULES

Gang Leader: A House Goliath gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Goliath fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Goliath fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Goliath Forge Tyrant may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

GOLIATH FORGE TYRANT EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Boltgun 55 credits³⁴
- Combat Shotgun
(with salvo & shredder ammo) 60 credits
- Shotgun
(with solid and scatter ammo) 30 credits
 - Executioner ammo +20 credits
 - Inferno Ammo +15 credits
- Stub cannon 20 credits

PISTOLS

- Combi-pistol
(bolt pistol/hand flamer) 110 credits³⁵
- Combi-pistol
(bolt pistol/plasma pistol) 80 credits
- Combi-pistol
(stub gun/plasma pistol) 40 credits
- Bolt pistol 45 credits
- Hand flamer 75 credits³⁶
- Stub gun 5 credits
 - Dum Dum Bullets..... +5 credits

SPECIAL WEAPONS

- Combi-weapon
(bolter/flamer) 175 credits³⁷
- Combi-weapon (bolter/grenade launcher with frag grenades)..... 80 credits
- Combi-weapon
(bolter/melta) 165 credits
- Combi-weapon
(bolter/plasma gun) 115 credits
- Flamer 140 credits³⁸
- Grenade launcher
(with frag & krak grenades) 55 credits
 - Smoke Grenades..... +15 credits
 - Stun Rounds..... +15 credits
- Melta gun 135 credits

HEAVY WEAPONS

- Heavy bolter* 160 credits
- Heavy Flamer* 195 credits³⁹
- Heavy stubber* 130 credits⁴⁰
- ‘Krumper’ rivet cannon* 70 credits
- Missile Launcher (with Frag & Krak Missiles)
..... 165 credits
- Multi-Melta 180 credits

CLOSE COMBAT WEAPONS

- Axe 10 credits
- Brute Cleaver 20 credits
- Chainsword 25 credits
- Chainaxe 25 credits
- Fighting knife 10 credits
- Maul (club).....10 credits
- Power axe 35 credits
- Power hammer 45 credits
- ‘Renderizer’ serrated axe* 40 credits
 - Master-crafted+10 credits
- Servo-Claw 30 credits
- Spud-jacker 15 credits
 - Master-crafted+5 credits
- Two-handed axe* 25 credits
- Two-handed hammer* 35 credits

WARGEAR

GRENADES

- Blasting charges 35 credits
- Frag Grenades 30 credits
- Krak Grenades.....45 credits
- Smoke grenades.....15 credits
- Stun Grenades 25 credits

ARMOUR

- Carapace Armour
 - Light 80 credits
 - Heavy 100 credits
- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured Undersuit 25 credits
- Bio-booster 35 credits
- Drop rig 10 credits
- Filter Plugs 10 credits
- Photo goggles 35 credits
- Respirator 15 credits
- Skinblade 10 credits
- Stimm-slug stash 25 credits

WEAPON ACCESSORIES

- Gunshroud (Basic Weapons and Pistols only) 20 credits
- Suspensor (Heavy Weapons only) 60 credits
- Telescopic Sight† 25 credits

STATUS ITEMS: EXOTIC BEASTS

- 0-1 Sumpkroc 130 credits

³⁴ Editor's Suggestion: Increase to 80 credits

³⁵ Editor's Suggestion: Reduce to 70 credits

³⁶ Editor's Suggestion: Reduce to 50 credits

³⁷ Editor's Suggestion: Reduce to 115 credits

³⁸ Editor's Suggestion: Reduce to 80 credits

³⁹ Editor's Suggestion: Reduce to 140 credits

⁴⁰ Editor's Suggestion: Reduce to 90 credits

GOLIATH FORGE BOSS (CHAMPION)

								100 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	4+	4	4	2	4+	2	6+	5+	8+	8+

EQUIPMENT

A Goliath Forge Boss may purchase any weapons or Wargear from the Goliath Forge Boss equipment List.

- During the course of a campaign, a Goliath Forge Boss may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Goliath Forge Boss has no restrictions upon the types of weapons they can take; all weapon types are available.

GENE-SMITHING

A Goliath Forge Boss must be either Vatborn (+0 credits), Natborn (+20 credits) or Unborn (+10 credits). They gain the skill of their type, and may purchase a maximum of two Gene-smithed upgrades appropriate to their type. See page 165 for more.

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Goliath fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Goliath fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Goliath Forge Boss may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

GOLIATH FORGE BOSS EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Boltgun 55 credits⁴¹
- Combat Shotgun
(with salvo & shredder ammo) 60 credits
- Shotgun
(with solid and scatter ammo) 30 credits
- Stub cannon 20 credits

PISTOLS

- Combi-pistol
(bolt/pistol/hand flamer) 110 credits
- Combi-pistol
(bolt pistol/plasma pistol) 80 credits
- Combi-pistol
(stub gun/plasma pistol) 40 credits
- Bolt pistol 45 credits
- Hand flamer 75 credits⁴²
- Stub gun 5 credits
 - Dum Dum Bullets..... +5 credits

SPECIAL WEAPONS

- Combi-weapon (bolter/flamer).....175 credits⁴³
- Combi-weapon (bolter/grenade launcher with frag grenades)..... 80 credits
- Combi-weapon (bolter/melta) 165 credits
- Combi-weapon (bolter/plasma gun) 115 credits
- Flamer 140 credits
- Grenade launcher
(with frag & krak grenades) 55 credits
 - Smoke Grenades..... +15 credits
 - Stun Rounds..... +15 credits
- Melta gun 135 credits

HEAVY WEAPONS

- Heavy bolter* 160 credits
- Heavy Flamer* 195 credits⁴⁴
- Heavy stubber* 130 credits⁴⁵
- 'Krumper' rivet cannon* 70 credits
- Missile Launcher (with Frag & Krak Missiles)
..... 165 credits
- Multi-Melta 180 credits

CLOSE COMBAT WEAPONS

- Axe 10 credits
- Brute Cleaver 20 credits
- Chainsword 25 credits
- Chainaxe 25 credits
- Fighting knife 10 credits
- Maul (club).....10 credits
- Power axe 35 credits
- Power hammer 45 credits
- 'Renderizer' serrated axe* 40 credits
 - Master-crafted+10 credits
- Servo-Claw 30 credits
- Spud-jacker 15 credits
 - Master-crafted+5 credits
- Two-handed axe* 25 credits
- Two-handed hammer* 35 credits

WARGEAR

GRENADES

- Blasting charges 35 credits
- Frag Grenades.....30 credits
- Krak Grenades.....45 credits
- Smoke grenades.....15 credits
- Stun Grenades 25 credits

ARMOUR

- Carapace Armour
 - Light 80 credits
- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured Undersuit.....25 credits
- Bio-booster 35 credits
- Drop rig 10 credits
- Filter Plugs 10 credits
- Photo goggles 35 credits
- Respirator 15 credits
- Skinblade 10 credits
- Stimm-slug stash.....25 credits

WEAPON ACCESSORIES

- Gunshroud (Basic Weapons and Pistols only) 20 credits
- Suspensor (Heavy Weapons only) 60 credits
- Telescopic Sight† (Pistols, Basic and Special Weapons only).....25 credits

STATUS ITEMS: EXOTIC BEASTS

- 0-1 Sumpkroc.....130 credits

⁴¹ Editor's Suggestion: Increase to 80 credits

⁴² Editor's Suggestion: Reduce to 50 credits

⁴³ Editor's Suggestion: Reduce to 115 credits

⁴⁴ Editor's Suggestion: Reduce to 140 credits

⁴⁵ Editor's Suggestion: Reduce to 90 credits

GOLIATH STIMMER (CHAMPION)

								125 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	2+	4+	4	4	2	3+	3	8+	4+	7+	8+

EQUIPMENT

A Goliath Stimmer may purchase any weapons or Wargear from the Goliath Stimmer equipment set.

- During the course of a campaign, a Goliath Stimmer may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Goliath Stimmer may only be equipped with weapons from this list, or from the Pistols, Heavy Weapons and Close Combat Weapons sections of the Trading Post or the Black Market.

GENE-SMITHING

A Goliath Stimmer must be either Vatborn (+0 credits), Natborn (+20 credits) or Unborn (+10 credits). They gain the skill of their type, and may purchase a maximum of two Gene-smithed upgrades appropriate to their type. See page 165 for more.

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Goliath fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Combat Chem Stash: Whenever this fighter is activated, it may choose to use Combat Chems. Until the End phase of this round, this fighter gains an additional +D3 Attacks. However, if the dice roll is a natural 1 (**Editor's Suggestion: 1 on a D6, rather than the 2 rounded down to 1**), the fighter instead suffers a bad reaction and its Attacks characteristic is reduced to 1 until the End phase of this round.

Skills: When recruited, a Goliath Stimmer may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

GOLIATH STIMMER EQUIPMENT LIST

WEAPONS

PISTOLS

- Stub gun 5 credits
- Dum Dum Bullets..... +5 credits

HEAVY WEAPONS

- Assault Grenade Launchers (twin-linked) with stun rounds and frag grenades* 65 credits
- Krak Grenades +30 credits
- Smoke Grenades..... +20 credits

CLOSE COMBAT WEAPONS

- Fighting knife 10 credits
- 'Pulveriser' serrated axe..... 30 credits
- Master-crafted +10 credits
- Paired 'Pulveriser' serrated axes* 50 credits
- Master-crafted +10 credits
- 'Renderizer' serrated axe* 40 credits
- Master-crafted +10 credits
- Spud-jacker..... 15 credits
- Master-crafted +5 credits
- Paired Spud-jackers* 25 credits
- Master-crafted +10 credits

WARGEAR

GRENADES

- Frag Grenades.....30 credits
- Krak Grenades.....45 credits
- Incendiary Grenades.....40 credits
- Krak Grenades.....45 credits
- Melta Bombs 60 credits
- Smoke grenades.....15 credits
- Stun Grenades 25 credits

ARMOUR

- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured Undersuit.....25 credits
- Bio-booster 35 credits
- Drop rig 10 credits
- Respirator 15 credits
- Skinblade 10 credits
- Stimm-slug stash.....25 credits

STATUS ITEMS: EXOTIC BEASTS

- 0-1 Sumpkroc.....130 credits

GOLIATH FORGE-BORN (PROSPECT)

								35 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	5+	3	4	1	4+	1	9+	7+	9+	9+

EQUIPMENT

A Goliath Forge-Born may purchase any weapons or Wargear from the Goliath Forge-Born equipment set.

- During the course of a campaign, a Goliath Forge-Born may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Goliath Forge-Born may only be equipped with weapons from this list, or from the Pistols and Close Combat Weapons sections of the Trading Post or the Black Market.

GENE-SMITHING

A Goliath Forge-Born must be either Vatborn (+0 credits), Natborn (+20 credits) or Unborn (+10 credits). They gain the skill of their type, and may purchase a maximum of one Gene-smithed upgrade appropriate to their type. See page 165 for more.

SPECIAL RULES

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Gang Fighter (Prospect): Fighters with this special rule form the backbone of House Goliath gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Goliath Forge Boss or Goliath Stimmer): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become either a Goliath Forge Boss or a Goliath Stimmer as the controlling player wishes. *Editor's Suggestion: If not playing a campaign with Downtime (for example a perpetual campaign) or if an Arbitrator determines otherwise, the fighter is promoted as soon as they reach five advances.*

When a fighter is promoted in this way, they will from now on count as a Goliath Forge Boss or Goliath Stimmer for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change but they will lose the Promotion (Goliath Forge Boss or Goliath Stimmer), Hot-Headed, Fast Learner and Gang Fighter (Prospect) special rules and gain all the Special Rules associated with either a Goliath Forge Boss or Goliath Stimmer, as appropriate.

Note that when a fighter is promoted in this way (especially when promoted to become a Stimmer!), an appropriate model should be used to represent their new category and type.

Hot-headed: Fighters with this special rule have much to prove and often act on impulse alone, hoping to impress their superiors. Consequently, older and wiser fighters expect them to be short-lived. Should a fighter with this special rule be Seriously Injured or be taken Out of Action, friendly fighters that are within 3" of them do not have to take a Nerve test, unless they also have this special rule.

Fast Learner: During campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved already has been Improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP shown each time.

GOLIATH FORGE-BORN EQUIPMENT LIST

WEAPONS

PISTOLS

- Stub gun 5 credits
- Dum Dum Bullets +5 credits

SPECIAL WEAPONS

- Storm Welder* 75 credits⁴⁶

CLOSE COMBAT WEAPONS

- Fighting knife 10 credits
- Heavy Rock Saw 120 credits⁴⁷

WARGEAR

GRENADES

- Frag Grenades 30 credits
- Incendiary Grenades 40 credits
- Krak Grenades 45 credits
- Smoke grenades 15 credits

ARMOUR

- Furnace plates 5 credits

PERSONAL EQUIPMENT

- Armoured Undersuit 25 credits
- Bio-booster 35 credits
- Filter Plugs 10 credits

⁴⁶ Editor's Suggestion: Reduce to 40 credits

⁴⁷ Editor's Suggestion: Reduce to 60 credits for FB.

GOLIATH BRUISER (GANGER)

								55 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	4+	4	4	1	4+	1	8+	5+	9+	8+

EQUIPMENT

Goliath Bruisers and Goliath Specialists can purchase weapons and Wargear from the Goliath Bruiser list.

- During the course of a campaign, both Goliath Bruisers and Goliath Specialists may be given additional weapons purchased from this list.
- In addition, during a campaign both Goliath Bruisers and Goliath Specialists may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Goliath Bruiser may only be equipped with weapons chosen from the Basic Weapons, Pistols and Close Combat Weapons section of this list (**Editor's Suggestion: as well as Common items from the Trading Post and Black Market**).
- Once promoted, a Goliath Specialist may also be equipped with Special Weapons.

GENE-SMITHING

A Goliath Bruiser must be either Vatborn (+0 credits), Natborn (+20 credits) or Unborn (+10 credits). They gain the skill of their type, and may purchase a maximum of one Gene-smithed upgrade appropriate to their type. See page 165 for more.

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of House Goliath gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Goliath Specialist): When the gang is founded, a single Goliath Bruiser can be promoted to become a Goliath Specialist. During Campaign play, additional Goliath Bruisers may become Goliath Specialists by spending Experience (XP), as described in the campaign rules. A Goliath Specialist gains the Tools of the Trade special rule, may purchase Special Weapons, and may spend XP to gain additional skills.

Tools of the Trade (Goliath Specialist only): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

GOLIATH BRUISER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Boltgun..... 55 credits⁴⁸
- Combat Shotgun (with salvo & shredder ammo)... 60 credits
- Shotgun
(with solid and scatter ammo) 30 credits
- Stub cannon 20 credits

PISTOLS

- Bolt pistol 45 credits
- Hand flamer 75 credits⁴⁹
- Stub gun 5 credits
- Dum Dum Bullets +5 credits

SPECIAL WEAPONS

- Flamer 140 credits⁵⁰
- Grenade launcher (with frag & krak grenades) 55 credits
- Smoke Grenades +15 credits
- Stun Rounds +15 credits
- Melta gun 135 credits

CLOSE COMBAT WEAPONS

- Axe 10 credits
- Brute Cleaver 20 credits
- Fighting knife..... 10 credits

- Maul (club)..... 10 credits
- Spud-jacker 15 credits
- Two-handed axe* 25 credits
- Two-handed hammer* 35 credits

WARGEAR

GRENADES

- Frag Grenades 30 credits
- Incendiary Grenades..... 40 credits
- Krak Grenades..... 45 credits
- Smoke grenades..... 15 credits

ARMOUR

- Furnace plates..... 5 credits

PERSONAL EQUIPMENT

- Armoured Undersuit 25 credits
- Drop rig 10 credits
- Filter Plugs 10 credits
- Photo goggles 35 credits
- Respirator 15 credits
- Stimm-slug stash..... 25 credits

WEAPON ACCESSORIES

- Telescopic Sight† (Pistols, Basic and Special Weapons only)
..... 25 credits

⁴⁸ Editor's Suggestion: Increase to 80 credits

⁴⁹ Editor's Suggestion: Reduce to 50 credits

⁵⁰ Editor's Suggestion: Reduce to 80 credits

GOLIATH BULLY (JUVE)

								35 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	5+	4	4	1	4+	1	9+	7+	9+	9+

EQUIPMENT

A Goliath Bully may purchase weapons and Wargear from the Goliath Bully equipment list.

- During the course of a campaign, a Goliath Bully may be given additional weapons purchased from this list (*Editor's Suggestion: as well as Common items from the Trading Post and Black Market*).
- In addition, during a campaign, a Goliath Bully may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market

GENE-SMITHING

A Goliath Bully must be either Vatborn (+0 credits), Natborn (+20 credits) or Unborn (+10 credits). They gain the skill of their type, and may purchase a maximum of one Gene-smithed upgrade appropriate to their type. See page 165 for more.

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of House Goliath gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Goliath Specialist): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become a Goliath Specialist. *Editor's Suggestion: If not playing a campaign with Downtime (for example a perpetual campaign) or if an Arbitrator determines otherwise, the fighter is promoted as soon as they reach five advances.*

When a fighter is promoted in this way, they will from now on count as an Goliath Specialist for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change but they will lost the Gang Fighter (Juve), Promotion (Goliath Specialist) and Fast Learner special rules and gain all the Special Rules associated with a Goliath Specialist.

Fast Learner: During campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved already has been Improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP shown each time. *Editor's Suggestion: After their fifth advance, this fighter no longer benefits from the Fast Learner rule.*

GOLIATH BULLY EQUIPMENT LIST

WEAPONS

PISTOLS

- Stub gun 5 credits
- Dum Dum Bullets..... +5 credits

CLOSE COMBAT WEAPONS

- Axe..... 10 credits
- Brute Cleaver..... 20 credits
- Fighting knife..... 10 credits
- Maul (club) 10 credits
- Spud-jacker..... 15 credits

WARGEAR

GRENADES

- Frag Grenades.....30 credits
- Incendiary Grenades.....40 credits
- Krak Grenades.....45 credits
- Smoke grenades.....15 credits

ARMOUR

- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured Undersuit.....25 credits
- Drop rig 10 credits
- Filter Plugs 10 credits
- Stimm-slug stash.....25 credits

HOUSE GOLIATH SKILL ACCESS

Goliath fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Muscle
Forge Tyrant	-	Primary	Secondary	-	Primary	Primary	-	Secondary	Secondary
Champion	-	Primary	Secondary	-	Primary	Secondary	-	Secondary	Secondary
Stimmer	-	Secondary	Secondary	-	Primary	-	-	-	Primary
Forge-Born	Secondary	-	Primary	-	-	-	-	Secondary	-
Bruiser Specialist	-	Primary	Secondary	-	Primary	-	-	Secondary	-
Bully	Secondary	Secondary	-	-	Primary	-	-	-	-

GOLIATH GENE-SMITHING

Goliaths are unique among the denizens of Necromunda, as they were grown for a purpose, rather than having evolved through chance; that purpose being to work the factories of the hive world. Engineered to be hardy and resilient, as well as strong and stoic, they excel in their task, though the legacy of their creation continues to shape them. Even when the Clan House broke away from its creators and earned its freedom, it took with it this heritage of genetic manipulation. The Goliaths' gene-smithed past means there remains substantial genetic variance within each clan enclave and gang, each drawing their lineage from a different bio-lab, or Alpha. Some represent the best of their kind, toughest of the tough, and are blessed with the most valuable genetic gifts. While others carry biological missteps, their strength and toughness won at a price to their minds or their longevity. Then there are those that are barely true Goliaths at all, their bodies carrying the weakest of the clan's genetics, even though their loyalty to the Over-Tyrant remains undiminished.

USING GENE-SMITHING

Goliath Gene-Smithing is a collection of rules allowing players to further customise their gangs by determining the genetic legacy of their fighters. They provide a huge amount of variety within a Goliath gang, and can be used to create small elite gangs of genetically superior Natborn, flesh-cursed gangs of Vatborn suffering from the biological tampering of their creators, or even gangs of aspiring Unborn who share few of the benefits of the Goliaths but who hope to prove themselves to the Clan. Players can also run baseline Goliath gangs without spending any extra credits on Gene-smithing, simply by running gangs of Vatborn without any upgrades.

To use these rules, fighters must choose a sub-type (Natborn, Vatborn, or Unborn) when they are added to the gang – Vatborn being the default subtype. The cost of their sub-type is added to the fighter's credits cost:

Sub-type	Cost
Vatborn	+0 credits
Natborn	+20 credits
Unborn	+10 credits

Other upgrades are optional and can be added to fighters using the following guidelines:

- Fighters can only be Gene-smithed when they are added to the gang. Under exceptional circumstances, the Arbitrator might allow a fighter to be Gene-smithed during campaign downtime.
- The fighter can only select Gene-smithing upgrades from those available to their sub-type (as detailed on the Vatborn, Natborn and Unborn tables as follows).
- Fighters with the Gang Fighter (Juve), (Prospect), or (Ganger) special rule can have a maximum of one Gene-smithed upgrade.
- Fighters with the Gang Hierarchy (Leader) or (Champion) special rule may have a maximum of two Gene-smithed upgrades.
- Editor's Suggestion (courtesy of reough on Yaktribe) – Limitations – Idea 1:** No two models in the gang may have the same combination of Gene-smithed upgrades. Models limited to one upgrade may not take the same single upgrade as another fighter limited to one upgrade in the gang.

- **Editor's Suggestion – Limitations** – Idea 1: Each gene-smithing upgrade that is worth positive credits (ie. +5 or higher) can only be purchased up to two times for each gang (this prevents spam, but allows players some flexibility). An arbitrator may have to step in to prevent players making too strong combinations, however, as with any gang!

CHARACTERISTIC CHANGES

Some Gene-smithed upgrades either increase or decrease the characteristics of a fighter. After these changes have been made, the fighter's new profile is considered to be their base profile for the purposes of Maximum Characteristics. If a fighter has multiple Gene-smithed upgrades that alter the same characteristics, then the effects are combined, either adding together or cancelling either other out.

VATBORN FIGHTERS

Vatborn fighters make up the vast majority of Goliath gangs, and have all the usual gifts and drawbacks of their kind. They are, however, the most mutable of their clan, and have available to them a wide variety of options for genetic tampering, many having been grown for particular environments or purposes. Vatborn fighters have the **Baseline Goliath** special rule:

BASELINE GOLIATH

Even without the genetic manipulation common with the clans, a Goliath is an impressive specimen. Vatborn fighters represent the baseline of the Goliath genetic line, and have no specific benefits or drawbacks.

When added to the gang, Vatborn fighters can choose from any of the Gene-smithed upgrades below, adjusting the credits cost of the fighter accordingly. Note that some 'upgrades' have a negative cost. These represent flaws and deficiencies that weaken the fighter in some way. In these instances, the cost of the upgrade is deducted from the fighter's base cost as shown in the Goliath list.

VATBORN GENE-SMITHED UPGRADES

REDUCED BONE DENSITY.....-10 CREDITS

The fighter's bones lack the rock-like solidity of most Goliaths. Reduce either this fighter's starting Strength characteristic or this fighter's starting Toughness characteristic by 1.

CORRUPTED SLUG.....-5 CREDITS

A faulty data-slug has resulted in this fighter having only the basest level of education. Reduce this fighter's Leadership, Willpower and Intelligence by 1.

FEARLESS BUT FOOLISH.....+5 CREDITS

A quirk of the indoctrination process has resulted in this fighter having almost no regard for their own life. Increase this fighter's Cool by 1, but reduce the fighter's Intelligence by 1.

GENETIC ANCIENT.....+10 CREDITS

This Goliath comes from a long line of stable Vatborn, and carries within their body a kind of genetic memory, increasing their knowledge and sharpening their mind. Increase this fighter's Leadership, Willpower and Intelligence by 1.

HARDENED IMMUNE SYSTEM.....+5 CREDITS

Poison finds little purchase in this fighter's flesh, their organs and blood designed to swiftly purge harmful substances. Hits from weapons with the Gas or Toxin traits only ever affect this fighter on a roll of 6 when rolling against their toughness.

HYPER HEALING.....+15 CREDITS

This fighter's flesh retains many of the regenerative properties of the amneo-tank. The fighter can roll an extra Injury dice when making a recovery test and choose the dice they wish to use. In addition, during the post-battle sequence, if this fighter has any Lasting Injuries. On a 6, the fighter can heal one of their Lasting Injuries and remove its effects from their Fighter card.

NERVE BURNOUT.....-5 CREDITS

Age and the brutality of gang warfare have caused nerve burnout on this fighter, making them more unstable. Reduce this fighter's Cool by 1.

DERMAL HARDENING.....+10 CREDITS

The fighter's skin is far thicker than normal, akin to a coating of ballistic cloth wrapped around their entire body. Increase this fighter's Toughness by 1.

TERMINAL BIOLOGY.....-10 CREDITS

The years are catching up with this fighter, and their body is beginning to fail them. Each time the fighter suffers a Lasting Injury (i.e. an effect that reduces one of their characteristics or results in them having to be taken to the Docs) roll a D6. On a roll of 1, the fighter perishes and is removed from the gang's roster.

OVERDEVELOPED MUSCULATURE...+5 CREDITS

Massive slab-like muscles cocoon this fighter, and even their muscles have muscles! All this extra bulk does, however, mean they are slow, even by the standards of their kind. Increase this fighter's Strength by 1, but reduce their Initiative by 1.

NATBORN FIGHTERS

Natborn are longer lived and more 'evolved' than their genetic cousins from the vat, though the promise of a longer life and their superior intelligence makes them less reckless with their existence. They enjoy some of the most potent genetic gifts of all Goliaths, representing, as they do, a development of the clan's genetic heritage from its inception as a slave race. Natborn fighters have the **Clever but Cautious** and **Physical Perfection** special rules:

CLEVER BUT CAUTIOUS

The curse of heightened Intelligence and a longer life means more incentive to hang onto both.

Natborn alter their starting characteristic by increasing their Intelligence by 2, increasing their Willpower by 1 and decreasing their Cool by 1.

PHYSICAL PERFECTION

Natborn have the blessing of near-perfect flesh and can build their muscles faster than any other Goliath sub-types. Natborn Leaders, Champions, Prospects, Juves and Specialists can increase their Strength or Toughness at a cost of 6 XP rather than 8 XP. When Natborn Gangers gain an Advancement, they either roll on the Ganger Advancement table, or increase either their Strength or Toughness by 1.

When added to the gang, Natborn fighters can choose from any of the Gene-smithed upgrades below, adjusting the credits cost of the fighter accordingly. Note that some 'upgrades' have a negative cost. These represent flaws and deficiencies that weaken the fighter in some way. In these instances, the cost of the upgrade is deducted from the fighter's base cost as shown in the Goliath list.

NATBORN GENE-SMITHED UPGRADES

ADAPTIVE BIOLOGY.....+10 CREDITS

The gifts of a strong genetic legacy have given this fighter almost preternatural levels of strength and resilience, their body adapting swiftly to counter the worst Necromunda has to offer. The fighter may reroll any Strength or Toughness checks they are required to take. Hits from weapons with eh Gas or Toxin traits must re-roll the dice to see if they inflict an injury should they successfully equal or beat the fighter's Toughness.

ADAPTIVE MIND.....+5 CREDITS

Genetic memory combined with an evolving intelligence grants this fighter an instinctive understanding of countless fighting styles and skills. This fighter counts their Secondary skill sets as Primary skill sets when spending XP.

ALPHA'S LINEAGE.....+20 CREDITS

The blood of an Alpha flows in this fighter's veins, making them a formidable addition to any underhive gang. This fighter counts the Leadership skill set as one of their Primary skill sets. In addition, if this fighter has the Group Activation (X) special rule, they may activate one more fighter than normal when using it. If this fighter does not have the Group Activation (X) special rule, they gain the Group Activation (1) special rule.

IRON FLESH.....+10 CREDITS

Generations of forge workers have passed onto this fighter an impressive resistance to pain, their skin hardened against both blades and burning gobbets of steel. Increase this fighter's Wound characteristic by 1.

OVER-ENGINEERED.....-10 CREDITS

The fighter represents a mismatch of genetic heritages, some beneficial, some detrimental, making it more likely their body will betray them. When this fighter must roll on the Lasting Injury table, they must roll twice and accept the higher result. This gene-smithed upgrade cannot be combined with Redundant Organs.

PRIME SPECIMEN.....+10 CREDITS

The fighter is a perfect example of their kind, and represents the ideal that all Goliaths aspire to. This fighter can improve one of their characteristics by 1.

RAPID MUSCLE GROWTH.....+5 CREDITS

With a minimum of effort this fighter can build up their muscles until there are hulking beasts, massive even compared to the largest of their kind. This fighter can increase their Strength characteristic by up to 3 points, rather than the usual 2.

REDUNDANT ORGANS.....+15 CREDITS

Extra organs have grown in this fighter's body, providing them with redundancies in case of severe internal trauma. When this fighter must roll on the Lasting Injury table, they may roll twice and accept the lower result. This Gene-smithed upgrade may not be combined with Over-Engineered.

THE TYRANT'S OWN.....+20 CREDITS

The Over-Tyrant's offspring are among the strongest of all Goliaths, and often walk the path of the Alpha, their gaze set upon one day claiming the title of Over-tyrant for themselves. This fighter can improve any two of their characteristics by 1. Only a Forge Tyrant (Leader) may take this Gene-smithed upgrade.

TYRANT'S PRIDE.....-20 CREDITS

Goliaths grow in power only through competition with their kin, and the strongest among them soon defeat all challengers to their dominance, leaving them surrounded by lesser warriors. Only a Forge Tyrant (Leader) may take this Gene-smithed upgrade. However, this fighter's gang can include no fighters with the Gang Hierarchy (Champion) special rule.

UNBORN FIGHTERS

As outsiders, Unborn fighters bring a variety of benefits from other parts of Necromunda to House Goliath. They are also among the hardest of the clan, other having survived great pain and peril to be counted as one of the Clan House. Unborn fighters have the **Outsider** special rule:

OUTSIDER

A life before joining the Clan House has given the Unborn wider experience of Necromunda and its societies than most Goliath ever see.

Unborn fighters can choose to have an additional Primary skill set chosen from: Agility, Brawn, Combat, Cunning, Ferocity, Shooting or Savant. However, Unborn fighters may never select skills from the Muscle skill group.

When added to the gang, Unborn fighters can choose from any of the Gene-smithed upgrades below, adjusting the credits cost of the fighter accordingly. Note that some 'upgrades' have a negative cost. These represent flaws and deficiencies that weaken the fighter in some way. In these instances, the cost of the upgrade is deducted from the fighter's base cost as shown in the Goliath list.

UNBORN GENE-SMITHED UPGRADES

DATA-SLUG OVERLAY.....-10 CREDITS

Something has gone wrong with the data-slug, its false engrams overlaying this fighter's own memories, making them prone to flashbacks and bouts of madness. When this fighter activates for the first time in a battle, they must make an Intelligence check. If the check is failed, they become subject to the Insane condition.

DOC'S EXPERIMENT.....+5 CREDITS

While this fighter was under the knife, the doc decided to try an experimental procedure. Select two of the following characteristics: Movement, Strength, Toughness or Wounds. Increase one characteristic by 1 and decrease the other characteristic by 1. You cannot choose a characteristic to decrease if doing so would lower it to 0.

DOC'S FAILURE.....-10 CREDITS

While this fighter was under the knife, the doc may not have been focused enough on the task at hand... Select two of the following characteristics: Movement, Strength, Toughness or Wounds. Decrease both by 1. You cannot choose a characteristic to decrease if doing so would lower it to 0.

GENETIC OUTSIDER.....-5 CREDITS

An air of distrust surrounds this fighter, no matter how hard they try to prove themselves, other Goliaths are unsettled by their presence. This fighter cannot use the Group Activation (X) special rule. Only a Forge Tyrant (Leader) or Forge Boss (Champion) may take this Gene-smithed upgrade.

MALFORMED.....+5 CREDITS

Muscle grafts have given this fighter the size and appearance of a Goliath, but all the extra weight makes them ungainly and slow. This fighter increases their Strength characteristic by 1, but reduces their Initiative characteristic by 1.

PROTO GOLIATH.....-10 CREDITS

The fighter has yet to undergo the transformative surgery to become accepted as a Goliath, though they aspire to be part of the clan. Increase the fighter's Movement by 1, reduce their Strength by 1, reduce their Toughness by 1, reduce their Cool by 2, increase their Intelligence by 2, and increase their Willpower by 2.

SCAR TISSUE.....+10 CREDITS

Knots of great scar tissue cover this fighter's body, inuring them to both pain and damage. Reduce the Damage of all hits suffered by this fighter by 1, to a minimum of 1.

SURVIVOR.....+10 CREDITS

This fighter has suffered untold hardship during their life, yet each time death has tried to claim them, they have fought their way back from the abyss. When making Recovery tests for this fighter, they can reroll one of the Injury dice rolled.

STIMM IMPLANT.....+5 CREDITS

Experimental organs have been implanted in this fighter, feeding a steady stream of chems into their blood. When this fighter activates, they can choose to increase their Strength by 2 until the end of the round. However if they do so they must roll a D6 in the End phase. On a 4+, they will suffer a Flesh Wound.

TWO LIVES.....+5 CREDITS

Despite being remade into a Goliath, this fighter retains some of the skills from their previous life, memories they can sometimes be dredged to the surface. Whenever this fighter gains a skill advancement, and during gang creation if they generate a skill, randomly generate a second skill from their Primary or Secondary skill sets. Make a note on this fighter's Fighter card that these two skills are a pair. Whenever this fighter is selected to take part in a battle, one of these skills, determined at random, will be forgotten. To determine which skill is forgotten assign one skill the numbers 1-3, and the other skill the numbers 4-6, then roll a D6. The number rolled indicates which of the pair of skills is forgotten.

HOUSE GOLIATH TERRAIN

Gangs often make use of terrain in their battles against their rivals. Sometimes this is whatever is lying around the underhive battlefield, such as barrels for cover or boltholes from which to launch ambushes. Other times they bring the terrain with them, setting up fixed weapon platforms, defensive barricades or piles of ammo crates within easy reach of their fighters.

Goliath gangs can call upon a number of specialist terrain features to include in their gang. These pieces of terrain are bought from the Trading Post during the post-battle sequence. Once bought, they are added to the gang's Stash, and can be fielded in any battle the gang takes part in unless noted otherwise (*Editor's Interpretation: It seems that they are not once-and-done, but retained between battles*).

PLACING GANG TERRAIN

Gang terrain is placed on the battlefield before any fighters are deployed, but after other terrain has been set up. A gang can place its terrain in its own deployment area or, if noted, in no-man's-land (i.e., anywhere outside both their opponent's deployment zone and their own deployment zone). Some pieces of terrain (as noted in their description) can only be used if the gang is the defender in a scenario with an attacker and a defender.

GOLIATH TERRAIN

Terrain	Cost	Availability.
Amneo Canisters	60 credits	Rare (9)
Furnace Barricade	10 credits	Common
Heavy Rivet Cannon	75 credits	Rare (8)
Pillar of Chains	20 credits	Common
Relic of the Forge	100 credits	Rare (10)

AMNEO CANISTERS

These contain the vital fluids of the growth vats, and can be used by Goliaths to rapidly heal wounds. A Goliath fighter within 3" of an Amneo Canister can remove a single Flesh Wound during the End phase of any round.

FURNACE BARRICADE

Heavy heat shields can be found throughout Goliath Forges. Gangs often turn these thick plates into makeshift barricades where their folded ceramite layers prove especially effective against flamers and melta weaponry. A Goliath gang can place its furnace barricades anywhere in its deployment zone or in no-man's-land. A fighter within 1" of a Furnace Barricade ignores both the Blaze and Melta traits when suffering hits, provided the barricade is granting them cover against the origin of the hit.

HEAVY RIVET CANNON

Rivet guns and cannon are a vital tool of the Goliath factories, the heaviest examples are fixed to tripods or tracked carriages and supplied with an abundance of ammo. Unsurprisingly, gangs turn these tools into weapons, hauling them into position to cover corridors and doorways.

Goliath gangs can only include Heavy Rivet Cannon if they are the defender in a scenario with an attacker and a defender. A Heavy Rivet Cannon uses the following profile:

Weapon	Range		Accuracy		S	Ap	D	Am	Traits
	S	L	S	L					
Heavy Rivet Cannon									
- Rapid Fire	6"	18"	+1	-	4	-1	2	3+	Fixed, Rapid Fire (1), Rending
- Super-Heated	3"	12"	+2	-	6	-2	2	3+	Blaze, Fixed, Rending

PILLAR OF CHAINS (GANG RELIC)

Goliaths often use crude iron spikes hung with chains as a convenient method of securing slaves. Captives are dragged back to the Pillar of Chains, and locked in place for later transportation to the Goliath enclave. When a gang with a Pillar of Chains has a chance to capture enemy fighters, it may re-roll one or both of the dice.

RELIC OF THE FORGE (GANG RELIC)

Forge relics are pieces of broken machinery that have been reshaped into a totem pole of clan icons and industrial weaponry. Gangs often use these to mark the boundaries of their territories, the grinning iron faces beaten into their sides a warning to trespassers. A Relic of the Forge counts as a Gang Relic. In addition, Goliath fighters within 3" of a Relic of the Forge ignore the effects of the Disarm trait and can re-roll failed Ammo Checks. Enemy fighters who end their Activation within 3" of a Relic of the Forge must make a Nerve test or become Broken.

Goliath gangs can only include a Relic of the Forge if they are the defender in a scenario with an attacker and defender.

NAMING YOUR OWN GOLIATHS

Goliath names are simple and brutal, just like the gangers themselves, and are also easy to yell out in the midst of a firefight or when charging down enemies. Below are some names that can be used, adapted or combined when creating your own Goliath gang.

King, Orman, Gund, Hagen, Logan, Spike, Gunk, Stubber, Punker, Ghork, Ukak, Vorg, Blitz, Grand Dog, Skullmasher, Dead'ead, Bonesnapper...

HOUSE ORLOCK GANGS

House Orlock is known throughout Necromunda as the 'House of Iron', an industrial superpower fuelled by countless ore mines and a stranglehold monopoly of the convoys serving the ferrous slagheaps that lie out in the Ash Wastes. To the other Houses of Necromunda, Orlock seems as unified as a clenched fist, its gangers well-organised, equipped and utterly united in purpose. Life for the average serf of House Orlock is one of unending servitude, with each man and woman doomed to endless toil within the cramped confines of the ore pits and mines from which their masters derive their vast wealth. All thought of rebellion among the masses is purged from the herd by stony-faced overseers at the cracking tip of electro-goad and psi-whip, until nought but unthinking obedience remains. Compared to these bent-backed serfs, the men and women of Orlock's gangs walk proud and tall through the smoke-clogged hallways of the House of Iron. To be an Orlock ganger is to have risen above the brutal drudgery of serfdom and claimed a life of violence and personal freedom in its stead. These are warriors born out of the fires of a vicious internal war, spoken of by the Orlocks as the 'Crucible Schism'.

More than a millennium ago, the crushing weight of House Orlock's oppressive regime caused its wretched serf-caste to rise up in open insurrection. Though appearing outwardly strong, the House had grown weak through complacency, and the soldiers of its levied militia were ill-prepared for the wrathful hordes of raging foundry and mine-workers. Thousands died in the flames of rebellion and the outward facade of House Orlock's composure began to slip. Administratum-tithe enquiries were made and whispers of Adeptus Arbites investigations (and worse) began to circulate. Desperate, but cunning, the House masters worked a masterstroke that put down the rebellion by turning it upon itself. Propagandists went into overdrive, fomenting hatred of rival Houses in every shine-soaked drinking hole, while House militia units pulled back from their brutal riot control exercises and recruiters called on loyal Orlocks to unite for the good of all... and most importantly against the imaginary agents of the other Houses. One by one, bands of raging revolutionaries fell into line – and as they did so, they were armed and turned against those still in open rebellion. Now, between the nobility of the House's great families and the malcontent masses stood a core of fighters – hundreds of nascent gangs eager to carve out a chunk of Necromunda for themselves. The rebellion that had torn the underbelly from Orlock's industry in mere weeks was halted. It was the refiner's fire that produced the Iron House's greatest asset.

The relationship formed in the aftermath of the Crucible Schism remains in place centuries later. Every Orlock, no matter how lowly, looks to the gangers who saunter arrogantly among them with a mixture of envy, longing and fear. The gangs keep the masses in check, not merely by threat of violence, but through the hope of a better future – the 'nod' from a gang leader is the promise of a new life, away from electro-flails and endless toil. The role of the gangs stretches far beyond this basic perk, however, for they are the mailed fist of House Orlock in the constant skirmishes between the great Houses of Necromunda. They protect the vast ore convoys that ply the Ash Wastes as guards and outriders, ward off prying eyes from the monstrous slag deposits at hive-bottom, and patrol the dark tunnels that lead into rival territory.

Life in an Orlock gang is tough, for their warriors have none of the stumm-grown muscle of Goliath gangers, the murder-tech of House Van Saar or the poisons of the Escher. Instead, they rely on sturdy weapons stamped and pressed in the Orlock foundries, and a fighting spirit born from the House's us-against-them philosophy. In the drinking dens and gang houses of Orlock, every ganger is instilled with the warrior creed known as 'The Iron Brotherhood'. Put simply: my gang before my House, my House before the rest. This code is the way of life for every Orlock ganger, from the greenest Juve scalped from an ore-scraping line to the oldest Iron-touched shot-caller ready to head up-hive. Forget the code and a ganger ends up gutted, facedown in a sump-flow. Honour it, and their brothers and sisters will fight and die by their side.

This close-knit bond lends itself well to the Orlock methods of gang war. Orlocks pass openly through society, confident that their gang-kin have their backs at every turn. They carry sturdy autoguns, shotguns and stubbers, House-made and true-stamped. Reliability is sought after before all other factors, and it's said among the Orlocks that if a weapon doesn't spit lead stoppage-free, there's no place for it in the House of Iron – not that an Orlock won't take a trophy from a dead enemy, however. The irony of slaughtering a rival ganger with a weapon scavenged from the fallen has a poetry not lost on an Orlock's soul. With a ready supply of House-wrought weapons and munitions churned out by the House serfs, Orlock gangs are well-equipped to guard their territory. To do this, gangs typically form a network of 'friends' and accomplices who will warn them of encroachments onto their territories. This creates a loyalty among the local House serfs, who know that the loot plundered by the gangs will filter down to them, and they can expect first pickings after the gangers themselves.

Every Orlock gang has its own idiosyncrasies and traditions, but many style themselves after the notorious Iron Skulls, a sprawling gang who rose up in the wake of the Crucible Schism. The founder of the Iron Skulls was once a down-hive slag miner known as Cheros Jal. Jal's warriors carved out territory bordering with the Delaques in Hive Trazior over the course of several years and their actions helped foment the bitter rivalry with House Delaque that remains to this day.

Jal's greatest fame stems from the 'Ashline Heist', during which he and his outriders captured a Delaque armoured train and used it to smash apart the clan's grand pipeline nexus. The Delaque power in Trazior faded and House Orlock was able to wrest the much-coveted Ulanti contract from them. For three decades thereafter, Jal and his Iron Skulls ruled a swathe of Trazior that was the envy of all around them. Hounded at every turn by the murder-squads of House Delaque, the Iron Skulls became masters of ambush, maintaining a constant state of readiness that leaves them credited with the 'full fist' principle – no Orlock ganger travels alone, or without a gun in their hand. Jal's final fate is unknown. Some say he died outnumbered, fighting beside his crew, others that he wandered grey-haired and old into the Ash Wastes to seek their fate. Regardless, even now, Orlock gangers still speak of him in awed tones and many look to the Iron Skulls as the exemplars of what it means to be a ganger in the House of Iron.

EDITOR'S SUGGESTION: HOUSE SPECIAL RULES

While players are waiting for the Orlock book in a few months, the following rules are suggested to help Orlock (including Chaos Corrupted and Genestealer-Infected Orlock) gangs:

Bullet Masters: Orlock gangs treat all additional ammunition for auto weapons, bolt weapons, shotguns and stubguns at the Legal Trading Post as Rare (6). During Damnation of an Uprising Campaign, when the gang may purchase items from their House Weapon List, they may also purchase from these categories from the Legal Trading Post as part of their House Weapon List. This does not apply to ammunition from the Black Market.

Iron Pride: Orlock gangs may not voluntarily bottle out until more than 50% of the Starting Crew is Out of Action or Fled.

Slave Masters: Any captured fighters held by an Orlock gang may be made to work rather than sold off or disposed of. At the start of each week, any captives held produce either D3x10 credits each in Insurrection or 1 portion of Meat each in Damnation. However, each captured fighter must roll once on the Lasting Injury chart, re-rolling results of 61-66, and the owning player must apply the result immediately.

FIGHTERS

A starting Orlock gang is made up of the following fighters:

ORLOCK LEADER (LEADER)

								120 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	3	4+	2	4+	5+	5+	5+

EQUIPMENT

An Orlock Leader is equipped with mesh armour. They may purchase any weapons or Wargear from the Orlock House List.

- During the course of a campaign, an Orlock Leader may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Orlock Leader has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Leader: A House Orlock gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Orlock fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Orlock fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, an Orlock Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

ORLOCK CHAMPION (CHAMPION)

								95 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	3+	3	3	2	4+	2	5+	6+	6+	6+

EQUIPMENT

An Orlock Champion is equipped with flak armour. They may purchase any weapons or Wargear from the Orlock House List.

- During the course of a campaign, an Orlock Champion may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Orlock Champion has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Orlock fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Orlock fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, an Orlock Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

ORLOCK GANGER (GANGER)

								55 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	7+

EQUIPMENT

An Orlock Ganger is equipped with flak armour. They can be equipped with Armour, Basic Weapons, Pistols, Close Combat Weapons, Grenades and Wargear from the Orlock House List.

- During the course of a campaign, both Orlock Gangers and Orlock Specialists may be given additional weapons purchased from this list (**Editor's Suggestion: as well as Common items from the Trading Post and Black Market**).
- In addition, during a campaign both Orlock Gangers and Orlock Specialists may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Orlock Ganger may only be equipped with weapons chosen from the Basic Weapons, Pistols and Close Combat Weapons section of this list (**Editor's Suggestion: as well as Common items from the Trading Post and Black Market**).
- Once promoted, an Orlock Specialist may also be equipped with Special Weapons.

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of House Orlock gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Orlock Specialist): When the gang is founded, a single Orlock Ganger can be promoted to become an Orlock Specialist. During Campaign play, additional Orlock Gangers may become Orlock Specialists by spending Experience (XP), as described in the campaign rules. An Orlock Specialist gains the Tools of the Trade special rule, may purchase Special Weapons, and may spend XP to gain additional skills.

Tools of the Trade (Orlock Specialist only): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

ORLOCK JUVE (JUVE)

								30 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	5+	5+	3	3	1	3+	1	7+	8+	8+	8+

EQUIPMENT

An Orlock Juve starts with no equipment. They may purchase Pistols, Close Combat Weapons, and Wargear from the Orlock House List.

- During the course of a campaign, an Orlock Juve may be given additional weapons purchased from this list (Editor's Suggestion: as well as Common items from the Trading Post and Black Market).
- In addition, during a campaign, an Orlock Juve may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of House Orlock gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Orlock Specialist): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become an Orlock Specialist. Editor's Suggestion: If not playing a campaign with Downtime (for example a perpetual campaign) or if an Arbitrator determines otherwise, the fighter is promoted as soon as they reach five advances.

When a fighter is promoted in this way, they will from now on count as an Orlock Specialist for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change but they will lost the Gang Fighter (Juve), Promotion (Orlock Specialist) and Fast Learner special rules and gain all the Special Rules associated with an Orlock Specialist.

Fast Learner: During campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved already has been Improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP shown each time. Editor's Suggestion: After their fifth advance, this fighter no longer benefits from the Fast Learner rule.

HOUSE ORLOCK SKILL ACCESS

Orlock fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	-	Secondary	-	-	Primary	Primary	Secondary	Primary
Champion	-	Secondary	-	-	Primary	Secondary	Secondary	Primary
Juve	-	-	-	-	Primary	-	Secondary	Secondary
Specialist	-	Secondary	-	-	Primary	-	Secondary	Primary

HOUSE ORLOCK EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun..... 15 credits
- Sawn-off shotgun 15 credits
- Shotgun
(with solid and scatter ammo) 25 credits
- Boltgun 55 credits⁵¹
- Combat shotguns
(with salvo & shredder ammo) 55 credits

CLOSE COMBAT WEAPONS

- Maul (club) 10 credits
- Fighting knife 15 credits
- Flail 20 credits
- Chainsword..... 25 credits
- Power knife 25 credits
- Servo claw 30 credits
- Two-handed hammer* 35 credits

PISTOLS

- Stub gun 5 credits
- Autopistol 10 credits
- Bolt pistol 45 credits
- Plasma pistol 50 credits⁵²
- Hand flamer 75 credits⁵³

SPECIAL WEAPONS

- Grenade launcher
(with frag & krak grenades) 65 credits
- Plasma gun 100 credits⁵⁴
- Melta gun 135 credits
- Flamer 140 credits⁵⁵
- Combi-weapon (bolter/melta) 165 credits

HEAVY WEAPONS

- Harpoon launcher* 110 credits⁵⁶
- Heavy stubber* 130 credits⁵⁷
- Heavy bolter* 160 credits
- Heavy flamer* 195 credits⁵⁸

WARGEAR

GRENADES

- Blasting charges 30 credits
- Frag Grenades 30 credits
- Demo charges 45 credits
- Krak Grenades.....45 credits

ARMOUR

- Flak armour 10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Dumdum rounds (for stub gun) 5 credits
- Drop rig 10 credits
- Filter plugs 10 credits
- Respirator.....15 credits
- Telescopic sight † 25 credits
- Bio-booster 35 credits
- Photo goggles 35 credits

STATUS ITEMS: EXOTIC BEASTS

- 0-3 (per leader or champion) Cyber Mastiffs
.....100 credits

NAMING YOUR OWN ORLOCKS

The names most Orlocks go by are simple nicknames given to them by their crew – the practice of naming a new recruit is as old as the clan itself. Below are some elements that can be used individually or combined to name gangers aligned to the House of Iron.

Grimm, Ironhead, Nark, Groff, Fast, Don, Rock, Thorson, Jo, Silent, Sour, Fist, Gann, Red, Zeke, Lander, Mo, Radder, Crow, Duster...

⁵¹ Editor's Suggestion: Increase to 80 credits

⁵² Editor's Suggestion: Increase to 60 credits

⁵³ Editor's Suggestion: Reduce to 50 credits

⁵⁴ Editor's Suggestion: Increase to 120 credits

⁵⁵ Editor's Suggestion: Reduce to 80 credits

⁵⁶ Editor's Suggestion: Reduce to 80 credits

⁵⁷ Editor's Suggestion: Reduce to 90 credits

⁵⁸ Editor's Suggestion: Reduce to 140 credits

HOUSE VAN SAAR GANGS

House Van Saar is the technological powerhouse of Necromunda, its artisans and armourers creating the finest weapons and wargear of all of the clans. Their power, however, is built around a dark secret unknown to outsiders and even many within the House. Generations ago, the forefathers of the House toiled in the depths of the hives, seeking the lost knowledge of ages past. What they uncovered was a fragment of an ancient Standard Template Construct system, and it was upon this device that the clan's fortunes were built. Even for the augmented technoscriveners of the Van Saar, such a thing as an STC is difficult to understand, and, though potent, the artefact was incomplete – and worse, it was flawed.

The STC bled exotic energies into all of those who used it, and the upper cabals of the House were soon hopelessly irradiated – a price they gladly paid for the technological wonders that the STC produced. While it is the oldest and most powerful Van Saar that drink deepest from the STC's poisoned chalice, and so are the most wizened and withered of their kind – all within the House are affected by it in one fashion or another. By the time a Van Saar comes of age, their body has already been exposed to radiation far in excess of the norm – even for a toxic world such as Necromunda – and they must spend most of their time encased in specially crafted suits to regulate their ravaged organs and polluted blood.

Unlike other Houses, which often seek out dissidents and hyper-violent misfits to fight their endless interHouse wars, House Van Saar chooses its gang Leaders from master crafters, tech-scriveners, and cognus-scholars. These learned men and women are more than mere weapons to be used against their rivals, but also innovators and salvagers, creating and recovering technologies for the House's masters. Well-versed in the catechisms of tech and the prayers to the machine, they have an understanding of the Imperium's ancient machines second only to the servants of the Mechanicum. Often, their mission is to recover lost tech from the depths of a hive or the vaults of their rivals – each find adding to the clan's arsenal of advancements. The greatest of these gang masters might be honoured for their work with unique tech gifts from their House, or if they have done Van Saar a truly exceptional service may even have a weapon variant or device named after them – like the Gantic pattern plasma gun or the Haex scrambler

The true grail for a Van Saar gang is to find the missing pieces of their STC, and perhaps reverse or stall its degenerative effects upon their people. For this prize, they will delve deep into the underhive or trek out into the Ash Wastes and beyond. So far little progress has been made, and the gangs still rely upon cocktails of chemicals from their injector rigs or blood purification implants to prolong their lives

As befits the fighters of a House rich in mechanical resources, Van Saar gangs favour technological solutions to battlefield challenges. Like the chambers of a well-greased stub gun, the gang enters the fray with each warrior knowing their role. An overseer of combat, the gang leader directs their followers, luring the foe into killing grounds, feinting with skirmishers and probing with speculative fire. Enemies are often detected in halos of green light on bio-scanner screens or upon pict thieves long before they are aware of the Van Saar fighters' presence, while meticulously machined and maintained plasma pistols, las carbines and rad guns track their advance. To a Van Saar fighter, a weapon is more than merely a tool with which to bring down rivals, but a gift from the great work conclaves of the House. Like a child, it is theirs to care for and maintain, the weapon's life given purpose in their willing hands. For this reason, the

gangsters rarely use scavenged weaponry or anything that has not been crafted by the gang itself. Even seemingly crude weaponry, such as clubs or knives, are works of art – handles perfectly weighted against heads, the hafts fitted with pneumatic compellers to enhance swing, or edges tipped with monofilament strands to make them impossibly sharp.

Van Saar gangs thrust into the war between the Houses must forsake ties to their former masters. While they remain as cogs in the great House Van Saar machine, the gangs are now part of its farthest extremities. As the inner workings of the House see to its continuation, so do the gangs bring about favourable outcomes beyond its auspices. Where a Van Saar gang takes root, its Leader will build their own machine temple. These shadow forges are a pale reflection of the fabricator vaults of the House itself, but compared to the bases of other gangs they sufficiently provide the Van Saar gangsters with a ready-made place to fashion weapons, charge power packs or craft armour. In the centre of such a hideout, the leader's own weapons and armour stand sentinel, almost a blessed relic to the gang, whose machine spirit, like the leader, watches over their endeavours.

Van Saar gangs and their leaders pursue the purity of technology just as they chase the advancement of their House. Often, a leader will choose one of the mysterious disciplines of the machine to master, and in turn shape the kind of gang they lead. Arch-mechakin Luthrek, for example, seeks out the ancient wonders of the hives, his gang of plunderers well known among the shadow realms beneath Gothrul's Needle. Festooned with trinkets of power, Luthrek has amassed a wealth of knowledge about the founders of the Needle, and often turns his environment against his enemies by manipulating forgotten systems to do his bidding. During the three-way firefight to break open Gothrul's Founder's Vault, Luthrek reawakened the spirits of the hive diggers – mighty engines quiescent since the hive's construction – the resulting quakes crushing his rivals under a cascade of ancient steel and scrap.

In the quest to cure the curse of the STC, some Van Saar leaders have even taken to adapting their own bodies. Through mechanical and chemical means, Mareke of the Urdo Vitaengineers is the most accomplished of her kind, as evidenced by the complex subdermal filters that whirr and hiss beneath her flesh. Mareke seeks out not blessed cybernetics or techno-scrap like many of her kin, but the perfect combinations of human chemicals for her anti-rad elixirs and enhancement potions. For years, Mareke and her gang have plagued the barrens of the Quinspirus Cluster, often raiding the vaults of the Mortuarium for their stores of dead. Her greatest prize though remains elusive; the Escher gang leader Xenrian. The two warrior women play out their private war, as Xenrian seeks to slay Mareke with exotic poisons and the Van Saar covets the Escher's unique genetic make-up for her dark experiments.

No tale of the great gangs of Van Saar would be complete without mentioning the legend of Razor's Abomination. Razor was one of the clan's most talented cyber-chirurgeons, who ironically met a messy end on the edge of a Delaque whisper-blade. Before his demise, it is said that Razor had found a cure to the exotic radiation exposure that affects all Van Saar to some degree, and the Abomination is his only surviving test subject. Stories of this mythical warrior and the gang he leads have led many Van Saar gangs – not to mention countless others seeking profit and fame – to their doom in the hive depths. Yet the tales persist, and from time to time there will be a sighting of a Van Saar fighter, hail and proud, striding into battle wearing the tattered remnants of a survival suit like a badge of honour.

EDITOR'S SUGGESTION: HOUSE SPECIAL RULES

While players are waiting for the Van Saar book at the end of the year, the following rules are suggested to help Van Saar (including Chaos Corrupted and Genestealer-Infected Van Saar) gangs:

Irradiated: Van Saar fighters may only ever receive a single Toughness advance due to their radiated forms. However, a Van Saar fighter does not need to suffer an appropriate Lasting Injury result before having any Bionic installed.

Noospheric Interface: Van Saar fighters' mechadendrite tails have sophisticated spikes that allow them to access cogitator systems with ease. They may reroll failed attempts to hack doors, terminals and consoles, and any failed attempts to start Badzone terrain.

Overpower: Van Saar add +1 Strength to Maximal-power plasma pistols, plasma guns and plasma cannons, as well as Focusing Crystal- shots from las weapons. They may choose to do so with hotshot-las pack shots from lasguns and laspistols, but any Overpowered shots using these weapons gain the Unstable trait.

FIGHTERS

A starting Van Saar gang is made up of the following fighters:

VAN SAAR LEADER (LEADER)

								130 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	2+ ⁵⁹	3	3	2	5+	2	4+	5+	5+	4+

EQUIPMENT

A Van Saar Leader is equipped with an armoured bodyglove. They may purchase any weapons or Wargear from the Van Saar House List.

- During the course of a campaign, a Van Saar Leader may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Van Saar Leader has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Leader: A House Van Saar gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Van Saar fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Van Saar fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Van Saar Leader may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

⁵⁹ Editor's Suggestion: Reduce BS to 3+, increase WS to 3+.

VAN SAAR CHAMPION (CHAMPION)

								110 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	2+ ⁶⁰	3	3	2	4+	1	5+	6+	6+	5+

EQUIPMENT

A Van Saar Champion is equipped with an armoured bodyglove. They may purchase any weapons or Wargear from the Van Saar House List.

- During the course of a campaign, a Van Saar Champion may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Van Saar Champion has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Van Saar fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Van Saar fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Van Saar Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

VAN SAAR GANGER (GANGER)

								65 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	3+ ⁶¹	3	3	1	5+	1	6+	7+	7+	6+

EQUIPMENT

A Van Saar Ganger is equipped with an armoured bodyglove. They can be equipped with Armour, Basic Weapons, Pistols, Close Combat Weapons, Grenades and Wargear from the Van Saar House List.

- During the course of a campaign, both Van Saar Gangers and Van Saar Specialists may be given additional weapons purchased from this list (**Editor's Suggestion: as well as Common items from the Trading Post and Black Market**).
- In addition, during a campaign both Van Saar Gangers and Van Saar Specialists may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Van Saar Ganger may only be equipped with weapons chosen from the Basic Weapons, Pistols and Close Combat Weapons section of this list (**Editor's Suggestion: as well as Common items from the Trading Post and Black Market**).
- Once promoted, a Van Saar Specialist may also be equipped with Special Weapons.

⁶⁰ Editor's Suggestion: Reduce BS to 3+, increase WS to 3+.

⁶¹ Editor's Suggestion: Reduce BS to 4+.

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of House Van Saar gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Van Saar Specialist): When the gang is founded, a single Van Saar Ganger can be promoted to become a Van Saar Specialist. During Campaign play, additional Van Saar Gangers may become Van Saar Specialists by spending Experience (XP), as described in the campaign rules. A Van Saar Specialist gains the Tools of the Trade special rule, may purchase Special Weapons, and may spend XP to gain additional skills.

Tools of the Trade (Van Saar Specialist): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

VAN SAAR JUVIE (JUVE)

								35 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	4+	3	3	1	4+	1	9+	8+	9+	7+

EQUIPMENT

A Van Saar Juve is equipped with an armoured bodyglove. They may purchase Pistols, Close Combat Weapons, and Wargear from the Van Saar House List.

- During the course of a campaign, a Van Saar Juve may be given additional weapons purchased from this list (*Editor's Suggestion: as well as Common items from the Trading Post and Black Market*).
- In addition, during a campaign, a Van Saar Juve may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of House Van Saar gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Van Saar Specialist): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become a Van Saar Specialist. *Editor's Suggestion: If not playing a campaign with Downtime (for example a perpetual campaign) or if an Arbitrator determines otherwise, the fighter is promoted as soon as they reach five advances.*

When a fighter is promoted in this way, they will from now on count as an Van Saar Specialist for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change but they will lost the Gang Fighter (Juve), Promotion (Van Saar Specialist) and Fast Learner special rules and gain all the Special Rules associated with a Van Saar Specialist.

Fast Learner: During campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved already has been Improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP shown each time. *Editor's Suggestion: After their fifth advance, this fighter no longer benefits from the Fast Learner rule.*

HOUSE VAN SAAR SKILL ACCESS

Van Saar fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	Secondary	-	-	Secondary	-	Primary	Primary	Primary
Champion	-	-	Secondary	Secondary	-	Secondary	Primary	Primary
Juve	Primary	-	-	-	-	-	Secondary	Secondary
Specialist	-	-	Secondary	Secondary	-	-	Primary	Primary

HOUSE VAN SAAR EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Lasgun 10 credits
- Las carbine 20 credits
- Suppression laser 40 credits

CLOSE COMBAT WEAPONS

- Power knife 25 credits
- Shock stave 25 credits
- Servo claw 30 credits
- Shock baton 30 credits
- 'Hystar' pattern energy shield 50 credits

PISTOLS

- Laspistol 5 credits
- Las sub-carbine 15 credits
- Plasma pistol 50 credits⁶²
- Hand flamer 75 credits⁶³

SPECIAL WEAPONS

- Combi-weapon (lasgun/plasma gun) 75 credits⁶⁴
- Plasma gun 100 credits⁶⁵
- Rad gun 100 credits
- Combi-weapon (lasgun/melta) 120 credits
- Grav-gun 120 credits
- Meltagun 135 credits
- Flamer 140 credits⁶⁶

HEAVY WEAPONS

- Plasma cannon* 130 credits⁶⁷
- Rad cannon* 130 credits
- Multi-melta* 180 credits

WARGEAR

GRENADES

- Smoke grenades 15 credits
- Rad grenades 25 credits
- Frag grenades 30 credits
- Krak grenades 45 credits

ARMOUR

- Flak armour 10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Drop rig 10 credits
- Filter plugs 10 credits
- Respirator 15 credits
- Telescopic sight † 25 credits
- Bio-booster 35 credits
- Las-projector 35 credits
- Mono-sight † 35 credits
- Photo goggles 35 credits
- Grav-chute 40 credits
- Infra-sight † 40 credits
- Suspensors 60 credits

STATUS ITEMS: EXOTIC BEASTS

- 0-3 (per leader or champion) Cyberachnid 75 credits

NAMING YOUR OWN VAN SAARS

Van Saar names are distinctive, harkening back to the ancient family line that spawned the clan, and still used as a means of binding the close and secretive House together. Below are some names that can be used, adapted or combined when creating your own Van Saar gang.

Lisbet, Schylaar, Otto, Onia, Engael, Anbrecht, Larz, Espen, Dael, Basteaan, Schae, Aldona, Hanselt, Marteeus, Jeroen, Koen, Rutgeer, Lucien, Sargen, Maex...

⁶² Editor's Suggestion: Increase to 60 credits

⁶³ Editor's Suggestion: Reduce to 50 credits

⁶⁴ If not removing Rapid Fire from the low power profile, increase to 100 credits.

⁶⁵ Editor's Suggestion: Increase to 120 credits

⁶⁶ Editor's Suggestion: Reduce to 80 credits

⁶⁷ Editor's Suggestion: Increase to 180 credits

LAW GANGS

VENATOR GANGS

All across Necromunda, from the drudging halls of manufacturums and precinct blockhouse walls, to the rusting gates of downhive settlements and cross-tunnel gibbets, images of the faces of wanted individuals flutter in the stale breeze of the carbon scrubbers. A group of talented murderers can make a healthy living collecting the bounties of these criminals, killers and deviants.

The motley bands of hired guns who go after these bounties are commonly known as Venators, after the ancient High Gothic name for a hunting party; a temporary coalition of Bounty Hunters out for blood and coin. With the promise of shared rewards and extra firepower, Venators form into gangs and pursue Merchants Guild patronage and the stability that comes from regular contracts. Drawn from every Clan or House on Necromunda, Venators come in all shapes and sizes – mixing ex-Goliath heavies and nimble Escher assassins, alongside disgraced watchmen or embittered outcast nobles. Most of them are sanctioned by the Guilders or the Imperial House itself, and carry a hunter's oath-token as proof of their patronage. However, many are not, though the Guilders often pay for the gang's captives and kills all the same. In the underhive, lawmen don't ask too many questions if a masked killer dumps the corpse of a wanted ganger at their feet – they hand over the scrip and sleep a little sounder with one less criminal at large.

Venator bands are not limited to Necromundans, some even come from off-world. Mutants, abhumans and xenos are all believed to make a living on the hive world by taking on the guise of the Venator. Infamous Bounty Hunters such as Gor Halfhorn, Yar Umbra and Grendl Grendlsen, among others, have at one time or another led their own gangs or taken up employment as part of a Venator crew, finding a home among their peers even on a world that might not be their own.

Some of the most infamous Venators are drawn from the ancient and much feared Executioner Families, entire bloodlines which are founded on meting out the justice of Lord Helmawr. These are the highest pedigree of murderers, spawned from a single legendary assassin or hunter. Gangs such as the Wu-Kang are a splinter bloodline of Ran Lo, founded by Wu the Fist and made up of his many sons and daughters. Covered in exotic coiling tattoos, Wu-Kang Venators are masters of close combat, taking great pride in the intimacy of inflicting death and adding fresh kill markings to their bodies. Then there are families such as the Jarlgar Headhunters, Ash Wasters granted sanctuary within the hive in exchange for a constant supply of bounties. Jarlgar Venators are scrap-clad savages, who, like the silt-sharks of the Worldsump Ocean, must constantly keep moving if they are to survive. Some Executioner Families are not even families in the true sense, such as the Janus Clan. A clone collective, vat-grown by contract with House Escher, each member of the gang being physically identical and bearing the name of their progenitor.

Guild and Imperial sanctioning for Venator gangs can come in many forms. In addition to the oathtokens which are bought, sold and traded between Merchants Guilds and hunters, the Guilders maintain their own cadres of Venators. Adjutors, such

as Baertrum Arturos III hunt down oathbreakers, including other Bounty Hunters, while shacklemen track escaped slaves for the Guild's pit bosses. Sometimes Guilders might turn to ex-members of their caste or talented individuals who share their qualities for specialised tasks. For instance, the Water Harvesters of Hive Primus have long called upon the abilities of Eyros Slagmyst. The not-quite-human hunter has led bands of Water Harvesters in missions to bring water thieves to justice or liquidate settlements in the name of the Merchants Guild.

Psykers and psyker hunters can also be found in Venator gangs. The most lucrative, and indeed dangerous to hunt, are those who have spontaneously come into psychic powers. So dangerous are these 'rogue psykers' that the Imperial House has issued an open contract on all their kind. Only the most experienced Venator band would pursue such a foe, for they are wont to inadvertently unleash the power of the Warp itself when cornered, but those who do – the Venator Witch Hunters – are among the most feared warriors of the hive cities. Some of these gangs put their faith in anti-psy tech such as psyk-out grenades and neural inhibitors to make their own minds more defensible, then there are those who turn to belief to steel their souls. Venators dedicated to the Cult of the Redemption are not unknown, such as the Red Brothers or the Hammer of Psykers, whose singular purpose is the killing of witches and mutants. Rumours even hint at actual members of the Ministorum and the Adepta Sororitas leading Venator bands, bringing their own special set of skills to the underhive

Of course, the best defence against a psyker is to have one on your own side. Sanctioned psyhunters, such as Ortrum 8-8, hire out their services or are hired out by their masters to aid Venators, while others, such as the Psylock Cabals, provide more permanent services if their unusual demands can be met. There is even tell of entire psyker gangs, for example the Wyrd Brethren, who have special dispensation from the Imperial House to operate below the Wall, provided that they submit to obedience implants

Clan and noble house Venators are perhaps the most 'common' kind of Venators – if any Venator gangs could ever truly bear that moniker. Belladonna Familus Umathurn De'Escher, daughter of Matriarch Majoris Orlena Deytheros Escher, is perhaps one of the Palatine Cluster's most well-known noble Bounty Hunters. While she mostly works alone, or hitches on to gangs that might know something about the assassin she is pursuing, more than once she has fallen in with a group of Venators. It was Belladonna and the Broken Blades, a group of outcast nobles, second sons and disgraced daughters, that held the tide-lock beneath Dust Falls when a neurone plague outbreak unleashed a horde of living dead against the settlement. Famously, Belladonna negotiated a better price from the Guilders even as the zombies battered at the gates, threatening to walk away and leave Dustfalls to its fate, saying "If I'm getting zombie guts on my armour, you can be damn sure I'm getting paid extra!"

DESIGNER'S NOTES

Venator bands present an opportunity to let your gaming imagination run wild – a chance to use the Forge World Bounty Hunters in conjunction with a wide variety of models from the plastic gang sets to create a gang with a character all of its own. The gang list presents a variety of profiles for each character type available, together with unprecedented access to a wide range of equipment thanks to them using almost the entire Trading Post as their Equipment List. The options are almost limitless.

This is deliberate. Venators come from not only all corners of Necromunda, but from all corners of the Imperium and beyond. They are bands of Bounty Hunters thrown together by the knowledge that working in a group is far safer and more profitable in the long run than working alone. Former gang members, deserter Guardsmen, abhumans, even aliens, all can be brought together within this unique gang and over time, just like any other gang it can become more diverse and colourful through the addition of Hangers-on in the form of supporting staff, Exotic Beasts, and so forth.

We would suggest that stat lines be chosen based on the character of the individual model you want to include, something which should also be considered when arming and equipping your fighters. Ask yourself how the stat line and weapons chosen work together, and does the stat line suit the character you'd imagine the model having?

When it comes to selecting the skill sets available to your Venators gang, consider the overall character of the fighters. What is it that brings them together and what makes them work well as a team, what makes their leader a strong character that other ruthless cutthroats will follow? For all the individuals that make up the gang might be wildly different, the gang will function and feel better if careful consideration is given to skills. This is the area in which the group's identity really shines through.

GANG COMPOSITION

A Venator gang follows the normal rules for gang composition.

VENATORS IN CAMPAIGNS

In a Dominion Campaign, Venator gangs are treated just like any other. They begin the campaign with a Settlement Territory, which they cannot lose, which represents their base of operations, they can take control of unoccupied Territories during the Occupation phase and they can seize control of Territories from other gangs during the Takeover phase.

They claim Territory Boons just like any other gang. However, the way in which a Venator gang deals with Enhanced Boons will depend upon the gang Leader. If the gang Leader has a House Origin, then the gang may claim Enhanced Boons as if they were a gang of that House. If the gang Leader does not have a House Origin then the Venators gang may not claim any Enhanced Boons.

GAINING EXPERIENCE

Venators gain Experience Points (XP) in the same way as any normal House gang. Hunt Leaders and Hunt Champions can have their XP spent on Advancements, in the same way as a Leader or Champion. Hunters advance in the same way as Gangers, and can become Specialists if a 2 or 12 is rolled for their Advancement.

CAPTURED FIGHTERS

A Venators gang will earn additional income for every enemy fighter Captured and not rescued, which they will automatically sell to the Guilders, or for any enemy fighters killed. When the Venators sell Captives to the Guilders, they earn the full value of each fighter in credits rather than the usual half. When an opponent the Venators have just fought deletes a dead fighter from their roster during the Update Roster step of the post-battle sequence, the Venators immediately claim half of that fighter's value rounded up to the nearest 5 credits as bounty.

POST-BATTLE ACTIONS

The Hunt Leader and any Hunt Champions in the gang can make one post-battle action, in the same way as a Leader or Champion respectively.

SKILL ACCESS

When creating a Venator gang, pick any four skill sets apart from Leadership. Rank them from 1 to 4 – 1 being the skill set that most embodies the way you envisage the band operates as a team. Each fighter’s access to the skill sets is then determined by looking at the table below – this should be noted down separately.

	Primary	Secondary
Hunt Leader	1 & 2 plus Leadership	3 & 4
Hunt Champion	1 & 2	3 & 4 plus Leadership
Specialist	1 & 2	3 & 4

HIRED GUNS AND DRAMATIS PERSONAE

Venator bands may hire Dramatis Personae and Hive Scum in the same way as other gangs, however they may not hire Bounty Hunters apart from Dramatis Personae ones. This is because they are already a tightly knit group of Bounty Hunters themselves and are very reluctant to split profits with outsiders, but they will make use of local expertise where it suits their ends, and both Dramatis Personae and Hive Scum represent exactly this.

Dramatis Personae Bounty Hunters joining a Venators gang are subject to the Dead, Not Alive, Claiming Bounties and “We’ll Get Our Bit...” special rules.

HANGERS-ON

Additionally, Venator bands may hire Hangers-on, but they use the following table:

Reputation	Maximum Hangers-on
Less than 9	1
10 to 14	2
15 to 19	3
20 to 24	4
Each additional 5	+1

HOUSE LEGACY.....30 CREDITS (EDITOR’S SUGGESTION: 20 CR) (GOLIATH, ESCHER, CAWDOR, ORLOCK, VAN SAAR, DELAQUE)

Any fighter in a Venator gang may be given a single House Legacy for 30 credits (Editor’s Suggestion: 20 Credits). A fighter with a House Legacy may choose equipment from the Escher, Goliath, Van Saar, Delaque, Cawdor or Orlock House Equipment Lists (House Goliath Legacy Hunt Leaders, Hunt Champions, Hunters and Hunt Initiates take respectively from the Forge Tyrant, Forge Boss, Bruiser and Bully equipment lists). For example, a Hunt Champion with the Goliath House Legacy may take furnace plate armour and a ‘krumper’ rivet cannon should they wish, or any other item from the House Goliath Forge Boss Equipment List, Exclusive, Rare or otherwise, at the cost shown there.

A Hunt Leader or Hunt Champion may purchase Status Items or Exotic Beasts associated with their House Legacy. For example, a Hunt Leader with a House Goliath Legacy may purchase a Sumpkroc.

Finally, and regardless of House Legacies within the gang, a Venator gang may hire Hangers-on and Brutes, but may not hire any Hangers-on or Brutes associated with a specific House. For example, a Venators gang may hire a Jotunn H Grade Servitor Ogryn, but may not hire a Brute only available to a specific House, such as a Goliath ‘Zerker.

There is no restriction on differing House Legacies within a gang – a Venators gang may contain as many or as few as you wish. However, each fighter may only originate from one House!

Editor’s Note: If using Editor’s House Special Rules. Models with each Legacy are subject to the special rules that affect fighters for each Clan gang. In addition, a model with a Goliath legacy must decide if they are Vat-, Nat- or Unborn, paying the respective cost for the sub-type, and may purchase up to one Gene-Smithing Upgrade if they are a Hunter or Hunt Initiate, or two if they are a Hunt Leader or Hunt Champion. A model with Van Saar legacy must purchase and always be equipped with an armoured bodyglove for 15 credits, and a fighter with this Legacy can never receive a Toughness advancement.

FIGHTERS

A starting Venator gang is made up of the following fighters:

VENATOR HUNT LEADER (LEADER)

110 credits

Select one of the following profiles to use when recruiting your Hunt Leader.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	3+	2	7+	6+	6+	6+
3"	3+	4+	3	4	2	5+	2	6+	6+	5+	5+
4"	3+	5+	4	4	2	4+	2	7+	5+	8+	9+
4"	4+	2+	3	3	2	3+	1	5+	5+	6+	5+

EQUIPMENT

A Venator Hunt Leader has no equipment. When hired they may choose Common equipment, and Rare equipment with a Rarity value up to and including 11, from the Trading Post. They have no equipment restrictions.

- During the course of a campaign, a Venator Hunt Leader may be given additional weapons and Wargear purchased from the Trading Post and from the Black Market.
- A Venator Hunt Leader has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Leader: A Venator gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Venator fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Venator fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

VENATOR HUNT CHAMPION (CHAMPION)

85 credits

Select one of the following profiles to use when recruiting a Hunt Champion.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	2	4+	2	7+	6+	7+	7+
3"	4+	4+	3	4	2	5+	2	6+	6+	6+	5+
4"	3+	5+	4	4	2	5+	2	7+	5+	8+	8+
4"	5+	2+	3	3	2	4+	1	6+	6+	6+	6+

EQUIPMENT

A Venator Hunt Champion has no equipment. When hired they may choose Common equipment, and Rare equipment with a Rarity value up to and including 10, from the Trading Post. They have no equipment restrictions.

- During the course of a campaign, a Venator Hunt Champion may be given additional weapons and Wargear purchased from the Trading Post and from the Black Market.
- A Venator Hunt Champion has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Venator fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Venator fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Venator Hunt Champion may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

VENATOR HUNTER (GANGER)

.....50 credits

Select one of the following profiles to use when recruiting a Hunter.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	7+	6+	7+	7+
3"	4+	4+	3	4	1	5+	1	6+	6+	7+	6+
4"	3+	4+	3	4	1	5+	1	7+	6+	8+	9+
4"	5+	3+	3	3	1	4+	1	6+	6+	6+	7+

EQUIPMENT

A Venator Hunter has no equipment. When hired they may choose Common equipment, and Rare equipment with a Rarity value up to and including 8, from the Trading Post. They can be equipped with Basic Weapons, Close Combat Weapons, Grenades, Pistols and Wargear.

- During the course of a campaign, both Venator Hunters and Venator Specialists may be given additional weapons purchased from the Trading Post and Black Market.
- In addition, during a campaign both Venator Hunters and Venator Specialists may be given additional Wargear purchased from the Trading Post and from the Black Market.
- A Venator Hunter may only be equipped with weapons chosen from the Basic Weapons, Pistols and Close Combat Weapons section of this list.
- Once promoted, a Venator Specialist may also be equipped with Special Weapons.

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of Venator gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Venator Specialist): When the gang is founded, a single Venator Hunter can be promoted to become a Venator Specialist. During Campaign play, additional Venator Gangers may become Venator Specialists by spending Experience (XP), as described in the campaign rules. A Venator Specialist gains the Tools of the Trade special rule, may purchase Special Weapons, and may spend XP to gain additional skills.

Tools of the Trade (Venator Specialist): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

EDITOR'S SUGGESTION: JUVES

Hunt Initiate (juve) 25 credits

Select one of the following profiles to use when recruiting a Hunter Juve.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	5+	5+	2	3	1	3+	1	8+	7+	8+	8+
4"	5+	5+	3	3	1	4+	1	7+	7+	8+	7+
5"	4+	5+	3	3	1	4+	1	8+	7+	9+	10+
5"	5+	4+	2	3	1	3+	1	7+	7+	7+	8+

EQUIPMENT

A Venator Hunt Initiate starts with no equipment. At gang creation when hired they may choose Common equipment, and Rare equipment with a Rarity value up to and including 6, from the Trading Post. They can be equipped with Close Combat Weapons, Pistols and Wargear.

- During the course of a campaign, a Venator Hunt Initiate may be given additional weapons purchased from the Trading Post and Black Market.
- In addition, during a campaign, a Venator Hunt Initiate may be given additional Wargear purchased from the Trading Post and from the Black Market

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of Venator gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Venator Specialist): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become a Venator Specialist. Editor's Suggestion: If not playing a campaign with Downtime (for example a perpetual campaign) or if an Arbitrator determines otherwise, the fighter is promoted as soon as they reach five advances.

When a fighter is promoted in this way, they will from now on count as an Van Saar Specialist for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change but they will lose the Gang Fighter (Juve), Promotion (Venator Specialist) and Fast Learner special rules and gain all the Special Rules associated with a Venator Specialist.

Fast Learner: During campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved already has been Improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP shown each time. Editor's Suggestion: After their fifth advance, this fighter no longer benefits from the Fast Learner rule.

EDITOR'S SUGGESTION: MAKING SCAVVIES, RATSKINS AND WYRDS

The following house rules have been used in two campaigns to allow players to represent Scavvies, Ratskins and Wyrds. They have been successful, although they can be abused – an Arbitrator or players are encouraged to adapt and use for your own campaigns.

SCAVVY

Some Venators come from scavvy genestock, or have physically degenerated through mutation or irradiation in the Badzones.

A Venator, with the exception of any Venator with the fourth profile for their type, may be upgraded to a Scavvy for free. Scavvies may also have a House Legacy and/or be upgraded to Wyrds, but may not have a Ratskin legacy. A Scavvy Venator can be fed by one half of a portion of Meat when the rules for Starvation are in effect.

SCAVVY MUTATIONS

Any Scavvy Venator (including those with House Legacies) may purchase Scavvy mutations when recruited. A fighter with the Gang Hierarchy special rule may purchase three mutations; a fighter with the Gang Fighter (X) rule may only purchase two mutations.

Mutations are highly unstable, and it is unusual for the same mutations to be present in the same Scavvy community. Each time the same mutation is purchased for a new fighter in the gang, its cost increases cumulatively by 20 credits.

Eyestalks – 20 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 benefiting from full cover or partial cover.

Extra Arm – 30 credits

The fighter gains +1 Attack on their profile. Additionally, any fighter with an Extra Arm may carry a fourth weapon and may attack with three weapons with the Sidearm and/or Melee traits rather than the usual two.

Giant Claw – 20 credits

One of the mutant's hand is a huge claw. They may attack with the claw, using the following profile:

	S	L	S	L	S	Ap	Dam	Ammo	Traits
<i>Giant claw</i>	-	E	-	-	S+1	-1	1	-	Melee, Rending

The model, however, may not use ranged weapons other than pistols or other weapons with the Sidearm trait, nor use two-handed close combat weapons. If, however, they also purchase an extra arm, they may use their two normal hands to hold a two-handed ranged weapons or use two-handed close combat weapon as well. If a model purchases a second giant claw (giving it +1 A and the claws Paired), unless it has an extra arm, it cannot use any weapons.

Hideous – 20 credits

The mutant is frightening to behold, it gains the *Fearsome* skill.

Long Legs – 20 credits

The mutant gains a +1 bonus to his basic Movement characteristic.

Regeneration – 20 credits

The fighter may perform the following action:

Regeneration (Basic) – A fighter who is seriously injured or suffering flesh wounds may perform this action. If they are seriously injured, roll a D6. On a 4+, they recover as though they rolled a Flesh Wound in the Recovery phase. If they are not seriously injured, but have flesh wounds, roll a D6. On a 4+, their flesh wounds are removed and they recover their full toughness.

Scales – 25 credits

The model counts being armed with an Armoured Undersuit layer. The model loses 1 Initiative.

Spines and Growths – 20 credits

The mutant has extensive bones and spikes that emerge from them. They gain an additional Attack when Engaged, which can be used only with the following profile:

	S	L	S	L	S	Ap	Dam	Ammo	Traits
<i>Spines and Growths</i>	E	1"	-	-	S+1	-	2	-	Melee, Versatile

Suckers – 20 credits

The mutant has suckers on its limbs, giving it the *Clamber* skill.

Two Heads – 20 credits

Increases model's vision and fire arc to 180°, and they gain the Gunfighter skill.

Wings – 60 credits

The mutant counts as having a grav-chute, grapnel launcher and drop rig.

Any Venator fighter with a scavvy mutation is a mutant. Any gang with a mutant counts items at the Legal Trading Post as 2 level higher than normal (in addition to any other penalties). Items at the Black Market are unaffected. This is in addition to other penalties (for example, being an Outlaw gang visiting the Legal Trading Post, or a Law-Abiding gang visiting the Black Market).

At gang creation, this will affect the weapons that can be in the gang's house weapon list and what any fighter can be equipped with at gang creation.

RATSKIN LEGACY

30 credits

Ratskins are wild underhivers who grew up amidst the Badzones of the hive; any member of a Venator gang may be upgraded to a Ratskin for +30 credits. Ratskins benefit from the following special rules:

- Ratskins are also remarkably resilient to injury and have a natural ability to survive in the Underhive. To represent their resilience to injury a Ratskin who goes out of action rolls twice on the Lasting Injuries table and the controlling player chooses which result will apply.
- Ratskins have a 5+ unmodifiable save against damage resulting from Underhive Perils or environmental effects. This may be used as an alternative to any armour they wear.
- Ratskins gain +1 to Hit when using bows or any ranged weapon with the Primitive trait.
- Ratskins may also be upgraded to Wyrds.
- Ratskins may not be given mutations (though they may suffer from Festering Injuries).
- Ratskins may not have a House Legacy.
- Ratskin Venators may not be armed with any weapon with the following traits or names when recruited: Arc, Burrowing, Hrud, Melta, Graviton Pulse, Plasma, Power, Rad, Seismic, Shock.
- Finally, Ratskins can see up to 6" in Pitch Black conditions.

WYRD VENATORS

One or more members of a Venator gang may be upgraded to a Wyrd when recruited. A fighter may be an Unsanctioned Psyker, for 40 credits, or a Sanctioned Psyker, for 60 credits. A band may not mix Sanctioned and Unsanctioned Psykers – it can only include fighters of one sub-type.

Any model upgraded to a Wyrd adds "Wyrd Powers" to their Primary skill sets. When recruited, a fighter may pick one of the following powers as their starting skill. For Leaders and Champions, this is instead of their other starting skill; for Hunters this is a unique free starting skill. When they gain a subsequent primary power from the Advancement chart, they can choose to select Wyrd power, and the player must then roll a D20 on the following chart.

WYRD POWERS TABLE

D20	Result	11	MIND LOCK (Telepathy)
1	ASSAIL (Telekenesis)	12	PREMONITION (Telepathy)
2	DARK SHIELD (Telekenesis)	13	PSYCHIC ASSAULT (Telepathy)
3	FLAME BLAST (Pyromancy)	14	PSYCHIC SCREAM (Telepathy)
4	FORCE BLAST (Telekenesis)	15	PSYCHIC SHOCKWAVE (Telekenesis)
5	FREEZE TIME (Chronomancy)	16	QUICKENING (Biomancy)
6	HAMMERHAND (Biomancy)	17	SCOURING (Pyromancy)
7	HYPNOSIS (Telepathy)	18	TERRIFY (Telepathy)
8	LEVITATION (Telekenesis)	19	WARP STRENGTH (Biomancy)
9	MADDENING VISIONS (Telepathy)	20	WEAPON JINX (Technomancy)
10	MIND CONTROL (Telepathy)		

Hunters must first be upgraded to Specialists to be able to obtain further Wyrd powers. In addition, a Venator band with one or more Unsanctioned Psykers may not hire hired guns or Dramatis Personae who are Sanctioned Psykers.

PALANITE ENFORCERS

Necromunda endures by the grace of the God-Emperor and His inexhaustible armies, but beneath the world's toxic storm clouds it falls to the agents of the Imperial House to maintain the peace and enforce the law. When one must govern a populace of billions, all crammed into the close confines of ancient cities and eking out their lives on recycled food while they toil endlessly at their tasks, kind words and even-handed rules are not enough. Only a boot stamping down on the throat of the ungrateful and malcontent will do; the fear of sudden and brutal reprisal keeping millions of desperate souls in line. This monumental responsibility of maintaining order among the hellish confines of the hives falls to the Palanite Enforcers.

More akin to an army than a police force, the Enforcers trade in violence and control, purging settlements and habzones if even the faintest hint of sedition against Lord Helmawr's rule is uncovered. All manner of crime is met with a swift and vicious response, for those that transgress against the Imperial House must be brought to justice before they can corrupt others with their recidivist dogma. Such brutality is born not of a cruelty among the Palanite Enforcers or the sadistic will of Lord Helmawr himself, but rather as a simple necessity. The Enforcers are always significantly outnumbered by the people they are meant to control, a thin line of shotguns and shock batons keeping billions of hivers under their yoke.

To aid them in their task, Enforcer patrols have an impressive range of weaponry to draw from. Unlike Clan House gangers who must petition their House masters or scavenge among the underhive markets, the Enforcers can requisition the finest guns and ordnance the Imperial House can afford; and the Imperial House can afford quite a bit. Shock weapons and combat shotguns are the favoured tools of the Enforcers, versatile and useful against massed enemies, and most Enforcers will either carry these or have access to them. While they have access to a wide range of heavy and highly deadly weaponry such as bolters and explosives, suppression and terror weapons are common. Concussion carbines give Enforcers the ability to disperse a crowd or bring down a foe intact for later punishment and are particularly effective against densely packed foes. Beyond these the Enforcers benefit from myriad specialist weapons, allowing them to field sniper teams, demolition crews or killsquads should it be required.

Palanite Enforcers adhere to a strict military structure very unlike the loose affiliation of killers that make up most gangs. This is important as Lord Helmawr's personal army must be beyond reproach and utterly loyal. It must also be able to police itself, the dedicated within the Enforcers ensuring the weak links within their own organisation are quickly dealt with. While the upper levels of the Palanite Enforcers are divided into Provost Marshals and Proctors, each a pitiless individual responsible directly to the Imperial House, most Enforcer patrols operate out of local Precinct-Fortresses, gathered around one of the Precinct's Captains. Given the unique perils of the hive, the diverse nature of the Clan Houses, not to mention the many horrors of the underhive, Captains are often given a broad remit when it comes to keeping Helmawr's peace. With the aid of a few trusted Sergeants, these men and women gather a number of squads to form their patrols, each one made up of half a

dozen troopers. These squads can be light skirmishers, heavy weapons teams or even beast-handlers armed and armoured with a range of Enforcer weaponry. The real strength of a Captain's patrol is not the wargear it carries into combat, but the resolve of its members.

Enforcers are chosen from the hive populace because they show a strength of will and initiative beyond that of their peers. Ironically, these are the same traits that make for the most accomplished criminals, such as those that eschew even the sanctioned violence of gang warfare to pursue their own deviant agendas.

Where possible, however, these rebellious and talented citizens are gathered up by the Enforcer recruiters, sometimes forcibly torn from their old lives. What follows is a savage training regimen to break the recruit down until they are a hollow vessel ready to be remade as the Imperial House sees fit; stripped of everything they have known, including their own name. Yet Lord Helmawr does not desire mindless soldiers or broken slaves to enact his will – these he has plenty of already – rather he desires fighters harder than anything the brutality of an underhive upbringing can produce. And so each trooper is broken, and then broken again, until they are either remade stronger or are broken for good. Those that survive this process are rightly proud of the place they have earned among the Enforcers, and are eager to visit the pain they have endured on those who transgress against the rule of the Imperial House.

Given new names and stationed far from where they were recruited, lest they be recognised by those from their old life, a trooper learns to rely on their patrol like they were family, each one bound to their squad brothers and sisters by the shared trials of Helmawr's Palanite academies. As they advance in skill and meet their suppression quotas troopers may rise in rank, from green troopers fresh from training, through mainline squad duties to either a specialist arm of the Palanites such as insurgence subdual or long-ranged threat eradication. In time a trooper might become a Sergeant, a hardened veteran of the Palanites, or even earn the spider-seal of a Captain, taking command of their own patrol.

Legends among the criminal cabals and academy classes of Hive Primus tell a tale of the Lone Marshal, the first Palanite Enforcer. In time the term Marshal would be adopted by independent elements of the Enforcers, used to designate the leaders of Outland Precincts, where the law meets the lawlessness at the edge of Helmawr's control. Millennia ago, however, in the wake of the Great Road War and the rise of the Imperial House, the Lone Marshal was bodyguard to Martek Helm'ayr, progenitor of the Helmawr line. When Martek died, the Marshal took it upon himself to protect his master's legacy and formed the first Palanite guard, walking the wastes between the hives and leaving the spider-seal of the Enforcers stamped on the flayed skulls of those who thought to break the Imperial Peace. What became of the Lone Marshal is unknown, though some stories have it that, ancient but unbroken, the Marshal sealed himself in a stasis casket against the time when Martek's descendants might call upon his skills once more.

GANG COMPOSITION

The composition of an Enforcer Patrol gang is somewhat more restricted than that of other gangs in the underhive. This is due to the hierarchy within each precinct and the strict militaristic structure of the Enforcers in general. An Enforcer Patrol gang must follow these rules when it is founded and when new fighters are added to the gang.

- The gang must contain one Leader, chosen when the gang is first founded (Palanite Captain). The Leader may be upgraded to a Subjugator Captain for the cost shown.
- The gang must contain a compulsory minimum of two Gangers (Palanite Patrolmen) when founded:
 - If the Leader is a Palanite Captain, the gang must contain at least two standard Palanite Patrolmen.
 - If the Leader has been upgraded to a Subjugator Captain, the gang must contain at least two Palanite Patrolmen that have also been upgraded to Subjugator Patrolmen.
 - Additionally, the gang may include 0-2 Champions (Palanite Sergeants).
 - The total number of Gangers (Palanite and Subjugator Patrolmen) in the gang must always be equal to, or higher than, the total number of other fighters (Leader and Champions) in the gang, not counting Hangers-on or Rookies.
 - *Editor's Suggestion: I suggest treating Enforcer Patrolmen as specialists.*
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

During a campaign, gangs continue to follow these rules as new fighters are added to the gang. Additionally, the following rules apply:

- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.
- During the course of the campaign, gangs may gain new equipment, either by purchasing it from the gang's House Equipment List, **from the Trading Post and/or Black Market (FAQ 2019; Editor's Suggestion: Think of it as going to the Quartermaster)**, or as a result of Scavenging. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:
 - A fighter cannot be given a new weapon of a type not allowed by their entry within their House List.
 - Any fighter can be given additional weapons, but if they have more than three weapons, they will have to fill out multiple Fighter cards, each representing a different 'set' of equipment, as described **on page 267**.
 - A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.
 - It is recommended by GW that Arbitrators define what items Enforcers are allowed to purchase at the Trading Post and/or Black Market.

EDITOR'S INTERPRETATION: PATROLMEN

We interpret Palanite and Subjugator Patrolmen as Specialists. As such they have Tools of the Trade and Specialist special rules.

if you disagree, replace Gang Fighter (Ganger Specialist) with Gang Fighter (Ganger), add Promotion (Ganger Specialist), and limit Tools of the Trade and Specialist special rules only to promoted fighters.

NAMING YOUR OWN ENFORCERS

Enforcer names are designations consisting of a patrol letter designator, followed by the individual Enforcer's code which are usually non-sequential. In absence of real names, Enforcers sometimes give each other nicknames, often referencing events or experiences from years of service. Hives often use their own conventions to help hide the total strength of their Enforcer complement. Below are some names that can be used, adapted or combined when creating your own Enforcer patrol.

K-096, P-874, Z-084, A-329, Lucky, Scorch, Kroc, Blackout...

PALANITE ENFORCERS IN DOMINION CAMPAIGNS

Editor's Note: The Following rules are needlessly complicated – why not play Enforcers as any other gang in a Dominion campaign, with a Precinct replacing the Settlement. Why? They function exactly like any other gang in a Law and Misrule or Uprising Campaign or Uprising Campaign.

An Enforcer Patrol can be fielded in a Dominion Campaign if players wish (see page 239), but due to their nature will function differently to other gangs in a few important ways.

TERRITORIES AND CAMPAIGN PHASES

Enforcers cannot occupy and control Territories like other gangs can. Instead, they start the campaign in control of a single Territory unique to them – the Palanite Precinct Territory.

Occupation Phase: During the Occupation phase, Enforcers may challenge another gang for a nominated unoccupied Territory as normal. Similarly, another gang may challenge the Enforcers to fight for a nominated unoccupied Territory as normal. If the Enforcers win, rather than take control of the Territory, they must perform either a Police Territory or Grant Territory action (as follows).

Takeover Phase: During the Takeover phase, the Enforcers may challenge any gang for a Territory that gang controls. If the Enforcers win, they must perform either a Police Territory or Grant Territory action (as follows).

If, however, another gang challenges the Enforcers during the Takeover phase then the gang is assumed to be launching a bold assault against the Enforcers' Palanite Precinct Territory (as follows). The challenger cannot gain control of the Palanite Precinct, but will gain the benefits of a successful assault should they win. The Enforcers cannot lose the Palanite Precinct, but can suffer the negative effects associated with it being successfully assaulted.

TERRITORY ACTIONS

If the Enforcers win control of an unoccupied or enemy-held Territory, they must perform one of the following actions during the Wrap-up:

Police Territory: The Enforcers clear up the Territory. In a series of shock assaults and raids, they shut down criminal enterprises and flush out troublemakers:

- The Enforcers gain control of the Territory, but they gain no Boons from it.
- Immediately after taking control of the Territory and after every successful defence of the Territory, the Enforcers gain D3+1 Reputation for purging the Territory of crime.

Grant Territory: The Enforcer player chooses another gang taking part in the campaign. That gang gains control of the Territory and any Criminal Enterprises associated with it.

TRIUMPHS

Players of Palanite Enforcers may not be awarded the Dominator Triumph. Instead they have a unique Peacemaker Triumph to reach for:

Peacemaker: If none of the players can be awarded the Dominator Triumph – because two or more players hold the same number of Territories – the Enforcer is awarded the Peacemaker Triumph.

UNIQUE TERRITORY – PALANITE PRECINCT

Fortress, gaol, and place of execution, a Palanite Precinct is the authority of Lord Helmwar stamped boldly into the very structure of the underhive in rockcrete and plasteel for all to see.

HOMEGROUND

If challenged in the Takeover phase, the ensuing battle will automatically take place within the Palanite Precinct, representing a bold gang assaulting the Precinct:

- When the Palanite Precinct is assaulted, the battle will automatically be fought using Zone Mortalis terrain.
- The player that controls the Enforcers sets up all of the tiles, doors, barricades and any other terrain features. They also can decide if any of the doors are locked. The player who controls the Enforcers treats all doors as unlocked, and can relock any door.
- The player who controls the Enforcers automatically has the Home Turf Advantage when the Palanite Precinct is assaulted.

TERRITORY BOON

Income: The gang earns D6x10 credits from this Territory when collecting income.

Gang Assault: A gang can never take control of a Palanite Precinct. If, however, a gang should assault the Palanite Precinct and win the ensuing battle, that gang will gain +5 Reputation.

FIGHTERS

A starting Enforcer Patrol gang is made up of the following fighters:

LEADER

A Palanite Enforcer gang must be led by either a Palanite Captain or a Subjugator Captain:

PALANITE CAPTAIN (LEADER)

								140 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	4+ ⁶⁸	3	3	2	4+	2	4+	6+	5+	6+

EQUIPMENT

A Palanite Captain is equipped with a stub gun, magnacles, flak armour and an armoured undersuit. They may purchase any weapons from the Palanite Weapons List, but otherwise have no weapon restrictions. They may purchase any Wargear not limited to Subjugators.

- During the course of a campaign, a Palanite Captain may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.*
- Other than items limited to Subjugators, a Palanite Captain has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Leader: A Palanite Enforcer gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Palanite Enforcer Gang fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Palanite Enforcer gang fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Requisition: If the Leader is a Palanite Captain, the gang must contain at least two standard Palanite Patrolmen.

Skills: When recruited, a Palanite Captain may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

* **Enforcers and the Trading Post (FAQ 2019)** Enforcers can use the Trading Post just like any other gang. However, given the more structured nature of the Enforcers upon Necromunda, some Arbitrators may wish to keep a close eye on the activities of Enforcer gangs in relation to their use of non-standard or illegal equipment – after all, too much deviation suggests the gang might be thinking for themselves a bit too much! As such, Arbitrators may wish to create a smaller list of purchasable equipment that Enforcers can purchase from the Trading Post compared to other gangs, to fit the Enforcer narrative more closely

⁶⁸ Editor's Suggestion: Increase BS to 3+.

SUBJUGATOR CAPTAIN (LEADER)

								150 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	4+ ⁶⁹	3	3	2	4+	2	4+	6+	5+	6+

EQUIPMENT

A Subjugator Captain is equipped with a stub gun, magnacles, layered flak armour and an armoured undersuit. They may purchase any weapons from the Subjugator Weapons List, but otherwise have no weapon restrictions. They may purchase any Wargear not limited to Palanite Enforcers.

- During the course of a campaign, a Subjugator Captain may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- Other than items limited to Palanites, a Subjugator Captain has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Leader: A Palanite Enforcer gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Palanite Enforcer Gang fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Palanite Enforcer gang fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Requisition: If the Leader is a Subjugator Captain, the gang must contain at least two standard Subjugator Patrolmen.

Skills: When recruited, a Subjugator Captain may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

⁶⁹ Editor's Suggestion: Increase BS to 3+.

PALANITE SERGEANT (CHAMPION)

100 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+ ⁷⁰	4+	3	3	2	4+	1	5+	6+	6+	7+

EQUIPMENT

A Palanite Sergeant is equipped with a stub gun, magnacles, flak armour and an armoured undersuit. They may purchase any weapons from the Palanite Weapons List, but otherwise have no weapon restrictions. They may purchase any Wargear not limited to Subjugators.

- During the course of a campaign, a Palanite Sergeant may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- Other than items limited to Subjugators, a Palanite Sergeant has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Palanite Enforcer Gang fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

A Palanite Enforcer gang may only have two fighters with the Gang Hierarchy (Champion) special rule.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Palanite Enforcer gang fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Palanite Sergeant may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

Editor's Suggestion: Haunt: Up to one Palanite Sergeant in the gang may be upgraded to a Haunt for +30 credits – they must choose 1 psychic power from the Wyrd table instead of their starting skill, and also have the Sanctioned Psyker skill.

⁷⁰ Editor's Suggestion: Increase a Palanite Sergeant's BS to 3+, and a Subjugator Sergeant's WS to 3+.

SUBJUGATOR SERGEANT (CHAMPION)

110 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+ ⁷¹	4+	3	3	2	4+	1	5+	6+	6+	7+

EQUIPMENT

A Subjugator Sergeant is equipped with a stub gun, magnacles, layered flak armour and an armoured undersuit. They may purchase any weapons from the Subjugator Weapons List, but otherwise have no weapon restrictions. They may purchase any Wargear not limited to Palanite.

- During the course of a campaign, a Subjugator Sergeant may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- Other than items limited to Subjugators, a Subjugator Sergeant has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Palanite Enforcer Gang fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

A Palanite Enforcer gang may only have two fighters with the Gang Hierarchy (Champion) special rule.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Palanite Enforcer gang fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Subjugator Sergeant may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

⁷¹ Editor's Suggestion: Increase a Palanite Sergeant's BS to 3+, and a Subjugator Sergeant's WS to 3+.

PALANITE PATROLMAN (GANGER SPECIALIST)

70 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	7+	7+	7+	7+

EQUIPMENT

A Palanite Patrolman is equipped with a stub gun, magnacles, flak armour and an armoured undersuit. They may purchase any weapons from the Palanite Weapons List, but otherwise have no weapon restrictions. They may purchase any Wargear not limited to Subjugators.

- During the course of a campaign, a Palanite Patrolman may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- Other than items limited to Subjugators, a Palanite Patrolman has no restrictions upon the types of weapons they can take; all weapon types are available from the Palanite Weapons List.

SPECIAL RULES

Gang Fighter (Ganger Specialist): Fighters with this special rule form the backbone of Palanite Enforcer gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Specialists: During a campaign, Palanite Patrolmen are treated as Specialists and may spend Experience points accordingly, as described on page 246.

SUBJUGATOR PATROLMAN (GANGER)

80 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	7+	7+	7+	7+

EQUIPMENT

A Subjugator Patrolman is equipped with a stub gun, magnacles, flak armour and an armoured undersuit. They may purchase any weapons from the Palanite Weapons List, but otherwise have no weapon restrictions. They may purchase any Wargear not limited to Palanites.

- During the course of a campaign, a Subjugator Patrolman may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- Other than items limited to Palanites, a Subjugator Patrolman has no restrictions upon the types of weapons they can take; all weapon types are available from the Palanite Weapons List.

SPECIAL RULES

Gang Fighter (Ganger Specialist): Fighters with this special rule form the backbone of Palanite Enforcer gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Specialists: During a campaign, Subjugator Patrolmen are treated as Specialists and may spend Experience points accordingly, as described on page 246.

PALANITE ROOKIE PATROLMAN (JUVE)

								0 credits each*			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	5+	3	3	1	4+	1	8+	8+	8+	8+

EQUIPMENT

A Palanite Rookie Patrolman is equipped with a stub gun, magnacles, flak armour and an armoured undersuit. They may purchase any weapons from the Palanite Weapons List, and can only be armed with Pistols, Basic and Close Combat weapons. They may purchase any Wargear not limited to Subjugators.

- During the course of a campaign, a Palanite Patrolman may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- Other than items limited to Subjugators, a Palanite Patrolman can take and can only be armed with Pistols, Basic and Close Combat weapons from the Palanite Weapons List.

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of Palanite Enforcer gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Palanite Patrolman or Subjugator Patrolman): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become either a Palanite Patrolman or Subjugator Patrolman. *Editor's Suggestion: If not playing a campaign with Downtime (for example a perpetual campaign) or if an Arbitrator determines otherwise, the fighter is promoted as soon as they reach five advances.*

When a fighter is promoted in this way, they will from now on count as a Palanite Patrolman or Subjugator Patrolman for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change but they will lose the Gang Fighter (Juve), Promotion (Palanite Patrolman or Subjugator Patrolman) and Fast Learner special rules and gain all the Special Rules associated with a Van Saar Specialist.

Fast Learner: During campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved already has been Improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP shown each time. *Editor's Suggestion: After their fifth advance, this fighter no longer benefits from the Fast Learner rule.*

***Fresh From the Academy:** If the Enforcer Patrol gang deletes one or more Dead or retiring fighters during step 6A of the post-battle sequence, they may recruit a single Palanite Rookie Patrolman during step 6B. This fresh-faced recruit is added to the gang for free. Equipment that is not listed in this fighter's starting profile must be purchased at the normal cost, or supplied from the gang's Stash. *Editor's Suggestion: Just as free Chaos Spawn have a gang rating value, so should free Rookies. We suggest 40 credits.*

ENFORCER SQUAD SKILL ACCESS

Enforcer Squad fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Palanite Drill
Captain	-	Primary	-	-	Secondary	Secondary	Primary	-	Primary
Sergeant	-	Secondary	-	Primary	Secondary	Secondary	Primary	-	Primary
Patrolman	-	Secondary	-	-	Secondary	-	Primary	-	Primary
Rookie	Secondary	-	-	-	-	-	Secondary	-	Primary

ENFORCER SQUAD EQUIPMENT LIST

PALANITE WEAPON LIST (PALANITES ONLY)

BASIC WEAPONS

- Autogun 15 credits⁷²
- Enforcer boltgun 50 credits
- Enforcer shotgun 60 credits

CLOSE COMBAT WEAPONS

- Maul 10 credits
- Shock stave 25 credits
- Shock baton 30 credits

PISTOLS

- Stub gun 5 credits
- Autopistol 10 credits

SPECIAL WEAPONS

- Concussion carbine 30 credits
- Sniper rifle 35 credits

SUBJUGATOR WEAPON LIST (SUBJUGATORS ONLY)

BASIC WEAPONS

- Subjugation pattern grenade launcher (with frag and stun grenades) 50 credits

CLOSE COMBAT WEAPONS

- Maul 10 credits
- Shock stave 25 credits
- Shock baton 30 credits
- Vigilance pattern assault shield 40 credits

PISTOLS

- Stub gun 5 credits
- Autopistol 10 credits
- Enforcer Bolt pistol 40 credits

HEAVY WEAPONS

- Heavy concussion ram* 70 credits
- SLHG pattern assault ram 'sledge hammer'* 90 credits⁷³

WARGEAR (ALL GANG)

GRENADES

- Photon flash grenades 15 credits
- Smoke grenades 15 credits
- Stun grenades 15 credits
- Flares 20 credits
- Frag grenades 30 credits
- Choke gas grenades 50 credits

ARMOUR

- Hardened flak armour (Palanites only) 20 credits
- Hardened layered flak armour (Subjugators only) 30 credits

GANG EQUIPMENT

- Ammo cache 60 credits

PERSONAL EQUIPMENT

- 1 dose of Kalma 15 credits
- Dumdum rounds for stub gun 5 credits
- Drop Rig 10 credits
- Fragmentation rounds for autopistol or autogun 10 credits
- Lock Punch 10 credits
- Manstopper rounds for autopistol or autogun 10 credits
- Photo-lumens 15 credits
- Photon flash grenades for grenade launcher 15 credits
- Respirator 15 credits
- Smoke gas grenades for grenade launcher .. 15 credits
- Bio-scanner 20 credits
- Flares for grenade launcher 20 credits
- Penetrator rounds for boltgun or bolt pistol. 20 credits
- Choke gas grenades for grenade launcher ... 30 credits
- Stimm-slug stash 30 credits
- Bio-booster 35 credits
- Krak grenades for grenade launcher 35 credits
- Photo-visor 35 credits
- Infra-sight † 40 credits
- Scare gas grenades for grenade launcher 40 credits

EXOTIC BEASTS

- 0-3 Cyber-Mastiff 100 credits⁷⁴

⁷² Editor's Suggestion: Not every enforcer will surely have a fancy gun – especially not during Damnation in an Uprising Campaign. We added autoguns so as to enable Enforcers to arm cheaply their players; plenty of literature features arbiters and enforcers wielding autoguns too.

⁷³ Editor's Suggestion: We allowed the SLHG to purchase any grenades available for the grenade launcher. This (a) helped it replace its Scarce ammunition, and gave players a little bit more flexibility.

⁷⁴ Editor's Suggestion: A simple fix.

OUTLAW GANGS

Like countless other worlds of the Imperium, Necromunda suffers from infestations of the alien and the heretic. Genestealer cults and Chaos cults fester in the depths of the underhive and, though Helmawr's agents stamp them out wherever they emerge from the shadows, there seems to be no shortage of those willing to embrace the malevolent power of the God-Emperor's enemies. Such is the life of a clan worker that the promise of power offered by Dark Gods and alien masters is sometimes preferable to the crushing weight of their duty to the Golden Throne. After all, what price their invisible and insubstantial soul when weighed against the very real chance to rise up from the brutality of their birth? That such an exchange almost always ends in blood and madness means little when the chance of dark glory beckons.

OUTLAW GANGS

Even in a place as lawless as the underhive there are rules. A Clan House-aligned gang might murder and steal from their rivals with the sanctioning of their House, provided they respect the authority of the Guilders and the Imperial House that backs them. Some gangs, however, either through a determination to do as they please, or because they have dabbled in things forbidden by the Imperium, exist outside this official structure of gang warfare. These are Outlaw gangs, ranging from ex-House criminals and fugitives from the spire, through to Chaos-enthralled and even xenos-tainted cults dedicated to the arch-enemies of Mankind.

BECOMING AN OUTLAW

If the Arbitrator wishes, their campaign can include the rules for Outlaw and Law Abiding gangs. These are optional rules that can add a lot of flavour to the game, but will significantly change how some gangs operate and so should only be used if all players agree.

These rules represent gangs who operate outside the established 'rules' of the underhive and gain various benefits and drawbacks as a result. Gangs can either choose to begin the campaign as Outlaws or might become Outlaws during the course of the campaign. There are a number of ways in which a gang might be outlawed, such as using illegal weapons bought from the Black Market or turning to the worship of Chaos. In all cases these will be clearly stated in the rules. The Arbitrator too has the power to outlaw a gang (or pardon an already Outlaw gang), though this will usually be as a result of their actions in a scenario (openly killing Enforcers or Guilders), or for reasons relating to the campaign being played (stealing from Lord Helmawr's Ghost reserves or employing a notorious rogue psyker).

Some gangs such as Corpse Grinders, Chaos Corrupted gangs and Helot Chaos Cultists are openly deviant and so if the rules for Outlaws are being used, they begin the campaign as an Outlaw gang.

OUTLAW HOUSE GANGS

When a House gang – Goliath, Van Saar, Delaque, Escher, Cawdor and Orlock – becomes an Outlaw gang, they lose their connections with their House. This means they cannot roll on the House Favours table (see page 148 of the Necromunda Rulebook), use House Sub-plots (see page 150 of the Necromunda

Rulebook), purchase House specific Brutes and Exotic Beasts or hire House specific Dramatis Personae. If a gang has a House specific Brute when they become an Outlaw gang, they may retain it, however if the Brute is later lost, such as to a decrease in reputation, then it may not be replaced.

EFFECTS OF BEING AN OUTLAW GANG

Outlaw gangs gain the following effects:

- Outlaw gangs cannot sell Captives to the Guilders or claim bounties for them, but can dispose of them (removing them from the campaign) or, in some cases, sacrifice them to the Dark Gods once their owner's gang has had a chance to rescue them.
- Outlaw gangs may trade Captives with any other gang as they wish.
- Outlaw gangs can hire only Outlaw Hangers-on, Brutes, Hired Guns and Dramatis Personae.
- All fighters in an Outlaw gang have a bounty on their head.
- Outlaw gangs have restricted access to the Trading Post in the post-battle sequence, though they may freely visit the Black Market.
- Outlaw gangs may form Criminal Alliances (see page 461).
- Hired Guns (Bounty Hunters, Hive Scum, etc.) hired by an Outlaw gang automatically gain the Outlaw special rule.
- Outlaw gangs may not hire any Dramatis Personae that do not have the Outlaw special rule.

EFFECTS OF BEING A LAW-ABIDING GANG

Law Abiding gangs gain the following effects:

- Law Abiding gangs can sell Captives to the Guilders and can claim bounties for them, once their owner's gang has had a chance to rescue them.
- Law Abiding gangs may trade Captives with other Law Abiding gangs, but may not trade Captives back to Outlaw gangs.
- Law Abiding gangs can hire any Hangers-on, Brutes, Hired Guns and Dramatis Personae that do not have the Outlaw special rule.
- Fighters in a Law Abiding gang do not have bounties on their heads.
- Law Abiding gangs have restricted access to the Black Market in the post-battle sequence, though they may freely visit the Trading Post.

Law Abiding gangs may form Guild Alliances (see page 442)

DESIGNER'S NOTE: OUTLAW GANGS IN CAMPAIGNS

Unless otherwise noted, Outlaw gangs work in campaigns just like other gangs, or, as detailed in their descriptions. If it is important to know their House affiliation – such as in the Dominion Campaign – then the Outlaw gang counts as either the House they would normally be, or as indicated in their gang description. It can be imagined that in the underhive there are plenty of outlaw settlements and nefarious individuals more than willing to work with even the most despicable of gangs. In a campaign, however, the Arbitrator can impose different benefits or drawbacks on Outlaw and Law Abiding gangs to create more of a distinction between them. For example, the Arbitrator could include specific Outlaw or Lawful territories that can only be owned by a gang of the specific type, or offer Law Abiding gangs cheaper Bounty Hunters if they are to face off against an Outlaw opponent.

CHANGING ALIGNMENT

Once during the course of a Dominion Campaign, a gang can declare that it is changing alignment between games by simply declaring to the Arbitrator that they are doing so. When a gang changes alignment, it will lose any Hangers-on (but not Brutes) it had previously hired. Such low-level flunkies will often be unwilling to follow their previously Law Abiding employers into the life of an outlaw, or may be unable to secure a pardon and find themselves unpopular reminders of an Outlaw past within the gang's hideout.

During a Law & Misrule Campaign, there are additional rules for changing Alignment.

THE BLACK MARKET

If players want to buy new weapons or other equipment for existing gang fighters then they may visit their own House Weapon List, or alternatively Leaders and Champions from the gang may lead their fighters to visit the Legal Trading Posts or the Black Market.

ACCESSING THE MARKETS

There are two types of Trade action; **Regular Trade** and **Black Market Trade**, of which a Leader, Champion and certain other fighters may only make one (as an alternative to other post-battle actions).

There are two types of Trade action; Regular Trade and Black Market Trade:

- A Leader or Champion belonging to a Law Abiding gang may make a Regular Trade action and visit the Trading Post, increasing the gang's chances of finding Rare items as described **on page 308**.
- When a Leader or Champion belonging to an Outlaw gang makes a Black Market Trade action, they increase the gang's chances of finding Rare and Illegal items as described **on page 308**.

Alternatively, a Leader or Champion belonging to a Law Abiding gang may attempt to make a Black Market Trade action:

- Make an Intelligence check for the fighter making the action. If the check is passed, the gang may purchase items from the Black Market. If the check is failed, it cannot.

However, when a fighter from a Law Abiding gang visits the Black Market, they will find it harder to access Rare and Illegal items. Black marketeers are often unwilling to sell their most valuable goods to those who cannot be vouched for by mutual contacts.

Finally, a Leader or Champion belonging to an Outlaw gang can make a Regular Trade action:

- Make a Cool check for the fighter making the action. If the check is passed, the gang may purchase items from the Trading Post. If the check is failed, it cannot.

However, when a fighter from an Outlaw gang visits the Trading Post, they will find it harder to access Rare items. It is often hard for the criminal classes to move around freely and find those items readily available to others.

SEEKING RARE EQUIPMENT

Seek Rare Equipment: This action is only performed once and is done to determine the availability of Rare items on offer at the Trading Post or the Black Market. Roll 2D6⁷⁵ to determine the availability of items, adding the following bonuses:

(such as a Scabber).

⁷⁵ Editor's Suggestion: Roll 1D6, then add D3 for a leader, D2 for a Champion and D2 for anyone else making a Seek Rare/Illegal action

- +2 if the gang's Leader is making a Regular Trade post-battle action.⁷⁶
- +1 for each Champion making a Regular Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2).
- -2 if an Outlaw gang is attempting to purchase Rare items from the Trading Post.
- -1 if a Law Abiding gang is attempting to purchase items from the Black Market.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. The gang can now purchase Rare items from the Trading Post or Black Market with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

Editor's Note: While you determine the Rarity value for both the Legal Trading Post and the Black Market, please note that a fighter who performed a Rare Trade action may only buy Rare and Common items from the Legal Trading Post; a fighter who performed a Black Market Trade action may only buy Rare and Common, as well as Illegal (see below), items from the Black Market.

Editor's Suggestion: You may purchase 1 rare item per fighter who performed a Rare Trade or Black Market action (or you may buy an Illegal item instead of the rare item from the BM). You can buy as many Common items as you like. *This is inspired by the Seattle ruleset.*

SEEKING ILLEGAL EQUIPMENT

Seek Illegal Equipment: This action is only performed once and is done to determine the availability of Illegal items on offer at the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Black Market Trade post-battle action.
- +1 for each Champion making a Black Market Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2).
- -2 if the gang is a Law Abiding gang.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the more illegal the equipment that is on offer. The gang can now purchase Illegal items from the Black Market with an Illegal value equal to or lower than the Availability level.

Editor's Suggestion: You may purchase 1 Rare or 1 Illegal item per fighter who performed a Black Market action.

BOUNTIES

Law Abiding gangs can claim bounties for enemy fighters belonging to Outlaw gangs that suffered a Memorable Death result on the Lasting Injury table, or that they have Captured, providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission, as described **on page 527**, or Public Execution, **as described on 576**.

- For every fighter belonging to an Outlaw gang that suffered a Memorable Death result on the Lasting Injury table during the preceding battle, this gang claims a bounty of 2D6x10 credits.
- When a Law Abiding gang claims a bounty for a fighter belonging to an Outlaw gang that they have Captured, they are worth their full value in credits.

⁷⁶ Editor's Reminder: A fighter can only do either a Seek Rare Equipment or a Seek Illegal Equipment action.

SLAVE OGRYN GANGS

It is rare for Ogryns to rebel against their overseers, the docile abhumans proving abnormally loyal to their human masters. On Necromunda, hundreds of thousands of Ogryns serve the Clan Houses as abhuman slave labour, or mono-task servitors known as B.O.N.C.E.s (Brain Obedient Neo-sapien Cybernetic Exo-workers). Their strength makes them perfect for the manufacturums, while their natural resistance to corruption (of both body and mind) allows them to endure horrific working conditions. House Goliath in particular uses huge numbers of Ogryns, the House of Chains favouring their great strength for work in the manufacturums and their brutality for in the fighting pits. The Ogryns look up to the Goliaths (metaphorically), with whom they feel a kinship, and marvel at the clan's intelligence and wisdom.

It is in the pits before the roar of the crowd that some Ogryns experience the first sparks of rebellion against their oppressive existence, driven as they are by the pit masters to acts of extreme aggression and murder. Under the gaze of their adoring fans some Ogryns gain a greater sense of self, their baseline abhuman intelligence evolving into something more. With this increased awareness comes a yearning many Ogryns never knew they had: a desire to be free. And from this foundation is a Slave Ogryn gang born, formed around a powerful leader and striking out on its own into the badzones of Necromunda. Outlawed and hunted, the hulking Ogryns must constantly fight if they are to survive, some carving out settlements from the wastelands, others falling into the service of crime lords and cults. There are many who would use the strength of these renegade Ogryns for their own ends, though they must do so with care, for the leader of an Ogryn gang serves no one but themselves and the freedom of their kind. This has led over the years to abhuman gangs leading mass slave rebellions. Perhaps the most famous of these in recent times was Bull Gorg's capture of Dead End Pass in Hive Primus, during his ill-fated servile revolt. When Bull freed the slaves of the Dead End Pass pits, Ogryns flocked to his banner, even Ogryn gangs who had lived free for years in the wastes, so eager were they to aid their own kind. That Bull's rebellion was eventually put down has not dampened the rebellious nature of the outlaw Ogryns, who still remember the names of all the Ogryn slaves who served with the famous pit fighter.

Slave Ogryn gangs are almost always formed from abhuman pit fighters. In rare instances, a factorum crew or Guilder bodyguard detail might turn outlaw, but those augmented for the pits tend to rebel most often, and survive the longest when they do; skilled in close quarters combat, and wielding savage gladiatorial weaponry, such as rock drills, shears and buzzsaws, making them a horror to behold in battle. Some Ogryns learn to use ranged weapons, their massive strength allowing them to wield equally massive weaponry as a man might carry a rifle or a pistol, but these are by far the exception. Fortunately for the abhumans, the close confines of a hive lend themselves to blades, hammers and knives. Thus do the Ogryns smash apart their foes in melee, few able to match their power, especially when, even barehanded, an Ogryn can burst a foe's skull with a single well-placed punch.

Leaders are especially important for an Ogryn gang, the intelligence and will of a singular abhuman holding their crew of half a dozen hulking warriors together. Some of these gang Ogryns will be like their leader, freed pit slaves or ex-bodyguards who have thrown their lot in with the boss, others might be B.O.N.C.E.s – heavily augmented Ogryns with little free will except the loyalty to the slave gang. In the eyes of the Ogryns, the B.O.N.C.E.s are as much a part of their kind as any, despite the fact they seldom manage to form complete sentences and need encouragement to open doors. If the leader is killed or captured, the gang may fall apart but there is an equal chance the survivors, having had a taste of freedom, will raise another of their kind up to lead, and seek revenge for their fallen.

There are countless tales of Ogryn gangs living out in the badzones, and every dome runner and Guild tracker claims to have seen hulking shadows in the distance while exploring some abandoned

holestead or ruined dome. In outland settlements, like Down Town or Siren's Drift, it is even possible that gangs might cross paths with free Ogryns, though most that do aren't foolish enough to try their luck collecting the abhumans' bounty. Gangs, most notably human pit fighters and other outlaws, may from time to time even team up with an Ogryn slave gang, but the abhumans inevitably go their own way, staying just ahead of the Guilders or Enforcers that would bring them to 'justice.' Down the years there have been numerous well-known Ogryn leaders and infamous abhuman gangs. The Metalheads, who ran with Bull Gorg during his pit slave uprising, were B.O.N.C.E.s led by a heavily augmented Ogryn fight-boss, while the Ash Giants were Militia deserters from the Dust Wall led by the rogue Colonel Eli Dayz.

When House Aranthus met its doom, it is said one of the last scions of the House fled to the underhive of Hive Primus to escape the plague. Surrounded by loyal Ogryn bodyguards, this lone noble expired in the arms of her retainers, leaving a company of abhumans leaderless and alone. The Ogryn captain set about executing the last, albeit attenuated, order he had been given – "defend House Aranthus until it is time to...". Over the course of a great cycle the Ogryns became known (somewhat ironically to most), as the Lords of Aranthus, carving out territory in the name of their House, and becoming a haven for former servants and retainers of the noble clan. At first Lord Helmawr's advisors paid little mind to what was in essence just another underhive gang, but slowly the Lords of Aranthus gained support among the drudging classes. In what became known as the Last Stand of House Aranthus, dozens of gangs, bounty hunters, Enforcers and Guilder agents launched a massive assault on the Ogryn gang's territory. In a savage battle, scores of attackers were killed by the abhumans and their allies, vast sections of the underhive transformed into bloody warzones. When the dust finally cleared, the Lords of Aranthus and their settlements were no more, though, of the Ogryn captain and his best warriors there was no sign. Legend has it the Ogryn captain escaped into the wastes with a handful of his abhuman kin, and lives there still, looking for a true heir to the lost House of Aranthus

GANGS OF LEGEND

SPARKY'S UPRISING

The ex-slave Ogryn known as Sparky is something of a legend to the Ogryns of Hive Primus. Having escaped captivity from House Van Saar, the Ogryn leads an abhuman uprising in the depths of the underhive. Ratlings, Beastmen, awakened servitors and even Squats have all flocked to his banner, and they have been carving out a realm for themselves somewhere out in the badzones. Sparky has held this rag-tag group of malcontents together not just because of his prodigious size and strength, but because he believes in a single seductive idea: freedom. The inner circle of the uprising are all Ogryns, some ex-servitors, some natural-born abhumans who have escaped from Lord Helmawr's slave farms. Known as 'Sparky's Soldiers,' each one would willingly give their lives for their boss, going so far as to claim his identity if it means confounding bounty hunters or hive assassins. So far Sparky's Uprising has only added to the general mayhem of the underhive, their raids and battles lost in the violence of the constant gang warfare. However, Sparky's army is growing, with word passing between the hives to other Ogryn enclaves and escaped slaves, promising a new world order if they unite behind Sparky. Even now, agents of Lord Helmawr are desperately trying to track down Sparky and end his sedition, lest his message of hope and equality take permanent root among the millions of abhuman slaves serving the Imperial House.

GANG SPECIAL RULES

EQUIPMENT SETS

In most gangs, senior gang members are able to maintain a cache of weapons that allows them to equip themselves appropriately for each battle. This is not the case for Slave Ogryn gangs, most of the fighters are simple creatures that become attached to one or two favourite weapons. This is especially the case with Augmetic weapons, which are literally attached to the fighter and cannot be set aside, even for a single battle. No fighter in a Slave Ogryn gang can have more than one equipment set.

OUTLAW

During a campaign in which the rules for Outlaw and Law Abiding gangs are in use, a Slave Ogryn gang is automatically an Outlaw gang. In addition, a Slave Ogryn gang cannot change its Alignment.

SLAVE OGRYN SKILL ACCESS

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Muscle
Overboss	-	Primary	Secondary	-	Secondary	Primary	-	-	Primary
Underboss	-	Primary	Secondary	-	Secondary	Secondary	-	-	Primary
Slave Ogryn	-	-	-	-	-	-	-	-	-
Lobo Slave	-	-	-	-	-	-	-	-	-

OGRYN OVERBOSS (LEADER)

..... 145 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	5+	5	5	3	3+	3	8+	5+	9+	8+

EQUIPMENT

An Ogryn Overboss may purchase any weapons or Wargear from the Ogryn Overboss equipment list.

- An Ogryn Overboss may purchase Augmetic weapons when recruited. During the course of a campaign, An Ogryn Overboss may not be given additional Augmetic weapons.
- During the course of a campaign, an Ogryn Overboss may be given additional weapons purchased from the Hand Weapons section of this list.
- During the course of a campaign, an Ogryn Overboss may be given new Wargear purchased from this list or from the Trading Post or Black Market.

SPECIAL RULES

Gang Leader: A Slave Ogryn gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Slave Ogryn fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Slave Ogryn fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Runaway: Should a fighter with this special rule ever be taken captive and Sold to the Guilders, the gang that sells them is awarded an extra D6x10 credits.

Skills: When recruited, an Ogryn Overboss may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

OGRYN OVERBOSS EQUIPMENT LIST

WEAPONS

AUGMETIC WEAPONS

- Augmetic Fist..... 40 credits
- Arc Welder..... 50 credits
- Heavy Rock Cutter* 120 credits
- Heavy Rock Saw* 135 credits
- Las Cutter 60 credits
- Paired augmetic fists* 70 credits
- Storm Welder 75 credits

HAND WEAPONS

- Axe..... 10 credits
- Brute Cleaver..... 20 credits
- Maul (club) 10 credits
- Spud-jacker..... 15 credits
- Two-handed axe* 25 credits
- Two-handed hammer* 35 credits

WARGEAR

GRENADES

- Blasting charges 35 credits
- Demo Charge 50 credits
- Frag Grenades.....30 credits
- Incendiary Grenades.....40 credits
- Krak Grenades.....45 credits

ARMOUR

- Carapace Armour
 - Light 80 credits
- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured Undersuit.....25 credits
- Bio-booster 35 credits
- Drop rig 10 credits
- Servo harness - partial 100 credits
- Stimm-slug stash.....25 credits

WEAPON ACCESSORIES

- Suspensor (weapons with unwieldy trait only)
 - 60 credits

OGRYN UNDERBOSS (CHAMPION)

								110 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	5+	5	5	3	4+	2	8+	7+	9+	9+

EQUIPMENT

An Ogryn Underboss may purchase any weapons or Wargear from the Ogryn Underboss equipment List.

- An Ogryn Underboss may purchase Augmetic weapons when recruited. During the course of a campaign, An Ogryn Underboss may not be given additional Augmetic weapons.
- During the course of a campaign, an Ogryn Underboss may be given additional weapons purchased from the Hand Weapons section of this list.
- During the course of a campaign, an Ogryn Underboss may be given new Wargear purchased from this list or from the Trading Post or Black Market.

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Slave Ogryn fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Runaway: Should a fighter with this special rule ever be taken captive and Sold to the Guilders, the gang that sells them is awarded an extra D6x10 credits.

Starting Skill: When recruited an Ogryn Underboss may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

OGRYN UNDERBOSS EQUIPMENT LIST

WEAPONS

AUGMETIC WEAPONS

- Augmetic Fist..... 40 credits
- Arc Welder..... 50 credits
- Heavy Rock Cutter* 120 credits
- Heavy Rock Saw* 135 credits
- Las Cutter 60 credits
- Paired augmetic fists 70 credits
- Storm Welder 75 credits

HAND WEAPONS

- Axe..... 10 credits
- Brute Cleaver 20 credits
- Maul (club) 10 credits
- Spud-jacker..... 15 credits
- Two-handed axe* 25 credits
- Two-handed hammer* 35 credits

WARGEAR

GRENADES

- Blasting charges 35 credits
- Demo Charge 50 credits
- Frag Grenades.....30 credits
- Incendiary Grenades.....40 credits
- Krak Grenades.....45 credits

ARMOUR

- Carapace Armour
 - Light 80 credits
- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured Undersuit.....25 credits
- Bio-booster 35 credits
- Drop rig 10 credits
- Servo harness - partial 100 credits
- Stimm-slug stash.....25 credits

WEAPON ACCESSORIES

- Suspensor (weapons with unwieldy trait only)
 - 60 credits

SLAVE OGRYN (GANGER)

								90 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	5+	5	5	2	4+	2	8+	7+	9+	9+

EQUIPMENT

A Slave Ogryn may purchase any weapons or Wargear from the Slave Ogryn equipment List.

- A Slave Ogryn may purchase Augmetic weapons when recruited. During the course of a campaign, a Slave Ogryn may not be given additional Augmetic weapons.
- During the course of a campaign, a Slave Ogryn may be given additional weapons purchased from the Hand Weapons section of this list.
- During the course of a campaign, a Slave Ogryn may be given new Wargear purchased from this list or from the Trading Post or Black Market.

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of House Slave Ogryn gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Limited Learning Capacity: A fighter with this special rule can spend Experience and gain Advancements as normal for a Ganger, but they cannot become a Specialist. Should this fighter roll 2 or 12 when rolling on the Advancement – Ganger table, they may instead choose any other result on that table.

Loyal: Ogryns are very loyal creatures and form strong bonds with those they live and fight with. Whenever this fighter is assisting a friendly fighter in melee, the fighter adds 2 to the result of any hit rolls rather than the usual 1.

Runaway: Should a fighter with this special rule ever be taken captive and Sold to the Guilders, the gang that sells them is awarded an extra D6x10 credits.

SLAVE OGRYN EQUIPMENT LIST

WEAPONS

AUGMETIC WEAPONS

- Augmetic Fist..... 40 credits
- Arc Welder..... 50 credits
- Heavy Rock Cutter* 120 credits
- Heavy Rock Saw* 135 credits
- Las Cutter 60 credits
- Paired augmetic fists 70 credits
- Storm Welder 75 credits

HAND WEAPONS

- Axe..... 10 credits
- Brute Cleaver..... 20 credits
- Maul (club) 10 credits
- Spud-jacker..... 15 credits
- Two-handed axe* 25 credits
- Two-handed hammer* 35 credits

WARGEAR

GRENADES

- Blasting charges 35 credits
- Demo Charge 50 credits
- Krak Grenades.....45 credits

ARMOUR

- Carapace Armour
 - Light 80 credits
- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured Undersuit.....25 credits
- Bio-booster 35 credits
- Drop rig 10 credits
- Servo harness - partial 100 credits
- Stimm-slug stash.....25 credits

WEAPON ACCESSORIES

- Suspensor (weapons with unwieldy trait only)
 - 60 credits

LOBO-SLAVE (GANGER)

								70 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	6+	5	5	2	5+	2	5+	5+	10+	10+

EQUIPMENT

A Lobo-Slave may purchase any weapons or Wargear from the Slave Ogryn equipment List.

- A Lobo-Slave may purchase Augmetic weapons when recruited. During the course of a campaign, a Lobo-Slave may not be given additional Augmetic weapons.
- During the course of a campaign, a Lobo-Slave may be given additional weapons purchased from the Hand Weapons section of this list.
- During the course of a campaign, a Lobo-Slave may be given new Wargear purchased from this list or from the Trading Post or Black Market.

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of House Slave Ogryn gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Limited Learning Capacity: A fighter with this special rule can spend Experience and gain Advancements as normal for a Ganger, but they cannot become a Specialist. Should this fighter roll 2 or 12 when rolling on the Advancement – Ganger table, they may instead choose any other result on that table.

Lobotomised: A Lobo-Slave does not possess much in the way of personality, and almost nothing in the way of self-preservation instincts – such natural impulses having been sacrificed to increase their value as work units. When a fighter with this special rule is hit by a ranged attack, they do not become Prone and Pinned. However, a fighter with this special rule is unable to perform a Take Cover (Basic) action.

Runaway: Should a fighter with this special rule ever be taken captive and Sold to the Guilders, the gang that sells them is awarded an extra D6x10 credits.

Slow Witted: Ogryns are not particularly bright or quick on the uptake, but mono-task servitors are particularly dull-witted. This fighter may never be activated as part of a group activation.

LOBO SLAVE EQUIPMENT LIST

WEAPONS

AUGMETIC WEAPONS

- Augmetic Fist..... 40 credits
- Arc Welder..... 50 credits
- Heavy Rock Cutter* 120 credits
- Heavy Rock Saw* 135 credits
- Las Cutter 60 credits
- Paired augmetic fists 70 credits
- Storm Welder 75 credits

HAND WEAPONS

- Axe..... 10 credits
- Brute Cleaver..... 20 credits
- Maul (club) 10 credits
- Spud-jacker..... 15 credits
- Two-handed axe* 25 credits
- Two-handed hammer* 35 credits

WARGEAR

ARMOUR

- Carapace Armour
 - Light 80 credits
- Furnace plates.....5 credits
- Hazard Suit.....10 credits

PERSONAL EQUIPMENT

- Armoured Undersuit.....25 credits
- Bio-booster 35 credits
- Drop rig 10 credits
- Servo harness - partial 100 credits
- Stimm-slug stash.....25 credits

WEAPON ACCESSORIES

- Suspensor (weapons with unwieldy trait only) 60 credits

GANGS OF THE DARK GODS

The taint of Chaos can be found throughout the depths of Necromunda's hive cities, its remote ash waste settlements and even among the decadent nobles of its spires. None can count themselves safe from the influence of the Chaos gods, though some openly embrace the darkness in their thirst for power and violence.

Gangs dedicated to Chaos include Chaos-Corrupted gangs, Chaos Helot Cults and Corpse Grinder Cults. A number of special rules apply to these gangs:

CHAOTIC MUTATIONS

Chaotic Mutations are similar in effect to Festering Injuries during the Damnation phase of an Uprising Campaign; however, Chaos Helot Gangs, Corpse Grinder Gangs and Corrupted House Gangs may suffer chaotic gifts/festering injuries at any point in a campaign.

Open wounds are a gateway for more than just disease and rot. The Chaos gods exalt in torn flesh and severed muscle, bestowing their 'blessings' on those that spill gore in their sight. In addition to the ever-present risk of infection and death, gangers fighting beneath the gaze of the Ruinous Powers risk more unnatural dangers.

When a fighter in a Helot Chaos Cults, Corpse Grinder Cult or Chaos Corrupted gang gains a Lasting Injury (regardless of the cause), there is a chance it will become a mutation. If the result was Lesson Learned, Out Cold, Grievous Injury, Critical Injury or Memorable Death, apply the Lasting Injury as normal. Otherwise roll a D6 with the following modifiers:

- Add 1 if the Lasting Injury was inflicted by a fighter from a Chaos Corrupted gang, a Helot Chaos Cults gang or a Corpse Grinder gang.
- Add 1 if the Lasting Injury was sustained by a Daemon or daemonically possessed fighter (see page 622 and 586)
- Add 1 if the fighter who suffered the Lasting Injury already has at least one other mutation.

If the result of the roll is a 6 or more then the Lasting Injury becomes a mutation. Do not apply the effects of the Lasting Injury to the fighter, instead make a note on their Fighter card of the corresponding mutation (see the Mutations table). The same mutation cannot be gained more than once. If a fighter would gain a duplicate mutation, the player may choose another mutation from the Mutations table instead.

Chaotic Gifts cannot be "healed" via bionics, nor may bionics be installed for an injury once a model has received a Chaotic Gift.

The boons of the Dark Gods always come with a price, and no one suffers their blessings for long without succumbing to madness and corruption. As soon as a fighter gains a number of mutations equal to their Toughness characteristic, they are transformed into a Chaos Spawn (see page 209) and removed from the gang roster unless they are part of a Chaos Cult, Chaos Corrupted or Corpse Grinder Cult gang – in these cases, the Chaos Spawn is added to the gang roster immediately.

Lasting Injury	Mutation
Humiliated	Hungering Pride: The fighter must activate before any other fighters in their crew. If there is more than one fighter in the crew with this mutation, the controlling player must choose which one to activate first. Fighters with this mutation gain 1 additional Experience point if they take an Enemy Leader or Champion Out of Action.
Head Injury	Dark Madness: The fighter must make an Intelligence check when they activate. If the test is failed, roll a D6 to determinate their <i>first</i> action this activation: 1-2 Move action, 3-4 Shoot or Fight action, 5-6 No action.
Eye Injury	Bestial Senses: The fighter cannot be included as part of a group activation, nor can they initiate a group activation if they are a Leader or Champion. The fighter counts as being equipped with a bio-scanner.
Hand Injury	Disturbing Appendage: The fighter counts as being equipped with a Fighting Knife which cannot be disarmed or destroyed. When using weapons with the Unwieldy trait, the fighter suffers a -1 Modifier to their Weapon Skill or Ballistic Skill.
Hobbled	Warped Limbs: Reduce the fighter's Move characteristic by 1. when the fighter makes a Charge action, roll three D3, instead of one, and choose the highest to determine the distance they move.
Spinal Injury	Crooked Body: Ranged attacks made against the fighter suffer a -1 modifier to hit while within the attacking weapon's Long range. The fighter cannot wear armour of any kind – any armour they are currently equipped with may be returned to the gang's Stash.
Enfeebled	Twisted Flesh: When the fighter activates, they may remove one Flesh Wound from their Fighter card. The fighter cannot benefit from bio-boosters, medicae kits or assistance from other fighters when making Recovery tests.

THE DARK RITUAL

DARK RITUALS

A Chaos Cult is built around the worship of the Chaos Gods, and membership requires adherence to a number of ritualistic practices. The leadership guides the rest of the cult in solemn rites that glorify their dark masters, and – should the congregation be deemed worthy – might result in a gift from the gods themselves.

A Cult Demagogue or Chaos-Corrupted Gang Leader can make the following post-battle action, Lead Ritual, instead of other actions. This action can only be made once per post-battle sequence

LEAD RITUAL

First, decide which of the Chaos Gods the ritual is invoking: the Blood God, the Plague Lord, the Dark Prince or the Architect of Fate.

If desired, a single member of the gang may be randomly chosen to be the focus of the ritual and offered up to be a vessel of the god's power. Make a deck of all of the gang's Fighter cards, removing the Leader card(s) and only including one card for each fighter (should a fighter have more than one equipment set). Then draw one card at random.

Alternatively, if the gang is holding a Captive that, if held by another gang would be eligible to be sold to the Guilders ([see page 265](#)), the Captive may be sacrificed to fuel the ritual.

Then roll 2D6 and apply the following modifiers:

- +1 if the gang won this battle.
- +1 if the gang gained Reputation in this battle.
- +2 if the cult already has the favour of the god the ritual is invoking marked on their roster.
- +2 if the gang is sacrificing a Captive to fuel the ritual.
- -2 if the cult has the favour of a different god to the one the ritual is invoking marked on their roster.
- -1 if the gang lost this battle.
- -1 if the gang lost Reputation in this battle.

If the final result is 9 or more, the ritual is heeded by the cult's patron. Mark on their roster sheet that they have the favour of their chosen god – the effects of this favour are listed below. If they already have the favour of a different god, it is replaced. In addition, if a member of the gang was picked to be the focus of the ritual, they immediately gain D6 Experience.

If, however, the final result is a natural double 1, or is 2 or less after modification, the cult is deemed unworthy. They lose any favour they had with the gods. Furthermore, if a member of the gang was picked to be the focus of the ritual, they are turned into a Chaos Spawn.

CHAOTIC BOONS

The following rules are accessed by corrupted house gangs and chaos helot cults that successfully perform a dark ritual. Corpse Grinder Cults do not access these benefits.

BLOOD GOD

Gangs dedicated to the Blood God thirst for murder and carnage. These savage fighters enjoy nothing more than the feel of arterial blood spraying across their screaming faces and bare arms as they hack apart their victims. The most notorious followers of the Blood God on Necromunda are the Corpse Grinders, though there are many others who pay homage to the Lord of Skulls, such as the Quinspire Deathcults, the Gore Warriors of Mynerva and there are even whispers of a renegade Goliath clan known as the Blood Forge.

BENEFITS

Helot Chaos Cults and Chaos Corrupted gangs who have earned the favour of the Blood God gain the following benefits in their next game:

- Once per round, a single failed Wound roll can be re-rolled.
- If a Chaos Spawn is part of the gang's crew, it gains +1 to its Strength characteristic.
- The gang's Leader adds +1 to their Attacks characteristic.

PLAGUE LORD

Gangs dedicated to the Plague Lord have found ample places to thrive in the depths of the underhive. Amongst fungal wildernesses and zombie-choked ruins, muties offer up prayers to their foul deity for deliverance from their hellish existence. That the Plague God rewards them with pestilence does little to diminish their faith, and there are numerous cults scattered across Necromunda such as the Sons of the Weeping Sore, the Zombie Herders of Mortis or the debased ex-Cawdor fane dedicated to the Plague Emperor Ascendant.

BENEFITS

Helot Chaos Cults and Chaos Corrupted gangs who have earned the Favour of the Plague Lord gain the following benefits in their next game:

- Once per End phase, a single Recovery roll can be re-rolled.
- If a Chaos Spawn is part of the gang's crew, it gains +1 to its Toughness characteristic.
- The gang's Leader adds +1 to their Wounds characteristic.

DARK PRINCE

Gangs dedicated to the Dark Prince indulge in hedonism and excess in all its forms. Pain, terror and torment drive those pledged to this alluring tyrant, the god's followers constantly pushing themselves for ever more extreme sensations. Necromunda's spires and their decadent elite make fertile breeding grounds for such cults, though it is just as likely they will hide in the shadows of the underhive, such as the Gentlemen of Pain, disgraced noblemen from the peaks of the spires who exult in the most unspeakable pastimes, or the wandering torture-merchants known as the Screaming Brides.

BENEFITS

Helot Chaos Cults and Chaos Corrupted gangs who have earned the favour of the Dark Prince gain the following benefits in their next game:

- Once per round, during the Activation phase, two fighters that are Ready can be picked and activated one after the other, rather than the usual one.
- If a Chaos Spawn is part of the gang's crew it rolls two D6 when determining its movement and chooses the highest result.
- The gang's Leader adds +2 to their Movement characteristic.

ARCHITECT OF FATE

Gangs dedicated to the Architect of Fate are schemers and psykers; always seeking to create confusion and chaos among the hives. Tapping into the dark power of the Warp, these Chaos cults pose perhaps the greatest threat to Necromunda, as they twist the very stuff of reality to their will. Such cults can be found hiding throughout Necromunda, such as the Coven of Eyes dealing secrets in Hive City or the Wyrdborn gathering up psykers in the underhive. Some are even more ancient and pervasive still, like the rumoured Immortal Cult of Necromunda, with its millennia-long mission to bring about the psychic awakening of humanity, whatever the price...

BENEFITS

Helot Chaos Cults and Chaos Corrupted gangs who have earned the favour of the Architect of Fate gain the following benefits in their next game:

- Once per round, a single fighter may ignore all negative modifiers when making a Shoot (Basic) or Shoot (Double) action.
- If a Chaos Spawn is part of the gang's crew, it gains a Save of 4+.
- The gang's Leader gains a random wyrd power.

CHAOS SPAWN

Worship of the Chaos gods can be a route to unlimited power, but such power is not without its risks. Many a would-be champion has been found unworthy and reduced to a hideous Chaos Spawn, their flesh wracked with mutations and their mind scoured of even the slightest hint of sanity. Of course, a Chaos Spawn can be a potent (if unpredictable) weapon, and the cult that birthed it will still find uses for the creature.

If one of a gang's fighters is turned into a Chaos Spawn, they are effectively slain. They are deleted from the gang's roster, and any equipment they were carrying is lost. A Chaos Spawn no longer counts towards the gang's fighter limit – for example, if the gang has two Cult Disciples and one becomes a Chaos Spawn, they now only count as having one Cult Disciple, so another may be recruited.

They are immediately replaced with a Chaos Spawn, which is worth 130 credits for the purposes of calculating Gang Rating, and has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
D6"	?	-	?	?	?	?	?	-	-	-	-

When the Chaos Spawn is added to the gang, fill in a Fighter card for it as normal. For each characteristic value that is shown as a (?), roll a D6 and consult the appropriate column on the following table (roll separately for each such characteristic).

For example, a player might roll a 1 for Weapon Skill, a 3 for Strength, a 6 for Toughness, a 1 for Wounds, a 5 for Initiative and a 6 for Attacks, to create a Chaos Spawn with a Weapon Skill of 5+, a Strength of 4, a Toughness of 6, 1 Wound, an Initiative of 4+ and 3 Attacks.

D6	WS	S	T	W	I	A
1	5+	3	4	1	5+	1
2-5	4+	4	5	2	4+	2
6	3+	5	6	3	3+	3

Note that the Movement characteristic is random, determined by rolling a D6 each time the Spawn makes a Move or Charge action, and that a Spawn will move D6" plus D3" when it charges.

EQUIPMENT

A Chaos Spawn carries no weapons and will always make unarmed attacks.

SPECIAL RULES

Warped Monstrosity: Chaos Spawn cannot be Pinned and will never become Broken or Insane. Any Flesh Wound and Serious Injury results on an Injury roll for it are ignored. If one is taken Out of Action, it does not suffer a Lasting Injury – instead, it is automatically restrained during the Wrap-up (as described below).

Mindless Beast: The only actions a Chaos Spawn can make are Move, Charge, Fight and Coup de Grace. It cannot use weapons or equipment of any kind. Any Cool or Willpower checks made for a Chaos Spawn automatically pass, but any Leadership or Intelligence checks automatically fail.

Editor's Suggestion: A Chaos Spawn that is subject to the Blaze condition suffers hits from the Blaze as normal. However, it is not subject to the rules for Blaze otherwise, and may not become pinned to take out the fire. Instead, it must only perform Move, Charge, Fight and Coup de Grace actions as normal.

Out of Control: During the Wrap-up step of the post-battle sequence of any battle that featured the Chaos Spawn, the controlling player must roll to see whether the gang can restrain the Spawn. First, nominate up to three gangers or juves from the gang who did not go Out of Action and were not Seriously Injured at the end of the battle. Roll a D6 for each nominated ganger or juve. If any of the dice score a 4 or more, the Chaos Spawn is restrained; otherwise, it scurries away to join the other nameless horrors of the underhive, and is removed from the gang's roster. If a dice scores a 1, make an immediate roll on the Lasting Injuries table for that Cultist, as they suffer the unfettered wrath of the Spawn.

CHAOS-CORRUPTED GANGS

The following section provides guidelines for creating a gang dedicated to the Dark Gods or running one that turns to the worship of Chaos during a campaign. Any of the six House gangs – Orlock, Delaque, Escher, Cawdor, Goliath and Van Saar – can turn to Chaos if their player chooses. **Editor's Suggestion: Venators, Slave Ogryns and other gangs may turn to Chaos, with your arbitrator's permission too.**

MAKING A DARK PACT

Turning a gang to Chaos can be done in one of two ways: either the gang can begin dedicated to the Dark Gods or they can turn during a campaign.

During gang creation a player can decide if their gang is dedicated to the Dark Gods. If they do, they gain the benefits detailed that follow, but are also automatically an Outlaw gang (see page 6).

During a campaign a player can attempt to turn to Chaos by having their Leader make the Dark Ritual Post-battle action (see page 27). If this action successfully draws the favour of a Chaos god, or if one of the gang's members is turned into a Chaos Spawn, the gang becomes both a Chaos Corrupted gang as well as an Outlaw gang.

BENEFITS OF CHAOS

A Chaos Corrupted gang gains the following benefits:

- Lasting Injuries may become Chaotic Mutations instead (**see page 209**).
- The Leader gains the ability to perform Dark Rituals as a post-battle action.
- Fighters in a Chaos Corrupted gang never become subject to the Insanity condition even if a scenario rule or special rule states that they would.
- The ability to include Chaos Spawn in their gangs (**see page 212**).
- The favour of a Chaos god (**see page 211**).

Note that only Helot Chaos Cults gangs are permitted to seek the favour of different gods. For Chaos Corrupted gangs, once they have received the favour of a god, they cannot pray to any others when conducting a Dark Ritual.

DESIGNER'S NOTE: MODELLING CHAOS CORRUPTED GANGS

Chaos Corrupted gangs provide a wealth of modelling opportunities for players. Blood-spattered Goliath gangs dedicated to Khorne, pale-skinned, filth-encrusted Cawdor bowing down to the Plague God and luridly-coloured Delaque in the service of Tzeentch are some of the obvious options, though players really are limited only by their own imagination (and perhaps the contents of their bits box!).

While there are no game requirements to model a Chaos Corrupted gang as different from their more 'wholesome' counterparts (after all Chaos does love hiding in plain sight), it is certainly encouraged. Also, in a campaign the Arbitrator might require Chaos Corrupted gangs to be distinct from their non-corrupted counterparts, so that their opponents know what kind of gang they are facing.

THE TRUE NAME OF CHAOS

The true names of the Chaos gods are seldom ever spoken in the underhive, even by those in their service, and the overwhelming majority of Necromundans are entirely ignorant of the true nature of the gods at all. However, gangs and hivers alike know them, and their effects, by other names. For instance, Tzeentch is the Whisperer, the Watcher or the Dreamer; Slaanesh is the Pale One, Shadow Ruler or the Nightwild; Khorne is the Scratcher, the Red God or the Lord of Skin and Sinew, and Nurgle is the King in Rags and Tatters, the Lord of Shivers or Old Festus. For ease of use, the rules use the most well-known names for the four principal Chaos powers, though it can be imagined gangs refer to them using the titles above – if they dare speak their names at all!

CHAOS HELOT GANGS

Like countless worlds of the Imperium, Necromunda is plagued by heretics and renegades. Helot cults are a particular form of Chaos cult, one that festers in the depths of the hive, raising profane altars among the tunnels and domes, and spreading the dark influence of their hellish gods.

The minds of mortals have always been fertile ground for the dark gods. In the soul-crushing drudgery of Necromunda's hive factories, even the faintest promise of power can tempt a group of helot workers – indentured industrial serfs – to corruption. After all, a short and brutal life in the service of the Ruinous Powers, with even the remotest chance for deliverance, is often preferable to a short and brutal life under the industrial yoke of the Clan Houses where death is the only reward for a lifetime of labour. Where such cults take root within the hives, Lord Helmawr's Palanite Enforcer squads are swift to take action – often purging entire levels if even the merest hint of corruption is to be found. Bounties are also regularly issued against such deviants, and the hive gangs take pleasure in exterminating the followers of the dark gods, knowing all too well what happens if such cabals are allowed to take root.

In the drudging levels of Hive Primus and other hive cities, the Chaos-infected helot cults are a disease the authorities have never been able to truly eradicate. Spawned in illegal worker lodges, these cultish groupings are commonly made up of bitter dissidents corrupted by charismatic demagogues, often strangers who come unheralded to foment discord among the masses. These dark preachers defame the Imperial Creed and extol the power of the warp, often veiled behind lies of solidarity and fellowship. These whispered sermons offer freedom and power, slowly infecting the minds of the workers until the thunder of the manufactorum or the bark of the overseers becomes unbearable. At first a helot cult will keep itself hidden – gathering in secret during the brief downtime between work shifts in the forgotten spaces between tunnel walls or the reeking bowels of hab blocks. There they hoard weapons – stolen from production lines, underhive traders or hive gangs – and fashion the serrated symbols of their faith by filing down the teeth of cogs harvested from broken machines. Many cultists live double lives, joining the work crews by day and meeting in secret at night; taking part in dark rituals and acts of murder, keeping their identities hidden behind masks or beneath hoods.

While helot cults work continually to add to their numbers and spread their influence, their true ambition is something far more sinister. Scattered throughout the hives are cursed sites, places covered in maddening symbols and raised upon floors stained by millennia of blood offerings, where the power of Chaos seeps slowly into reality like a vile poison. Helot cults seek these places out, hoping to prise open the rents and bathe in the malevolent energies that spill forth. The cult demagogues especially revere these sites, and use the ancient fanes to pray to the dark gods for power. Their hope is that should their efforts bring favour, then one day their dark masters might force their way through the veil between realities and into the hive, possessing the blessed flesh of the faithful and bringing about a glorious age of blood and madness.

Once the first step is taken on the road to outright rebellion, the helot cult is doomed one way or another, yet many revel in this implicit nihilism and make it central to their creed. Once the cult becomes established, its numbers swell, making discovery inevitable. The cult demagogues are ever-watchful for the tipping point, the exact moment to rise from the shadows and challenge authority. Too soon and the cult will be crushed, either by the authorities or more likely by hive gangs who see it as a rival to their own ambitions. Too late and the Palanite Enforcers will move in and crush the cult with the full force of the Pax Helmawr.

Though no two helot cults are identical, their leaders are almost universally a caste apart from those they lead, pursuing their own goals that are in many ways incompatible with those of their followers. The rank and file hope for deliverance from their squalid lives, and are

prepared to risk all for a chance at a freedom they are very unlikely to ever see. The demagogues however tread a different path, seeking personal power and using the cultists as disposable weapons to be utilised and cast away to their own ends. Even should every helot be slain, the demagogue will invariably have gained some measure of glory in the eyes of the Ruinous Powers, furthering their own interests despite the trail of destruction left strewn in their wake.

Not every helot cult is doomed though. For a fortunate few, having declared their intent, survive the brutal counter-strike, escape into the bowels of the underhive and even further below, some carving themselves a niche in the lawless wastes of hive bottom, far beyond the reach of even the most relentless of Lord Helmawr's agents. There the helots become Outlanders, competing for the region's scant resources against mutant Skavvies, zealous Redemptionist Crusades, Ratskin Renegades and all manner of equally outlandish rivals. Unconstrained by civilisation and law, corrupted by the power of Chaos and the gene-twisting pollutants in which hive bottom is saturated, many eventually become indistinguishable from Skavvies native-born to the region.

Having set out on the so-called Path to Glory, there is no telling what twists of fate might befall a helot cult, and depending on which of the Ruinous Powers they beseech for aid, they might take on all manner of bizarre characteristics. While most helot cultists keep their faces hidden, some adopt cult trappings as distinctive as a red-robed Redemptionist. In one instance, a cult uprising ostensibly in the service of Chaos was revealed upon its defeat to be a xenos-infested mining clan which had, for reasons unknown and by unknowable means, aligned itself with the Ruinous Powers. This bizarre admixture of Genestealer and Chaos cult represented a singular threat that the authorities are determined will not be repeated.

While most helot cults are crushed soon after discovery and a very few escape into the wastelands of hive bottom, the secret chronicles of Necromunda record one instance where such an uprising was successful, for a time at least, in its objective. The so-called 'Cult of the Exquisite Corpse' arose from the manufactoria of Hive Prosperine on the eve of 40th Millennium, led by the charismatic Demagogue Mordrina Soth. What began as a localised rebellion in a pharmaceutica plant owned by House Escher quickly escalated, triggering dozens of similar events in other sectors amongst the workforces of House Orlock and House Goliath. Within a week, the Hive Prosperine Palanite Enforcer corps was hard pressed to contain the increasing unrest, which inexplicably spread uphive, hundreds of so-called 'Brat gangs' – hedonistic scions of the noble houses – throwing in their lot with the workers, seemingly just for the thrill of it. Ordinarily, Soth's rebellion would have been crushed mercilessly, but through a combination of unsurpassed political machination and, presumably, the blessings of the Ruinous Powers, she was able to cast down the rulers of Hive Prosperine in a single night of bloodshed and establish herself as the ruler over what she declared to be a new society free of brutality and injustice. Even as the other hives of the cluster mustered their militia divisions to reestablish the Pax Helmawr, Soth consolidated power within the hive, the former helots now the overseers and former masters the serfs.

The insurrection lasted for 17 days before the massed militia divisions purged the spires of Hive Prosperine of the rebels. Within the hive they found a city transformed into a nightmare. The mutilated bodies of overseers and nobles were strung from the heights and the walls were covered in crudely-daubed slogans and symbols. Even as the words extolled the helots to seize the means of production and bring down their oppressors, the symbols tainted the soul, speaking of the insidious influence of the Ruinous Powers.

At length, order was restored to Hive Prosperine, the population re-seeded and the tunnels and manufactoria ritually cleansed. It remains an illaspected city, however, where incidents of mutation and insanity run higher than even the average on Necromunda. Of Mordrina Soth, nothing more is known, but wherever helot cults rise up against the rightful authorities of Necromunda, her name is ever on their lips.

GANG COMPOSITION

A Helot Chaos Cult gang must follow these rules when it is founded and when new fighters are added to the gang:

- There must be one Leader (Cult Demagogue) chosen when the gang is first founded.
- The total number of Helot Cultists in the gang must always be equal to, or higher than, the total number of other fighters (Cult Demagogue, Cult Disciples and Cult Witch) in the gang, not counting Hangers-on.
- The gang may only ever include 0-1 Cult Witch.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

HIERARCHY OF THE DAMNED

The rules presented here represent a small Chaos cult of the sort that can be found almost everywhere in the Imperium. It has no ties to larger cults and is insignificant enough to not have attracted the attention of the authorities... at least, not yet.

Unless specified otherwise, a Demagogue follows all of the rules for a Leader, Cult Disciples and Cult Witches follow all of the rules for Champions. For example, either one can lead a Group Activation – a Cult Demagogue would be able to lead a group of two other fighters, while a Cult Disciple or a Witch would be able to lead one other fighter.

Should the Cult Demagogue be killed, follow the rules for a Leader's death (see page 216). Their replacement automatically gains the Cult Leader skill, as described later. Cult Witches can never become the Leader of a gang.

During a campaign, all gangs continue to follow the previously mentioned rules as new fighters are added to the gang.

Additionally, the following rules apply:

- A gang founded for a campaign can contain no more than two Cult Disciples. Additional Cult Disciples may be added to the gang during the course of the campaign.
- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.

During the course of the campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or as a result of Territory Boons. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:

- A fighter cannot be given a new weapon of a type not allowed by their entry within their House list.
- Helots Cultists cannot be given a new weapon if it would take them above the limit of three weapons carried.
- A Cult Demagogue, Cult Disciple or the Cult Witch can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment, as described on page 267.
- A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

CHAOS CULTS IN DOMINION CAMPAIGNS

In a Dominion campaign, Chaos Cult gangs are treated just like any other. They begin the campaign with a Settlement territory which they cannot lose, representing their base of operations, they can take control of unoccupied territories during the Occupation phase and they can seize control of territories from other gangs during the Takeover phase. Settlement territories do not generate Juves; instead, if one of the D6 rolls is a 6, they generate a single free Helot Cultist. If both of the D6s roll a 6, this becomes two Helot Cultists.

Editor's Suggestion: If using the rules for Helot Initiates (Juves), a settlement does generate juves. If one of the D6 is a 6, then a Helot Initiate (Juve) is generated. If both of the D6 roll a 6, then a Helot (Ganger) is generated. Roll a D6 each time one is generated, on a 1-4 it is a normal fighter; on a 5-6 it may have up to 30 credits of mutations.

Despite their secret agenda, a Chaos Cult gang is seen as just another gang by most of the locals. They claim Territory Boons just like any other gang. A Chaos Cult gang is treated as a Cawdor gang for the purposes of Enhanced Boons.

GAINING EXPERIENCE

Helot Chaos Cult fighters gain Experience in the same way as a normal House gang. The Cult Demagogue, Cult Disciples and the Cult Witch can have their XP spent on Advancements, in the same way as a Leader or Champion. Helot Cultists advance in the same way as Gangers, and can become Specialists if a 2 or 12 is rolled for their Advancement.

Chaos Spawn cannot gain Experience or Advancements in any way.

THE POST-BATTLE ACTIONS

The Cult Demagogue, Cult Witch and any Cult Disciples can make one post-battle action, in the same way as a Leader or Champion respectively. Chaos Cult gangs cannot make the Sell to the Guilders action, instead sacrificing the Captive to perform a Dark Ritual ([see page 210](#)).

A Helot Chaos Cult is built around the worship of the Chaos Gods, and membership requires adherence to a number of ritualistic practices. The leadership guides the rest of the cult in solemn rites that glorify their dark masters, and – should the congregation be deemed worthy – might result in a gift from the gods themselves.

The Cult Demagogue can make the Lead Ritual post-battle action (instead of other actions). This action can only be made once per post-battle sequence

OUTLAW

A Chaos Cult is automatically an Outlaw gang, as described [on page 269](#)).

HANGERS-ON, HIRED GUNS AND DRAMATIS PERSONAE

Chaos Cult gangs may hire Dramatis Personae and Hive Scum in the same way as other gangs. Dramatis Personae Bounty Hunters joining a Chaos Cult gang are subject to the Dead, Not Alive, Claiming Bounties, and “We’ll Get Out Bit...” special rules.

Additionally, Chaos Cult gangs may hire Hangers-on, but they use the following table:

Reputation	Maximum Hangers-on
Less than 5	1
5 - 9	2
10 - 14	3
15 - 19	4
20 – 24	5
Each additional 5	+1

LOSS OF A LEADER

If a gang’s Leader is killed or is retired, a new Leader must be nominated from among the gang’s Cult Disciples. If the gang has no Cult Disciples, the new Leader must be a Helot Cultist, Specialist or otherwise.

In either case, an eligible fighter with the best Leadership must be selected as the new Leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

CHAOS HELOT CULT GANGS IN CAMPAIGNS

Editor’s Suggestion, if using Helot Initiate (Juve)

fighters: In the campaign, when a territory or Favour says it gives a free Initiate, the gang generates a free Helot Initiate.

When a territory generates a free ganger, it generates a Helot Cultist.

EDITOR’S SUGGESTION: SCAVVY MUTATIONS

Among the helots, there might be abhumans, scavvies and twists, and other denizens of the underhive drawn to the worship of the dark gods. Any member of the Cult may purchase up to two Scavvy Mutations (see page 188) when recruited, bearing in mind that repeats of the same Mutations within gangs become more expensive.

Any cultist with a scavvy mutation is a mutant. Any gang with a mutant counts items at the Legal Trading Post as 2 level higher than normal. Items at the Black Market are unaffected.

FIGHTERS

A starting Helot Chaos Cult gang is made up of the following fighters:

CULT DEMAGOGUE (LEADER)

								100 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	3+	2	6+	5+	6+	7+

EQUIPMENT

A Cult Demagogue starts with no equipment. They may not be equipped with any Heavy weapons but otherwise purchase any weapons or Wargear from the Chaos Helot Cult equipment list.

- During the course of a campaign, a Cult Demagogue may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Cult Demagogue may not be equipped with any Heavy weapons but otherwise has no restrictions upon the types of weapons they can take.

SPECIAL RULES

Gang Leader: A Helot Cult gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Helot Cult fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Helot Cult fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Cult Demagogue may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

Devotion: While this fighter is standing, all other fighters from their gang who are within 9" and line of sight of them use this fighter's Cool and Willpower characteristics instead of their own when making any checks.

Inured To Insanity: The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. The Cult Demagogue can never gain Insanity markers.

CULT DISCIPLE (CHAMPION)

								60 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	3+	3	3	2	4+	1	7+	6+	8+	8+

EQUIPMENT

A Cult Disciple may purchase any weapons or Wargear from the Helot Cult Equipment List.

- During the course of a campaign, a Cult Disciple may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Cult Disciple has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Helot Cult fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Helot Cult fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Cult Disciple may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value

Inured To Insanity: The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. Cult Disciples can never gain Insanity markers.

0-1 CULT WITCH (CHAMPION)

								70 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	5+	3	3	2	4+	1	8+	7+	6+	6+

EQUIPMENT

A Cult Witch starts with no equipment. They can be armed with Pistols and Close Combat Weapons as well as Wargear from the Helot Cult Equipment List.

- During the course of a campaign, a Cult Witch may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Cult Witch may only be equipped with weapons from this list, or from the Pistols and Close Combat Weapons sections of the Trading Post or the Black Market.

STARTING SKILLS

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Helot Cult fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Helot Cult fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Cult Witch may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value

Witch: The Cult Witch is a Psyker, as described on page 48. Chaos Cult Wyrd Powers are treated as Primary skill sets for the purposes of skill selection.

Inured To Insanity: The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. The Cult Witch can never gain Insanity markers.

CHAOS CULT WYRD POWERS

Cult Witches are Psykers, as described on page 48, drawing their powers from the warp and providing their Cultist brethren with a link to the dark gods of Chaos. A Cult Witch has access to the Chaos Cult Wyrd Power list below as one of their Primary skill sets.

1. Scouring
2. Levitation
3. Warp Strength
4. Dark Shield
5. Maddening Visions
6. Assail

Editor's Suggestion: A Witch may roll for other Wyrd powers as a secondary skill set.

HELOT CULTISTS (GANGERS)

								35 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	3+	1	9+	7+	7+	8+

EQUIPMENT

A Helot Cultist starts with no equipment. They can be armed with Basic Weapons, Close Combat Weapons, Pistols and Wargear from the Helot Cult equipment list.

- During the course of a campaign, both Helot Cultists and Helot Specialists may be given additional weapons purchased from this list (**Editor's Suggestion: as well as Common items from the Trading Post and Black Market**)..
- In addition, during a campaign both Helot Cultists and Helot Specialists may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Helot Cultist may only be equipped with weapons chosen from the Basic Weapons, Pistols and Close Combat Weapons section of this list (**Editor's Suggestion: as well as Common items from the Trading Post and Black Market**)..
- Once promoted, a Helot Specialist may also be equipped with Special Weapons.

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of Helot Cult gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Helot Specialist): When the gang is founded, a single Helot Cultist can be promoted to become a Helot Specialist. During Campaign play, additional Helot Cultists may become Helot Specialists by spending Experience (XP), as described in the campaign rules. A Helot Specialist gains the Tools of the Trade special rule, may purchase Special Weapons, and may spend XP to gain additional skills.

Tools of the Trade (Helot Specialist only): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Editor's Suggestion: Inured To Insanity: The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. Cult Disciples can never gain Insanity markers.

EDITOR'S SUGGESTION – HELOT INITIATE (JUVE)

								20 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	5+	5+	3	3	1	3+	1	10+	8+	8+	9+

EQUIPMENT

A Helot Initiate starts with no equipment. They can be armed with Close Combat Weapons, Pistols and Wargear from the Helot Cult Equipment List.

- During the course of a campaign, a Helot Initiate may be given additional weapons purchased from this list (**Editor's Suggestion: as well as Common items from the Trading Post and Black Market**)..
- In addition, during a campaign, a Helot Initiate may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of Helot Cult gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Helot Specialist): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become a Helot Specialist. **Editor's Suggestion: If not playing a campaign with Downtime (for example a perpetual campaign) or if an Arbitrator determines otherwise, the fighter is promoted as soon as they reach five advances.**

When a fighter is promoted in this way, they will from now on count as a Helot Specialist for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change but they will lost the Gang Fighter (Juve), Promotion (Helot Specialist) and Fast Learner special rules and gain all the Special Rules associated with a Helot Specialist.

Fast Learner: During campaign play, when this fighter gains a characteristic Advancement, hey do not need to spend an additional 2 XP if the characteristic being improved already has been Improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP shown each time. After their fifth advance, this fighter no longer benefits from the Fast Learner rule.

Inured To Insanity: The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. Helot Initiates can never gain Insanity markers.

SKILL ACCESS

Chaos Cult fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Cult Wyrld Powers
Cult Demagogue	-	-	Secondary	Primary	Primary	Primary	-	Secondary	-
Cult Disciple	-	-	Secondary	Primary	Primary	Secondary	-	Secondary	-
Cult Witch	-	-	Secondary	Secondary	Secondary	-	-	Primary	Primary
Specialist	-	-	Secondary	Primary	Primary	-	-	Secondary	-

CHAOS CULT EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Reclaimed autogun 10 credits
- Autogun..... 15 credits
- Lasgun 15 credits
- Shotgun (with solid and scatter ammo) ... 30 credits

CLOSE COMBAT WEAPONS

- Axe..... 10 credits
- Maul (club) 10 credits
- Fighting knife 15 credits
- Flail 20 credits
- Sword 20 credits
- Chainsword..... 25 credits
- Two-handed axe* 25 credits
- Two-handed hammer* 35 credits
- Chain glaive* 60 credits

PISTOLS

- Reclaimed autopistol..... 5 credits
- Stub gun 5 credits
- dumdum rounds 5 credits
- Autopistol 10 credits
- Laspistol..... 10 credits
- Hand flamer 70 credits⁷⁷

SPECIAL WEAPONS

- Long rifle 30 credits
- Grenade launcher

(with frag and krak grenades) 55 credits

- Flamer 130 credits⁷⁸

HEAVY WEAPONS

- Heavy stubber* 130 credits⁷⁹
- Heavy flamer* 195 credits⁸⁰

WARGEAR

GRENADES

- Frag grenades 30 credits
- Blasting charges 35 credits
- Incendiary grenades 40 credits
- Krak grenades 45 credits
- Demolitions charge 65 credits

ARMOUR

- Hazard suit 10 credits
- Flak armour.....10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Filter plugs 10 credits
- Respirator.....15 credits
- Mono-sight[†] 35 credits
- Photo goggles 35 credits
- Cult icon (max one per gang) 40 credits
- Infra-sight[†] 40 credits

EXOTIC BEASTS

- 0-2 Chaos Familiar 25 credits⁸¹

⁷⁷ Editor's Suggestion: Reduce to 50

⁷⁸ Editor's Suggestion: Reduce to 80

⁷⁹ Editor's Suggestion: Reduce to 90

⁸⁰ Editor's Suggestion: Reduce to 140

⁸¹ Editor's Suggestion: Increase cost to 50 credits.

CORPSE GRINDER CULTS

A cannibal sickness lurks at the heart of Necromunda, like a festering wound that will never heal. It is the great cycle of existence that rules over all who serve the Imperial House, the denizens of the hives either feeding on their predecessors, or feeding the living with their own dead flesh. Corpse Grinder Cults are a by-product of this brutal necessity, charged with the grim task of recycling their fellow hivers into corpse-starch. The Great Houses of Necromunda are intimately familiar with the Corpse Grinder Cults, for they are a plague that rises from within the mortuary combines and Corpse Guilds with regular frequency. Even in the unrelenting horror of the hive, those forced to recycle corpses sometimes rebel against reality, losing their sanity among the whirr of the meat-saw and wet crunch of the bone-grinders. Where once a creature of reason and temperance stood, now a hollow shell consumed by hunger remains—the perfect vessel for the corrupting touch of Chaos to infect.

Corpse Grinder Cults often start within the hallowed ranks of the Corpse Guilds. From among the toiling workers a leader will arise. Whether these deranged individuals draw the gaze of the Blood God with their cannibal madness or if it is the influence of the Dark God who turns honest men to feast upon the cutting floor is unclear. The result, however, is the same. Over time, a cult leader will become stronger and more ravenous, the growling voice of Khorne driving them to murder so that they might feast upon warm and bloody flesh. Around these debased leaders, deviant cults are formed. Prospective followers might be drawn from within the mortuary manufactorums, or from the greater hive populace. At first trusted members are inducted, and offered a taste of the gory bounty smuggled out of production lines. Thus are entire families and hab communities corrupted, most knowing only that the meat gives them strength and endurance like nothing they have known, unaware of the dark blessing surrounding the cult leader.

Under the nose of Guild overseers, the cult grows, knowing full well that should it be discovered, it will be purged without mercy. Hungry for the power the cult offers, others join, gathering in secret meetings and donning butchers' garb—masks, robes and jewellery made from the remains of their meals. In these hidden places, the cultists worship the Lord of Meat, the head butcher feeding their followers with chunks of weeping flesh drawn from mounds of still-warm corpses. As the cult is fed on meat so too does the head butcher feed the faithful on promises of freedom and power, echoing the whispered voice in their own head. Slowly, the cult begins to gather weapons and fresh recruits—a single word upon their lips: uprising.

When at last the Corpse Grinders are ready to rise up, they emerge from their hidden fanes in their thousands. Their bodies grown hard and muscular upon a diet of forbidden flesh, they are hivers no more. Their former workers and clan-mates fall beneath their blades, adding more meat to the feasting tables and causing the power of the Blood God to wax ever stronger. As their rebellion spreads out into the hive, open warfare takes hold and the fragile order of the Imperium breaks down. All citizens of the hive are then faced with a choice—join the Corpse Grinders' uprising and partake of their forsaken bounty, or become their next meal.

At the heart of every Corpse Grinder Cult stands the Harvest Lord, a blood-soaked demagogue of prodigious power. Should the cult be successful in its cannibalisation of the hive then the Harvest Lord will become a vessel for one of the Blood God's Daemons, a living embodiment of the Lord of Skin and Sinew. Under the thrall of this insane individual are scores of Butchers,

talented murderers and savage fighters. Touched by the power of the Dark Gods, each of these gang leaders has a connection to the Harvest Lord by profane ritual.

Below these Chaos-tainted madmen the teeming masses of the cult begin, some unaware of the true power behind their rebellion. Cutters are the lieutenants to the Butchers, keeping the lower ranks in line. Garbed in fearsome panoply, they carry the best looted weapons or largest blades. Then there are the Skinners, initiates and acolytes who have partaken of their first feast and grown stronger as a result. Among the Skinners sometimes there will be the bloodied and unbloodied, a distinction made between those within the cult who have eaten the living flesh of a defeated foe and those that have yet to earn this honour. Regardless of rank, however, all Corpse Grinder cultists are bound together by madness and devotion to the Lord of Meat once they have fed on the unprocessed flesh of their fellow hivers

Corpse Grinder Cults fight as a rebel army, their weapons scavenged from Imperial authorities, House gangs or forged in secret workshops. These can range from simple stub pistols to heavy ordnance, depending on what each cult can get its hands on. Supplementing this arsenal, the cult retains many of the tools of the corpse trade—powered meat-saws, amputators and flensing knives, all repurposed as deadly weapons. These serrated and spinning blades also allow the cult members to quickly turn a felled foe into a meal, greedily ripping off bloody strips of muscle and skin before jamming it in their mouths.

Over the centuries, countless Corpse Grinder Cults have plagued the hives of Necromunda. Lord Helmawr has gone to great lengths to conceal their presence from the greater Imperium, scrubbing them from history just as his Enforcers expunge them from existence. While hives and settlements can be cut off and starved into silence, rumours seem to be carried by the ash winds on Necromunda and are much harder to suppress

The first Corpse Grinder Cult ever recorded, or so the legend goes, was during the Great Road War, when many hives were still to be brought under the unified control of the Imperial House. Out among the wastes, grave robbers picked over the remains of battles, repurposing the fallen to feed their cannibal clans. Their leader was an ash-rider by the name of Waz Bonepicker, a savage blessed by the Lord of Meat. Even centuries later, Corpse Grinder Cults are raised in the name of the Bonepicker, their icon a bladed wheel mimicking the great machines of the ancient ash-rider clans—and the tools of their grim trade.

Since the days of the Bonepicker, countless cults have risen and fallen. During the Hive Mynerva famine, many hivers turned to cannibalism and the Corpse Grinder Cults gained a foothold within the hive's walls. Some say Lady Helmawr's refusal to relieve the hive's torment by allowing orbital craft to ferry in supplies had less to do with maintaining her monopoly on off-world trade and more on starving out the cults she secretly knew existed. There are those that whisper that the Corpse Grinders are not merely another subversive cult—that they worship a single malign entity of ancient and terrible origin. They believe that the Lord of Skin and Sinew, so recently emerged in Hive Arcos, has walked the wastes of Necromunda before. Spattered icons and ancient texts speak to this truth, hinting that the true power behind the cult is a powerful Daemon somehow tied to Necromunda, perhaps eternally seeking escape, or to transform the world into its own personal realm of blood and hunger.

GANG COMPOSITION

A Corpse Grinder Cult gang must follow these rules when it is founded and when new fighters are added to the gang:

- There must be one Leader (Butcher) chosen when the gang is first founded.
- The total number of Initiates in the gang must always be equal to, or higher than, the total number of other Skinners in the gang.
- The gang may only ever include a maximum of 0-3 Champions (Cutters) at any time.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

During a campaign, all gangs continue to follow the previously mentioned rules as new fighters are added to the gang.

Additionally, the following rules apply:

- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.
- An Initiate who is promoted to a Champion becomes a Cutter. They lose their free Infiltration skill, obtaining instead the Dervish skill. Their Initiate's mask is lost and replaced for free with a Cutter's Mask. They retain their ranged weapons. However, as their type changes to Cutter (Champion) upon promotion, they cannot be equipped with any new ranged weapons in the future.
- Any fighter who is promoted to Butcher (following the loss of the Butcher or through a successful Leadership challenge) loses their existing special rule and obtains the First to the Fray special rule. Their mask is lost and replaced with a Butcher's Mask. If they were an Initiate, they retain their ranged weapons but may not purchase any others.

During the course of the campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or as a result of Scavenging. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:

- A fighter cannot be given a new weapon of a type not allowed by their entry within their House list.

- Leaders and Champions can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment, as described **on page 267**.
- A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

CORPSE GRINDER CULTS IN DOMINION CAMPAIGNS

In a Dominion Campaign, Corpse Grinder Cult gangs are treated just like any other; they begin the campaign with a Settlement Territory which they cannot lose, representing their base of operations. They can take control of unoccupied Territories during the Occupation phase and they can seize control of Territories from other gangs during the Takeover phase. Settlement Territories do not generate Juves; instead, each D6 roll of a 6 generates a free Initiate. If both of the D6s roll a 6, this becomes a single Skinner. Despite their secret agenda, a Corpse Grinder Cult gang is seen as just another gang by most of the locals. They claim Territory Boons just like any other gang. Additionally, a Corpse Grinder Cult gang gains Enhanced Boons for a Corpse Farm Territory as if they were a Cawdor gang and from a Fighting Pit Territory as if they were a Goliath gang.

OUTLAW

In campaigns with Outlaw and Law-Abiding gangs, a Corpse Grinder Cult gang is automatically an Outlaw gang, as described on page 6. They cannot change their alignment over the course of the campaign.

AGENTS OF MISRULE

In a Law and Misrule Campaign, Corpse Grinder Cult gangs start aligned to Misrule. They cannot change their alignment over the course of the campaign.

FIGHTERS

A starting Corpse Grinder Cult gang is made up of the following fighters:

BUTCHER (LEADER)

								140 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	2+	4+	4	4	2	4+	2	5+	5+	5+	7+

EQUIPMENT

A Butcher is equipped with a Butcher's Mask and plate mail armour. They may only purchase Close Combat Weapons and Wargear from the Corpse Grinder Cult equipment list.

- During the course of a campaign, a Butcher may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Butcher may only be equipped with weapons from this list, or from Close Combat Weapons sections of the Trading Post or the Black Market.

SPECIAL RULES

Gang Leader: A Corpse Grinder Cult gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Corpse Grinder fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Helot Cult fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

First to the Fray: When this fighter makes a Charge (Double) action, they may add D6" to the distance they can move, rather than the usual D3".

Skills: When recruited, a Butcher may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

0-3 CUTTER (CHAMPION)

								90 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	5+	4	3	2	4+	2	6+	6+	7+	8+

EQUIPMENT

A Cutter is equipped with a Cutter's Mask and plate mail armour. They may only purchase Close Combat Weapons and Wargear from the Corpse Grinder Cult equipment list.

- During the course of a campaign, a Cutter may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Cutter may only be equipped with weapons from this list, or from Close Combat Weapons sections of the Trading Post or the Black Market.

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Corpse Grinder Cult fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield. Additionally, during Campaign play, this fighter may perform post-battle actions.

Finally, a Corpse Grinder Cult gang may only have three fighters with this Special Rule.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Corpse Grinder Cult fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Dervish: When this fighter makes a Fight (Basic) action using a weapon with the Versatile trait, their vision arc extends to 360°.

Skills: When recruited, a Cutter may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value

SKINNER (GANGER SPECIALISTS)⁸²

Skinner (Ganger).....40 credits each

M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
5"	3+	5+	3	3	1	4+	1	7+	7+	8+	9+

EQUIPMENT

A Skinner is equipped with a Skinner's Mask and plate mail armour. They may only purchase Close Combat Weapons and Wargear from the Corpse Grinder Cult equipment list.

- During the course of a campaign, a Cutter may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Skinner may only be equipped with Close Combat Weapon of this list (*Editor's Suggestion: as well as Common items from the Trading Post and Black Market*)..

SPECIAL RULES

Gang Fighter (Ganger Specialist): Fighters with this special rule form the backbone of Helot Cult gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns. In addition, in a Corpse Grinder Cult, there must be more fighters with Gang Fighter (Juve) than Gang Fighter (Ganger Specialist).

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Berserk Charge: Skinners are berserk fighters, eager to prove their worth to the leaders of their cult and advance through the ranks. All Skinners have the Berserker Ferocity skill:

- **Berserker:** When this fighter makes close combat attacks as part of a Charge (Double) action, they roll one additional Attack dice.

Specialists: During a campaign, Skinners are treated as Specialists and may spend Experience points accordingly, as described on page 246.

⁸² Editor's suggestion – it would perhaps be more appropriate to charge Skinners at 60 credits.

INITIATE (JUVE)⁸³

								25 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	8+	7+	9+	9+

EQUIPMENT

An Initiate is equipped with an Initiate's Mask and flak armour. They may purchase any weapons or Wargear from the Corpse Grinder Cult Equipment List.

- During the course of a campaign, an Initiate may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- An Initiate has no restrictions upon the types of weapons they can take; all weapon types are available (Editor's Suggestion: as well as Common items from the Trading Post and Black Market)..

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of Corpse Grinder Cult gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

In addition, in a Corpse Grinder Cult, there must be more fighters with Gang Fighter (Juve) than Gang Fighter (Ganger Specialist).

Promotion (Cutter [Editor's Suggestion] or Skinner): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become a Corpse Grinder Cutter or Corpse Grinder Skinner.

When a fighter is promoted in this way, they will from now on count as a Cutter for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change but they will lose the Gang Fighter (Juve), Promotion (Cutter or Skinner), Fast Learner and Infiltration special rules and gain all the Special Rules associated with a Cutter or Skinner. Their Initiate's mask is lost and replaced for free with a Cutter's Mask or Skinner's Mask, as appropriate. They retain their ranged weapons. However, as their type changes to Cutter (Champion) or Skinner (Ganger Specialist) upon promotion, they cannot be equipped with any new ranged weapons in the future.⁸⁴

Fast Learner: During campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved already has been Improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP shown each time. Editor's Suggestion: After their fifth advance, this fighter no longer benefits from the Fast Learner rule.

Infiltration: Corpse Grinder Cult Initiates are adept at hiding in plain sight, making them a great threat to unwary foes. All Initiates have the Infiltrate Cunning skill:

- Infiltrate:** If this fighter should be set up at the start of a battle, they may instead be placed to one side. Then, immediately before the start of the first round, their controlling player may set them up anywhere on the battlefield that is not visible to any enemy fighters, and not within 6" of any of them. If both players have fighters with this skill, take turns to set one up, starting with the winner of a roll-off.

NAMING YOUR OWN CORPSE GRINDERS

Corpse Grinders names are ritualistic, devoid of meaning to those outside. The greater the status within a lodge, the longer a name, with some up to a dozen syllables long. Infamous Corpse Grinders often adopt poetically depraved monikers in Low Gothic. Below are some names that can be used, adapted or combined within your own Corpse Grinder Lodge:

Yiur, Akor, Zazite, Korgon, Xugand, Gornite, Morkor, Jugang, Rongorangoth, Xarnoalthungon, Skarothangkorath, The Waiting Crimson, Flenser of Skulls, The Song of Sinew....

⁸³ Editor's Suggestion – It would perhaps be more appropriate to charge Initiates at 40 credits.

⁸⁴ Due to the stricter limits on Champions for Corpse Grinders, I thought it wise to allow Initiates to promote to Skinners.

SKILL ACCESS

Corpse Grinder Cult fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Savagery
Butcher	-	Primary	Primary	-	Secondary	Primary	-	Secondary	Secondary
Cutter	-	Primary	Primary	Secondary	Secondary	Secondary	-	-	Primary
Skinner	-	Secondary	Primary	-	Secondary	-	-	-	Primary
Initiate	-	Secondary	Primary	-	Secondary	-	-	-	Secondary

CORPSE GRINDER CULT EQUIPMENT LIST

WEAPONS

CLOSE COMBAT WEAPONS

- Fighting knife.....15 credits
- Flensing knife 15 credits
- Boning Sword 20 credits⁸⁵
- Butcher's Cleaver 20 credits
- Two-handed axe* 25 credits
- Rotary Flensing Saw* 55 credits
- Two-handed hammer* 35 credits
- Chain glaive* 60 credits
- Heavy Chain Cleaver 70 credits
- Paired Butcher's chain cleavers* 80 credits
- Paired Heavy Chain Cleavers* 130 credits
- Heavy Rock Cutter* 135 credits

PISTOLS

- Stub gun 5 credits
 - dumdum rounds.....5 credits
- Autopistol.....10 credits
 - fragmentation rounds 10 credits
 - manstopper rounds.....10 credits
- Hand flamer 75 credits⁸⁶

SPECIAL WEAPONS

- Flamer 140 credits⁸⁷

HEAVY WEAPONS

- Harpoon Launcher* 110 credits
- Heavy flamer* 195 credits⁸⁸

WARGEAR

GRENADES

- Smoke Grenades 15 credits
- Frag grenades..... 30 credits
- Incendiary grenades..... 40 credits
- Krak grenades..... 45 credits

ARMOUR

- Hazard suit 10 credits
- Mesh armour 15 credits
- Plate mail 15 credits

GANG EQUIPMENT

- Booby Traps
 - Frag Trap 20 credits
 - Gas Trap..... 40 credits
 - Melta Trap 50 credits

PERSONAL EQUIPMENT

- Skinblade..... 10 credits
- Respirator 15 credits
- Armoured Undersuit 25 credits
- Stimm-slug Stash..... 30 credits
- Bio-booster..... 35 credits
- Photo Goggles 35 credits
- Corpse Grinder Cult icon 40 credits
- Cult Icon 40 credits

⁸⁵ Editor's Suggestion: Increase to 40 credits

⁸⁶ Editor's Suggestion: Reduce to 50 credits

⁸⁷ Editor's Suggestion: Reduce to 80 credits

⁸⁸ Editor's Suggestion: Reduce to 140 credits

GENESTEALER GANGS

Few threats to the Imperium are as insidious as that posed by the Genestealer. A perfectly crafted organism, its sole purpose is to infiltrate and subvert the populations of entire worlds. The threat of the Genestealer is an insidious one, attacking humanity at the genetic level. Throughout the Imperium, unseen strains of the xenos curse thrive in the dark places of worlds, amongst disparate populations and in the fringes of society.

Necromunda is no exception. On Necromunda, the threat of the Genestealer is synonymous with one word: Secundus, and even the foot soldiers of the Clan Houses are not immune to the spreading taint of the Broodlord of Hive Secundus.

GENESTEALER-INFECTED HOUSE GANGS

The following section provides guidelines for creating a Genestealer Infected gang or running a gang that has become infected and joined a wider Genestealer Cult during a campaign. Any of the six House gangs – Orlock, Delaque, Escher, Cawdor, Goliath and Van Saar – as well as Venator gangs can be infected by a Genestealer Cult if their player chooses.

LURE OF THE PATRIARCH

Infesting a gang with the Genestealer's curse can be done in one of two ways: either the gang can begin enthralled by a Genestealer Cult or they can join one during a campaign.

- During gang creation a player can decide if their gang carries the Genestealer taint. If they do they gain the benefits detailed that follow, but are also automatically an Outlaw gang (see page 200).
- During a campaign, a player can attempt to embrace their Genestealer masters' ways by having their gang submit to a Genestealer Cult after any game. When they do this, the gang automatically becomes an Outlaw gang as word of their deviancy spreads. Then, in the post-battle sequence their Leader can seek out a cult by making an Intelligence check. If successful they have found a cult and can join it. If they fail, they can try again after their next game.
- Alternatively, if there is a player in the campaign who is already running a Genestealer Cults gang, or a gang corrupted by a Genestealer Cult, and they agree, the prospective cult gang can join the cult without the need to pass an Intelligence check.

BENEFITS OF THE BROOD

A Genestealer Infected gang gains the following benefits:

- The gang Leader may be upgraded to a Psyker.
- The ability to hire 0-1 Aberrants.
- Access to a Cult Icon.
- The ability to hire Hybrid Juves.

Note that with the exceptions detailed previously, Clan House gangs retain access to their House Weapon lists and use the skill lists applicable to their gang. As an Outlaw gang (see page 200), the Genestealer Infected gang has restricted access to the Trading Post and cannot purchase House specific Exotic Beasts or Brutes, though may visit the Black Market without restriction.

DESIGNER'S NOTE: DESIGNING THE SECUNDUS LOOK

Genestealer Infected gangs provide a wealth of modelling opportunities for players. Bald-headed Orlocks in purple leathers, Goliaths with extra alien arms and chitinous plating for armour or Cawdor gangers carrying cult icons into battle alongside hulking Aberrants are just some of the options available to players.

While there are no game requirements to model a Genestealer Infected gang as different from their more wholesome counterparts, it is certainly encouraged! Players will find that many components in the Warhammer 40,000 Genestealer Cult range are cross-compatible with the Necromunda gangs with little or no modelling work. Also, in a campaign the Arbitrator might require Genestealer Infected gangs to be distinctive from their non-Genestealer counterparts, so that their opponents know what kind of gang they are facing.

UPGRADING THE LEADER TO A PSYKER

The Leader of a Genestealer Infected gang can be upgraded to become a Psyker for a cost of 40 credits. This cost is paid during the post-battle sequence and requires the Leader to forgo any Post-battle Actions, such as Trade or Seek Rare Equipment, and to not be In Recovery. Once the Leader has been upgraded, they gain the Non-sanctioned Psyker rule ([see page 48](#)) and can choose a single power from the Genestealer Cults Wyrd Power list [on page 232](#)). Thereafter, they count Cult Wyrd Powers as one of the Primary Skill lists. Psychic Leaders also have access to Psychic Familiars ([see page 402](#)) and may hire them by following the rules for Exotic Beasts.

HIRING AN ABERRANT

Genestealer Infected gangs can include a single Aberrant in their gang. This fighter is recruited and equipped just as if it was part of a Genestealer Cults gang ([see page 236](#)) and counts against the limit of Leaders, Champions and Joves that can be included in the gang.

ADDING A CULT ICON

Genestealer Infected gangs can include a single Cult Icon for 40 credits. This Cult Icon must be carried by the Leader or a Champion and follows the rules found [on page 106](#).

HIRING HYBRID JUVES

When a Genestealer Infected gang recruits a Juve (either as part of gang creation, during the post-battle sequence or as a result of a territory such as a Settlement), they can instead recruit a Hybrid Juve. Hybrid Joves represent the first generations of the budding cult. They have the same profile and weapon restrictions as a normal Juve but come with a Third Arm ([see page 234](#)) and cost 30 credits more (unless they are gained for free such as from a Settlement)

GENESTEALER CULT GANGS

Few threats to the Imperium are as insidious as that posed by the Genestealer. A perfectly crafted organism, its sole purpose is to infiltrate and subvert the populations of entire worlds. On Necromunda, the threat of the Genestealer is synonymous with one word: Secundus.

The dark legend of Hive Secundus is one that is whispered from the crystal-salons of the spire to the grimy gambling halls of hive bottom. It is a cautionary tale of how an entire hive fell to the subversive influence of an alien cult, and how even now, the xenos over-being brooding deep within Secundus reaches out across the Wastes to spread its vile spore. Barely a century ago, Hive Secundus was a mighty and prosperous centre of industry, wealth and culture, yet it was laid low by the actions of the renegade Tech-Priest Biologis Hermiatus, who in his hubris believed he could concoct an antigene to Genestealer infestation. When his heretical experiments went disastrously awry, Hermiatus damned himself to Genestealer taint, and the whole of Hive Secundus to the cleansing nuclear fires of purgation.

Hermiatus fled Necromunda, though he was eventually brought to justice by the Inquisition and their allies at Gorinum Station in the Beta Magellan sector. Hive Secundus was toppled and a ring of steel and ceramite erected about its ruins. Yet, to this day, twisted xenos things seek to penetrate the defences and spread the stain of Genestealer infestation to the other hives of Necromunda. The Necromundan planetary defence regiments have, thus far, succeeded in defending the 'Dust Wall', as the defence perimeter is known, and few things get in or out, either by air, over land or through the labyrinth of tunnels that honeycomb the planet's crust. Of course, 'few' is not the same as 'none'...

Disturbing tales regarding hidden and insular clannish ash crust miners, remote drilling station communities and odd-looking sump sea oil riggers regularly reach the hives carried by guild caravans and nomad traders. These settlements are far from unusual, Necromunda being a dangerous place where the wise keep to their own, but not all of them hide only crusty old mutants or surly prospectors. Within these dark corners of the world, the spore cast forth from Hive Secundus has found fertile ground to grow. Here, mining combines and isolated work crews might become infected with the Genestealer curse by rogue xenos or lost broods, their alien infectors vanishing back into the Wastes as quickly as they appeared, leaving behind a legacy of corruption that will span the years. As new generations are born, these splinter cults become extended families, their patriarchs the oldest among them, their magus those blessed by the Genestealer's instinctive psychic powers.

Genestealer Cults are utterly loyal to their leaders in a way not even the word-keepers of House Cawdor could hope to impose. It is a link forged of genetics, a compulsion woven into each member's flesh, and thus utterly unbreakable. Without the direct influence of a brood lord, or the specialised mutations of the fourth generation, these splinter cults instead serve the strongest among their kind, often drawn from the first and second generation of their bloodline. These Cult Adept and Cult Alpha are far longer-lived than their heritage would suggest, as if their blood, mixed with that of the xenos, responds to the psychic needs of their family and so strengthens and elevates them.

Under their sway hybrid Acolytes and Neophytes serve as foot soldiers, many passing for human, and even those who cannot are often mistaken for merely yet another of Necromunda's countless mutant inhabitants. Aberrants too can be found within the splinter cults, mistakes of biology, nonetheless given purpose in battle against the cult's enemies.

Almost all splinter cults are grown from mining families, and even generations on they use this guise to exist unnoticed among a world of humans. Clad in hazard suits and armed with a variety of scavenged weapons, mostly mining tools, splinter cults can form

formidable gangs, as even the most primitive of blades can prove deadly when wielded by the hand of those who believe so completely in their cause. Tragically though, at least for the cult, their lifecycle remains stunted. Perhaps because of their separation from their distant brood father, Purestrains remain denied to them. In all likelihood, however, true glory still slumbers within the flesh of the family's members and should the brood father ever call them to his side, they will continue their march towards the next stage of their deadly evolution.

There is no way to tell how many of these splinter cults exist on Necromunda, cut off from the broodhiving of Secundus, growing ever larger without any real goal save expanding their territories and extending their bloodline. A few though have made their mark, their names growing in the dark and cursed by their enemies, though still far beneath the notice of the Imperial House and its vast armies.

One of the largest of these cult-clans is the so-called Cult of the Second Son. A collection of secretive mining clans, the cult hides among the Wastes, trading with Guilders and even supplying agents of the Clan Houses with the raw bounty they rip from the tired earth of Necromunda. It is not known where the Cult of the Second Son first found purchase on the world, though some claim that an escapee from Secundus is to blame. Across the decades, the cult has grown into a vast extended family, with offspring growing in the dank darkness of several hive cities, guided by the faint psychic signal emanating from Secundus and spreading their influence as their distant patriarch directs. The Palatine Cluster has become a focal point for the Cult of the Second Son, its hybrid-warriors fighting against the gangs of House Orlock for control of the Spiderpoints – the great ash highways that connect Hive Primus with its satellite hives. Only a handful of Necromundans recognise the threat posed by the cult's attempts to control the Spiderpoints, and so far these individuals have been content to bide their time. Most of the Cult of the Second Son's rivals, like the Sump Dogs gang of House Orlock, think they face only a clan of mutie ash miners muscling in on their turf, unaware how close the cult has come to claiming dominion over one of the great Ash Gates of Hive Primus, and the gateway to the heart of the capital it offers.

While many splinter Genestealer Cults exist out in the wastes, entering the hives only to raid or mine the rich mineral wastes of the underhive, some have become as hive natives themselves. The Guild of Ash passes itself off as a Guilder family, having long ago infiltrated hive society by infecting a guild prospecting of the Merchants Guild. Trading in the rare minerals of hive bottom, the cult has become embedded within the Quinspirus Cluster, members of its bloodline having spread throughout the Underhive and forging alliances with not just the Clan Houses but also the noble houses, its ultimate goal elevation into the five spires of the hive. The influence of House Delaque within the Quinspirus Cluster has complicated the ambitions of the Guild of Ash however, and the time may soon come when one or the other makes their move to eradicate their rivals, or in the case of the Guild of Ash, convert them to the cause.

While many splinter Genestealer Cults exist out in the wastes, entering the hives only to raid or mine the rich mineral wastes of the underhive, some have become as hive natives themselves. The Guild of Ash passes itself off as a Guilder family, having long ago infiltrated hive society by infecting a guild prospecting of the Merchants Guild. Trading in the rare minerals of hive bottom, the cult has become embedded within the Quinspirus Cluster, members of its bloodline having spread throughout the Underhive and forging alliances with not just the Clan Houses but also the noble houses, its ultimate goal elevation into the five spires of the hive. The influence of House Delaque within the Quinspirus Cluster has complicated the ambitions of the Guild of Ash however, and the time may soon come when one or the other makes their move to eradicate their rivals, or in the case of the Guild of Ash, convert them to the cause.

GANG COMPOSITION

A Genestealer Cult gang must follow these rules when it is founded, and when new fighters are added to the gang:

- There must be one Leader, this may be either a Cult Adept or a Cult Alpha, chosen when the gang is first founded.
- The total number of Neophyte Hybrids in the gang must always be equal to, or higher than, the total number of other fighters (Leader, Hybrid Acolytes and Aberrants) in the gang, not counting Hangers-on.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

During a campaign, all gangs continue to follow the above rules as new fighters are added to the gang. Additionally, the following rules apply:

- A gang founded for a campaign can contain no more than two Hybrid Acolytes. Additional Hybrid Acolytes may be added to the gang during the course of the campaign.
- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.

During the course of the campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or as a result of Territory Boons. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:

- A fighter cannot be given a new weapon of a type not allowed by their entry within this gang list.
- Aberrants and Neophyte Hybrids cannot be given a new weapon if it would take them above the limit of three weapons carried. A Leader or Hybrid Acolyte can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment.
- A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

MANY GENERATIONS OF HYBRIDS

Genestealer Cults grow over many generations. The earliest generations, those closest to the Purestrain Genestealer Patriarch of the cult, are the most alien in appearance and behaviour. Often showing very little in the way of human characteristics, most will possess three arms and a greater degree of alien strength and ferocity. Over time, new generations become ever more human in appearance until they are almost indistinguishable from true humans.

The Genestealer Cult gang represents an offshoot of something larger and far more sinister, and members of the gang are normally of later generations, the better to conceal themselves amongst the population of Necromunda. Any Hybrid Acolyte or Neophyte Hybrid recruited for the gang is automatically a later generation hybrid. When hired, such fighters may be upgraded to an early generation hybrid.

CULT LEADERSHIP

The Genestealer Cult represented here is small, an almost insignificant off-shoot of a greater whole compared to the ones that are found in Warhammer 40,000. As such, whereas those cults are traditionally led by a Magus or Primus, the cult here is led by a Cult Adept or Cult Alpha. This represents either a Neophyte in possession of low-level psychic ability similar in effect to the abilities shared by the leaders of more established cults, or blessed with a portion of the tactical brilliance and combat ability of the true Primus.

Unless specified otherwise, a Cult Adept or Cult Alpha follows all of the rules for a Leader, and Acolyte Hybrids follow all of the rules for Champions. For example, either one can lead a group activation – a Cult Adept or Cult Alpha would be able to lead a group of two other fighters, while an Acolyte Hybrid would be able to lead one other fighter.

GENESTEALER CULT GANGS IN DOMINION CAMPAIGNS

In a Dominion Campaign, Genestealer Cult gangs are treated just like any other. They begin the campaign with a Settlement Territory which they cannot lose, representing their base of operations. They can take control of unoccupied Territories during the Occupation phase and they can seize control of Territories from other gangs during the Takeover phase. Settlement Territories do not generate Juves; instead, if one of the D6 rolls is a 6, they generate a single free later generation Neophyte Hybrid. If both of the D6 roll a 6, this becomes an early generation Neophyte Hybrid (as follows).

Editor's Suggestion: If using the rules for Neophyte Initiates (Juves), a settlement does generate juves. If one of the D6 is a 6, then a Neophyte Initiate is generated. If both of the D6 roll a 6, then a Neophyte Hybrid is generated. Roll a D6 each time one is generated, on a 1-4 it is a later generation fighter; on a 5-6 it is an early generation fighter.

Despite their secret agenda, a Genestealer Cult gang is seen as just another gang by most of the locals. They claim Territory Boons just like any other gang, but are treated as an Orlock gang for the purposes of Enhanced Boons.

GAINING EXPERIENCE

Genestealer Cult fighters gain Experience in the same way as fighters in a normal House gang. The Adept or Alpha and any Acolyte Hybrids can have their XP spent on Advancements in the same way as a Leader or Champion. Neophyte Hybrids and Aberrants advance in the same way as Gangers, and can become Specialists if a 2 or 12 is rolled for their Advancement.

CAPTURED FIGHTERS

If any member of a Genestealer Cult gang is captured, the normal rules are followed. However, due to their alien nature, they are worth more when sold to the Guilders; the gang that is selling them receives their full value in credits, instead of half their value.

POST-BATTLE ACTIONS

The Leader and any Hybrid Acolytes in the gang can make one post-battle action, in the same way as a Leader or Champion respectively. Genestealer Cult gangs cannot make the Sell to the Guilders action, lest they risk revealing themselves. If any member of a Genestealer Cult gang is escorted to the Doc with a Medical Escort action, the cost is increased to 3D6x10 credits – the extra coin going towards ensuring the Doc's silence.

LOSS OF A LEADER

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Hybrid Acolytes. If the gang has no Hybrid Acolytes, the new Leader must be a Neophyte Hybrid, Specialist or otherwise.

In either case, the eligible fighter with the best Leadership must be selected as the new Leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Cult Alpha if they are an early generation hybrid, or Cult Adept if they are a later generation hybrid, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

HANGERS-ON, HIRED GUNS AND DRAMATIS PERSONAE

Genestealer Cult gangs may hire Dramatis Personae and Hive Scum in the same way as other gangs. Dramatis Personae Bounty Hunters joining a Chaos Cult gang are subject to the Dead, Not Alive, Claiming Bounties, and "We'll Get Out Bit..." special rules.

Additionally, Genestealer Cult gangs may hire Hangers-on, but they use the following table:

Reputation	Maximum Hangers-on
Less than 10	1
10 - 14	2
15 - 19	3
20 - 24	4
Each additional 5	+1

CULT WYRD POWERS

Genestealer Cult Adepts are Psykers, drawing their powers from their connection to the distant patriarch of the wider cult that this gang represents one creeping tendril of. A Cult Adept has access to the Cult Wyrd Power list below as one of their Primary skill sets.

1. Hypnosis
2. Unbreakable Will
3. Zealot
4. Mind Control
5. Assail
6. Force Blast

EDITOR'S SUGGESTION: EARLY GENERATION MUTATIONS

Any Early Generation fighter when recruited may purchase a single mutation from the Scavvy Mutation list, representing the corrupted genetic legacy of Secundus (see page 188). Remember to bear in mind that repeats of the same Scavvy Mutations within gangs become more expensive.

Early generation and Aberrant fighters are mutants. Any gang with a mutant counts items at the Legal Trading Post as 2 Rarity levels higher than normal. Items at the Black Market are unaffected.

FIGHTERS

A starting Genestealer Cult gang is made up of the following fighters:

LEADER

A Genestealer Cult gang may be led by either a Cult Adept or a Cult Alpha:

CULT ADEPT (LEADER)

								120 credits			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	4+	3	3	2	3+	2	3+	5+	5+	4+

EQUIPMENT

A Cult Adept starts with no equipment. They may purchase any weapons or Wargear from the Genestealer Cult House List.

- During the course of a campaign, a Cult Adept may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Cult Adept has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Leader: A Genestealer gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Genestealer Cult fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Genestealer Cult fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Psyker: The Cult Adept is a Psyker as described on page 48. Cult Wyrds Powers are treated as Primary skill sets for the purposes of skill selection.

Later Generation: A Cult Adept is always a later generation hybrid.

Skills: When recruited, a Cult Adept may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

CULT ALPHA (LEADER)

Cult Alpha 145 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	4	3	2	3+	2	3+	5+	5+	4+

EQUIPMENT

A Cult Alpha is equipped with a hazard suit. They may purchase any weapons or Wargear from the Genestealer Cult House List.

- During the course of a campaign, a Cult Alpha may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Cult Adept has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Leader: A Genestealer gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Genestealer Cult fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Genestealer Cult fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Early Generation: The Cult Alpha is always an early generation hybrid and therefore possesses a third arm:

Third Arm: Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile made as an unarmed attack with the Rending trait. Additionally, any fighter with an Extra Arm may carry a fourth weapon and may attack with three weapons with the Sidearm and/or Melee traits rather than the usual two.

Skills: When recruited, a Cult Alpha may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

HYBRID ACOLYTE (CHAMPION)

								85 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	3+	3	3	1 ⁸⁹	3+	1	4+	5+	7+	6+

EQUIPMENT

A Hybrid Acolyte is equipped with a hazard suit. They may purchase any weapons or Wargear from the Genestealer Cult House List.

- During the course of a campaign, a Hybrid Acolyte may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Hybrid Acolyte has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Genestealer Cult fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Genestealer Cult fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Generation: When recruited, Hybrid Acolytes belong to a later generation by default. They may be designated as an early generation hybrid for +45 credits. An early generation hybrid has a third arm:

Third Arm: Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile made as an unarmed attack with the Rending trait. Additionally, any fighter with an Extra Arm may carry a fourth weapon and may attack with three weapons with the Sidearm and/or Melee traits rather than the usual two.

Skills: When recruited, a Hybrid Acolyte may choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

⁸⁹ Editor's Suggestion – I recommend that Acolytes' Wounds are increased to 2 and Attacks to 2.

NEOPHYTE HYBIRD (GANGER)

								45 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	4+	3	3	1	4+	1	7+	5+	6+	8+

EQUIPMENT

A Neophyte Hybrid is equipped with a hazard suit. They can be armed with Basic Weapons, Close Combat Weapons, Pistols and Wargear from the Genestealer Cult equipment list.

- During the course of a campaign, both Neophyte Hybrids and Neophyte Specialists may be given additional weapons purchased from this list (**Editor's Suggestion: as well as Common items from the Trading Post and Black Market**).
- In addition, during a campaign both Neophyte Hybrids and Neophyte Specialists may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Neophyte Cultist may only be equipped with weapons chosen from the Basic Weapons, Pistols and Close Combat Weapons section of this list (**Editor's Suggestion: as well as Common items from the Trading Post and Black Market**).
- Once promoted, a Neophyte Specialist may also be equipped with Special Weapons.

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of Genestealer Cult gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Neophyte Specialist): When the gang is founded, a single Neophyte Cultist can be promoted to become a Neophyte Specialist. During Campaign play, additional Neophyte Cultists may become Helot Specialists by spending Experience (XP), as described in the campaign rules. A Neophyte Specialist gains the Tools of the Trade special rule, may purchase Special Weapons, and may spend XP to gain additional skills.

Tools of the Trade (Neophyte Specialist only): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

Generation: When recruited, Neophyte Hybrids and Neophyte Specialists belong to a later generation by default. They may be designated as an early generation hybrid for +45 credits. An early generation hybrid has a third arm:

Third Arm: Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile made as an unarmed attack with the Rending trait. Additionally, any fighter with an Extra Arm may carry a fourth weapon and may attack with three weapons with the Sidearm and/or Melee traits rather than the usual two.

ABERRANT (GANGER)

								95 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	6+	5	4	2	5+	2	9+	4+	6+	10+

EQUIPMENT

An Aberrant starts with no equipment. They can only be equipped with Close Combat weapons and Armour, but no other Wargear, from the Genestealer Cult equipment list.

- During the course of a campaign, an Aberrant may be given additional Armour purchased from this list, from the Trading Post and from the Black Market.
- An Aberrant may only be equipped with Close Combat weapons from this list.

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of Genestealer Cult gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Aberrant Specialist): During Campaign play, Aberrants may become Aberrant Specialists by spending Experience (XP), as described in the campaign rules. An Aberrant Specialist gains the Tools of the Trade special rule, and may spend XP to gain additional skills.

Tools of the Trade (Aberrant Specialist only): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple fighter sets.

EDITOR'S SUGGESTION – NEOPHYTE INITIATIE (JUVE)

Neophyte Initiate (Juve)								20 credits each			
M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	5+	3	3	1	3+	1	8+	6+	7+	9+

EQUIPMENT

A Neophyte Initiate has no equipment. They can be armed with Close Combat Weapons, Pistols and Wargear from the Genestealer Cult Equipment List.

- During the course of a campaign, a Neophyte Initiate may be given additional weapons purchased from this list (Editor's Suggestion: as well as Common items from the Trading Post and Black Market).
- In addition, during a campaign, a Neophyte Initiate may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of Genestealer Cult gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-On or Hired Guns.

Promotion (Neophyte Specialist): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become a Neophyte Specialist. Editor's Suggestion: If not playing a campaign with Downtime (for example a perpetual campaign) or if an Arbitrator determines otherwise, the fighter is promoted as soon as they reach five advances.

When a fighter is promoted in this way, they will from now on count as a Neophyte Specialist for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change but they will lost the Gang Fighter (Juve), Promotion (Neophyte Specialist) and Fast Learner special rules and gain all the Special Rules associated with a Neophyte Specialist.

Fast Learner: During campaign play, when this fighter gains a characteristic Advancement, hey do not need to spend an additional 2 XP if the characteristic being improved already has been Improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP shown each time. After their fifth advance, this fighter no longer benefits from the Fast Learner rule.

Generation: When recruited, Neophyte Initiates belong to a later generation by default. They may be designated as an early generation hybrid for +30 credits. An early generation hybrid has a third arm:

Third Arm: Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile made as an unarmed attack with the Rending trait. Additionally, any fighter with an Extra Arm may carry a fourth weapon, and may attack with three weapons with the Sidearm and/or Melee traits rather than the usual two.

SKILL ACCESS

Genestealer Cult fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Wyrd
Adept	Secondary	-	-	Primary	-	Primary	-	Secondary	Primary
Alpha	-	-	Primary	Secondary	Secondary	Primary	Primary	-	-
Hybrid Acolyte	Secondary	-	Secondary	Primary	Primary	Secondary	-	-	-
Specialist – Aberrant	-	Primary	Secondary	Secondary	Primary	-	-	-	-
Specialist – Neophyte Acolyte	Secondary	-	Secondary	Primary	Primary	-	-	-	-
Neophyte Initiate	Primary	-	Secondary	Primary	Secondary				

GENESTEALER CULT EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun..... 15 credits
- Lasgun 15 credits
- Shotgun
(with solid and scatter ammo) 30 credits

CLOSE COMBAT WEAPONS

- Fighting knife 15 credits
- Chainsword..... 25 credits
- Shock stave (Staff of Office) 25 credits
- Shock whip 25 credits
- Power maul 30 credits
- Two-handed hammer 35 credits
- Power pick..... 40 credits
- Power hammer..... 45 credits
- Power sword..... 45 credits
- Heavy rock drill* 90 credits
- Heavy rock saw* 120 credits
- Heavy rock cutter* 135 credits

PISTOLS

- Autopistol..... 10 credits
- Laspistol..... 10 credits
- Needle pistol 40 credits
- Hand flamer 50 credits

SPECIAL WEAPONS

- Long las..... 20 credits
- Grenade launcher
(with frag and krak grenades) 55 credits
- Flamer 140 credits⁹⁰
- Web gun 125 credits

HEAVY WEAPONS

- Mining laser* 125 credits
- Seismic cannon* 140 credits
- Heavy stubber* 145 credits

WARGEAR

GRENADES

- Frag grenades 30 credits
- Blasting charges 35 credits
- Incendiary grenades 40 credits
- Demolitions charge 65 credits

ARMOUR

- Hazard suit 10 credits
- Flak armour.....10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Filter plugs 10 credits
- Respirator.....15 credits
- Bio-booster 35 credits
- Photo goggles 35 credits
- Cult icon (max one per gang) 40 credits

EXOTIC BEASTS

- 0-2 Psychic Familiar..... 25 credits⁹¹

⁹⁰ Editor's Suggestion: Reduce to 80 credits

⁹¹ Editor's Suggestion: Increase cost to 50 credits.

PART THREE: NECROMUNDA

CAMPAIGNS

As published, there are three main campaign forms for *Necromunda* – the Dominion Campaign, the Law and Misrule Campaign, and the Uprising Campaign. There are additional rules for Perpetual Campaigns.

THE DOMINION CAMPAIGN

Power in the underhive is more than a gun in a ganger's hand. It is reputation, it is coin, and the worth of the ground that you can call your own. For gangs that wish for more than bloodshed, that wish not just for infamy, but to rise from the ashes and ruins to something greater; for these, dominion over the soul and iron of the hive is everything. And for that end, they will fight bitter war without mercy.

HOW THE CAMPAIGN WORKS

The Dominion Campaign is based around gangs fighting battles for the control of Territory. Each game in the campaign is fought for the control of a Territory, with the winner either gaining a new Territory, or holding onto one that they already have. The Territory being fought over is the stake of a game, and every game has a Territory at stake on the outcome.

Territories are features of the underhive that are worth something to the gangs, be that a set of old ruins that provide building materials or a safe haven, or a tech bazaar selling all manner of STC technology. There are a fixed number of Territories in a Dominion Campaign, based on the number of players.

Possession of a Territory grants a gang that holds it a benefit – called a Boon. Boons vary from income, to a special Tactic that can be used in battle, to equipment or even recruits for their gang. Gangs claim Territories by winning battles.

All gangs possess a Settlement Territory which they cannot lose and which can never be staked on the outcome of a battle. This represents the gang hide-out.

The Campaign ends after a fixed period of time, and at that point gangs are awarded Triumphs based on how many battles they have fought, how much Territory they have, how wealthy they are, their Reputation, and how many enemies they have taken down.

THE ARBITRATOR

The Arbitrator in a Dominion Campaign is the person who organises the campaign, tracks results and tack who has possession of each Territory. They also keep each phase of the campaign running to time, and generally cajole the players to fight battles and have a good time.

If the Arbitrator is inspired and willing to put in more time and work then they can add more flavour and texture to the campaign by creating custom scenario terrain sets, unique characters, and new Territories. This, of course, is a lot more work, but can result in a truly memorable and deeply satisfying experience.

THE GANGS

Each player in a Dominion Campaign needs to have a gang. This can be any gang currently available. Note, however, that for the campaign system to work, gangs must be counted as coming from one of the Houses. Chaos Cult gangs are treated as Cawdor gangs, Genestealer Cults as Orlock gangs, and Venators may choose which House they count as at the start of the campaign. Further rules for using other types of gangs in a Dominion Campaign will be added in the future.

TERRITORIES

Each Territory is a feature of key interest in the localised area of the hive within which the gangs are fighting. A gang gains a Territory by winning a battle and holds onto it by winning future battles fought over its possession. Each Territory also grants the gang that controls it a benefit, called a Boon.

WINNING

Rather than a single winner, there are many Triumphs that a gang can achieve in a Dominion Campaign. At the end of the last week of the Takeover phase, the Dominion Campaign is over. The Arbitrator then totals up each gang's total enemies taken Out of Action, final Wealth, final Reputation, and the number of Territories held by each gang, and then awards Triumphs to players.

SETTING UP THE CAMPAIGN

Setting up a Dominion Campaign is a task that falls to the Arbitrator, that heroic person amongst a group of players who has decided to run the campaign or has volunteered to take it on. To set up the campaign, the Arbitrator must set start and end dates, make sure that all of the players have founded their gang, and determine the Territories that the gangs will be fighting over. This is best done in a single evening or session where everyone playing in the campaign meets, drinks tea, goes through all of the steps of setting up the campaign together and generally gets excited about the fun ahead.

SET START & END DATES

The Dominion Campaign is divided into six campaign weeks, separated by a single week of Downtime after the first three weeks, meaning that the campaign will last a total of seven weeks. The first step in setting up the campaign is for the Arbitrator to determine the start date, the end date and when the week of Downtime will fall. They then share this vital information with the players!

DETERMINE THE TERRITORIES

The number of Territories used in a Dominion Campaign depends on the number of players committed to the campaign – see the following table:

Players	Territories Generated
3	9
4	12
5	15
6	18
7	21
8	24

Territories are generated with the following method:

1. For each House represented by a player's gang, take the cards for those Territories that offer Enhanced Boons to gangs of that House and make a deck of them.
2. Draw one Territory from each of these House decks of cards and put them aside until step 5 (*note: one card is drawn, no matter how many gangs there are from an individual House*).
3. Take all of the remaining cards, add the cards not drawn during step 1 back in, shuffle them together and draw a number of Territories up to the number of Territories required for the campaign.
4. All non-selected Territories are discarded.
5. All of the selected Territories are revealed to all of the players.

MAKING A DECK OF TERRITORIES

The Necromunda Campaign Territory card set for the Dominion Campaign contains cards for each Territory used in this version of the Dominion Campaign. These cards feature all of the Territories special rules and can be used both as play aides and when determining the Territories for the campaign. If you do not have a set of these cards, you can use half a deck of playing cards to determine the Territories for a campaign. Remove all Hearts, Clubs and Jokers, leaving just Spades and Diamonds. Each card in these remaining suits corresponds to a Territory, as per the table shown below.

DESIGNER'S NOTE: DARK MILLENNIUM PLAYING CARDS

Much of the inspiration for using cards within this campaign stems from John Blanche's Dark Millennium playing card set. The tables within this section have been written to work with any standard set of playing cards. However, if you want to use the Dark Millennium deck, use the following as a guide to match sub-plots to the Dark Millennium cards: Imperium (Hearts), Chaos (Clubs), Mechanicus (Spades), Xenos (Diamonds).

Card	Territory
Ace of Diamonds	Refuse Drift
2 of Diamonds	Corpse Farm
3 of Diamonds	Bone Shrine
4 of Diamonds	Drinking Hole
5 of Diamonds	Gambling Den
6 of Diamonds	Needle Ways
7 of Diamonds	Synth Still
8 of Diamonds	Stinger Mould Sprawl
9 of Diamonds	Narco Den
10 of Diamonds	Slag Furnace
Jack of Diamonds	Fighting Pit
Queen of Diamonds	Smelting Works
King of Diamonds	Mine Workings
Ace of Spades	Tunnels
2 of Spades	Toll Crossing
3 of Spades	Tech Bazaar
4 of Spades	Generatorium
5 of Spades	Archaeotech Device
6 of Spades	Old Ruins
7 of Spades	Settlement
8 of Spades	Rogue Doc Shop
9 of Spades	Promethium cache
10 of Spades	Wastes
Jack of Spades	Sludge Sea
Queen of Spades	Workshop
King of Spades	Collapsed Dome

FOUNDING GANGS

Before the campaign begins, each player must found a gang. The rules for founding a gang in a Dominion Campaign are slightly different. As normal, each gang has a starting budget of 1,000 credits, and must be created using any of the lists mentioned previously. This budget can be spent on fighters (following the restrictions in each Gang List) and equipment from that gang's Equipment List; any credits that are not spent are added to the gang's Stash and stored away for later use. A Fighter card must be completed for each fighter in the gang, and a gang roster must be completed to record all of the gang's details.

GANG ATTRIBUTES

In a Dominion Campaign, gangs have a number of attributes, which are tracked on their roster.

These attributes, and their starting values, are explained below:

GANG RATING

The Gang Rating is an indicator of how powerful the Gang is – the proficiency of its fighters, how well equipped it is, and so on. The Gang Rating is the total cost of all of the fighters in the gang, including the cost of all alternative weapon sets a fighter has.

WEALTH

In a Dominion Campaign, gangs also have a Wealth Value – this is equal to the total cost of all of the fighters in the gang, plus the value of any credits or equipment they have in their Stash.

REPUTATION

Reputation is the measure of a gang's standing and power in their Zone. It is separate from Gang Rating, which is a measure of the gang's size and resources; a small gang can build up quite an impressive reputation. A gang's Reputation starts at 1, and cannot drop below 1.

FIGHTER CAMPAIGN ATTRIBUTES

In a Dominion Campaign, each fighter in a gang has a number of attributes that are track in their entry on the gang's roster:

EXPERIENCE (XP)

Fighters can spend Experience in order to purchase Advancements – when they do so, the Experience total is reduced accordingly.

ADVANCEMENTS

The more Advancements a fighter has, the more expensive any future Advancements will be. Leaders and Champions start with one Advancement (a skill), which should be noted on the gang roster.

IN RECOVERY AND CAPTURED BY

When a fighter goes Out of Action, there is a chance that they will suffer a Lasting Injury. Many of these will cause them to go Into Recovery and miss the next battle. When this is the case, their In Recovery-box is ticked. Similarly, fighters might be Captured by an enemy gang – while this is the case, a note is made in the Lasting Injury/Captured By box of the name of the gang that has Captured them.

COMPLETING A GANG ROSTER

As well as filling in a Fighter card for each fighter in their gang, players will need to complete a gang roster. This tracks additional Dominion Campaign related information, such as Territories held, Gang Rating, Reputation, Wealth and so on, as well as each fighter's Experience and Advancements.

The gang roster is made up of a number of elements: the gang's name and House, its Gang Rating, Reputation and Wealth, the Territories it holds and its Stash, containing. unspent credits, surplus equipment (both weapons and Wargear), and so on. It also has a line for each fighter in the gang, with space for their names, fighter type, Cost, Experience earned, the number of Advancements gained, and whether they are currently In Recovery or have suffered any injuries or been Captured.

Note that although the number of rows is limited, there is no upper limit on the number of fighters a gang can contain. Should a gang be lucky enough to have more fighters than can be fitted onto one gang roster, simply use a second gang roster for extra space.

CAMPAIGN VARIANTS

The Dominion Campaign represents gangs fighting over known Territories, the ownership of which is in constant flux as gangs struggle for superiority, but it can also be easily varied to represent either a war over established gang Territories or gangs fighting as they explore an unknown and unclaimed region

OLD KINGDOMS

Some part of the underhive have been under the control of various gangs since before anyone alive can remember. Every now and then something changes, a gang collapses or want more, and then the gangs go to war, re-soaking the same old ground with fresh blood. In Old Kingdoms variant, players each start with two random Territories out of those drawn for the campaign. The remainder make up the small pool of unclaimed Territories. There is no Occupation phase in this variant. Instead there are two three-week Takeover phases, separated by one week of Downtime.

INTO THE UNKNOWN

In this variant, the gangs are exploring an area where everything is unknown – perhaps a pass into inaccessible part of the underhive has opened up, or the gang are prospecting deep in Hive Bottom or out in the Ash Wastes. This variant works like the Dominion Campaign, but rather than revealing the Territories at the start of the campaign, they are kept secret (the cards are drawn but not turned over). A Territory is still chosen as the stake for each battle in the Occupation phase, but that Territory is chosen from the unrevealed Territories and revealed. Simply, Territories are only revealed to players when they are fought over. In the Takeover phase, battles are fought over either revealed Territories held by a gang, or over a Territory that has not yet been revealed.

RUNNING THE CAMPAIGN

The Dominion Campaign is divided into three phases, all of which run for a fixed length of real time:

1	Occupation phase	Three weeks
2	Downtime	One week
3	Takeover phase	Three weeks

THE OCCUPATION PHASE

During the Occupation phase, each battle played out between gangs has a single uncontrolled Territory at stake, and the winner of the battle gains control of that Territory. The Territory at stake from those currently available should be decided between the players when issuing and accepting challenges. Players may fight as many battles as they can fit in during this time.

If at any point during the Occupation phase all of the Territories have become occupied and are controlled by a gang, meaning that there are no more uncontrolled Territories to fight over, then the Occupation phase ends and Downtime begins. The length of the Downtime does not change; but the Arbitrator may choose to extend the Takeover phase if the Occupation phase ended early.

DOWNTIME

This is an opportunity for all players to catch their breath and for gangs to patch their wounds. The exceptionally bold and active players might put their gangs through a special side battle ([see page 244](#)) if they just can't be away from the roar of guns and the song of blades for that long.

THE EFFECTS OF DOWNTIME

After their last game of the Occupation phase, players complete the following steps at the end of the post-battle sequence:

1. Fighters Recover
2. Captives are Returned
3. Experienced Juves are Promoted
4. Fresh Recruitment

1. FIGHTERS RECOVER

Any In Recovery boxes on the gang roster are cleared.

2. CAPTIVES ARE RETURNED

Any Captured fighters are released. The gang that had captured them receives half their credits value (rounding up to the nearest 5 credits).

3. EXPERIENCED JUVES ARE PROMOTED

If a Juve has five or more Advancements, they are promoted. Their characteristics and credits value are unaffected, but their Type is changed to Champion. From now on, they are treated as a Champion in all respects.

4. FRESH RECRUITMENT

All gangs gain 250 credits to recruit new fighters and/or Hangers-on. These credits must be spent now and cannot be added to the gang's Stash. Gangs may supplement these credits with extra credits from their Stash.

Editor's Suggestion: An active arbitrator might limit the 250 credits distributed at Downtime, such as giving a smaller amount to the more successful gangs, or giving other boons to less successful gangs.

SIDE BATTLES

Side battles are special battles fought during Downtime. While most players will be happy with taking a break for a week and getting ready for the Takeover phase, there may be a few who can't go a week without their fix of gang warfare. To satisfy this need, an Arbitrator can run one or more side battles during Downtime. Side battles are fought after the effects of Downtime are applied.

Side battles should, as a rule, be unusual, and have no effect on the Territories held by any of the gangs. They are a great opportunity for the Arbitrator to design a custom scenario, to use the Arbitrator tools (**see page 349**), or to play some of the narrative scenarios (**see page 528**). Fighters can earn Experience and suffer Lasting Injuries from a side battle, but should not gain or earn income, or gain Credits or Reputation as a reward for a side battle. Instead, the Arbitrator should create a special reward for the victor or victors of a side battle, such as an unpredictable piece of archaeotech, a unique drug, or a custom Tactics card.

THE TAKEOVER PHASE

In the Takeover phase, challengers must nominate a Territory currently controlled by their opponent which they wish to seize. Otherwise, the gangs may choose to fight over control of an as yet unclaimed Territory left over from the Occupation phase. Players must decide when issuing and accepting challenges which option to follow and which Territory is at stake. This allows gangs to take Territory from their rivals by force as well as grabbing any as yet unclaimed Territory. As in the Occupation phase, players may fight as many battles as they wish in the time available.

WHAT THE ARBITRATOR KEEPS TRACK OF

The Arbitrator has to keep track of the following information during the campaign:

- How many battles each gang has fought.
- Which gang controls which Territory.
- Which unclaimed Territories have been nominated and are due to be fought over.
- The number of enemies that each gang has take Out of Action.
- Each gang's current Wealth, which is a total of the credits value of all of the members of a gang, their equipment, and any credits in their Stash.
- Each gang's current Reputation.

Players should report this information to the Arbitrator after each battle.

GAINING EXPERIENCE

During a game, a fighter can gain Experience in a number of ways. The standard ways in which Experience is gained are detailed here. Experience is also gained by completing scenario objectives – these will be detailed in the scenario.

A fighter gains 1 Experience (XP) if their action directly causes an enemy fighter to go Out of Action. This could be an attack, a Coup de Grace, or anything else, so long as the enemy is taken Out of Action by the action itself and not later on in the game as the result of something else. For example, if an attack leaves a fighter Seriously Injured and they later go Out of Action in the End phase, no Experience is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a fighter throws a grenade that takes out two enemies – Experience is gained for each.

In addition to the above, a fighter gains 1 additional Experience if they take an enemy Champion or Leader Out of Action.

Finally, a fighter who Rallies and returns to the fight ([see page 47](#)) gains 1 Experience for overcoming their fear and returning to the action.

EDITOR'S SUGGESTION: GAINING MORE EXPERIENCE

Have you found it hard to earn Experience? Are your gangers anonymous mooks with too fancy gear? Us too!

I highly recommend that where the book says you earn a point of Experience, make it **D3 XP**. If it says you earn a random amount, say D3 or D6, multiply the result of that dice by the result of a **D3**.

In addition, for each Wound a fighter successfully takes off an enemy fighter or Underhive creature or Horror, the fighter earns 1 XP.

The following table summarises this:

Action	XP Gained
Each unsaved wound directly inflicted by this model	1 ⁹²
Any action that directly caused a fighter model to go out of action ⁹³	D3
<i>If the model taken out of action is a Leader or Champion</i>	+1D3
<i>If the model taken out of action is a Bounty Hunter or Dramatis Personae (Scum or Bounty Hunter)</i>	+1D3
<i>If the model taken out of action is a Brute, Underhive Horror or Aberrant</i>	+1D3
A fighter Rallies and returns to the fight	D3
Other actions giving a fighter XP in the rulebook (this has been corrected in this document)	D3 per 1 XP

⁹² If damage is inflicted on a multiwound model by a poisoned or gas weapon, that will only ever count as 1 wound for the purposes of XP.

⁹³ This could be a ranged or close combat attack, a Coup de Grace against a seriously injured or webbed model, or anything else, so long as the enemy is taken Out of Action by the action itself and not later on in the game as the result of something else (for example from the effects of Rad-Phase or Blaze, or if an attack leaves a fighter Seriously Injured and they later go Out of Action in the End phase), no Experience is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a fighter throws a grenade that takes out two enemies – Experience is gained for each.

ADVANCEMENTS

At the start of a battle, during the pre-battle sequence, each player has the chance to purchase Advancements for their Leaders, Champions, Juves, and Specialists and any eligible Gangers by spending Experience (XP) accrued. The XP cost of these Advancements is shown in the table below. The fighter's card is updated accordingly with the Advancement taken, the fighter's XP is reduced by the amount spent to purchase the Advancement, the fighter's total number of Advancements is increased by one (on the gang roster) and the fighter's Credits value is adjusted by the amount shown, which will in turn increase the Gang Rating.

The more experienced a fighter is, the more certain Advancements cost to purchase in terms of XP. The cost of each characteristic Advancements of the same type taken is increased by 2 for each instance after the first. For example, a Champion may increase their Initiative by 1 for 5XP, but to increase it by 1 a second time will cost them 7XP. Juves however are particularly fast learners, and as result they suffer no such penalty on characteristic increases; they may increase a characteristic any number of times (up to the maximum – [see page 247](#)) for the basic XP cost shown each time. **If using the Editor's Suggested Credits Increases, for each subsequent advancement for fighters other than those with the Fast Learners special rule, also add +10 credits to the credits increase as well as it being 2XP more expensive each time.**

Cost	Advancement – Leaders, Champions, Prospects, Juves & Specialists	Credits Increase	Editor's Suggested Credits Increase
3 XP	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits	+ 5 credits
4 XP	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits	+ 5 credits
5 XP	Improve the fighter's Initiative characteristic by 1.	+10 credits	+ 5 credits
5 XP	Add 1" to the fighter's Movement characteristic.	+10 credits	+ 5 credits
6 XP	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits	+ 10 credits
6 XP	The fighter gains a random skill from one of their Primary skill sets.	+20 credits	+ 10 credits
8 XP	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits	+ 15 credits
9 XP	Pick a skill from one of the fighter's Primary skill sets.	+20 credits	+ 10 credits
9 XP	The fighter gains a random skill from one of their Secondary skill sets.	+35 credits	+ 15 credits
12 XP	Increase the fighter's Wounds or Attacks characteristic by 1.	+45 credits	+ 20 credits
12 XP	Specialist only: Promote the fighter to Champion. They gain a random skill from one of their Primary skill sets.	+40 credits	+ 20 credits
15 XP	The fighter gains a random skill from ANY skill set.	+50 credits	+ 20 credits

GANGERS

While Leaders, Champions and Juves are central to a gang's narrative, Gangers are its 'supporting cast'. As such, they spend Experience and gain Advancements in a simplified manner. If during the pre-battle sequence, a Ganger has gained 6 XP, the controlling player rolls 2D6 on the table below, updates the Ganger's Fighter card and their Credits value accordingly, and reduces their XP by 6.

2D6	Advancement – Gangers (not including Specialists)	Credits Increase	Editor's Suggested Credits Increase
2	The fighter becomes a Specialist.	n/a	+0 credits
3-4	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits	+ 10 credits
5-6	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits	+ 15 credits
7	Either add 1" to the fighter's Movement characteristic, or increase their Initiative characteristic by 1	+10 credits	+ 5 credits
8-9	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits	+ 5 credits
10-11	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits	+ 5 credits
12	The fighter becomes a Specialist.	n/a	+ 0 credits

EDITOR'S SUGGESTION: ALTERNATIVE ADVANCE CHART FOR NON-GANGERS

For those who miss the Random Advancements that were central to *Necromunda's* first, second and community editions, we have organically returned them to our campaigns. This helps prevent Toughness spam by players, but also make characters less deterministic in how they develop.

If you choose to use these rules, Juves, Specialists, Brutes, Exotic Beasts, Champions and Leaders no longer pick advancements, instead rolling on the Heroes chart below:

- For every 5 Experience they earn, a Juve or Prospect may roll on the following chart.
- For every 8 Experience a Specialist (including a Brute) earns, they gain an advance on the following chart.
- For every 10 Experience Champion or Leader earns, they gain an advance on the following chart.

2D6 roll	Result	Standard Rules Cost Increase	Editor's Suggested Cost Increases
2	The fighter gains a random skill from one of their Secondary skill sets	+ 15 credits	+ 15 credits
3	The fighter gains a random skill from one of the fighter's Primary skill sets	+ 10 credits	+ 10 credits
4	Characteristic Increase: Roll again 1-3 = +1 Wounds; 4-6 = +1 Attacks	+ 20 credits	+ 20 credits
5	Characteristic Increase: Roll again 1-3 = +1 Strength; 4-6 = +1 Toughness	+ 15 credits	+ 15 credits
6	Characteristic Increase: Roll again: 1-3 = +1 Leadership; 4-6 = +1 Cool	+ 10 credits	+ 5 credits
7	Characteristic Increase: Roll again: 1-3 = +1 WS; 4-6 = +1 BS	+20 credits	+ 10 credits
8	Characteristic Increase: Roll again: 1-3 = +1 Willpower; 4-6: +1 Intelligence	+ 5 credits	+ 5 credits
9	Characteristic Increase: Roll again 1-3 = +1 Movement; 4-6 = +1 Initiative	+ 10 credits	+ 5 credits
10	The fighter gains a random skill from one of the fighter's Primary skill sets	+ 20 credits	+ 10 credits
11	The fighter gains a random skill from one of their Secondary skill sets	+ 35 credits	+ 15 credits
12	Specialists: Promote the fighter to a Champion and roll for one random primary skill. They may activate groups, and perform post-battle actions.	+ 40 credits	+ 20 credits
	Others: The fighter gains a random skill from any skill set	+ 50 credits	+ 20 credits

MAXIMUM CHARACTERISTICS

Each of a fighter's characteristics has a maximum value. If a roll on the Advancement table for a Ganger has no option but to increase a characteristic beyond its maximum treat it as roll of 12 instead:

- Weapon Skill, Ballistic Skill and Initiative cannot be improved beyond 2+.
- Leadership, Cool, Willpower and Intelligence cannot be improved beyond 3+.
- Movement, Strength and Toughness cannot be improved by more than 2 (compared to the basic profile for the Fighter's current type). **Editor's Suggestion: Toughness may only be upgraded once.**
- Wounds and Attacks cannot be improved by more than 1 (compared to the basic profile for the Fighter's current type).

SKILLS

Skills can be obtained by Leader, Champions, Prospects, and Juves (as well as Gangers who have become Specialists). The skills that are available are divided into eight sets: Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Savant and Shooting.

Each House fights in its own way, and this is reflected by the skill sets that are available to them. A fighter has different levels of skill access depending upon their House and their type; for example, Goliath Champions can gain Brawn skills more easily than Escher Juves. In each House list, and for certain other types of fighter (Exotic Beasts and Brutes for example) there is a section showing the skill sets available to those fighters. Fighters have Primary access to some skill sets, and Secondary access to others. Certain fighters can access skills from other sets, but to do so is more expensive in term of XP.

Regardless of House, all Leaders and Champions have access to the Leadership skill set. This is treated as a Primary skill set for the Leaders and a Secondary skill set for Champions.

GAINING A SKILL

When a fighter gains a new skill, it will either be chosen or determined randomly depending upon how much XP has been spent to gain the skill on if the skill is Primary, Secondary or neither. Choosing a skill is simply a case of picking a skill from the sets available that is desirable for the fighter. To determine a random skill, the player declares which set they are generating the skill from, and rolls a D6 on the table below (re-rolling if the fighter already has that skills).

D6	Agility	Brawn	Combat	Cunning	Ferocity	Leadership
1	Catfall	Bull Charge	Combat Master	Backstab	Berserker	Commanding Presence
2	Clamber	Bulging Biceps	Counter-Attack	Escape Artist	Impetuous	Inspirational
3	Dodge	Crushing Blow	Disarm	Evade	Fearsome	Iron Will
4	Mighty Leap	Headbutt	Parry	Infiltrate	Nerves of Steel	Mentor
5	Spring Up	Hurl	Step Aside	Lie Low	True Grit	Overseer
6	Sprint	Iron Jaw	Rain of Blows	Overwatch	Unstoppable	Regroup

D6	Muscle	Palanite Drill	Savagery	Savant	Shooting
1	Fists Of Steel	GOT YOUR SIX	Avatar of Blood	Ballistics Expert	Fast Shot
2	Iron Man	HELMAWR'S JUSTICE	Bloodlust	Connected/Scavenger's Instincts	Gunfighter
3	IMMOVABLE STANCE	NON-VERBAL COMMUNICATION	Crimson Haze	Fixer	Hip Shooting
4	NAAARGAH!	RESTRAINT PROTOCOLS	Frenzy	Medicae	Marksman
5	UNLEASH THE BEAST	TEAM WORK	Killing Blow	Munitioneer	Precision Shot
6	WALK IT OFF	THREAT RESPONSE	Slaughterborn	Savvy Trader/Savvy Scavenger	Trick Shot

LASTING INJURIES

When a fighter goes Out of Action, their opponent rolls two D6, one after the other (a D66 roll) and looks up the result on the Lasting Injuries table. If an Injury roll results in more than one Out of Action result, a separate roll on the Lasting Injuries table and each result is applied.

GOING INTO RECOVERY

Some result cause a fighter to go into recovery. The fighter's In Recovery box on gang roster is checked, and the fighter must miss both the post-battle sequence of the current game and the next battle in order to recover from their injuries. This means that a Leader or Champion who has gone Into Recovery may not perform post-battle actions at this time. During the Wrap-up of the gang's next battle, the In Recovery box will be cleared, the fighter becomes available once again and Leaders and Champions may perform post-battle actions.

Note that no matter how may Lasting Injury rolls are made, a fighter that goes Into Recovery will only miss one game rather than multiple games.

D66	Lasting Injury
11	Lesson Learned. The fighter goes into Recovery but gains D3 Experience.
12-26	Out Cold. The fighter misses the rest of the battle, but avoids any long-term injuries. The fighter recovers in time to perform post-battle actions.
31-45	Grievous Injury. The fighter goes into Recovery.
46	Humiliated. The fighter goes into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1.
51	Head Injury. The fighter goes into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1.
52	Eye Injury. The fighter goes into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1.
53	Hand Injury. The fighter goes into Recovery. In addition, their Weapon Skill characteristic is decreased by 1.
54	Hobbled. The fighter goes into Recovery. In addition, their Movement characteristic is decreased by 1.
55	Spinal Injury. The fighter goes into Recovery. In addition, their Strength characteristic is decreased by 1.
56	Enfeebled. The fighter goes into Recovery. In addition, their Toughness characteristic is decreased by 1.
61-65	Critical Injury. The fighter is in critical condition – if their injuries are not successfully treated by a visit to the Doc (see page 266) in the post-battle sequence, they will die.
66	Memorable Death. The fighter is killed instantly – not even the most talented Doc can save them. If the injury was caused by an Attack action, the attacker gains one additional Experience.

CHARACTERISTIC PENALTIES

Some results on the Lasting Injuries table give a permanent penalty to a fighter's characteristic. Their Fighter Card must be amended immediately – note that their credits value does not change. Also if a characteristic that is depicted as a target number (Weapon Skill or Initiative, for example) is reduced the actual number increases – in other words if a fighter with a Weapon Skill of 4+ receives a Hand Injury their Weapon Skill is decreased to 5+.

MINIMUM CHARACTERISTICS

A fighter's characteristics cannot be reduced beyond a certain level, as shown below. If one of a fighter's characteristics would be reduced below this level as the result of a Lasting Injury, the fighter goes into recovery, but suffers no additional penalty:

- Weapon Skill, Ballistic Skill and Initiative cannot be reduced to worse than 6+.
- Leadership, Cool, Willpower and Intelligence cannot be reduced to worse than 12+.
- Movement, Strength and Toughness cannot be reduced to less than 1.

SUCCUMBING TO INJURIES

If a fighter is Seriously Injured when the battle ends, roll a D6 for them during the Wrap-up. On a 3 or more, they survive without any further complications, but on a 1 or 2, they succumb to the injuries suffered during the battle and are treated as having gone Out of Action. A Lasting Injury roll is made for them, as described previously.

BEING CAPTURED

If only one gang has fighters on the battlefield at the end of the battle, there is a chance that they might Capture a fallen enemy. Roll 2d6 and add the number of opposing fighters who went Out of Action (including those who have succumbed to their injuries, during the Wrap-up). If the gang also includes a Bounty Hunter, add +1 to the result of the roll. If the result is 13 or greater, an enemy fighter has been Captured. Shuffle together the Fighter cards of any enemy fighters who went Out of Action, but not those for any that suffered a Critical Injury or Memorable Death result, they are left where they fell! Draw one of these Fighter card at random – that fighter is Captured. Make a note in the Lasting Injury/Captured By box on the gang roster for the Captured fighter, recording the name of the gang of the player who has Captured the fighter.

Whilst a fighter is Captured, they are unavailable for battles and post-battle actions as if they were In Recovery – however, this lasts until they are freed (as follows) rather than for just one battle. The Capturing gang should make a note in the Stash section of their gang roster of the name of the fighter they now hold Captive.

CAPTURED FIGHTERS

Once a fighter has been Captured, their gang has the chance to attempt to free them. The next time the same two gangs face each other, the Captured fighter's controlling player may declare that they will be attempting a Rescue Mission. This supersedes the Determine Scenario steps of the pre-battle sequence (**see page 263**) – Instead, the Rescue Mission scenario is played.

If the gang does not wish to attempt the Rescue Mission scenario, and a different scenario is played, the gang holding the Captive may choose to sell them to the Guilders (**see page 265**) in the post-battle sequence of that battle or any subsequent battle (they might wish to keep their Captive). If the fighter is still held Captive the next time the two gangs face each other, the Captured fighter's controlling player once gain has the option to declare that the gang will attempt a Rescue Mission.

At any time during the campaign, regardless of whether a Rescue Mission has been attempted, the two gangs controlling players can come to an agreement to secure the Captive's return. This could be a payment of credits, a trade for another Captive, even surrendering a Territory, or a valuable item of equipment or anything else – this is entirely up to the two players to decide and either gangs is free to decline an offer made by the other. If an agreement is reached, the Captured fighter is returned immediately and becomes available to the gang once more.

FLEEING THE BATTLEFIELD

In a Dominion Campaign, it is often wise for a gang to quit a fight whilst they are still ahead. This is especially true in ambushes, and when smaller crews find themselves taking on larger and more dangerous ones! A gang's controlling player can choose to automatically fail any Bottle test the gang is required to make.

Once a gang has bottled out (either voluntarily or by failing a Bottle test), the controlling player can declare that the gang will flee the battlefield at the start of any Action phase. Any Active and Pinned fighters immediately flee the battlefield, as described **on page 28**. Engaged fighters must attempt to break away from combat – make an Initiative check for each. If the check is passed, they flee the battlefield. If the check is failed, they are Seriously Injured. Once the gang that has declared it will flee has only Seriously Injured fighters on the battlefield, the battle ends. Roll to see if the Seriously Injured fighters succumb to their injuries during the Wrap-up as usual.

INCOME

The following rules were adopted from the excellent [Seattle ruleset](#), and ultimately really help to balance campaigns where gangs earn a lot of money, like *Dominion* and *Law and Misrule*. We used it for both, and cannot recommend this highly enough.

EDITOR'S SUGGESTION: INCOME COLLECTION

Unlike other campaign types, fighters with the Gang Fighter (X) special rule generate income by working territories. This is done at the start of the Week through a new action, 'Work Territory'. Any fighters in recovery or any captured fighters cannot conduct a Work Territory action. Certain fighters may not do this – namely Aberrants and Chaos Spawn.

Each appropriate fighter can generate income from one territory. The player chooses the territories he wishes to collect income from adding up the total amount generated. Most territories generate a variable income: D6x10 or 2D6x10 credits, in which case the player makes the appropriate dice rolls to determine the total. It's not possible to send more than one fighter to collect income from the same territory. You must also declare all the Gangers being sent to territories before rolling for any of their generated income (i.e., you cannot wait to see how much some of them earn before sending more fighters). Regardless of how many territories or how many fighter a gang has it may never collect income from more than ten. A single territory can only be worked once per post-battle sequence. It may be that not all Territories can be worked by a gang due to low ganger numbers or a number being in Recovery.

Each fighter that conducts a Work Territory action generates **income** from a single territory that the gang controls.

Following this, Add up all the income generated from all sources in the battle and post-game actions including, but not limited to:

- Credits from Scenario Rewards
- Credits from Territories Worked
- Credits from Skills
- Credits from Selling Captives to Guilders

The gang must spend a proportion of its income on basic necessities such as food, drink, ammunition and general weapon maintenance. Once you have your total income for the battle, apply that amount to the following chart and cross reference the number of fighters in your gang at the start of the preceding battle, including hangers-on and brutes (who count as two individuals), but not counting captured fighters, exotic beasts or hired guns. This is calculated via the Income Chart:

INCOME CHART

Credits Raised	# of Fighters and Hangers-On in Gang not dead or captured after battle						
	1-3	4-6	7-9	10-12	13-15	16-18	19+
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	65	55	35	15
230-299	105	100	100	85	75	55	35
300-379	120	115	110	100	80	65	45
380-459	135	130	130	115	105	80	55
460-559	145	140	135	125	115	90	65
560+	155	150	145	135	125	100	70

The amount cross listed between your income and the number of fighters in your game is the amount of credits that are added to your stash, and which may be used to buy items at the trade post, to take a fighter to the doc, or any other action that requires credits.

GUILD PAYMENTS

If a gang must pay a fee to a guild because there were credit awards associated with a scenario, this must come out of the scenario earnings before credits are applied to the income chart. If the guild demands more credits than were earned as a scenario reward, the player earns no credits from the scenario rewards and they must test the alliance.

HIRED GUN RETAINER FEES

Hired gun retainer fees are also taken out of the scenario earnings before credits are applied to the income chart, but after any income you may have obtained from their services (for example a Ratskin discovering credits).

DOWNTIME

You may use the Income Chart to balance the amounts distributed at Downtime.

TERRITORIES

All Territories in a Dominion Campaign are unique. The gangs that hold them will benefit from them in many ways. As a result, competition for certain Territories can become very intense as a campaign progresses. This section gives an overview of what each Territory represents and details the bonuses the Territory grants to the gang that holds it.

All gangs possess a Settlement Territory they cannot lose and which can never be staked on the outcome of a battle. This represents the gang hide-out.

TERRITORY BOONS

Each Territory grants the gang that controls it a benefit called a Boon. This Boon might be income, an additional gang member, an increase in Reputation, a piece of rare or unique equipment or a special rule.

A gang receives the benefits of a Territory's Boon so long as it holds that Territory. Once the Territory is lost to another gang, the Boon is lost.

INCOME

If a Territory grants the gang that controls it income, the gang adds the amount of credits shown to their Stash when generating income after all battles, including the battle in which it was won.

RECRUITS

Some Territories grant gangs new fighters, Hired Guns or Hangers-on as recruits to the gang. These recruits incur no cost to recruit but do add to the Gang Rating and Wealth value.

Any gang fighter recruited from the Gang's House List has no cost to recruit, but any equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Any Hired Gun recruited as a Boon has no cost, and will remain with the gang for as long as they control the Territory that grants the Boon.

Any Hanger-on recruited as a Boon does not count towards the maximum number of Hangers-on the gang may normally have and may be recruited without the normal Reputation required.

EQUIPMENT

The gang adds the listed equipment type to its Stash. It is gained in the Post-battle Actions step of the post-battle sequence, immediately after the battle in which the Territory was won and can be distributed amongst eligible fighters during the next step of the same post-battle sequence.

If the Territory is ever lost, then so is the equipment type as it can no longer be maintained without the expertise present within the Territory.

YAQ: Equipment you get through territory boons cannot be sold

REPUTATION

The gang's Reputation is increased by the listed value as a direct result of ownership of that Territory. If they lose control of the Territory, the bonus is lost.

SPECIAL

The Boon grants a unique benefit to the gang that holds the Territory. The benefit follows the rules listed in the relevant entry for the Territory. If the Territory is ever lost then so is the benefit.

ENHANCED BOONS

Some Territories are more important to gangs from a particular House – an Escher gang might be able to grudgingly sift some valuables from a Refuse Drift, but to a Cawdor gang the same refuse pile is a hoard of hidden relics.

Many Territories grant gangs of a named House one or more Enhanced Boons, listed below the Territory Boons for each Territory detailed on the following pages. An Enhanced Boon may be in addition to a standard Territory Boon or it may replace a standard Territory Boon of the same type (Income, Recruit, Equipment, Reputation or Special) listed previously for that Territory.

For example, the Gambling Den Territory grants two Territory Boons: Reputation and Income. If it is controlled by a Delaque gang, however, they will benefit from two Enhanced Boons: Reputation and Special. This means that a Delaque gang controlling the Gambling Den Territory replaces the standard Reputation Boon with the Enhanced Reputation Boon and gains the Special Boon.

The remaining standard Territory Boons listed for a Territory are gained as normal by the gang controlling that Territory, regardless of any Enhanced Boons, meaning the Delaque gang in the example above would still benefit from the Income Territory Boon as well as the Reputation and Special Enhanced Boons.

GAINING AND CONTROLLING TERRITORIES

The gaining of Territory is at the heart of a Dominion Campaign. Territory is gained by winning a battle that has a Territory at stake. The only other way of gaining a Territory is if two players agree to trade one in exchange for a Captive.

TERRITORIES

ARCHAEOTECH DEVICE (VAN SAAR)

These are relics from a long lost age, when the hive had not grown to the sky. They possess strange capabilities, wondrous power and danger in equal measure.

TERRITORY BOON

This Territory grants the following Boon:

Special: Any number of weapons owned by the gang may be given one of the falling Traits for free: Blaze, Rad-phage, Seismic, or Shock. All Weapons must be given the same Trait and new weapons purchased later may also be given this Trait. These weapons also gain the Unstable Trait. If the Territory is lost, the weapons lose these additional Traits.

ENHANCED BOON

This Territory grants Van Saar gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: A Van Saar gang may give any number of weapons it owns two of the following Traits for free: Blaze, Rad-phage, Seismic, or Shock. All weapons must be given the same Trait and new weapons purchased later may also be given these Traits. These weapons also gain the Unstable trait. If the Territory is lost, the weapons lose these additional Traits.

BONE SHRINE (CAWDOR)

Shrines of bones and noose-ropes are common in the underhive, and even the most cold-blooded ganger will rarely pass one without throwing in a cred as a plea for a blessing.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns 2D6x5 credits from this Territory when collecting income.

ENHANCED BOON

This Territory grants Cawdor gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Income: The gang earns 4D6x5 credits from this Territory when collecting income.

COLLAPSED DOME

Many of the ancient domes that honeycomb the underhive eventually collapse under the weight of time, leaving treasures trapped beneath the wreckage and the structure above liable to fall apart at the smallest misstep.

TERRITORY BOON

This Territory grants the following Boon:

Income: When collecting income from this Territory, the controlling player may choose to roll between 2D6x10 and 6D6x10. However, if a double is rolled, then no income is generated and a random fighter from the gang suffers a Lasting Injury.

CORPSE FARM (CAWDOR)

Everyone must eat, and the corpse farm takes the flesh of the dead and makes it into the corpse-starch that feeds the hive. Underhive corpse farms do a brisk, if shunned, trade in the bodies of the dead.

TERRITORY BOON

This Territory grants the following Boon:

Income: When collecting income, the gang gains D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.

YAQ: Note, you only get credits for dead fighters. This prevents abusing the territory by recruiting juves and immediately "retiring" them for profit.

ENHANCED BOON

This Territory grants Cawdor gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: When collecting income, the gang gains 2D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.

YAQ: Note, you only get credits for dead fighters. This prevents abusing the territory by recruiting juves and immediately "retiring" them for profit.

DRINKING HOLE (DELAQUE)

Reeking of liquor, sweat and blood, a drinking den is where many hivers go to numb their sorrows, or to find their courage at the bottom of a bottle of Wildsnake or Second Best.

TERRITORY BOON

This Territory grants the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: Whilst it controls this Territory, any fighter in the gang may re-roll any failed Cool checks. If a fighter uses this option, place a marker on their card to show that they have hit the bottle. The marked fighters suffer a -1 to hit penalty for the rest of the battle.

ENHANCED BOON

This Territory grants Delaque gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: A Delaque gang may not use the standard Boon. Instead, the player of the Delaque gang that controls this Territory may nominate three enemy fighters at the start of the battle, and places an Intoxicated marker on each fight to show that their drink was spiked. The marked fighters suffer -1 to all tests and checks for the duration of the battle.

FIGHTING PIT (GOLIATH)

Violence is life, death, and entertainment in the underhive, and some of the most feared fighters are made on the cinder floors of fighting pits under the eyes of baying crowds.

TERRITORY BOON

This Territory grants the following Boon:

Recruit: Whilst it controls this Territory, the gang may recruit two Hive Scum Hired Guns for free, including their equipment, prior to every battle.

ENHANCED BOON

This Territory grants Goliath gangs the following Boon:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

GAMBLING DEN (DELAQUE)

Gambling is rife in the underhive, with fortunes won on the turn of a card and lost on the spin of a bolt shell, and debts are easily piled up by those who don't know when to quit.

TERRITORY BOON

This Territory grants the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The player chooses a suit of cards. The player then draws a card from the shuffled deck of playing cards that includes both Jokers. If they draw a card from the suit they chose, they earn income to the value of the card (Jack 11, Queen 12, King 13, Ace 14) x10 credits. If they draw a card from a suit of the same color, then the Income is the value of the card x5 credits. If it is any other suit they gain no income from the Territory. If, however, they draw a Joker, they must pay all of the income they earn in that post-battle sequence to a random gang taking part in the campaign, as determined by the Arbitrator.

ENHANCED BOON

This Territory grants Delaque gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: The Delaque player that controls this Territory may nominate a single enemy fighter at the start of the battle. The Delaque have called in the fighter's debt marker, and in return for keeping all of their limbs intact, the fighter agrees to take no part in the coming battle. The nominated fighter misses the battle.

GENERATORIUM (VAN SAAR)

Much of the light and power in the underhive relies on taps into energy conduits or barely functioning generators. Those that control the source of such power can let it flow... or cut it off at a whim.

TERRITORY BOON

This Territory grants the following Boon:

Special: If their gang controls this Territory, a player may choose to stall the generators, temporarily cutting the power to the area in which a battle is taking place and plunging it into darkness. The player may declare they will do this at the beginning of any Priority phase, before the roll for Priority.

For the remainder of the battle, the Pitch Black rules ([see page 511](#)) are in effect. However, at the start of each End phase, there is a chance that the generators will automatically restart and the light flood back. At the start of each End phase, before making any Bottle tests, the player that controls this Territory rolls a D6. If the result is a 5 or more, the generators restart and the Pitch Black rules immediately cease to be in effect. If the roll is a 1-4, the generators stay silent.

ENHANCED BOON

This Territory grants Van Saar gangs the following Boon:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

MINE WORKINGS (ORLOCK)

An open cast mine bored into a mineral mass can yield a fortune in carbonite gems, cognate ore, argent and emeralds, all waiting to be ripped from the ground.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns D6x10 credits from this Territory when collecting income.

The gang may set Captured fighters to work in the mines rather than selling them to the Guilders. For every Captive working the mine, roll an additional D6 to generate income. If the Territory changes control, all of the Captives remain working the mine. A Captive sent to the mines may not subsequently be Sold to Guild. While a Captive is working in the mine, the gang may attempt a Rescue Mission at any time.

ENHANCED BOON

This Territory grants Orlock gangs the following Boon:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

NARCO DEN (ESCHER)

Narco dens are filled with the scent of exotic smoke, and the bubble and hiss of fume-bottles and chem-injectors. Rich and poor alike come to such places to chase dreams and forget nightmares.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income.

ENHANCED BOON

This Territory grants Escher gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Synth Still, this is increased to D6x10.

NEEDLE WAYS (DELAQUE)

The Needle Ways are the vents, crawl tunnels and pipes that thread through the mass of the hive. Those that can navigate them can pass unseen between almost anywhere.

TERRITORY BOON

This Territory grants the following Boon:

Special: Whilst it controls this Territory, the gang may infiltrate up to three fighters onto the battlefield ahead of any battle. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield, they are placed to one side. At the end of the first round, the controlling player nominates any spot on the ground surface of the battlefield and sets up each infiltrating fighter within 2" of that spot.

ENHANCED BOON

This Territory grants Delaque gangs the following Boons:

Special: A Delaque gang that controls this Territory may infiltrate two groups of up to three fighters using the method detailed above. The fighters in each group must be specified before the battle.

OLD RUINS

A complex of old ruins stands tall on the tangled landscape of the underhive. Beneath the ashes and rubble, the tattered treasures of past ages wait.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns D3x10 credits from this Territory when collecting income. Additionally, add +1 to the dice roll for each Dome Runner attached to the gang.

PROMETHIUM CACHE

Stacks of fuel drums and tanks fill this half-forgotten reach of the underhive, enough to keep a factory running, or burn half of the Sump down if a stray spark catches it.

TERRITORY BOON

This Territory grants the following Boons:

Equipment: Whilst it controls this Territory, three fighters in the gang gain incendiary charges for free.

Special: All fighters in the gang may re-roll Ammo checks for any weapon that has the Blaze trait.

REFUSE DRIFT (CAWDOR)

Vast agglomerations of refuse gather in areas of the underhive in drifts that shift like dunes in a desert.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns 2D6x5 credits from this Territory when collecting income. However, if a double is rolled, a randomly determined fighter has a nasty encounter with a waste-lurker and must miss the next battle whilst they recover. No income is lost.

ENHANCED BOON

This Territory grants Cawdor gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns 2D6x5 credits from this Territory when collecting income. A Cawdor gang has no risk of encountering a nasty waste-lurker.

ROGUE DOC SHOP

A sawbones, blood cleanser or surgeon has set up shop. Any gang willing to provide this rogue healer with protection can count on their loyal service.

TERRITORY BOON

This Territory grants the following Boon:

Recruit: The gang may recruit a Rogue Doc Hanger-on for free.

SETTLEMENT

Settlements dot the underhive. Most are scrap-shanties, peopled by the brave, the foolish and the desperate.

TERRITORY BOON

This Territory grants the following Boons:

Income: The gang earns D6x10 credits from this Territory when collecting income.

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Recruit: The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their House List for free.

SLAG FURNACE (GOLIATH)

Glowing with heat and spattered with molten metal, a slag furnace smelts slag and ore so that the metals they contain can be poured off.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang-earns D6x5 credits from this Territory when collecting income.

ENHANCED BOON

This Territory grants Goliath gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Recruit: The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their House List for free.

SLUDGE SEA

Effluent and polluted water drains down through the hive to catch in brown pools, forming lakes of fuming, iridescent sludge.

TERRITORY BOON

This Territory grants the following Boon:

Equipment: Whilst it controls this Territory, three fighters in the gang gain choke gas grenades for free.

SMELTING WORKS (GOLIATH)

Crags and seams of valuable Slag can be found across the underhive, mute markers to the ancient industries that grew the Spire.

TERRITORY BOON

This Territory grants the following Boon:

Income: the gang earns D6x5 credits from this Territory when Collecting income.

ENHANCED BOON

This Territory grants Goliath gangs the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Slag Furnace, this is increased to D6x10 credits.

SYNTH STILL (ESCHER)

Constructed from tangles of reclaimed pipes, vats and cylinders, a synth still in skilled hands can produce the finest poisons, medicines and narcotics.

TERRITORY BOON

This Territory grants the following Boon:

Special: Whilst it controls this Territory, the gang treats chem-synths, medicae kits, stim-slug stashes and any weapon with the Gas or Toxin trait as Common.

ENHANCED BOON

This Territory grants Escher gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: Whilst it holds this Territory, the gang treats chem-synths, medicae kits, stim-slug stashes and any weapon with the Gas or Toxin trait as Common, and halves the cost of these items (rounding up).

STINGER MOULD SPRAWL (ESCHER)

Stinger Mould is a rare fungus that grows where rad-waste has saturated a fungus sprawl. The fungus can be deadly, but also offers near-miraculous healing properties.

TERRITORY BOON

This Territory grants the following Boon:

Special: During the post-battle sequence, the gang controlling this Territory may re-roll a Single Lasting Injury roll on a fighter. Note that a Memorable Death result may not be re-rolled.

ENHANCED BOON

This Territory grants Escher gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: An Escher gang may either (1) remove a single existing Lasting Injury from a fighter, or (2) re-roll a single Lasting Injury roll on a fighter, including a Memorable Death result.

TECH BAZAAR (VAN SAAR)

An underhive tech bazaar buzzes with the calls of bullet merchants echoing above haggling tech-prospectors, while agents of the Gun-guild watch and take their due.

TERRITORY BOON

This Territory grants the following Boons:

Income: The gang earns D6x10 credits from this Territory when collecting income.

Equipment: Select one Leader or Champion to make a Haggle post-battle action. Roll 2D6: The gang may immediately choose one item from the Rare Trade chart with a Rare value equal to the result of the dice roll and add it to their Stash for half of its usual value, rounded down. If the roll is lower than 7, pick a Common Weapon or Piece of equipment to add to the gang's Stash for half of its usual value, rounded down. If the roll is 3 or lower, then the fighter proves to be very poor at haggling and no equipment is gained. If the fighter selected has Exotic Furs, add +1 to the result of the 2D6 dice roll.

ENHANCED BOON

This Territory grants Van Saar gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns D6x10 credits from this Territory when collecting income. If the gang also controls an Archaeotech Device, this is increased to 2D6x10.

TOLL CROSSING (ORLOCK)

The fastest ways through the underhive often cross chasms, sludge rivers or pass through bottlenecks. Gangs often set up tolls at such points, extracting credits from those who wish to pass swiftly and safely on their way.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income.

ENHANCED BOON

This Territory grants Orlock gangs the following Boon:

Special: Whilst it controls this Territory, an Orlock gang has Priority in the first round of any battle. Any gang in the campaign may pay the Orlock gang 20 credits to gain the same benefit in a single battle against another gang.

YAQ: The Orlock cannot refuse payment (they may not ever be present during the game when the territory is used by other players.) If both players choose to pay for the boon in the same game, the boon has no effect (the credits are still spent).

TUNNELS (ORLOCK)

Tunnels that run through the hive are the primary ways that people move between locations. Those that control them can move freely and attack where they wish.

TERRITORY BOON

This Territory grants the following Boon:

Special: Whilst it controls this Territory, the gang may choose to have up to three fighters deploy via tunnels ahead of any battle. These fighters must be part of the crew for a battle, but instead of being set up on the battlefield, they are placed to one side. During the deployment phase, the player sets up two 2" wide tunnel entrance markers on any table edge on the ground surface of the battlefield. During the Priority phase of each turn, roll a D6. On a 4+, the group of fighters arrive on the battlefield. That turn they may be activated as a single group, and must move onto the battlefield from one of the tunnel entrance. If the battle ends before the fighters arrive, they take no part in the battle.

ENHANCED BOON

This Territory grants Orlock gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: An Orlock gang may choose to deploy up to six fighters via tunnels using the method detailed above. The fighters in each group must be specified before the battle.

WASTES

Tracts of ash, shapeless rubble, and twisted metal structures run through the underhive, their size waxing and waning with the ages. Most gangs have to pass through a portion of these wastes as they travel between places of more value.

TERRITORY BOON

This Territory grants the following Boons:

Special: If challenged in the Occupation phase, the gang may choose the Territory at stake in the battle, even though it would normally be chosen by the challenger. If challenged in the Takeover phase for a Territory the gang already controls, make an Intelligence check for the gang Leader. If the check is passed, the player of the gang may choose to play the Ambush scenario instead of rolling. They are automatically the attacker.

WORKSHOP

Underhive workshops tend to be a combination of different scrap yards, festooned with belts of ammo and strewn with the carcasses of machines. The denizens of such places are often strange recluses, who mutter to their machines and create strange totems out of their rusting treasure.

TERRITORY BOON

This Territory grants the following Boon

Recruit: The gang may recruit an Ammo-jack Hanger-on for free.

ENDING THE CAMPAIGN

The Dominion Campaign ends when the time set for the Takeover phase runs out. The Arbitrator then goes through the final results from each battle and assigns Triumphs.

TRIUMPHS

Triumphs are the laurels of victory, the bragging rights and sources of pride for the players who have fought through the campaign. While an Arbitrator can just tell people what they won, it is far more fun and satisfying to bring all of the players from the campaign together, maybe drink some tea, and announce who earned each Triumph in a grand manner. There are five different Triumphs and a player may earn more than one. In the case of a tie for any Triumph, no one is awarded it.

TRIUMPH	CRITERIA
Dominator	Most Territories at the end of the campaign.
Slaughterer	Most enemy fighters taken Out of Action across the whole campaign.
Creditor	Largest Wealth at the end of the campaign.
Warmonger	Most battles fought across the whole campaign.
Powerbroker	Highest Reputation in at the end of the campaign.

EXTENDING THE DOMINION CAMPAIGN

Players and Arbitrators may want to play a Dominion Campaign for longer than seven weeks. This can easily be done by either increasing the number of weeks each phase lasts, or by introducing multiple phases of Occupation and Takeover separated by Downtime.

For example: A run of Occupation>Downtime>Takeover>Downtime>Takeover would take eleven weeks to play, or Occupation>Downtime>Takeover>Downtime> Occupation>Downtime> Takeover would take fifteen weeks to play.

Players, and Arbitrators in Particular, should bear in mind that the longer campaigns run, the more likely it is that players will grow bored and the campaign will fade out rather than finish.

SPLINTER GANGS

Players and Arbitrators will no doubt wish to revisit Necromunda at a later date, and some players may want to continue their adventures with a gang they have played in the past. Normally, this is not possible in a Dominion Campaign in order to maintain a degree of balance during the early stages of the campaign and to allow freshly founded gangs to get a solid footing early on.

However, players may wish to found a splinter gang. A splinter gang is formed when one of a gang's Champions goes it alone and takes some of their favoured Gangers with them to form the core of a new gang. Forming a splinter gang is easy – players simply choose one Champion from a gang they have played in a previous campaign and hire them as the Leader in a new gang, keeping all of their equipment, Advancements and permanent injuries, and paying their Credits value to hire them. This champion then simply has their type changed to Leader and is treated as such in all regards.

Further to this, players may wish to retain other old favourites. Juvies and Specialists can be recruited from an old gang into a new one in this way, changing their type to Champion, whilst any favoured Gangers can be hired again as Gangers into a new gang. New fighters can be hired to fill out the ranks and help keep the cost down. All that must be remembered is that the splinter gang must abide by the same gang composition rules as a freshly founded gang, and is limited to the same credits as new gangs.

In this way, players are able to follow certain characters through several campaigns, perhaps even seeing a Juve progress through the ranks to eventually lead their own gang. Splinter gangs are often smaller in early stages of a campaign, but their well-equipped fighters and highly skilled Leaders will more than make up for this!

THE PRE-BATTLE & POST-BATTLE SEQUENCES

In a Dominion Campaign, there are additional steps that take place before and after a battle, as listed below. They must be followed in the order shown, and must be done while both players are present.

THE PRE-BATTLE SEQUENCE

The pre-battle sequence has six steps:

1. **MAKE A CHALLENGE AND STAKE TERRITORY**
2. **BUY ADVANCEMENTS AND RECRUIT HIRED GUNS**
3. **DETERMINE SCENARIO**
4. **SET UP THE BATTLEFIELD**
5. **CHOOSE CREWS**
6. **ANNOUNCE TERRITORY BOONS**
7. **TACTICS CARDS**
8. **DEPLOYMENT**

1. MAKE A CHALLENGE AND STAKE TERRITORY

For a battle to be fought, one player must challenge another player to play a game. The challenger nominates an eligible Territory as the stake for the game, be it an as yet unclaimed Territory or one of their opponent's Territories that they wish to seize control of. The challenged player must then either accept or refuse the challenge.

If the challenge is refused, the challenger gains the nominated Territory without a fight.

If the challenge is accepted, then the players must agree when the battle is going to be fought. If a gang fails to attend the battle, they forfeit the battle and the staked Territory!

Note here that sometimes real life does intrude on hobby time, and if a player has a good reason for failing to attend a battle, leeway is encouraged. Most people will happily reschedule a game in most circumstances, but should a player make a habit of failing to attend then it is up to the Arbitrator to step in and enforce the forfeiture of a Territory if necessary.

2. BUY ADVANCEMENTS AND RECRUIT HIRED GUNS

Each player can spend Experience to purchase Advancements for their fighters ([see page 246](#)). If both players wish to do so, the player with the lower Gang Rating goes first, purchasing any Advancements they wish, then the other player does so. If both players have the same Gang Rating, the winner of a roll-off chooses whether to go first or second.

Once any Advancements have been bought, players can spend credits to recruit Hired Guns. Again, if both players wish to do so, the player with the lower Gang Rating goes first.

3. DETERMINE SCENARIO

To determine which scenario will be used, roll 2D6 on the following table:

2D6	Result	Scenario Options
2-5	That's My Turf	Takeover / Border Dispute / Sneak Attack
6-7	Territory	Toll Bridge / Escape the Pit / Escape the Badzone
8-9	Death Match	Stand-off / The Trap / Ambush / Something to Prove
10-12	Underdog	Lower-Ranked player picks Scenario and Attack/Defend

Players should now agree whether they will fight using the Zone Mortalis or Sector Mechanicus rules. If they cannot decide, the player who chose the scenario decides. If neither player chose the scenario, the players should roll off and the winner's choice applies.

Alternatively players may choose to play a Gang Raids Scenario.

DETERMINING THE ATTACKER AND DEFENDER

During the Occupation phase of the Dominion Campaign, where a scenario dictates there is an attacker and a defender, the player who chose the scenario decides which player will be the attacker and which will be the defender. If neither player chose the scenario, then both players should roll a D6, with the player who rolls the highest choosing.

During the Takeover phase of a Dominion Campaign, where a scenario specifies that there is an attacker and a defender, the player who issued the challenge ([see page 263](#)) is automatically the attacker (unless of course the challenged player also holds a Wastes Territory ([see page 260](#))).

HOME TURF ADVANTAGE

The scenario being played may indicate that the defender benefits from the Home Turf Advantage, representing the gang fighting furiously to defend their valuable turf from attackers. A gang fighting with the Home Turf Advantage is far less likely to bottle out and in some cases will fight ferociously until the last.

RESCUE MISSIONS

If one player has Captured another player's fighter(s), the Captured fighter's player may issue a challenge to play the Rescue Mission, Public Execution or Prison Break scenario. If the challenge is accepted, then the Rescue Mission scenario is automatically used for the battle. If the player holding the Captive refuses the challenge, they automatically forfeit the Captive. No Territory is staked on this battle; the Captured fighter is effectively the stake.

4. SET UP THE BATTLEFIELD

The players now set up the battlefield. Some scenarios have special instructions for terrain. The default methods are detailed in full [on page 506](#).

5. CHOOSE CREWS

After the battlefield has been set up, before gangs can be deployed, players must select their starting crews for the battle ahead. The scenario being played will detail the method of selection to be used and how many fighters can be selected. The selection methods are explained in full [on page 506](#).

6. ANNOUNCE TERRITORY BOONS

Players may have Territory Boons granted by the Territories they currently hold. Players should announce which, if any, of their Territory Boons grant them a bonus that will have an effect on this game at this stage, forewarning their opponent. If a Territory Boon is not announced, it cannot be used during the coming game.

7. TACTICS CARDS

Each player prepares their deck of Tactics cards as described [on page 506](#). The scenario being played will detail how many cards each player gets and how they are selected.

UNDERDOG BONUSES

A player's gang is classed as an Underdog if their Starting Crew is less than their opponent's. If so, they access special Underdog benefits up to the value of their credit difference – if a gang's crew is 223 credits below the value of their opponent's, they may pay for up that value from the following list, for example.

UNDERDOG BENEFITS	CREDIT COST
0-5: Draw a random Gang Tactics card	100 each
0-2: Choose a Gang Tactics card	200 each
0-5: Draw a random Underdog tactics card	200 each
0-2: Choose an Underdog tactics card	400 each
0-1: Hire a Dramatis Personae	True Cost
0-1: Hire a Bounty Hunter	True Cost
0-5: Hire a Hive Scum	True Cost

UNDERDOG TACTICS CARDS

Underdog Tactics cards are the following. You may only draw or choose each once, with the exception of Wandering Stranger.

Number	Name
1	Decoy
2	Giant Killer
3	Grateful Trader
4	Hard Training
5	Miraculous Recovery
6	Old Wound
7	Paid in Full
8	Secret Stash
9	Sudden Death
10	Survivalist
11	Wandering Doc
12	Welcome Stranger
13	Welcome Stranger

See page 625 for Underdog Card rules.

All fighters hired for the battle from Underdog bonuses are not added to the gang roster, as their services are secured for one battle only, nor do they affect the gang's gang rating. Bounty Hunters hired as an Underdog bonus are not subject to the "We'll Get Our Bit" special rule.

8. DEPLOYMENT

Many scenarios will provide details of the size and location of deployment zones. For those which do not, the standard deployment rules can be found [on page 518](#).

THE POST-BATTLE SEQUENCE

The post-battle sequence has seven steps:

1. **WRAP UP**
2. **ASSIGN/REASSIGN TERRITORY**
3. **RECEIVE REWARDS**
4. **COLLECT INCOME**
5. **POST-BATTLE ACTIONS**
6. **UPDATE ROSTER**
7. **REPORT RESULTS**

1. WRAP UP

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries ([see page 280](#)), and whether they capture any enemy fighters ([see page 250](#)). Any other events that take place 'at the end of the battle' are triggered here. Fighters that were recovering have made a full recovery and their In Recovery box on the gang roster is cleared, meaning Leaders and Champions become available for post-battle actions once more.

Players should also consider shaking hands, congratulating/commiserating with their opponent and sharing favourite moments from the battle – some would say this is the most important step!

2. ASSIGN/REASSIGN TERRITORY

The player that won the battle takes control of the Territory staked on the battle. In the case of a draw while fighting for control of an uncontrolled Territory, the Territory is not claimed by either player. In the case of a draw during the Takeover phase when a controlled territory is at stake, the Territory does not change hands.

3. RECEIVE REWARDS

Each scenario shows a list of rewards which the gangs can receive, based on their performance during the battle. Any equipment gained is added to the gang's Stash – it can be distributed to fighters in Step 6.

GAINING AND LOSING REPUTATION

Each scenario contains a number of ways in which a gang can gain or lose Reputation. If a gang both gains and loses Reputation, any gains are applied before any losses.

4. COLLECT INCOME

Each gang collects income from each Territory they control that generates income (remember that each gang always possesses a Settlement Territory), as detailed for that Territory. The total amount of credits generated from each gang's Territories is then added to the gang's Stash.

5. POST-BATTLE ACTIONS

Each Leader or Champion in the gang can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player's choice. Fighters who are in recovery or who have been Captured, cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once.

The actions below are always available, but others might also become available through special Territories, skills or other means.

TRADE

The fighter visits the Trading Post, increasing the gang's chances of finding Rare items. This is resolved in step 6.

There are two types of Trade action; Regular Trade and Black Market Trade:

- A Leader or Champion belonging to a Law Abiding gang may make a Regular Trade action and visit the Trading Post, increasing the gang's chances of finding Rare items as described [on page 308](#).
- When a Leader or Champion belonging to an Outlaw gang makes a Black Market Trade action, they increase the gang's chances of finding Rare and Illegal items as described [on page 308](#).

Alternatively, a Leader or Champion belonging to a Law Abiding gang may attempt to make a Black Market Trade action:

- Make an Intelligence check for the fighter making the action. If the check is passed, the gang may purchase items from the Black Market. If the check is failed, it cannot.

However, when a fighter from a Law Abiding gang visits the Black Market, they will find it harder to access Rare and Illegal items. Black marketeers are often unwilling to sell their most valuable goods to those who cannot be vouched for by mutual contacts.

Finally, a Leader or Champion belonging to an Outlaw gang can make a Regular Trade action:

- Make a Cool check for the fighter making the action. If the check is passed, the gang may purchase items from the Trading Post. If the check is failed, it cannot.

However, when a fighter from an Outlaw gang visits the Trading Post, they will find it harder to access Rare items. It is often hard for the criminal classes to move around freely and find those items readily available to others.

SELL TO THE GUILDERS

The fighter can sell any number of Captive fighters to the Guilders – as long as the Captive's gang has had a chance to rescue them ([see page 250](#)). Each captive is worth half their value, rounding up to the nearest 5 credits – this many credits are added to this gang's

Stash. The Captive's controlling player should be informed as possible, and must delete the captive from their roster.

MEDICAL ESCORT

The fighter escorts a critically injured fellow gang member to the Doc. Pick another fighter in the gang who suffered a Critical Injury during the battle and pay 2D6x10 credits from the gang's Stash. If the gang does not have sufficient funds, or does not wish to pay the full amount, no roll is made and the fighter dies.

Otherwise, roll a D6 on the table below:

D6	Result
1	Complications. The fighter dies.
2-5	Stabilized. Roll a D6 – this is the second dice of a D66 roll, the first is automatically a 5. Apply the appropriate result from the Lasting Injuries table.
6	Full Recovery. The fighter goes into Recovery, but suffers no lasting effects.

6. UPDATE ROSTER

These steps are carried out in order:

A.	Delete Dead or Retiring Fighters
B.	Visit the Trading Post
C.	Gains Boons from Territories
D.	Distribute Equipment
E.	Update Gang Rating

Note that if a fighter missed this battle because they were recovering, their In Recovery box on the gang roster will have been cleared during the Wrap-up.

A. DELETE DEAD OR RETIRING FIGHTERS

Dead fighters are deleted from the roster. Their equipment (except for armour) is added to the gang's Stash as long as their gang had at least one fighter on the battlefield at the end of the battle, or if the fighter was taken to the Doc but still died (either because the gang could not pay for their treatment, or there were complications). Otherwise, the dead fighter's equipment is lost.

Also, at this point, the controlling player can choose to retire fighters – usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang's Stash. Equipment in the gang's Stash can be sold or transferred to a new fighter in the next step.

LOSS OF A LEADER

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Champions. If it has no Champions, the new Leader must be either a Specialist or Juves. If it has no Specialists or Juves, the new Leader is a Ganger.

In any case, the eligible fighter with the best Leadership must be selected as the new leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader on the gang roster, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

B. VISIT THE TRADING POST

The gang can make any of the Trading Post actions described as follows, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order, and there is no limit to how many times a gang can perform each one. Any spent credits are deducted from the gang's Stash; any gained credits are added to the gang's Stash.

Hire a Fighter: The gang can hire a new fighter from their House list, paying for them as they did when founding the gang. No equipment is purchased for them – they receive equipment in the next step.

GANG COMPOSITION

The Gang Composition section of the House List must be honoured when hiring new fighters. For example, if a gang with a Reputation of 9 already has two Hangers-on, it cannot hire any more. Similarly, if a gang has fewer Gangers (including Specialists) than its total number of Leaders, Champions and Juves, only Gangers can be hired until this is no longer the case.

Recruit Hangers-on: The gang can spend credits to add a Hanger-on to their roster (as explained **on pages 373**). Their Reputation must be sufficient to allow this.

Sell Unwanted Equipment: Any equipment in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of five).

Note that equipment granted as a Territory Boon cannot be sold.

Purchase Equipment: The gang can purchase any equipment from their House Equipment List at the price shown, adding it to their Stash. They can also purchase Common equipment from the Trading Post, at the price shown. They cannot use this action to purchase Rare equipment from the Trading Post – that can only be obtained with the Seek Rare Equipment action, as follows:

Seek Rare Equipment: This action is only performed once and is done to determine the availability of Rare items on offer at the Trading Post or the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Regular Trade post-battle action.
- +1 for each Champion making a Regular Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2).
- -2 if an Outlaw gang is attempting to purchase Rare items from the Trading Post.
- -1 if a Law Abiding gang is attempting to purchase items from the Black Market.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. The gang can now purchase Rare items from the Trading Post or Black Market with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

Seek Illegal Equipment: This action is only performed once and is done to determine the availability of Illegal items on offer at the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Black Market Trade post-battle action.
- +1 for each Champion making a Black Market Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2).
- -2 if the gang is a Law Abiding gang.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the more illegal the equipment that is on offer. The gang can now purchase Illegal items from the Black Market with an Illegal value equal to or lower than the Availability level.

C. GAIN BOONS FROM TERRITORIES

Some Territories grant a gang additional recruits, Hangers-on, or equipment – see Territories from [page 254](#) onwards for details.

D. DISTRIBUTE EQUIPMENT

Any equipment in the gang's Stash, or gained as a Territory Boon, can now be distributed among its fighters. Weapon choices must respect the restrictions shown in the gang's House list – for example, a Goliath Juve could not be equipped with a heavy bolter, as they can only be equipped with Pistols and Close Combat Weapons. Also, the limit of no more than three weapons must be adhered to, with Unwieldy weapons taking the space of two.

Once any equipment has been added to a Fighter card, the card's credits value is updated accordingly. If the fighter is equipped with an item that has two different costs – one in the fighter's House Equipment list and the other in the Trading Post – the value in the House list takes precedence.

Players are reminded that no fighter can discard a weapon once added to their Fighter cards. Leaders and Champions however can have multiple equipment sets as described below.

EQUIPMENT SETS

The senior members of gangs often maintain a cache of weapons that allows them to equip themselves appropriately for each battle. As such, a fighter with the Tools of the Trade special rule can have multiple Fighter cards, each representing a different set of equipment. An appropriate model should be available for each. There is no additional cost for having multiple equipment sets; the controlling player can make additional Fighter card for the fighter at any time.

Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards. The fighters cost, as shown on the roster, is equal to the cost of their most expensive Fighter card.

Only one of a Fighter cards can be used for a battle. If a battle uses random fighters from the gang, all of the fighter's card should be shuffled together one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.

When distributing equipment from the gang's Stash, it can be moved to any or all of a Leader or Champion's cards, and can even be moved to more than one.

E. UPDATING GANG RATING

Recalculate the gang's Gang Rating, and update the roster accordingly. Note that this is not done until this step, meaning that any other references to the Gang Rating in the post-battle sequence are referring to the value before it is updated.

7. REPORT RESULTS

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain which gangs fought, the outcome of the battle (i.e., who won), which Territory the victor gained control of, how many enemies each gang took Out of Action and the final Gang Rating and Wealth of the gangs.

THE LAW AND MISRULE CAMPAIGN

“Good and bad... Quick and dead. There’s a line that is drawn between things. Some call it law, some call it peace. But down here we like to deal in truth, so you should know that the only difference between those that hold the scales of justice and those that dance on a rope is one thing, my friend – who wins.”

Skherner Krow, Exiled King of Down Town, Hive Primus

What is right and what is wrong? On Necromunda, these questions have a simple answer and a complicated reality. Every hive is balanced on the edge of a blade. In the hive cities, gang war is just a fact of life, and a great part of the wealth of Lord Helmawr and those that rule is built on the trade in Ghast; a trade that is a crime in the eyes of the wider Imperium. In such a place what is a crime? Not murder, unless it is of someone too important to die. Not bribery, because the Merchant Guilds are little more than a mechanism for bribery given the weight of ancient institutions. Every vile and vicious act of greed and violence happens many times a second across Necromunda, and yet it has laws, and enforcers of laws, and criminals. What makes something criminal in such a place? The answer,

of course, is who is committing the crime, and whether they are breaking the greatest unwritten law of all: do they stand inside the order of things, or do they stand outside the balance of blood and coin that has lasted for millennia. Are they keepers of the peace or minions of misrule?

HOW THE CAMPAIGN WORKS

The Law and Misrule Campaign is based around gangs fighting battles for the control of Rackets in their area of the hive. Each game in the campaign is fought for the control of a Racket, with the winner either gaining a new Racket, or holding onto one that they already have. The Racket being fought over is the stake of a game, and every game has a Racket at stake on the outcome.

Rackets are enterprises in the hive that give a gang power, wealth and prestige. These may vary from a smuggling operation bringing in out-hive goods, a rogue psyker cabal, or the enforcement of Helmawr’s laws in that part of the hive – after all, the law is just another racket.

There are a fixed number of Rackets in a Law and Misrule Campaign, based on the number of players.

Possession of a Racket grants a gang that holds it a benefit – called a Boon. Boons vary from income, to a special Tactic that can be used in battle, to equipment, or even recruits for their gang. Gangs claim Rackets by winning battles.

The campaign ends after a fixed period of time, and at that point gangs are awarded Triumphs based on how many battles they have fought, how many Rackets they have, how wealthy they are, their Reputation, and how many enemies from the other side they have taken down.

THE ARBITRATOR

The Arbitrator in a Law and Misrule Campaign is the person who organises the campaign, tracks results and keeps note of who has possession of each Racket. They also keep each phase of the campaign running to time, and generally cajole the players to fight battles and have a good time.

If the Arbitrator is inspired, and willing to put in more time then they can add more flavour and texture to the campaign by creating custom scenarios, terrain sets, unique characters, and new Rackets. This, of course, is a lot more work, but can result in a truly memorable and deeply satisfying experience for everyone involved.

THE GANGS

Each player in a Law and Misrule Campaign needs to have a gang. This can be any gang currently available. Further rules for using other types of gangs in a Law and Misrule Campaign will be added in future supplements.

THE RULE OF LAW AND THE PATH OF THE OUTLAW

At the start of the campaign, each gang must declare their alignment. This can be Law Abiding or Outlaw. Each gang has their choice marked next to the Reputation on their gang roster sheet. The alignment of a gang can change over the course of the campaign as a consequence of actions and choices made by the player of the gang. Some gangs have no choice over their alignment, and some may be unable to change alignment. The table below details the alignment of the different gangs and how they may change:

GANG ALIGNMENT

Gang Type	Starting Alignment	Switched Alignment
All House Gangs	Law Abiding Outlaw	Outlaw Law Abiding
Chaos-Corrupted Gang Chaos Cultists Corpse Grinders	Outlaw	N/A
Genestealer-Corrupted Gang Genestealer Cult	Law Abiding Outlaw	Outlaw Law Abiding
Venator Bands	Law Abiding	Outlaw
Enforcers	Law Abiding	N/A
Slave Ogryns	Outlaw	N/A

SPECIAL RULE: OUTLAW

A fighter with the Outlaw special rule can only be recruited and fielded as part of an Outlaw gang. This includes all kinds of fighters, including Hired Guns, Dramatis Personae and Brutes.

EFFECTS OF BEING A LAW ABIDING GANG

Law Abiding gangs gain the following effects:

- Law Abiding gangs can Claim Bounties on Captives taken from Outlaw gangs, as described **on page 302**, once their owner's gang has had a chance to rescue them.
- Law Abiding gangs may trade Captives with other Law Abiding gangs, but may not trade Captives back to Outlaw gangs.
- Law Abiding gangs can hire any Hangers-On, Brutes, Hired Guns and Dramatis Personae that do not have the Outlaw special rule.
- Fighters in a Law Abiding gang do not have bounties on their heads.
- Law Abiding gangs have restricted access to the Black Market in the post-battle sequence, though they may freely visit the Trading Post.
- Law Abiding gangs may form Guild Alliances (as described **page 443**).

EFFECTS OF BEING AN OUTLAW GANG

Outlaw gangs gain the following effects:

- Outlaw gangs cannot Claim Bounties on any Captives taken, but can dispose of them (removing them from the campaign) or, in some cases, sacrifice them to the Dark Gods, once their owner's gang has had a chance to rescue them.
- Outlaw gangs may trade captives with any other gang as they wish.
- Outlaw gangs can hire only Outlaw Hangers-on, Brutes, Hired Guns and Dramatis Personae.
- All fighters in an Outlaw gang have a bounty on their head (**see page 302**).
- Outlaw gangs have restricted access to the Trading Post in the post-battle sequence, though they may freely visit the Black Market.
- Outlaw gangs may form Criminal Alliances (**see page 461**).
- Hired Guns (Bounty Hunters, Hive Scum, etc.) hired by an Outlaw gang automatically gain the Outlaw special rule (see left).
- Outlaw gangs may not hire any Dramatis Personae that do not have the Outlaw special rule.

OUTLAW HOUSE GANGS

When a House Gang – Goliath, Van Saar, Delaque, Escher, Cawdor and Orlock – becomes an Outlaw gang, they lose their connections with their House. This means they cannot purchase House-specific Brutes and Exotic Beasts (though they may keep those they already own) or hire House-specific Dramatis Personae.

CHANGING ALIGNMENT

There are two ways a gang can change alignment:

- 1. Forced:** A gang can be forced to change alignment because they claim an Intrigue from a category that does not match their alignment and are caught (see Intrigues **on page 271**).
- 2. Declared:** Once during the course of a campaign, a gang can declare that it is changing alignment between games by simply declaring to the Arbitrator that they are doing so (see Changing Sides **on page 301**).

When a gang changes alignment, it will lose any Hangers-on (but not Brutes) it had previously hired. Such low-level flunkies will often be unwilling to follow their previously Law Abiding employers into the life of an outlaw, or may be unable to secure a pardon and find themselves unpopular reminders of an Outlaw past within the gang's hideout.

Additionally, should a gang that has made any Alliances change alignment, it must immediately Test the Alliance as described **on page 442**, adding 3 to the dice roll.

RACKETS

Each Racket is an endeavour in the hive that yields the gang running it power, wealth and a host of other benefits. At the start of a campaign, each of the gangs will control a small number of Rackets. Gangs gain control of further Rackets by forcefully taking control of them from their enemies in battle, and hold onto the Rackets they control by winning battles. Each Racket also grants the gang that controls it a benefit, called a Boon.

INTRIGUES

Intrigues are sub-plots a player can choose to fulfil during any game played in a Law and Misrule Campaign. Each Intrigue represents an opportunity that will give the gang great rewards if they claim it. Intrigues fall into two categories: Law Abiding or Outlaw, but can be claimed by any gang regardless of alignment. However, if a gang claims an Intrigue from a category that does not match their alignment, there is a risk that the gang may be forced to change alignment.

WINNING

Rather than a single winner, there are many Triumphs that a gang can achieve in a Law and Misrule Campaign. At the end of the campaign the Arbitrator totals up each gang's total enemy Leaders taken Out of Action, final Wealth, number of battles fought, final Reputation, and the number of Rackets controlled. They then do a final grand calculation for which side has tipped the scales of balance in this part of the hive.

DESIGNER'S NOTE – COMBINING CAMPAIGNS

Readers will notice that these campaign rules bear a striking similarity to the Dominion campaign rules **presented page 239**. This is entirely deliberate, both to keep the running of the campaign easy by keeping it familiar, and to enable players to combine these two campaign types should they wish.

The Law and Misrule Campaign introduces many new ideas, from Law Abiding and Outlaw gangs, to the Black Market, and the idea of Rackets and Intrigues. It is no accident that these rules arrive accompanying the Palanite Enforcers, for without the Palanite Enforcers, who is to say what is a crime?

All of the rules here are designed to work in conjunction with the Dominion campaign should players wish. It is a simple matter to combine the Territories from the Dominion campaign with these rules, allowing players to carve out large territories in which to run their Rackets.

To do this, the Arbitrator will need to keep track of which gang controls which Territory as well as keeping track of Rackets. Players will be able to battle it out over the control of either Territories or Rackets. During the Expansion phase, players can fight for control of unoccupied Territories, during the Justice phase, players can challenge one another for Territories held by a rival, and so on.

This opens up not just scope for more battles (which is always a good thing!), but for ever greater income and rewards in the form of Territory Boons, as well as the exciting narrative potential. Many Territories link naturally to Rackets, and players and Arbitrators are encouraged to consider the possibilities; if a gang controls the Corpse Guild Racket, it makes sense that they would also want to control a Corpse Farm or Bone Shrine Territory. Whilst there may be no in-game bonus for controlling both, it is easy to imagine that fighting would become quite bitter to secure such a monopoly.

Arbitrators may wish to take this narrative further, and we'd encourage them to reward gangs that can gain control of Rackets and Territories that share a common theme. Perhaps in the form of increased Reputation, or maybe some other, less obvious benefit.

SETTING UP THE CAMPAIGN

Setting up a Law and Misrule Campaign is a task that falls to the Arbitrator, that heroic individual amongst a group of players who has decided to run the campaign or has volunteered to take it on. To set up the campaign, the Arbitrator must set start and end dates, make sure that all of the players have founded their gang, and determine the Rackets that the gangs will be fighting over. This is best done in a single evening or session where everyone playing in the campaign meets, goes through all of the steps of setting up the campaign together and generally gets excited about the fun ahead.

NUMBER OF GANGS

A Law and Misrule Campaign is ideally suited to between six and ten gangs. This allows for a good number of battles to be fought during the Expansion phase ([see page 274](#)) for control of unclaimed Rackets. Larger campaigns are possible, but the Arbitrator will need to increase the number of Rackets. The easiest way to do this is to double the number of Rackets, from 26 to 52.

SET START AND END DATES

A Law and Misrule Campaign is divided into six campaign weeks split into two phases: the Expansion phase and the Justice phase. A single campaign week of Downtime falls between the Expansion and Justice phases, meaning that the campaign will last a total of seven campaign weeks. The first step in setting up the campaign is for the Arbitrator to determine the start date. They then share this vital information with the players!

DESIGNER'S NOTE – CAMPAIGN WEEKS

It is worth noting that, although the text talks about 'campaign weeks', we don't strictly mean one calendar week of seven days! Real life can interfere and time to play games can be scarce. There is nothing wrong with a campaign week lasting two or three weeks if the Arbitrator and the players wish. So long as everyone taking part knows what is meant by the term 'campaign week', all should be well.

CONTROL OF RACKETS

At the start of the campaign, each participating player will need to determine the Rackets their gang controls. To do this, the Arbitrator shuffles all 26 of the Racket cards from the pack of Intrigues & Rackets Card Pack together to form a deck. Rackets are allocated as follows:

1. Each player draws two Rackets from the deck. These are the Rackets they control at the start of the campaign.
2. All remaining cards are kept by the Arbitrator and come into play as a pool of unclaimed Rackets, to be fought over during the Expansion phase.

MAKING A RACKET DECK

The Intrigues & Rackets Card Pack contains cards for each Racket used in the Law and Misrule Campaign. These cards feature all of the Rackets' special rules, and can be used both as gaming aids and when determining the Rackets for the campaign. If you do not have the Intrigues & Rackets Card Pack, you can use half a deck of playing cards to determine the Rackets for a campaign. Remove all Diamonds, Spades and Jokers, leaving just Clubs and Hearts. Each card in these remaining suits corresponds to a Racket, as indicated in the Racket descriptions that follow [on page 289](#).

FOUNDING GANGS

Before the campaign begins, each player must found a gang. Each gang has a starting budget of 1,000 credits, and must be created using any of the lists mentioned **on page 269**. This budget can be spent on fighters (following the restrictions in each Gang List) and equipment from that gang's House Equipment List; any credits that are not spent are added to the gang's Stash and stored away for later use. A Fighter card must be completed for each fighter in the gang, and a gang roster must be completed to record all of the gang's details.

GANG ATTRIBUTES

In a Law and Misrule Campaign, gangs have a number of attributes, which are tracked on their roster. These attributes, and their starting values, are explained as follows:

GANG RATING

The Gang Rating is an indicator of how powerful the gang is – the proficiency of its fighters, how well equipped it is, and so on. The Gang Rating is the total cost of all of the fighters in the gang, including the cost of all alternative weapon sets a fighter has.

WEALTH

In a Law and Misrule Campaign, gangs also have a Wealth value – this is equal to the total cost of all of the fighters in the gang, plus the value of any credits or equipment they have in their Stash.

REPUTATION

Reputation is the measure of a gang's standing and power in their territory. It is separate from Gang Rating, which is a measure of the gang's size and resources; a small gang can build up quite an impressive reputation. A gang's Reputation starts at 1, and cannot drop below 1.

Reputation Keyword: All gangs have a keyword attached to their reputation to indicate their alignment: Law Abiding or Outlaw. For example a gang's Reputation might be (Law Abiding) 9, and another gang's Reputation might be (Outlaw) 2.

FIGHTER CAMPAIGN ATTRIBUTES

In a Law and Misrule Campaign, each fighter in a gang has a number of attributes that are tracked in their entry on the gang's roster:

EXPERIENCE (XP)

Fighters can spend Experience in order to purchase Advancements – when they do so, the Experience total is reduced accordingly.

ADVANCEMENTS

The more Advancements a fighter has, the more expensive any future Advancements will be. Leaders and Champions start with one Advancement (a skill), which should be noted on the gang roster.

IN RECOVERY AND CAPTURED BY

When a fighter goes Out of Action, there is a chance that they will suffer a Lasting Injury. Many of these will cause them to go Into Recovery and miss the next battle. When this is the case, their In Recovery box is ticked. Similarly, fighters might be Captured by an enemy gang – while this is the case, a note is made in the Lasting Injury/Captured By box of the name of the gang that has Captured them.

COMPLETING A GANG ROSTER

As well as filling in a Fighter card for each fighter in their gang, players will need to complete a gang roster. This tracks additional Law and Misrule Campaign related information, such as Rackets held, Gang Rating, Reputation, Wealth and so on, as well as each fighter's Experience and Advancements.

The gang roster is made up of a number of elements: the gang's name and House, its Gang Rating, Reputation and Wealth, the Rackets it holds and its Stash, containing unspent credits, surplus equipment (both weapons and Wargear), and so on. It also has a line for each fighter in the gang, with space for their names, fighter type, Cost, Experience earned, the number of Advancements gained, and whether they are currently In Recovery or have suffered any injuries or been Captured.

Note that although the number of rows is limited, there is no upper limit on the number of fighters a gang can contain. Should a gang be lucky enough to have more fighters than can be fitted onto one gang roster, simply use a second gang roster for extra space.

RUNNING THE CAMPAIGN

The Law and Misrule Campaign is divided into three phases:

1.	Expansion phase	Maximum three campaign weeks
2.	Downtime	One campaign week
3.	Justice phase	Minimum three campaign weeks

ISSUING AND ACCEPTING CHALLENGES

During a Law and Misrule Campaign, battles are fought on a challenge basis:

- During each campaign week, each player may issue one challenge to another gang to battle over control of a stake (this will usually be a Racket, but might be a Territory from the Dominion campaign if these rules are also in use) nominated by the challenger:
 - During the Expansion phase, the challenger nominates one uncontrolled Racket (or Territory) to be the stake of the battle. This is then removed from the pool by the Arbitrator until the battle is concluded.
 - During the Justice phase, the challenger nominates one Racket (or Territory) controlled by the gang they are challenging to be the stake of the battle.
- If one of a gang's fighters has been captured by another gang, rather than nominating the stake of a battle, a gang that has had one of its fighters captured by another gang may issue a challenge to that gang to play a Rescue Mission, as described **on page 527**, or Public Execution, **as described on 576**.
- When a gang is challenged, they may accept or decline. If the challenge is accepted, a battle is fought. If the challenge is declined, the stake is automatically claimed by the challenger.
- If a gang receives two or more challenges within a single campaign week, they may decline the second and any subsequent challenges without penalty, provided they have also issued at least one challenge themselves.
- If a player has played all outstanding battles (including their issued challenge and any challenges accepted) and there is still time left in the campaign week, they may issue another challenge.

The gang that wins the battle takes control of the Racket (or retains control of the Racket, as the case may be). If the battle results in a draw:

- During the Expansion phase, neither gang takes control of the Racket.
- During the Justice phase, the gang that controlled the Racket before the battle retains control of the Racket.

THE EXPANSION PHASE

During the Expansion phase, each battle played out between gangs has a single unclaimed Racket at stake, and the winner of the battle gains control of that Racket. The Racket at stake from those currently available should be decided between the players when issuing and accepting challenges.

If at any point during the Expansion phase all of the Rackets are controlled by a gang and there are no more uncontrolled Rackets to fight over then the Expansion phase ends and Downtime begins. Otherwise, the Expansion phase ends after three campaign weeks, Downtime begins and any unclaimed Rackets are lost.

DOWNTIME

This is an opportunity for all players to catch their breath and for gangs to patch their wounds. The exceptionally bold and active players might put their gangs through a special side battle (see below) if they just can't be away from the roar of guns and chainblades for that long!

THE EFFECTS OF DOWNTIME

After their last game of the Justice phase, players complete the following steps at the end of the post-battle sequence:

1. Fighters Recover
2. Experienced Juves are Promoted
3. Fresh Recruitment

1. FIGHTERS RECOVER

Any In Recovery boxes on the gang roster are cleared.

2. EXPERIENCED JUVES ARE PROMOTED

If a Juve has five or more Advancements, they are promoted. Their characteristics and credits value are unaffected, but their Type is changed to Champion. From now on, they are treated as a Champion in all respects.

3. FRESH RECRUITMENT

All gangs gain 250 credits to recruit new fighters and/or Hangers-on. These credits must be spent now and cannot be added to the gang's Stash. Gangs may supplement these credits with extra credits from their Stash.

Editor's Suggestion: An active arbitrator might limit the 250 credits distributed at Downtime, such as giving a smaller amount to the more successful gangs, or giving other boons to less successful gangs.

SIDE BATTLES

Side battles are special battles fought during Downtime. While most players will be happy with taking a break for a week and getting ready for the Justice phase, there may be a few who can't go a week without their fix of gang warfare. To satisfy this need, an Arbitrator can run one or more side battles during Downtime. Side battles are fought after the effects of Downtime are applied.

Side battles should, as a rule, be unusual, and have no effect on the Rackets held by any of the gangs. They are a great opportunity for the Arbitrator to design a custom scenario, to use the Arbitrator tools or to play some of the narrative scenarios **from page 528**. Fighters can earn Experience and suffer Lasting Injuries from a side battle, but should not gain or earn Income, and gangs should not gain credits or Reputation as a reward for a side battle. Instead, the Arbitrator should create a special reward for the victor or victors of a side battle, such as an unpredictable piece of archaeotech, a unique chem, or a custom Tactics card.

THE JUSTICE PHASE

In the Justice phase, when a player issues a challenge they must nominate a Racket currently controlled by the gang they are challenging which they wish to seize control of. This allows gangs to take control of Rackets from their rivals by force, increasing their power and prestige in the underhive.

THE ROLE OF THE ARBITRATOR

Over the course of a campaign, it is the job of the Arbitrator to keep track of the following information:

- How many battles each gang has fought.
- Which gang controls which Racket.
- Which unclaimed Rackets have been nominated and are due to be fought over.
- The number of gang leaders of a different alignment that each gang has taken Out of Action.
- Each gang's current Wealth, which is a total of the credits value of all of the members of a gang, their equipment, and any credits in the gang's Stash.
- Each gang's current Reputation.

Players should report this information to the Arbitrator after each battle.

GAINING EXPERIENCE

During a game, a fighter can gain Experience in a number of ways. The standard ways in which Experience is gained are detailed here. Experience is also gained by completing scenario objectives – these will be detailed in the scenario.

A fighter gains 1 Experience (XP) if their action directly causes an enemy fighter to go Out of Action. This could be an attack, a Coup de Grace, or anything else, so long as the enemy is taken Out of Action by the action itself and not later on in the game as the result of something else. For example, if an attack leaves a fighter Seriously Injured and they later go Out of Action in the End phase, no Experience is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a fighter throws a grenade that takes out two enemies – Experience is gained for each.

In addition to the above, a fighter gains 1 additional Experience if they take an enemy Champion or Leader Out of Action.

Finally, a fighter who Rallies and returns to the fight ([see page 47](#)) gains 1 Experience for overcoming their fear and returning to the action.

EDITOR'S SUGGESTION: GAINING MORE EXPERIENCE

Have you found it hard to earn Experience? Are your gangers anonymous mooks with too fancy gear? Us too!

I highly recommend that where the book says you earn a point of Experience, make it **D3 XP**. If it says you earn a random amount, say D3 or D6, multiply the result of that dice by the result of a **D3**.

In addition, for each Wound a fighter successfully takes off an enemy fighter or Underhive creature or Horror, the fighter earns 1 XP.

The following table summarises this:

Action	XP Gained
Each unsaved wound directly inflicted by this model	1 ⁹⁴
Any action that directly caused a fighter model to go out of action ⁹⁵	D3
<i>If the model taken out of action is a Leader or Champion</i>	+1D3
<i>If the model taken out of action is a Bounty Hunter or Dramatis Personae (Scum or Bounty Hunter)</i>	+1D3
<i>If the model taken out of action is a Brute, Underhive Horror or Aberrant</i>	+1D3
A fighter Rallies and returns to the fight	D3
Other actions giving a fighter XP in the rulebook (this has been corrected in this document)	D3 per 1 XP

⁹⁴ If damage is inflicted on a multiwound model by a poisoned or gas weapon, that will only ever count as 1 wound for the purposes of XP.

⁹⁵ This could be a ranged or close combat attack, a Coup de Grace against a seriously injured or webbed model, or anything else, so long as the enemy is taken Out of Action by the action itself and not later on in the game as the result of something else (for example from the effects of Rad-Phase or Blaze, or if an attack leaves a fighter Seriously Injured and they later go Out of Action in the End phase), no Experience is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a fighter throws a grenade that takes out two enemies – Experience is gained for each.

ADVANCEMENTS

At the start of a battle, during the pre-battle sequence, each player has the chance to purchase Advancements for their Leaders, Champions, Juves, and Specialists and any eligible Gangers by spending Experience (XP) accrued. The XP cost of these Advancements is shown in the table below. The fighter's card is updated accordingly with the Advancement taken, the fighter's XP is reduced by the amount spent to purchase the Advancement, the fighter's total number of Advancements is increased by one (on the gang roster) and the fighter's Credits value is adjusted by the amount shown, which will in turn increase the Gang Rating.

The more experienced a fighter is, the more certain Advancements cost to purchase in terms of XP. The cost of each characteristic Advancements of the same type taken is increased by 2 for each instance after the first. For example, a Champion may increase their Initiative by 1 for 5XP, but to increase it by 1 a second time will cost them 7XP. Juves however are particularly fast learners, and as result they suffer no such penalty on characteristic increases; they may increase a characteristic any number of times (up to the maximum – [see page 247](#)) for the basic XP cost shown each time. *If using the Editor's Suggested Credits Increases, for each subsequent advancement for fighters other than those with the Fast Learners special rule, also add +10 credits to the credits increase as well as it being 2XP more expensive each time.*

Cost	Advancement – Leaders, Champions, Prospects, Juves & Specialists	Credits Increase	Editor's Suggested Credits Increase
3 XP	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits	+ 5 credits
4 XP	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits	+ 5 credits
5 XP	Improve the fighter's Initiative characteristic by 1.	+10 credits	+ 5 credits
5 XP	Add 1" to the fighter's Movement characteristic.	+10 credits	+ 5 credits
6 XP	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits	+ 10 credits
6 XP	The fighter gains a random skill from one of their Primary skill sets.	+20 credits	+ 10 credits
8 XP	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits	+ 15 credits
9 XP	Pick a skill from one of the fighter's Primary skill sets.	+20 credits	+ 10 credits
9 XP	The fighter gains a random skill from one of their Secondary skill sets.	+35 credits	+ 15 credits
12 XP	Increase the fighter's Wounds or Attacks characteristic by 1.	+45 credits	+ 20 credits
12 XP	Specialist only: Promote the fighter to Champion. They gain a random skill from one of their Primary skill sets.	+40 credits	+ 20 credits
15 XP	The fighter gains a random skill from ANY skill set.	+50 credits	+ 20 credits

GANGERS

While Leaders, Champions and Juves are central to a gang's narrative, Gangers are its 'supporting cast'. As such, they spend Experience and gain Advancements in a simplified manner. If during the pre-battle sequence, a Ganger has gained 6 XP, the controlling player rolls 2D6 on the table below, updates the Ganger's Fighter card and their Credits value accordingly, and reduces their XP by 6.

2D6	Advancement – Gangers (not including Specialists)	Credits Increase	Editor's Suggested Credits Increase
2	The fighter becomes a Specialist.	n/a	+0 credits
3-4	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits	+ 10 credits
5-6	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits	+ 15 credits
7	Either add 1" to the fighter's Movement characteristic, or increase their Initiative characteristic by 1	+10 credits	+ 5 credits
8-9	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits	+ 5 credits
10-11	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits	+ 5 credits
12	The fighter becomes a Specialist.	n/a	+ 0 credits

EDITOR'S SUGGESTION: ALTERNATIVE ADVANCEMENT CHART FOR NON-GANGERS

For those who miss the Random Advancements that were central to *Necromunda's* first, second and community editions, we have organically returned them to our campaigns. This helps prevent Toughness spam by players, but also make characters less deterministic in how they develop.

If you choose to use these rules, Juves, Specialists, Brutes, Exotic Beasts, Champions and Leaders no longer pick advancements, instead rolling on the Heroes chart below:

- For every 5 Experience they earn, a Juve or Prospect may roll on the following chart.
- For every 8 Experience a Specialist (including a Brute) earns, they gain an advance on the following chart.
- For every 10 Experience Champion or Leader earns, they gain an advance on the following chart.

2D6 roll	Result	Standard Rules Cost Increase	Editor's Suggested Cost Increases
2	The fighter gains a random skill from one of their Secondary skill sets	+ 15 credits	+ 15 credits
3	The fighter gains a random skill from one of the fighter's Primary skill sets	+ 10 credits	+ 10 credits
4	Characteristic Increase: Roll again 1-3 = +1 Wounds; 4-6 = +1 Attacks	+ 20 credits	+ 20 credits
5	Characteristic Increase: Roll again 1-3 = +1 Strength; 4-6 = +1 Toughness	+ 15 credits	+ 15 credits
6	Characteristic Increase: Roll again: 1-3 = +1 Leadership; 4-6 = +1 Cool	+ 10 credits	+ 5 credits
7	Characteristic Increase: Roll again: 1-3 = +1 WS; 4-6 = +1 BS	+20 credits	+ 10 credits
8	Characteristic Increase: Roll again: 1-3 = +1 Willpower; 4-6: +1 Intelligence	+ 5 credits	+ 5 credits
9	Characteristic Increase: Roll again 1-3 = +1 Movement; 4-6 = +1 Initiative	+ 10 credits	+ 5 credits
10	The fighter gains a random skill from one of the fighter's Primary skill sets	+ 20 credits	+ 10 credits
11	The fighter gains a random skill from one of their Secondary skill sets	+ 35 credits	+ 15 credits
12	Specialists: Promote the fighter to a Champion and roll for one random primary skill. They may activate groups, and perform post-battle actions.	+ 40 credits	+ 20 credits
	Brutes, Juves, Champions and Leaders: The fighter gains a random skill from any skill set	+ 50 credits	+ 20 credits

MAXIMUM CHARACTERISTICS

Each of a fighter's characteristics has a maximum value. If a roll on the Advancement table for a Ganger has no option but to increase a characteristic beyond its maximum treat it as roll of 12 instead:

- Weapon Skill, Ballistic Skill and Initiative cannot be improved beyond 2+.
- Leadership, Cool, Willpower and Intelligence cannot be improved beyond 3+.
- Movement, Strength and Toughness cannot be improved by more than 2 (compared to the basic profile for the Fighter's current type). **Editor's Suggestion: Toughness may only be upgraded once.**
- Wounds and Attacks cannot be improved by more than 1 (compared to the basic profile for the Fighter's current type).

SKILLS

Skills can be obtained by Leader, Champions, Prospects, and Juves (as well as Gangers who have become Specialists). The skills that are available are divided into eight sets: Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Savant and Shooting.

Each House fights in its own way, and this is reflected by the skill sets that are available to them. A fighter has different levels of skill access depending upon their House and their type; for example, Goliath Champions can gain Brawn skills more easily than Escher Juves. In each House list, and for certain other types of fighter (Exotic Beasts and Brutes for example) there is a section showing the skill sets available to those fighters. Fighters have Primary access to some skill sets, and Secondary access to others. Certain fighters can access skills from other sets, but to do so is more expensive in term of XP.

Regardless of House, all Leaders and Champions have access to the Leadership skill set. This is treated as a Primary skill set for the Leaders and a Secondary skill set for Champions.

GAINING A SKILL

When a fighter gains a new skill, it will either be chosen or determined randomly depending upon how much XP has been spent to gain the skill on if the skill is Primary, Secondary or neither. Choosing a skill is simply a case of picking a skill from the sets available that is desirable for the fighter. To determine a random skill, the player declares which set they are generating the skill from, and rolls a D6 on the table below (re-rolling if the fighter already has that skills).

D6	Agility	Brawn	Combat	Cunning	Ferocity	Leadership
1	Catfall	Bull Charge	Combat Master	Backstab	Berserker	Commanding Presence
2	Clamber	Bulging Biceps	Counter-Attack	Escape Artist	Impetuous	Inspirational
3	Dodge	Crushing Blow	Disarm	Evade	Fearsome	Iron Will
4	Mighty Leap	Headbutt	Parry	Infiltrate	Nerves of Steel	Mentor
5	Spring Up	Hurl	Step Aside	Lie Low	True Grit	Overseer
6	Sprint	Iron Jaw	Rain of Blows	Overwatch	Unstoppable	Regroup

D6	Muscle	Palanite Drill	Savagery	Savant	Shooting
1	Fists Of Steel	GOT YOUR SIX	Avatar of Blood	Ballistics Expert	Fast Shot
2	Iron Man	HELMAWR'S JUSTICE	Bloodlust	Connected/Scavenger's Instincts	Gunfighter
3	IMMOVABLE STANCE	NON-VERBAL COMMUNICATION	Crimson Haze	Fixer	Hip Shooting
4	NAAARGAH!	RESTRAINT PROTOCOLS	Frenzy	Medicae	Marksman
5	UNLEASH THE BEAST	TEAM WORK	Killing Blow	Munitioneer	Precision Shot
6	WALK IT OFF	THREAT RESPONSE	Slaughterborn	Savvy Trader/Savvy Scavenger	Trick Shot

LASTING INJURIES

When a fighter goes Out of Action, their opponent rolls two D6, one after the other (a D66 roll) and looks up the result on the Lasting Injuries table below. If an Injury roll results in more than one Out of Action result, a separate roll for each is made on the Lasting Injuries table and each result is applied.

GOING INTO RECOVERY

Some results will cause a fighter to go Into Recovery. The fighter's In Recovery box on the gang roster is checked, and the fighter must miss both the post-battle sequence of the current game and the next battle in order to recover from their injuries. This means that a Leader or Champion who has gone Into Recovery may not perform post-battle actions at this time. During the Wrap-up of the gang's next battle, the In Recovery box will be cleared, the fighter becomes available once again and Leaders and Champions may perform post-battle actions.

Note that no matter how many Lasting Injury rolls are made, a fighter that goes Into Recovery will only miss one game rather than multiple games.

D66 Lasting Injury

11	Lesson Learned. The fighter goes into Recovery but gains D3 Experience.
12-26	Out Cold. The fighter misses the rest of the battle, but avoids any long-term injuries. The fighter recovers in time to perform post-battle actions.
31-45	Grievous Injury. The fighter goes into Recovery.
46	Humiliated. The fighter goes into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1.
51	Head Injury. The fighter goes into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1.
52	Eye Injury. The fighter goes into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1.
53	Hand Injury. The fighter goes into Recovery. In addition, their Weapon Skill characteristic is decreased by 1.
54	Hobbled. The fighter goes into Recovery. In addition, their Movement characteristic is decreased by 1.
55	Spinal Injury. The fighter goes into Recovery. In addition, their Strength characteristic is decreased by 1.
56	Enfeebled. The fighter goes into Recovery. In addition, their Toughness characteristic is decreased by 1.
61-65	Critical Injury. The fighter is in critical condition – if their injuries are not successfully treated by a visit to the Doc (see page 266) in the post-battle sequence, they will die.
66	Memorable Death. The fighter is killed instantly – not even the most talented Doc can save them. If the injury was caused by an Attack action, the attacker gains one additional Experience.

SUCCUMBING TO INJURIES

If a fighter is Seriously Injured when the battle ends, roll a D6 for them during the Wrap-up. On a 3 or more, they survive without any further complications, but on a 1 or 2 they succumb to the injuries suffered during the battle and are treated as having gone Out of Action. A Lasting Injury roll is made for them, as described previously.

CHARACTERISTICS PENALTIES

Some results on the Lasting Injuries table give a permanent penalty to a fighter's characteristics. Their Fighter card must be amended immediately and a note of the injury suffered made in the Captured By/ Lasting Injury box of the gang roster for the injured fighter – note that their Credits value does not change. Also, if a characteristic that is depicted as a target number (Weapon Skill or Initiative, for example) is reduced, the actual number increases – in other words, if a fighter with a Weapon Skill of 4+ suffers a Hand Injury, their Weapon Skill is decreased to 5+).

MINIMUM CHARACTERISTICS

A fighter's characteristics cannot be reduced beyond a certain level, as shown below. If one of a fighter's characteristics would be reduced below this level as the result of a Lasting Injury, the fighter goes Into Recovery but suffers no additional penalty:

- Weapon Skill, Ballistic Skill and Initiative cannot be reduced to worse than 6+.
- Leadership, Cool, Willpower and Intelligence cannot be reduced to worse than 12+.
- Movement, Strength, Toughness, Wounds and Attacks cannot be reduced to less than 1.

BEING CAPTURED

If only one gang has fighters on the battlefield at the end of the battle, there is a chance that they might Capture a fallen enemy. Roll 2D6 and add the number of enemy fighters who went Out of Action (including those who have succumbed to their injuries during the Wrap-up). If the gang includes any Bounty Hunters, add +1 to the result of the roll for each. If the result is 11 or greater, an enemy fighter has been Captured. Shuffle together the Fighter cards of any enemy fighters who went Out of Action, but not those of any that suffered a Critical Injury or Memorable Death result, they are left where they fell! Draw one of these Fighter cards at random – that fighter is Captured. Make a note in the Lasting Injury/Captured By box on the gang roster for the Captured fighter, recording the name of the gang of the player who has Captured the fighter.

Whilst a fighter is Captured, they are unavailable for battles and post-battle actions as if they were In Recovery – however, this lasts until they are freed (as follows) rather than for just one battle. The Capturing gang should make a note in their Stash of the name of the fighter they now hold Captive.

CAPTURED FIGHTERS

When a fighter is Captured, their gang has a chance to rescue them. The Captured fighter's controlling player may issue a challenge to the gang that holds their fighter Captive to play a Rescue Mission, Prison Break or Public Execution. This supersedes the usual challenge process and the Determine Scenario step of the pre-battle sequence ([see page 304](#)) – instead, the Rescue Mission scenario is played.

If a gang does not wish to attempt to rescue a captured fighter, or if the rescue attempt fails:

- A Law Abiding gang may claim a bounty on a Captive from an Outlaw gang ([see page 302](#)) during the post-battle sequence of that battle.
- An Outlaw gang may dispose of or sacrifice a Captive from either a Law Abiding or Outlaw gang during the post-battle sequence of that battle.
- The gang that holds the Captive may trade them back to the gang they belong to or to any other gang that wants the Captive, if they are able to trade with that gang ([see below](#)).

If the fighter is still held Captive the next time the two gangs face each other, the Captured fighter's controlling player once again has the option to declare that the gang will attempt a Rescue Mission or Public Execution.

TRADING CAPTIVES

At any time during the campaign, regardless of whether a Rescue Mission or Public Execution has been attempted, the two gangs' controlling players can come to an agreement to make a trade to secure a Captive's return. Additionally, once a Rescue Mission has been attempted and failed, the gang that holds the Captive is free to trade them to any gang they wish and that they are able to trade them to.

This trade could be a payment of credits, a trade for another Captive, even surrendering a Racket (or Territory), a valuable item of equipment, or anything else – it is entirely up to the two players to decide and either gang is free to decline an offer made by the other. If an agreement is reached, the captured fighter is transferred to the gang that the trade was made with. If the captured fighter is returned through a trade to the gang they belong to, they immediately become available to the gang once more.

FLEEING THE BATTLEFIELD

In a Law and Misrule Campaign, it is often wise for a gang to quit a fight whilst they are still ahead. This is especially true in ambushes, and when smaller crews find themselves taking on larger and more dangerous ones! A gang's controlling player can choose to automatically fail any Bottle test the gang is required to make. Once a gang has bottled out (either voluntarily or by failing a Bottle test), the controlling player can declare that the gang will flee the battlefield at the start of any Action phase. Any Standing and Active and Prone and Pinned fighters immediately flee the battlefield, as described [on page 28](#). Engaged fighters must attempt to break away from combat – make an Initiative check for each. If the check is passed, they flee the battlefield. If the check is failed, they are Seriously Injured. Once the gang that has declared that it will flee has only Prone and Seriously Injured fighters remaining on the battlefield, the battle ends. Roll to see if the Seriously Injured fighters succumb to their injuries during the Wrap-up as usual.

INTRIGUES

Intrigues are a special form of sub-plot a player can choose to fulfil during any game played in a Law and Misrule Campaign. Each Intrigue represents an opportunity; a tempting offer or gambit that will give the gang great reward if they claim it. Intrigues fall into two categories: Law or Misrule, but can be claimed by any gang regardless of alignment. If a gang claims an Intrigue from a category that does not match their alignment, there is a risk that word of their actions will get out, harming their reputation and credibility, and perhaps forcing the gang to change alignment.

DESIGNER'S NOTE – SUB-PLOTS

As Intrigues are a variant of sub-plots (see page 442), it is recommended that other sub-plots are not used in a Law and Misrule Campaign as they add another layer of possibilities to games which, in addition to Intrigues, can make those games a bit overburdened with rules.

DRAWING INTRIGUES

Both players draw three Intrigue cards at the start of each battle, during step 4 of the pre-battle sequence. After reading the three cards they have drawn (FAQ 2019), both players should place them face-down beside the battlefield.

CLAIMING INTRIGUES

An Intrigue can be claimed by the player that drew it once the criteria listed have been met. A player can claim an Intrigue at any point during the battle simply by picking the Intrigue card up and saying that they are claiming it. If a fighter must perform a special action, you should always tell your opponent what action(s) a fighter is performing and, if making a test, you should always tell your opponent what you are testing for and what you need to pass (FAQ 2019). Once an Intrigue has been claimed, it cannot be unclaimed.

FAQ 2019: Think of Intrigues as a story unfolding, a story your opponent is perhaps only just finding out about as the details matter to your gang perhaps more than theirs. In some cases, such as when vandalising terrain, your enemy is bound to spot what is going on, so keeping your actions secret doesn't make sense. In others, such as when hacking a console, your enemy is likely to spot some surreptitious behaviour, but won't necessarily know what is going on. It's quite likely they will be able to guess, and they will be able to prevent you fulfilling your goal, but you are not obliged to tell them which Intrigue you are trying to claim by performing a certain action. Ultimately, your opponent knows far more about what is unfolding than the fighters on the battlefield, and this is part of the fun. Intrigues are designed to add exactly this sort of unfolding narrative.

Another option, if the Arbitrator is willing, is to let them fulfil the role of a traditional Games Master. In this way, both players are free to keep secrets from one another as long as the Arbitrator knows what is going on. Dice rolls can be made in secret and witnessed, and, in general, Intrigues can become most... intriguing!

BETRAYING YOUR ALIGNMENT

If a gang claims an Intrigue from a category that does not match their alignment, it will have to make an Alignment check during step 2 of the post-battle sequence, as described on page 306. If this test is failed, the gang's alignment will immediately change.

MAKING AN INTRIGUE DECK

The Intrigues & Rackets Card Pack contains cards for each Intrigue used in the Law and Misrule Campaign. These cards feature all of the Intrigues' special rules. If you do not have the Intrigues & Rackets Card Pack, you can use half a deck of playing cards to determine the Intrigues before a battle. Remove all Hearts, Clubs and Jokers, leaving just Diamonds and Spades. Each card in these remaining suits corresponds to an Intrigue, as indicated in the Intrigue descriptions that follow.

ROLLING FOR INTRIGUES

If a deck is not available, you may roll for Intrigues using a D666:

D666 Result	Intrigue	Alignment
111-122	Wreck the Place	Outlaw
123-134	Seed the Rebellion	Outlaw
135-146	Burn it Down!	Outlaw
151-162	Blow it Up!	Outlaw
163-214	Make them Bleed!	Outlaw
215-226	Clear the Smuggling Routes	Outlaw
231-242	Collect a Debt	Outlaw
242-254	Reveal the Imposter	Outlaw
256-266	Stand Alone	Outlaw
311-322	Hit the Stimms	Outlaw
323-334	Resurrect the Dead	Outlaw
335-346	Run with the Ghosts	Outlaw
351-362	Corrupt the Machine	Outlaw
363-366	Reroll	

D666 Result	Intrigue	Alignment
411-422	Stitch them Up	Law Abiding
423-434	The Price of Peace	Law Abiding
435-446	Minimum Force	Law Abiding
451-462	Hold the Line	Law Abiding
463-514	Show of Force	Law Abiding
515-526	Keep the Trade Flowing	Law Abiding
531-542	Cut off the Head	Law Abiding
543-554	Watch from the Shadows	Law Abiding
555-566	Break their Will	Law Abiding
611-622	Mark the Impure	Law Abiding
623-634	Carry a Guild Bond	Law Abiding
635-646	Bring them in Dead or Alive	Law Abiding
651-662	Retrieve the Informer	Law Abiding
663-666	Reroll	

INTRIGUES

111-122. WRECK THE PLACE (ACE OF DIAMONDS)

Tear things down! Break what works and leave the rest in ruin.

Category: Outlaw

Alignment Test: D6

Reward: +1 Reputation

Criteria: If any of your fighters can reach your opponent's deployment zone, they may perform the Vandalise (Basic) action. Each time this action is performed, make a note. If this action is performed twice, your gang can claim this Intrigue.

If your opponent's deployment zone does not follow the standard rules as given **on page 508**, you may discard this Intrigue and draw another.

123-134. SEED THE REBELLION (TWO OF DIAMONDS)

Rise up! Rise up against the overlords!

Category: Outlaw

Alignment Test: D6

Reward: +1 Reputation

Criteria: If any of your fighters can reach your opponent's deployment zone, they may perform the Graffiti (Basic) action. Each time this action is performed, make a note. If this action is performed twice, your gang has claimed this Intrigue. If this action is performed four times, your gang can claim this Intrigue and is rewarded with +2 Reputation, rather than the usual +1.

If your opponent's deployment zone does not follow the standard rules as given **on page 508**, you may discard this Intrigue and draw another.

135-146. BURN IT DOWN! (THREE OF DIAMONDS)

Set a fire and leave nothing but ashes!

Category: Outlaw

Alignment Test: 2D6

Reward: +2 Reputation

Criteria: If any of your fighters can reach your opponent's deployment zone, they may perform the Start Fire (Basic) action. Place a Blaze token in base-to-base contact with the fighter. From the start of the next round, any fighter that moves within 3" of the Blaze token takes an automatic Strength 3, AP -, Damage 1 hit. If this action is performed twice, your gang can claim this Intrigue. If this action is performed four times, your gang can claim this Intrigue and is rewarded with +3 Reputation, rather than the usual +2.

If your opponent's deployment zone does not follow the standard rules as given **on page 508**, you may discard this Intrigue and draw another

151-162. BLOW IT UP! (FOUR OF DIAMONDS)

There is no greater symbol of rebellion than structures that have stood for millennia reduced to ruins.

Category: Outlaw

Alignment Test: 3D6

Reward: +4 Reputation

Criteria: Choose a fighter on your crew to be the bomb carrier. This fighter can perform the Plant Bomb (Double) action. If the bomb carrier completes this action once whilst within 6" of the centre of the battlefield then the bomb has been planted. At the end of the battle, the bomb explodes and your gang can claim this Intrigue. Any fighters within 6" of the centre of the battlefield at the end of the battle are taken Out of Action. Should the bomb carrier be taken Out of Action before planting the bomb, the model is replaced by a frag trap booby trap.

163-214. MAKE THEM BLEED! (FIVE OF DIAMONDS)

If you can make someone bleed, you show they are weak.

Category: Outlaw

Alignment Test: 2D6

Reward: +4 Reputation, opponent loses -2 Reputation

Criteria: If, at the end of the battle, your gang has taken the enemy gang's Leader and all of their Champions that took part in this battle Out of Action, your gang can claim this Intrigue.

215-226. CLEAR THE SMUGGLING ROUTES (SIX OF DIAMONDS)

A smuggling cartel wants a clear passage to move its goods through an area, and needs a gang to make a path.

Category: Outlaw

Alignment Test: 2D6

Reward: 200 credits

Criteria: If, at the end of the battle, no enemy fighters are within their own deployment zone, your gang can claim this Intrigue.

231-242. COLLECT A DEBT (SEVEN OF DIAMONDS)

Someone owes someone powerful a pile of credits, and it's time for them to pay up!

Category: Outlaw

Alignment Test: D6

Reward: 100 credits

Criteria: When one of your fighters is Engaged with an enemy fighter, instead of performing a Fight (Basic) action, they may perform the Shakedown (Double) action. If this action is performed once, your gang can claim this Intrigue.

243-254. REVEAL THE IMPOSTER (EIGHT OF DIAMONDS)

One of your gang members has been replaced by an imposter passing whispers to the law keepers. They need to be uncovered.

Category: Outlaw

Alignment Test: 2D6

Reward: 150 credits

Criteria: At the start of the third round of the battle, after rolling for Priority but before Readyng fighters, one randomly determined fighter from your crew (not a Leader or Champion) is revealed as an imposter and counts as part of the opponent's gang for the remainder of the battle. If one of your fighters manages to take the imposter Out of Action after they have been revealed, your gang can claim this Intrigue. If the imposter is taken Out of Action, no Lasting Injury roll is made for the fighter replaced, as they never really took part in the battle.

255-266. STAND ALONE (NINE OF DIAMONDS)

If you can stand covered in the blood of your enemies, you can show everyone who is top of the pile.

Category: Outlaw

Alignment Test: 2D6

Reward: +3 Reputation, and the chosen fighter gains the Fearsome skill

Criteria: Choose one **friendly (FAQ 2019)** Leader or Champion that is taking part in the battle. For the remainder of the battle, they cannot make group activations. However, if the chosen fighter takes three enemy fighters Out of Action by the end of the battle, and has not been taken Out of Action themselves, your gang can claim this Intrigue.

311-322. HIT THE STIMMS (TEN OF DIAMONDS)

Your gang has been offered the use of some black market alchemy that is decidedly not on the rolls of those approved by the Guilders!

Category: Outlaw

Alignment Test: 3D6

Reward: For the remainder of this battle, your fighters ignore the effects of Flesh Wounds and may immediately discard any Flesh Wounds suffered.

Criteria: By simply announcing your gang will use this Intrigue during the Ready Fighters step of any Priority phase, your gang can claim this Intrigue.

323-334. RESURRECT THE DEAD (JACK OF DIAMONDS)

There are ways and means of bringing even the dead back to life. Some are thought to be mere stories: the Shunned Guild, the Priest of the Spider Kin, the Elixirs of the Pale Abyss. But one thing underlies these rumours – all of them are true!

Category: Outlaw

Alignment Test: 4D6

Reward: During step 6 of the post-battle sequence, you may choose a single fighter from your gang who has died over the course of this campaign and return them to your roster with any equipment they originally had. Their Toughness is reduced by -1, but they gain the Fearsome skill if they did not have it already.

Criteria: By simply announcing that your gang has completed this Intrigue during the Wrap-up step of the post-battle sequence, your gang can claim this Intrigue.

335-346. RUN WITH THE GHOSTS (QUEEN OF DIAMONDS)

You have found an undeclared deposit of unrefined Ghost. Now seems the perfect time to use it!

Category: Outlaw

Alignment Test: 2D6

Reward: Choose three members of your crew. They are immediately treated as having taken a dose of Ghost (**see page 102**). Additionally, D6+1 doses of Ghost are added to the gang's Stash during step 2 of the post-battle sequence.

Criteria: By simply announcing your gang will use this Intrigue during the Ready Fighters step of any Priority phase, your gang can claim this Intrigue.

351-362. CORRUPT THE MACHINE (KING OF DIAMONDS)

A mysterious stranger has hired you to plant some scrap code in the local cogitator network.

Category: Outlaw

Alignment Test: 2D6

Reward: 150 credits

Criteria: Choose three terrain features and/or door consoles at least 6" from your deployment zone and at least 8" from each other. Any Standing and Active fighter from your gang that is within 1" of one of the chosen features may perform the Hacking (Double) action. Make an Intelligence check for the fighter. If the check is passed, they have successfully planted the code. If the code is planted three times, your gang can claim this Intrigue.

411-422. STITCH THEM UP! (ACE OF SPADES)

There's money to be made from making the innocent look guilty.

Category: Law Abiding

Alignment Test: 2D6

Reward: 100 credits

Criteria: If one of your Standing fighters is within 1" of a Seriously Injured enemy fighter, instead of performing a Coup De Grace (Simple) action, they may perform the Plant Evidence (Basic) action. Each time this action is performed, make a note. If this action is performed twice, your gang can claim this Intrigue.

423-434. THE PRICE OF PEACE (TWO OF SPADES)

Sometimes the clink of credits is louder than the sound of gunfire...

Category: Law Abiding

Alignment Test: D6

Reward: +4 Reputation

Criteria: During the Ready Fighters step of any Priority phase, offer your opponent a bribe of 250 credits – this comes from a 'concerned citizen' eager to keep the peace and does not reduce your gang's Wealth or Income. If your opponent accepts, they immediately forfeit the battle to your gang and your gang claims this Intrigue.

435-446. MINIMUM FORCE (THREE OF SPADES)

The minimum force required is the maximum force you can bring to bear.

Category: Law Abiding

Alignment Test: 2D6

Reward: +2 Reputation

Criteria: To claim this Intrigue, your gang must take three enemy fighters Out of Action in close combat, using a weapon with the Melee trait.

451-462. HOLD THE LINE (FOUR OF SPADES)

Order is maintained by standing unwavering in the face of anarchy and ruin.

Category: Law Abiding

Alignment Test: 2D6

Reward: +2 Reputation OR claim a single unclaimed Racket

Criteria: Nominate a terrain feature at least 12" from your deployment zone. If, at the end of the battle, there are no enemy fighters within 6" of that terrain feature, your gang can claim this Intrigue.

463-514. SHOW OF FORCE (FIVE OF SPADES)

If you break those who oppose you, soon no one will dare to oppose you.

Category: Law Abiding

Alignment Test: 2D6

Reward: +4 Reputation

Criteria: To claim this Intrigue, your gang must take at least six enemy fighters Out of Action either with shooting or in close combat.

515-526. KEEP THE TRADE FLOWING (SIX OF SPADES)

Trade is the life blood of the hive, the nourisher of order. It must flow or all will be lost to anarchy.

Category: Law Abiding

Alignment Test: 2D6

Reward: 150 credits

Criteria: If, at the end of the battle, at least four of your fighters are Standing and Active or Standing and Engaged within your enemy's deployment zone, your gang can claim this Intrigue.

531-542. CUT OFF THE HEAD (SEVEN OF SPADES)

Those who watch and judge need you to shadow one of the souls they have marked for retribution.

Category: Law Abiding

Alignment Test: 2D6

Reward: +1 Reputation per enemy Champion taken Out of Action, +2 Reputation for an enemy Leader taken Out of Action.

Criteria: If, at the end of the battle, you have taken your enemy's Leader or any of their Champions Out of Action, announce you are claiming this Intrigue and receive the rewards as described above.

543-554. WATCH FROM THE SHADOWS (EIGHT OF SPADES)

If you cut off the head of the snake then the body will die.

Category: Law Abiding

Alignment Test: 3D6

Reward: 50 credits, and a single fighter that took part in the battle gains a Cunning skill of your choice.

Criteria: During the Ready Fighters step of any Priority phase, randomly choose a fighter from your opponent's crew. For the remainder of this battle, any of your fighters within 12" of the chosen enemy fighter may perform the Shadow (Double) action. A Shadowing fighter can do nothing else this turn, but if the enemy fighter moves, the Shadowing fighter is also moved to remain within 12" of them – unless stopped by impassable terrain or enemy fighters. If at the end of the battle, you have a fighter Shadowing an enemy fighter, your gang can claim this Intrigue.

555-566. BREAK THEIR WILL (NINE OF SPADES)

If justice cannot triumph through sanctioned means, it will triumph by paying for the heads of dead criminals.

Category: Law Abiding

Alignment Test: 4D6

Reward: +4 Reputation, opponent loses -2 Reputation

Criteria: You can only claim this Intrigue if the enemy is an Outlaw gang. If it is not, you may discard this Intrigue and draw another. If, at the end of the battle, your gang has taken the enemy gang's Leader and all of their Champions that took part in this battle Out of Action, your gang can claim this Intrigue.

611-622. MARK THE IMPURE (TEN OF SPADES)

Evidence must be gathered for the prosecution of a suspected recidivist.

Category: Law Abiding

Alignment Test: D6

Reward: +2 Reputation

Criteria: When one of your fighters activates within 6" of your opponent's Leader, they may perform the Pict Capture (Double) action. If a model that has performed this action begins a later activation within 1" of an edge of the battlefield, you can remove them from play as they make off with the evidence required – this does not count as the fighter going Out of Action. When the battle ends, your gang can claim this Intrigue.

623-634. CARRY A GUILD BOND (JACK OF SPADES)

The Guilders need the deeds and bonds of their protected trade carried through a dangerous part of the hive.

Category: Law Abiding

Alignment Test: D6

Reward: +2 Reputation

Criteria: Choose one fighter from your crew to be the courier. If, at the end of any round, the courier is in the enemy's deployment zone, you can remove them from the battlefield (they do not count as going Out of Action) and your gang can claim this Intrigue.

635-646. BRING THEM IN DEAD OR ALIVE (QUEEN OF SPADES)

The Merchant Guild offers cold, hard creds for bounties fulfilled – and doesn't care overly much how gangs go about collecting them, as long as they do.

Category: Law Abiding

Alignment Test: 4D6

Reward: 50 credits per enemy fighter taken Out of Action

Criteria: You can only claim this Intrigue if the enemy is an Outlaw gang. If it is not, you may discard this Intrigue and draw another. During the Wrap-up step, claim this Intrigue for each enemy fighter taken Out of Action.

651-662. RETRIEVE THE INFORMER (KING OF SPADES)

One of the enemy's gang is an Enforcer infiltrator who needs escorting to safety.

Category: Law Abiding

Alignment Test: 3D6

Reward: 150 credits

Criteria: One randomly determined fighter from your opponent's crew (not a Leader or Champion) is revealed as an imposter and counts as part of your gang for the remainder of the battle. If the imposter is Standing and Active within your deployment zone when the battle ends, your gang can claim this Intrigue. If the imposter is taken Out of Action, no Lasting Injury roll is made for the fighter who was replaced by the imposter – they never really took part in the battle.

RACKETS

All Rackets in a Law and Misrule Campaign are unique. The gangs that control them will benefit from them in many ways. As a result, competition for certain Rackets can become very intense as a campaign progresses. This section gives an overview of what each Racket represents and details the bonuses the Racket grants to the gang that holds it.

GUILDER BONDS

Several of the Rackets in the Law and Misrule campaign represent bonds between the Merchants Guild and a gang. These are indicated by the phrase 'Guild Bond' being included in their title. Gangs with Guild Bond Rackets can choose to substitute the Hired Guns gained as part of the boon with a Guild Entourage ([see page 458](#)) appropriate to the Guild Boon.

RACKET BOONS

Each Racket grants the gang that controls it a benefit called a Boon. This Boon might be income, an additional gang member, an increase in Reputation, a piece of rare or unique equipment or a special rule.

A gang receives the benefits of a Racket's Boon so long as it holds that Racket. Once the Racket is lost to another gang, the Boon is lost.

INCOME BOONS

If a Racket grants the gang that controls it income, the gang adds the amount of credits shown to their Stash when generating income after all battles, including the battle in which it was won.

RECRUIT BOONS

Some Rackets grant gangs new fighters, Hired Guns or Hangers-on as recruits to the gang. These recruits incur no cost to recruit but do add to the Gang Rating and Wealth value. Additionally, gang composition rules must be adhered to when recruiting fighters granted by a Boon. 'Free' means you pay no credits to hire the fighter, it does not allow you to ignore gang composition rules.

Any gang fighter recruited from the gang's House List has no cost to recruit, but any equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash when taking on fighters.

Any Hired Gun recruited as a Boon has no cost, and will remain with the gang for as long as they control the Racket that grants the Boon.

SPECIAL BOONS

The Boon grants a unique benefit to the gang that holds the Racket. The benefit follows the rules listed in the relevant entry for the Racket. If the Racket is ever lost then so is the benefit.

EQUIPMENT BOONS

The gang adds the listed equipment type to its Stash. It is gained in the Post-battle Actions step of the post-battle sequence, immediately after the battle in which the Racket was won and can be distributed amongst eligible fighters during the next step of the same post-battle sequence.

If the Racket is ever lost then so is the equipment type as it can no longer be maintained without the expertise present within the Racket.

YAQ: Equipment you get through racket boons cannot be sold

LINKED RACKETS AND ENHANCED BOONS

All Rackets have a number of linked Rackets listed in their entry. These represent linked areas of activity that enhance the operation of a Racket. Running smuggling routes out of the hive is much easier if you also have a bond with the Toll Guild, for example. Controlling linked Rackets grants the gang the Racket's Enhanced Boons. If they control one linked Racket, the gang gains the Enhanced Boon listed for having one linked Racket. If they control two linked Rackets, the gang gains the Enhanced Boon listed for having two linked rackets.

An Enhanced Boon is in addition to a standard Territory Boon. So a gang will gain all of the Boons listed for controlling the Racket and for controlling linked Rackets. The exception to this is Income. A gang will claim the highest Income Boon available, not all of the Income Boons available.

For example, the Narco-distribution Racket grants an Income Boon of D6x10 credits. If a gang also controls Out-hive smuggling Routes and Ghost Prospecting, they gain the Income Boon listed for having two linked Rackets, which is 3D6x10.

GAINING AND CONTROLLING RACKETS

The gaining of Rackets is at the heart of a Law and Misrule Campaign. Racket is gained by winning a battle that has a Racket at stake. The only other way of gaining a Racket is if two players agree to trade one in exchange for a Captive.

WHERE IS THE LINE BETWEEN GOOD AND BAD?

The keen eyed will notice that with a few exceptions there are very few Rackets that cannot be controlled by either Outlaw or Law Abiding gangs. You can have an Outlaw gang of Genestealer Cultists with a Water Guild bond, just as you could have a Law Abiding Enforcer gang controlling the Cold Trade. This is deliberate and reflects an underlying truth about Necromunda – what is ‘legal’ has more to do with control and power than it does with notions of objective morality. It is the wishes and interests of those devoted to the Pax Helmawr that matters more than the well-being of the indentured workers that dwell within the underhive.

ROLLING FOR RACKETS

If a deck is not available, you may roll for Intrigues using a D666:

D666 Result	Intrigue	Alignment
111-122	Ace of Hearts	Narco-Distribution
123-134	Two of Hearts	Out-Hive Smuggling Routes
135-146	Three of Hearts	Ghast Prospecting
151-162	Four of Hearts	The Cold Trade
163-214	Five of Hearts	Life Coin Exchange
215-226	Six of Hearts	Xenos Beast Trafficking
231-242	Seven of Hearts	Whisper Brokers
242-254	Eight of Hearts	Corpse Guild Bond
256-266	Nine of Hearts	Slave Guild Bond
311-322	Ten of Hearts	Promethium Guild Bond
323-334	Jack of Hearts	Guild of Coin Bond
335-346	Queen of Hearts	Water Guild Bond
351-362	King of Hearts	Archaeotech Auctioning
363-366	Reroll	

D666 Result	Intrigue	Alignment
411-422	Ace of Clubs	Witch Seeking
423-434	Two of Clubs	Redemptionist Backers
435-446	Three of Clubs	Proxies of the Ommissiah
451-462	Four of Clubs	Gambling Empire
463-514	Five of Clubs	Blood Pits
515-526	Six of Clubs	Spire Patronage
531-542	Seven of Clubs	Bullet Cutting
543-554	Eight of Clubs	Settlement Protection
555-566	Nine of Clubs	Caravan Route
611-622	Ten of Clubs	Wyrd Trade
623-634	Jack of Clubs	Production Skimming
635-646	Queen of Clubs	The Resurrection Game
651-662	King of Clubs	Peddlers of Forbidden Lore
663-666	Reroll	

RACKETS

NARCO-DISTRIBUTION (ACE OF HEARTS)

Chem-elixirs and narco-distillations flow like rivers through the shadows of Necromunda.

Linked Rackets: Out-Hive Smuggling Routes, Ghost Prospecting.

RACKET BOONS

Income: The gang earns D6x10 credits when they collect Income.

Special: Whilst it controls this Racket, the gang treats Chem-synth, Medicae Kit, Stimm-slug Stash, and any weapon with the Gas or Toxin trait as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang earns 3D6x10 credits when they collect Income.

OUT-HIVE SMUGGLING ROUTES (TWO OF HEARTS)

Everything that passes in and out of the hive is checked, authorised and stamped by official process... except when it isn't!

Linked Rackets: Ghost Prospecting, The Cold Trade.

RACKET BOONS

Income: The gang earns D6x10 credits when they collect Income.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang earns 3D6x10 credits when they collect Income.

GHOST PROSPECTING (THREE OF HEARTS)

Ghost is the single most precious substance on Necromunda, the secret source of Lord Helmawr's wealth.

Linked Rackets: Out-Hive Smuggling Routes, Caravan Route Control.

RACKET BOONS

Equipment: Whilst it controls this Racket, three fighters in the gang gain a dose of Ghost each battle for free.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang earns 4D6x10 credits when they collect Income.

THE COLD TRADE (FOUR OF HEARTS)

The Cold Trade is the traffic in forbidden devices, bought from off-world. Some surface in the depths of the underhive, and command a grand price to those who value them.

Linked Rackets: Out-Hive Smuggling Routes, Spire Patronage.

RACKET BOONS

Equipment: Whilst it controls this Racket, one member of the gang may have a single item from the Xenos Weapons section of the Black Market for free.

Special: Whilst it controls this Racket, the gang treats items from the Xenos Weapons section of the Black Market as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

LIFE COIN EXCHANGE (FIVE OF HEARTS)

Anyone can be killed if you are willing to pay the coin.

Linked Rackets: Whisper Brokers, Corpse Guild Bond.

RACKET BOONS

Recruit: Whilst it controls this Racket, the gang may recruit two Hive Scum or one Bounty Hunter Hired Gun for free, including their equipment, prior to every battle.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns D6x10 credits when they collect Income.

Special: If the gang also controls both of the Linked Rackets, all of its members gain the Fearsome skill.

XENOS BEAST TRAFFICKING (SIX OF HEARTS)

From spire menageries to underhive fighting pits, alien creatures are always in demand.

Linked Rackets: Out-Hive Smuggling Routes, Blood Pits.

RACKET BOONS

Equipment: Whilst it controls this Racket, the gang Leader may be equipped with either a Grapplehawk or a Gyrinx Cat from the Black Market free of charge.

Special: Whilst it controls this Racket, the gang treats Grapplehawks and Gyrinx Cats from the Black Market as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

WHISPER BROKERS (SEVEN OF HEARTS)

More valuable than jewels and more elusive than clean water, knowledge is true power.

Linked Rackets: Life Coin Exchange, Peddlers of Forbidden Lore.

RACKET BOONS

Special: Whilst it controls this racket, the gang may choose an additional D3 Tactics cards in the pre-battle sequence.

ENHANCED BOONS

Special: If the gang also controls one of the Linked Rackets, when challenged, the gang may choose the Racket that will be at stake in the battle, even though it would normally be chosen by the challenger.

Special: If the gang also controls both of the Linked Rackets, when challenged for a Racket the gang controls, make an Intelligence check for the gang Leader. If the check is passed, the player of the gang may choose to play the Ambush scenario instead of rolling. They are automatically the attacker.

CORPSE GUILD BOND (EIGHT OF HEARTS)

The Corpse Guild is always looking for agents to help them secure more merchandise for the flesh grinders.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket.

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Corpse Guild and may always add a Corpse Harvesting Party to a crew during any pre-battle sequence ([see page 445](#)).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by 1 for every other Racket the gang controls.

SLAVE GUILD BOND (NINE OF HEARTS)

A good pit fighter can fetch a high price in the underhive and it falls to the agents of the Slave Guild to seek out potential sources.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket.

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Slave Guild and may always add a Slaver Entourage to a crew during any pre-battle sequence ([see page 456](#)).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by +1 for every other Racket the gang controls.

PROMETHIUM GUILD BOND (TEN OF HEARTS)

Those in service to the Promethium Guild can expect a 'warm' reception should they fail to execute their duty.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket.

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Promethium Guild and may always add a Pyromantic Conclave to a crew during any pre-battle sequence ([see page 452](#)).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by +1 for every other Racket the gang controls.

GUILD OF COIN BOND (JACK OF HEARTS)

Middlemen and merchants fill the underhive, and the Guild of Coin relies upon its agents to make sure these miscreants pay their dues.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Guild of Coin and may always add Toll Collectors to a crew during any pre-battle sequence ([see page 448](#)).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by +1 for every other Racket the gang controls.

WATER GUILD BOND (QUEEN OF HEARTS)

Water is life on Necromunda and it is the responsibility of the Water Guild and their agents to protect it, or extract it from those who would presume to cross them.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Water Guild and may always add a Nautican Syphoning Delegation to a crew during any pre-battle sequence ([see page 458](#)).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by +1 for every other Racket the gang controls.

ARCHAEOTECH AUCTIONING (KING OF HEARTS)

Archaeotech is the buried treasure of past ages of Necromunda, and those who buy and sell it can reap fortunes – or lose everything.

Linked Rackets: Proxies of the Omnissiah, The Cold Trade.

RACKET BOONS

Equipment: Whilst it controls this Racket, one member of the gang may have a single item from the Imperial Weapons section of the Black Market for free.

Income: Whilst it controls this Racket, the gang gains 2D6x10 credits when they collect Income. If a double is rolled, they gain nothing.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 3D6x10 credits when they collect Income. However, if a double is rolled, they gain nothing.

Income: If the gang also controls both of the Linked Rackets, the gang gains 4D6x10 credits when they collect Income. However, if a double is rolled, they gain nothing.

WITCH SEEKING (ACE OF CLUBS)

Psykers are kept in check not only by the agents of the Imperium, but by hired mercenaries who hunt the hive for those who bear the sign of the witch.

Linked Rackets: Redemptionist Backers, Slave Guild Bond.

RACKET BOONS

Special: This Racket may only be controlled by a Law Abiding gang. If it is claimed by an Outlaw gang, it is converted into a Wyrd Trade Racket.

Special: Whilst it controls this Racket, all fighters in the gang may add the Shock trait to one of their weapons that has the Melee trait for free.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang doubles the bounty it receives for any fighter that is a Psyker, even if that fighter has become a Psyker temporarily due to the effects of Ghast.

Income: If the gang also controls both of the Linked Rackets, the gang Leader may make an Intelligence check before claiming a bounty. If the check is passed, they identify the captive as a witch and receive double the bounty for them.

REDEMPTIONIST BACKERS (TWO OF CLUBS)

The Cult of the Redemption is not a forgiving creed and its most fanatical supporters often funnel money and equipment to those who are going to pursue its goals.

Linked Rackets: Promethium Guild Bond, Witch Seeking.

RACKET BOONS

Special: Helot Cult, Genestealer Cult and Corpse Grinder Cult gangs may never claim this Racket. If they gain control of it, it becomes dormant until claimed by a different type of gang.

Special: Whilst it controls this Racket, all fighters in the gang may re-roll any failed Ammo checks for any weapon that has the Blaze trait.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

PROXIES OF THE OMNISSIAH (THREE OF CLUBS)

The Tech-Priests of the Machine God watch the industrial enclaves of Necromunda with a careful eye – not only does its hives produce many sacred machines, but secrets of lost technological lore lie buried in their depths.

Linked Rackets: Archaeotech Auctioning, Promethium Guild Bond.

RACKET BOONS

Special: Whilst it controls this Racket, all fighters in the gang may re-roll any failed Ammo checks. Additionally, the gang treats all Bionics as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains D6x10 credits when they collect Income.

Special: If the gang also controls both of the Linked Rackets, all fighters in the gang may add either the Shock trait or the Seismic trait to one of their weapons for free. New weapons purchased later may also be given this Trait. These weapons also gain the Unstable trait. If the gang loses control of this Racket, the weapons that gained these additional Traits lose them.

GAMBLING EMPIRE (FOUR OF CLUBS)

Fortunes are won and lost on the spin of a wheel or the turning of a card but, no matter who loses and who gains, the house always wins...

Linked Rackets: Blood Pits, Whisper Brokers.

RACKET BOONS

Income: The player of the gang that controls this Racket chooses a suit of cards and then draws a card from a shuffled deck of playing cards. If they draw a card from the suit they chose, they earn income equal to the value of the card (Jack 11, Queen 12, King 13) x 10 credits. If they draw a card from a suit of the same colour, they earn income equal to the value of the card x 5 credits. If it is any other suit, they gain no income.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang's player may nominate a single enemy fighter (but not a Leader or Champion) at the start of the battle. The gang has called in the fighter's debts. The nominated fighter misses the battle.

BLOOD PITS (FIVE OF CLUBS)

The fighting arenas of Necromunda are stained red with the blood of those who fought there and sing with the roars of the crowd.

Linked Rackets: Slave Guild Bond, Xenos Beast Trafficking.

RACKET BOONS

Recruit: Whilst it controls this Racket, the gang may recruit up to two Hive Scum Hired Guns for free, including their equipment, prior to every battle.

ENHANCED BOONS

Special: If the gang also controls one of the Linked Rackets, as a post-battle action a Leader or Champion may fight in the pits. Make a Weapon Skill check with a -1 modifier for them. If the check is passed, they permanently gain one random Combat or Brawn skill. If the check is failed, nothing happens. If however the check is failed on the roll of a 1, the fighter suffers one roll on the Lasting Injury table.

Income: If the gang also controls both of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

SPIRE PATRONAGE (SIX OF CLUBS)

Hive nobility often take a fancy to a gang from the lower hive, showering them with gifts, and rewarding them like prize pets.

Linked Rackets: Proxies of the Ommissiah, Blood Pits.

RACKET BOONS

Income: Whilst it controls this Racket, the gang gains 2D6x10 credits when they collect Income if they won their battle.

ENHANCED BOONS

Equipment: If the gang also controls one of the Linked Rackets, all of the gang's Leader and Champions may each have one of the following Extravagant Goods for free: Gold-plated Gun, Exotic Furs, Opulent Jewellery, Uphive Raiments.

Income: If the gang also controls both of the Linked Rackets, the gang's Leader gains a Caryatid Exotic Beast for free. This Caryatid will not leave its master if the gang loses Reputation, but will leave if the gang loses control of this Racket.

BULLET CUTTING (SEVEN OF CLUBS)

Bullets, guns and blades are the eternal trade of Necromunda – everyone needs a gun or a blade.

Linked Rackets: Proxies of the Ommissiah, Blood Pits.

RACKET BOONS

Special: Whilst it controls this Racket, all fighters in the gang may re-roll any failed Ammo checks.

Equipment: Whilst it controls this Racket, the gang treats all items from either the Trading Post or the Black Market with a Rarity of 9 or below as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

SETTLEMENT PROTECTION (EIGHT OF CLUBS)

Settlements in the underhive vanish all the time. Those who want to survive pay gangs a handsome price to keep others away and their hard-won lives free of the misfortune that comes to those who refuse to pay.

Linked Rackets: Guild Bond (any), Bullet Cutting.

RACKET BOONS

Recruit: Whilst it controls this Racket, the gang gains one Hanger-on of the controlling player's choice for free.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 3D6x10 credits when they collect Income.

CARAVAN ROUTE CONTROL (NINE OF CLUBS)

The safe ways through the hive are few and well-worn; control them and you control the flow of slaves and credits.

Linked Rackets: Guild of Coin Bond, The Cold Trade.

RACKET BOONS

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 3D6x10 credits when they collect Income.

WYRD TRADE (TEN OF CLUBS)

Unsanctioned psykers are very dangerous but also incredibly useful. They can break minds, discover secrets and kill with a thought. Harboring such creatures is dangerous, but also a mark of great power.

Linked Rackets: Peddlers of Forbidden Lore, Whisper Brokers.

RACKET BOONS

Equipment: Whilst it controls this Racket, the gang treats Ghost as a Common item.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 3D6x10 credits when they collect income.

PRODUCTION SKIMMING (JACK OF CLUBS)

One of the simplest ways to make a profit in the hive is to skim a little off everything that is made in the forges, stills, labs and mines.

Linked Rackets: Caravan Route Control, Guild Bond (any).

RACKET BOONS

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 3D6x10 credits when they collect Income.

THE RESURRECTION GAME (QUEEN OF CLUBS)

The line between life and death is thinner than many think. A little alchemy, a few words, a drop of blood, some technology from the deeps, and those who have fallen can rise again. For a price!

Linked Rackets: Corpse Guild Bond, Peddlers of Forbidden Lore.

RACKET BOONS

Special: Whilst it controls this Racket, the gang may ignore one Critical Injury or Memorable Death result on the Lasting Injury table per battle. When these results are rolled, the fighter simply goes Into Recovery.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Special: Whilst this gang controls both of the linked Rackets, any gang in the campaign may pay this gang to return a dead fighter from the grave (FAQ2019). Any gang in the campaign may pay the gang controlling this Racket to return a dead fighter from the grave. This costs the original value of the fighter (including equipment) +100 credits. Roll 2D6. On a roll of 7-12 the fighter is resurrected and gains the Fearsome skill. On a roll of 3-6 the fighter is resurrected but suffers a permanent loss of 1 Toughness and gains the Fearsome skill if they don't have it already. On a roll of 2, the resurrection fails.

PEDDLERS OF FORBIDDEN LORE (KING OF CLUBS)

There are those who know how to see the future in a pool of water, and speak words that lure the shadows to walk beside them.

Linked Rackets: Wyrd Trade, The Resurrection Game.

RACKET BOONS

Special: Whilst the gang controls this Racket, the controlling player may re-roll the dice when determining Priority.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Special: Whilst this gang controls both of the linked Rackets, its Leader and all Champions gain a 4+ saving throw that cannot be modified by a weapon's Armour Piercing value (FAQ 2019).

INCOME

EDITOR'S SUGGESTION: INCOME COLLECTION

Unlike other campaign types, fighters with the Gang Fighter (X) special rule generate income by working rackets. This is done at the start of the Week through a new action, 'Work Racket'. Any fighters in recovery or any captured fighters cannot conduct a Work Racket action. Certain fighters may not do this – namely Aberrants and Chaos Spawn. Rackets which do not produce income do not need to be worked – this is purely for income generation.

Each appropriate fighter can generate income from one racket. The player chooses the rackets he wishes to collect income from adding up the total amount generated. Some rackets generate a variable income: D6x10 or 2D6x10 credits, in which case the player makes the appropriate dice rolls to determine the total. It's not possible to send more than one fighter to collect income from the same racket. You must also declare all the Gangers being sent to rackets before rolling for any of their generated income (i.e., you cannot wait to see how much some of them earn before sending more fighters). Regardless of how many rackets or how many fighter a gang has it may never collect income from more than ten. A single Racket can only be worked once per post-battle sequence. It may be that not all Rackets can be worked by a gang due to low ganger numbers or a number being in Recovery.

Each fighter that conducts a Work Racket action generates **income** from a single Racket that the gang controls.

Following this, Add up all the income generated from all sources in the battle and post-game actions including, but not limited to:

- Credits from Scenario Rewards
- Credits from Rackets Worked
- Credits from Skills
- Credits from Selling Captives to Guilders

The gang must spend a proportion of its income on basic necessities such as food, drink, ammunition and general weapon maintenance. Once you have your total income for the battle, apply that amount to the following chart and cross reference the number of fighters in your gang at the start of the preceding battle, including hangers-on and brutes (who count as two individuals), but not counting captured fighters, exotic beasts or hired guns. This is calculated via the Income Chart:

INCOME CHART

Credits Raised	# of Fighters and Hangers-On in Gang not dead or captured after battle						
	1-3	4-6	7-9	10-12	13-15	16-18	19+
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	65	55	35	15
230-299	105	100	100	85	75	55	35
300-379	120	115	110	100	80	65	45
380-459	135	130	130	115	105	80	55
460-559	145	140	135	125	115	90	65
560+	155	150	145	135	125	100	70

The amount cross listed between your income and the number of fighters in your game is the amount of credits that are added to your stash, and which may be used to buy items at the trade post, to take a fighter to the doc, or any other action that requires credits.

GUILD PAYMENTS

If a gang must pay a fee to a guild because there were credit awards associated with a scenario, this must come out of the scenario earnings before credits are applied to the income chart. If the guild demands more credits

than were earned as a scenario reward, the player earns no credits from the scenario rewards and they must test the alliance.

HIRED GUN RETAINER FEES

Hired gun retainer fees are also taken out of the scenario earnings before credits are applied to the income chart, but after any income you may have obtained from their services (for example a Ratskin discovering credits).

THE REWARDS OF INFAMY AND DUTY

As a gang's reputation grows, they attract aid and followers just as fresh carrion attracts rats. A gang whose reputation is as lords of crime and misrule may gain the help of all manner of rogues and outcasts, while champions of law and order can gain help from hive authorities and the aid of opportunistic bounty hunters, as well as claim higher bounties for the law breakers they take down.

The Boons granted by Reputation are listed in the Reputation Boons table below. As a gang's Reputation increases, so does the number of Boons it can claim. However, should a gang's Reputation ever fall, it will lose any Boons it is no longer entitled to. For example, if an Outlaw gang has a Reputation of (Outlaw) 8, it will gain a free Scabber Hanger-on. However, should that gang's Reputation fall to below 5, it would lose the Scabber Hanger-on.

CHANGING ALIGNMENT

A gang which changes its alignment loses 3 Reputation immediately. They also lose all the Reputation-based Boons they had and then gain the Reputation-based Boons from their new alignment.

For example: The Iron Lords have a Reputation of (Law Abiding) 10 before they change sides to Outlaw. They lose 3 Reputation because of the change, resulting in a new Reputation of (Outlaw) 7. They lose the Claiming Enhanced Bounties and Propagandist Boons they previously had and gain the Scabber and Black Market Trade Boons.

Reputation	Outlaw Boons	Law Abiding Boons
1-4	Black Market Trade: The gang gains unrestricted access to the Black Market.	Claiming Bounties: The gang gains the ability to Claim Bounties for members of Outlaw gangs.
5-9	Recruit: The gang may immediately hire one Scabber Hanger-on for free (see page 381).	Recruit: The gang may immediately hire one Propagandist Hanger-on for free (see page 379).
10-14	Black Market Trade Discount: The gang gains a 10% discount on all Black Market items at the Black Market.	Claiming Enhanced Bounties: The gang gains +50% for all bounties claimed for members of Outlaw gangs.
15-19	Recruit: The gang may hire up to two Outlaw Hive Scum Hired Guns for free during the pre-battle sequence of every battle.	Recruit: The gang may hire one Bounty Hunter Hired Gun for free during the pre-battle sequence of every battle.
20-24	Black Market Trade Discount: The gang gains a 25% discount on all Black Market items.	Claiming Enhanced Bounties: The gang gains +100% for all bounties claimed for members of Outlaw gangs.
25+	Recruit: The gang may immediately hire one Proxy Hanger-on for free (see page 380).	Recruit: The gang may immediately hire one Fixer Hanger-on for free (see page 378).

BLACK MARKET TRADE

A gang with this Boon may visit and purchase items from the Black Market freely, without risk. Once a gang has become Outlaw, it has little reason to worry about the risks of using illegal equipment!

BLACK MARKET TRADE DISCOUNT

A gang with this Boon discounts the cost of items purchased from the Black Market as indicated, rounding down to the nearest 5 credits. These discounts are not cumulative, so the best discount is applied.

RECRUIT

A gang with this Boon gains one Hanger-on of the type listed free of charge. If their Reputation should fall in the future, this Hanger-on is immediately lost.

CLAIMING BOUNTIES

Law Abiding gangs can claim bounties for enemy fighters belonging to Outlaw gangs that suffered a Memorable Death result on the Lasting Injury table, or that they have Captured, providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission, as described **on page 527**, or Public Execution, **as described on 576**.

- For every fighter belonging to an Outlaw gang that suffered a Memorable Death result on the Lasting Injury table during the preceding battle, this gang claims a bounty of 2D6x10 credits.
- When a Law Abiding gang claims a bounty for a fighter belonging to an Outlaw gang that they have Captured, they are worth their full value in credits.

CLAIMING ENHANCED BOUNTIES

A gang with this Boon increases any bounties they receive as indicated. These increases are not cumulative, so the best increase is applied.

ENDING THE CAMPAIGN

The Law and Misrule Campaign ends when the time set for the Takeover phase runs out. The Arbitrator then goes through the final results from each battle and assigns Triumphs before doing Weighing all in the Balance.

TRIUMPHS

Triumphs are the laurels of victory, the bragging rights and sources of pride for the players who have fought through the campaign. While an Arbitrator can just tell people what they won, it is far more fun and satisfying to bring all of the players from the campaign together and announce who earned each Triumph in a grand manner. There are five different Triumphs and a player may earn more than one. In the case of a tie for any Triumph, no one is awarded it.

TRIUMPH	CRITERIA
Racketeer	Most Rackets at the end of the campaign.
Hit Man	Most gang Leaders belonging to gangs of a different alignment taken Out of Action across the whole campaign.
Financier	Largest Wealth at the end of the campaign.
Muscle	Most battles fought across the whole campaign.
Lord of Law/Misrule	Highest Reputation at the end of the campaign.

WEIGHING ALL IN THE BALANCE

The Law and Misrule Campaign is about the balance of power between Law and Misrule. As such, there must be a weighing of which side has tipped the scales in its favour. Each Triumph that is won is worth 1 point. The alignment with the most points is declared to have Tipped the Balance.

EXTENDING THE LAW AND MISRULE CAMPAIGN

Players and Arbitrators may want to run a Law and Misrule Campaign for longer than seven campaign weeks. This can easily be done by increasing the number of campaign weeks each phase lasts.

Players, and Arbitrators in particular, should bear in mind that the longer campaigns run, the more likely it is that players will grow bored and the campaign will fade out rather than finish.

SPLINTER GANGS

Players and Arbitrators will no doubt wish to revisit Necromunda at a later date, and some players may want to continue their adventures with a gang they have played in the past. Normally this is not possible in a Law and Misrule Campaign in order to maintain a degree of balance during the early stages of the campaign and to allow freshly founded gangs to get a solid footing early on.

However, players may wish to found a splinter gang. A splinter gang is formed when one of a gang's Champions goes it alone and takes some of their favoured Gangers with them to form the core of a new gang. Forming a splinter gang is easy – players simply choose one Champion from a gang they have played in a previous campaign and hire them as the Leader of a new gang, keeping all of their equipment, Advancements and permanent injuries, and paying their Credits value to hire them. This Champion then simply has their type changed to Leader and is treated as such in all regards.

Further to this, players may wish to retain other old favourites. Juvies and Specialists can be recruited from an old gang into a new one in this way, changing their type to Champion, whilst any favoured Gangers can be hired again as Gangers into a new gang. New fighters can be hired to fill out the ranks and help keep the cost down. All that must be remembered is that the splinter gang must abide by the same gang composition rules as a freshly founded gang, and is limited to the same amount of credits as new gangs.

In this way, players are able to follow characters through several campaigns, perhaps seeing a Juve progress through the ranks to eventually lead their own gang. Splinter gangs are often smaller in the early stages of a campaign, but their well-equipped fighters and highly skilled Leaders will more than make up for this!

THE PRE-BATTLE & POST-BATTLE SEQUENCES

In a Law and Misrule Campaign, there are several important steps that take place before and after a battle, as listed below. These must be followed in the order shown, and must be done while both players are present.

THE PRE-BATTLE SEQUENCE

The pre-battle sequence has nine steps:

1. **MAKE A CHALLENGE AND STAKE RACKET**
2. **BUY ADVANCEMENTS AND RECRUIT HIRED GUNS**
3. **DETERMINE SCENARIO**
4. **DRAW INTRIGUES**
5. **SET UP THE BATTLEFIELD**
6. **CHOOSE CREWS**
7. **ANNOUNCE BOONS**
8. **TACTICS CARDS**
9. **DEPLOYMENT**

1. MAKE A CHALLENGE AND STAKE RACKET

For a battle to be fought, one player must challenge another player to play a game, as described **on page 274**. The challenger nominates an eligible Racket as the stake for the game, be it an as yet unclaimed Racket or one of their opponent's Rackets that they wish to seize control of. The challenged player must then either accept or refuse the challenge.

2. BUY ADVANCEMENTS AND RECRUIT HIRED GUNS

Each player can spend Experience to purchase Advancements for their fighters (**see page 277**). If both players wish to do so, the player with the lower Gang Rating goes first, purchasing any Advancements they wish then the other player does so. If both players have the same Gang Rating, the winner of a roll-off chooses whether to go first or second.

Once any Advancements have been bought, players can spend credits to recruit Hired Guns. Again, if both players wish to do so, the player with the lower Gang Rating goes first.

3. DETERMINE SCENARIO

Editor's Note: It is at this point that Alliances may affect what scenario is played.

To determine which scenario will be used, roll 2D6 on the following table:

2D6	Result	Scenario Option
2-5	Crimes	Looters / Propaganda / Escort Mission
6-7	Treasure	Scavenge / Archaeo-hunters / Forgotten Riches
8-9	Death Match	Stand-off / The Trap / Ambush / Something to Prove
10-12	Underdog	Lower-Ranked player picks Scenario and Attack/Defend

Players should now agree whether they will fight using the Zone Mortalis or Sector Mechanicus rules. If they cannot decide, the player who chose the scenario decides. If neither player chose the scenario, the players should roll off and the winner's choice applies.

Alternatively players may choose to play a Gang Raids Scenario.

DETERMINING THE ATTACKER AND DEFENDER

During the Expansion phase of the Law and Misrule Campaign, where a scenario dictates there is an attacker and a defender, the player who chose the scenario decides which player will be the attacker and which will be the defender. If neither player chose the scenario then both players should roll a D6, with the player who rolls the highest choosing.

During the Justice phase of a Law and Misrule Campaign, where a scenario specifies that there is an attacker and a defender, the player who issued the challenge is automatically the attacker (unless the challenged player also holds a Wastes territory – **see page 260**).

HOME TURF ADVANTAGE

The scenario being played may indicate that the defender benefits from the Home Turf Advantage, representing the gang fighting furiously to defend their valuable turf from attackers. A gang fighting with the Home Turf Advantage is far less likely to bottle out and in some cases will fight ferociously until the last.

RESCUE MISSIONS

If one player has Captured another player's fighter(s), the Captured fighter's player may issue a challenge to play the Rescue Mission scenario. If the challenge is accepted, then the Rescue Mission scenario or Public Execution scenario is automatically used for the battle. If the player holding the Captive refuses the challenge, they automatically forfeit the Captive. No Racket is staked on this battle; the Captured fighter is effectively the stake.

4. DRAW INTRIGUES

The players each draw three Intrigue cards and, after reading them, place them face-down beside the battlefield. Both players should read the text on each card. These Intrigues can be claimed by either player during the battle as described in the Intrigues section **on page 283**. Any special rules that affect the battlefield set-up should be dealt with in the Set Up Battlefield step.

5. SET UP THE BATTLEFIELD

The players now set up the battlefield. Some scenarios have special instructions for terrain. The default methods are detailed in full **on page 506**.

6. CHOOSE CREWS

After the battlefield has been set up, before gangs can be deployed, players must select their starting crews for the battle ahead. The scenario being played will detail the method of selection to be used and how many fighters can be selected. The selection methods are explained in full **on page 506**.

7. ANNOUNCE BOONS

Players may have Boons granted by the Rackets they currently hold and their Reputation. Players should announce which, if any, of their Boons grant them a bonus that will have an effect on this game at this stage, forewarning their opponent. If a Boon is not announced, it cannot be used during the coming game.

8. TACTICS CARDS

Each player prepares their deck of Tactics cards as described **on page 506**. The scenario being played will detail how many cards each player gets and how they are selected.

UNDERDOG BONUSES

A player's gang is classed as an Underdog if their Starting Crew is less than their opponent's. If so, they access special Underdog benefits up to the value of their credit difference – if a gang's crew is 223 credits below the value of their opponent's, they may pay for up that value from the following list, for example.

THE POST-BATTLE SEQUENCE

The post-battle sequence has eight steps:

UNDERDOG BENEFITS	CREDIT COST
0-5: Draw a random Gang Tactics card	100 each
0-2: Choose a Gang Tactics card	200 each
0-5: Draw a random Underdog tactics card	200 each
0-2: Choose an Underdog tactics card	400 each
0-1: Hire a Dramatis Personae	True Cost
0-1: Hire a Bounty Hunter	True Cost
0-5: Hire a Hive Scum	True Cost

UNDERDOG TACTICS CARDS

Underdog Tactics cards are the following. You may only draw or choose each once, with the exception of Wandering Stranger.

Number	Name
1	Decoy
2	Giant Killer
3	Grateful Trader
4	Hard Training
5	Miraculous Recovery
6	Old Wound
7	Paid in Full
8	Secret Stash
9	Sudden Death
10	Survivalist
11	Wandering Doc
12	Welcome Stranger
13	Welcome Stranger

See page 625 for Underdog Card rules.

All fighters hired for the battle from Underdog bonuses are not added to the gang roster, as their services are secured for one battle only, nor do they affect the gang's gang rating. Bounty Hunters hired as an Underdog bonus are not subject to the "We'll Get Our Bit" special rule.

9. DEPLOYMENT

Many scenarios will provide details of the size and location of deployment zones. For those which do not, the standard deployment rules can be found **on page 508**.

1. WRAP UP
2. MAKE ALIGNMENT CHECKS

3. ASSIGN/REASSIGN RACKET

4. RECEIVE REWARDS

5. COLLECT INCOME

6. POST-BATTLE ACTIONS

7. UPDATE ROSTER

8. REPORT RESULTS

1. WRAP UP

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries (see [page 280](#)), and whether they capture any enemy fighters (see [page 281](#)). Any other events that take place 'at the end of the battle' are triggered here. Fighters that were In Recovery have healed and their In Recovery box on the gang roster is cleared, meaning Leaders and Champions become available for post-battle actions once more.

Players should also consider shaking hands, congratulating/commiserating with their opponent and sharing favourite moments from the battle – some would say this is the most important step!

2. MAKE ALIGNMENT CHECKS

If a gang claimed one or more Intrigues from a category that did not match their alignment during the battle (as described [on page 282](#)), they must make an Alignment check for each such Intrigue claimed. To make an Alignment check:

- Roll a number of D6 as detailed in the description of the Intrigue claimed.
- If the gang is Law Abiding, roll an extra D6 for each fighter that took part in the battle equipped with an Illegal item.

On the roll of a 1 on any of the dice, the gang's actions have caused their alignment to change. The gang's alignment immediately changes.

Gangs that cannot change their alignment, such as Enforcers or Chaos Cultists, suffer a loss of 5 Reputation every time they fail an Alignment check.

3. ASSIGN/REASSIGN RACKET

The player that won the battle takes control of the Racket staked on the battle. In the case of a draw while fighting for control of an uncontrolled Racket, the Racket is not claimed by either player. In the case of a draw when a controlled Racket is at stake, the Racket does not change hands.

4. RECEIVE REWARDS

Each scenario shows a list of rewards which the gangs can receive, based on their performance during the battle. Any equipment gained is added to the gang's Stash – it can be distributed to fighters in step 6.

GAINING AND LOSING REPUTATION

Each scenario contains a number of ways in which a gang can gain or lose Reputation. If a gang both gains and loses Reputation, any gains are applied before any losses.

5. COLLECT INCOME

Each gang collects income from each Racket they control that generates income, as detailed for that Racket. The total amount of credits generated from each gang's Rackets is then added to the gang's Stash.

6. POST-BATTLE ACTIONS

Each Leader or Champion in the gang can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player's choice. Fighters who are In Recovery, or who have been Captured, cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once. The actions that follow are always available, but others might also become available through special Rackets, skills or other means.

TRADE

There are two types of Trade action; Regular Trade and Black Market Trade:

- A Leader or Champion belonging to a Law Abiding gang may make a Regular Trade action and visit the Trading Post, increasing the gang's chances of finding Rare items as described [on page 308](#).
- When a Leader or Champion belonging to an Outlaw gang makes a Black Market Trade action, they increase the gang's chances of finding Rare and Illegal items as described [on page 308](#).

Alternatively, a Leader or Champion belonging to a Law Abiding gang may attempt to make a Black Market Trade action:

- Make an Intelligence check for the fighter making the action. If the check is passed, the gang may purchase items from the Black Market. If the check is failed, it cannot.

However, when a fighter from a Law Abiding gang visits the Black Market, they will find it harder to access Rare and Illegal items. Black marketeers are often unwilling to sell their most valuable goods to those who cannot be vouched for by mutual contacts.

Finally, a Leader or Champion belonging to an Outlaw gang can make a Regular Trade action:

- Make a Cool check for the fighter making the action. If the check is passed, the gang may purchase items

from the Trading Post. If the check is failed, it cannot.

However, when a fighter from an Outlaw gang visits the Trading Post, they will find it harder to access Rare items. It is often hard for the criminal classes to move around freely and find those items readily available to others.

CLAIM BOUNTIES/TRADE CAPTIVES/DISPOSE OF CAPTIVES

As described **on page 302**, Law Abiding gangs can claim bounties for any enemy fighters belonging to Outlaw gangs that suffered a Memorable Death result on the Lasting Injury table, or that they have Captured (providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission, as described **on page 527**, or Public Execution, **as described on 576**.

Alternatively, Outlaw gangs can dispose of any enemy fighters they have captured, providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission.

The Captive's controlling player should be informed as soon as possible that the bounty has been claimed for their fighter, and must delete that fighter from their roster.

MEDICAL ESCORT

The fighter escorts a critically injured fellow gang member to the Doc. Pick another fighter in the gang who suffered a Critical Injury during the battle and pay 2D6x10 credits from the gang's Stash. If the gang does not have sufficient funds, or does not wish to pay the full amount, no roll is made and the fighter dies.

Otherwise, roll a D6 on the table below:

D6	Result
1	Complications. The fighter dies.
2-5	Stabilized. Roll a D6 – this is the second dice of a D66 roll, the first is automatically a 5. Apply the appropriate result from the Lasting Injuries table.
6	Full Recovery. The fighter goes into Recovery, but suffers no lasting effects.

7. UPDATE ROSTER

These steps are carried out in order:

A.	Delete Dead or Retiring Fighters
B.	Visit the Trading Post
C.	Gains Boons from Rackets
D.	Distribute Equipment
E.	Update Gang Rating

Note that if a fighter missed this battle because they were recovering, their In Recovery box on the gang roster will have been cleared during the Wrap-up.

A. DELETE DEAD OR RETIRING FIGHTERS

Dead fighters are deleted from the roster. Their equipment (except for armour) is added to the gang's Stash as long as their gang had at least one fighter on the battlefield at the end of the battle, or if the fighter was taken to the Doc but still died (either because the gang could not pay for their treatment or there were complications). Otherwise, the dead fighter's equipment is lost.

Also, at this point, the controlling player can choose to retire fighters – usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang's Stash. Equipment in the gang's Stash can be sold or transferred to a new fighter in the next step.

LOSS OF A LEADER

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Champions. If it has no Champions, the new Leader must be either a Specialist or Juve. If it has no Specialists or Juves, the new Leader is a Ganger.

In any case, an eligible fighter with the best Leadership must be selected as the new Leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader on the gang roster, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

B. VISIT THE TRADING POST

The gang can make any of the Trading Post actions described as follows, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order and, unless specified, there is no limit to how many times a gang can perform each one. Any spent credits are deducted from the gang's Stash; any gained credits are added to the gang's Stash.

Hire a Fighter: The gang can hire a new fighter from their House List, paying for them as they did when founding the gang. No equipment is purchased for them – they receive equipment in the next step.

GANG COMPOSITION

The Gang Composition section of the House List must be honoured when hiring new fighters. For example, if a gang with a Reputation of 9 already has two Hangers-on, it cannot hire any more. Similarly, if a gang has fewer Gangers (including Specialists) than its total

number of Leaders, Champions and Juves, only Gangers can be hired until this is no longer the case.

Recruit Hangers-on: The gang can spend credits to add a Hanger-on to their roster (as explained [on page 375](#)). Their Reputation must be sufficient to allow this.

Sell Unwanted Equipment: Any equipment in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of five).

Note that equipment granted as a Racket Boon cannot be sold.

Purchase Equipment: The gang can purchase any equipment from their House Equipment List at the price shown, adding it to their Stash. They can also purchase Common equipment from the Trading Post, at the price shown. They cannot use this action to purchase Rare equipment from the Trading Post – that can only be obtained with the Seek Rare Equipment action, as follows:

Seek Rare Equipment: This action is only performed once and is done to determine the availability of Rare items on offer at the Trading Post or the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Regular Trade post-battle action.
- +1 for each Champion making a Regular Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2).
- -2 if an Outlaw gang is attempting to purchase Rare items from the Trading Post.
- -1 if a Law Abiding gang is attempting to purchase items from the Black Market.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. The gang can now purchase Rare items from the Trading Post or Black Market with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

Seek Illegal Equipment: This action is only performed once and is done to determine the availability of Illegal items on offer at the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Black Market Trade post-battle action.
- +1 for each Champion making a Black Market Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2).

- -2 if the gang is a Law Abiding gang.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the more illegal the equipment that is on offer. The gang can now purchase Illegal items from the Black Market with an Illegal value equal to or lower than the Availability level.

C. GAIN BOONS FROM RACKETS

Some Rackets grant a gang additional recruits, Hangers-on, or equipment – see Rackets [from page 271](#) onwards for details.

D. DISTRIBUTE EQUIPMENT

Any equipment in the gang's Stash, or gained as a Racket Boon, can now be distributed among its fighters. Weapon choices must respect the restrictions shown in the gang's House List – for example, a Goliath Juve could not be equipped with a heavy bolter, as they can only be equipped with Pistols and Close Combat Weapons. Also, the limit of no more than three weapons must be adhered to, with Unwieldy weapons taking up the space of two.

Once any equipment has been added to a Fighter card, the card's Credits value is updated accordingly. If the fighter is equipped with an item that has two different costs: one in the fighter's House Equipment List and the other in the Trading Post – the value in the House List takes precedence.

Players are reminded that no fighter can discard a weapon once added to their Fighter cards as described [on page 130](#). Leaders and Champions however can have multiple equipment sets as follows.

EQUIPMENT SETS

Highly ranked gangers, enjoying the privilege of rank, often maintain a cache of weapons that allows them to equip themselves appropriately for each battle. As such, any fighter with the Tools of the Trade special rule can have multiple Fighter cards, each representing a different set of equipment – an appropriate model should be available for each. There is no additional cost for having multiple equipment sets; the controlling player can make an additional Fighter card for a fighter with the Tools of the Trade special rule.

Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards. The fighter's cost, as shown on the roster, is equal to the cost of their most expensive Fighter card.

Only one of a fighter's cards can be used for a battle. If a battle uses random fighters from the gang, all of the fighter's cards should be shuffled together and one

should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.

When distributing equipment from the gang's Stash, it can be moved to any or all of a Leader's or Champion's cards, and can even be moved to more than one.

E. UPDATING GANG RATING

Re-calculate the gang's Gang Rating, and update the roster accordingly. Note that this is not done until this step, meaning that any other references to the Gang Rating in the post-battle sequence are referring to the value before it is updated.

8. REPORT RESULTS

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain: which gangs fought, the outcome of the battle (i.e., who won), which Racket the victor gained control of, how many enemies each gang took Out of Action and the final Gang Rating and Wealth of the gangs.

UPRISING CAMPAIGN

INTRODUCTION

The Dark Gaze of the Lord of Skin and Sinew has fallen upon Hive Arcos, driving its people to savage hunger and bloody madness. Gangs and gang leaders must choose the role they are to play in the carnage to follow, either clinging to the ideals of the Imperium and the rule of law, or giving in to their basest instincts and surrendering themselves to the whims of the Blood God.

USING THE CAMPAIGN

The Uprising Campaign is a complete narrative campaign that can be used alongside the Necromunda rules. It incorporates many of the existing Necromunda campaign rules, adding additional special rules to capture the desperate decline of a hive in the grips of a Chaos uprising and the breakdown of Imperial Law.

In the Uprising Campaign, players take on sides, allying themselves with the Imperial authorities, offering their allegiance to the Dark Gods, or (at least in the beginning) attempting to remain neutral, looking out solely for their own interests. As the campaign progresses, and the cannibal apocalypse unfolds, the power of one side or the other will wane, until a breaking point is reached, and a final battle to determine the fate of the hive is played.

Whilst the Uprising Campaign is designed to allow players to recreate the events within doomed Hive Arcos, players can use these rules to represent a similar, small scale uprising in almost any hive. Players may even wish to play an Uprising Campaign with gangs they have used in another campaign, representing such dire periods of civil unrest on a more local scale.

THE ARBITRATOR

The Uprising Campaign requires one of the players to take on the role of an Arbitrator. It is the Arbitrator's job to keep track of victories, offer guidance to the players, and control any random events or elements. In the Uprising Campaign, the Arbitrator's responsibilities include:

- Organising the players, and making a list of all the gangs involved in the campaign.
- Keeping the players informed as to the progression of the campaign, and whether Chaos or Order are in Ascendancy.
- Deciding when each phase of the campaign begins and ends, as well as when the overall campaign begins and ends.

THE GANGS

Hive rebellions and daemonic incursions are notoriously indifferent when it comes to who they affect, and all kinds of local factions can find themselves caught up in the fighting. The Uprising Campaign can be played with any Necromunda gangs, and guidelines for including different kinds of gangs are presenting in setting the Setting Up the Campaign section. Players refer to the Lists of Gangs beginning on page 129,

ALTERNATE CAMPAIGNS

There are many insidious cults operating deep in the Underhive. Although this campaign focuses on Corpse Grinder Cult uprisings, there are other forms of the Uprising Campaign. See page 346

ENFORCERS AND CORPSE GRINDER CULTS

Palanite Enforcer Patrols and Corpse Grinder Cults are especially appropriate for Uprising Campaigns as they represent the opposite ends of the spectrum in the struggle between the authority of the Imperium and the corrupting influence of the Ruinous Powers. While the inclusion of these kinds of gangs is not essential to play an Uprising Campaign, they are certainly very thematic.

UPRISING TERRITORIES

While the focus on the Uprising Campaign is the struggle between Order and Chaos, Territories still play a large part in the conflict. These represent the turf controlled by the gangs and provide them with a steady supply of resources along with various other benefits. Players begin the campaign in control of one or more Territories, and have the opportunity to capture various Territories as the campaign progresses.

In the Uprising Campaign, each Territory can be under the influence of Order, or the influence of Chaos. When the campaign begins, all Territories are under the Influence of Order, but as the campaign gradually progresses they can be Ruined and come under the Influence of Chaos, representing the gradual corruption of the hive. The Benefits gangs gain from Territories changes depending upon which influence the Territory is under

WINNING

Victory in the Uprising Campaign goes beyond the final domination of Chaos or Order. At the end of the campaign, the Arbitrator awards various Triumphs (see page 333) based upon such things as the most victories for Order or Chaos, the most people consumed or saved, or which gang has the highest Reputation.

SETTING UP THE CAMPAIGN

Setting up an Uprising Campaign is a task that falls to the Arbitrator. To set up the campaign, the Arbitrator must make sure that all of the players have founded their gang and chosen their Allegiance (or decided to begin the campaign unaligned). This is best done in a single evening or session where everyone playing in the campaign meets and goes through all the steps of setting up the campaign together and generally gets excited about the fun ahead.

SET START AND END DATES

The Uprising Campaign is divided into six campaign weeks, separated by a single week of Downtime after the first three weeks, meaning that the campaign will last a total of seven weeks. For ease, each Campaign Week is set as a week, as this is usually how often gaming groups or groups of friends get together to play. However, if the players choose, a Campaign Week can represent a longer or shorter period of real time. The first step in setting up the Campaign is for the Arbitrator to determine the start date, the end date and when the Downtime Campaign Week will fall. They then share this vital information with the players.

FOUNDING GANGS

Before the campaign begins, each player must found a gang. The rules for founding a gang in a Dominion Campaign are slightly different. As normal, each gang has a starting budget of 1,000 credits, and must be created using any of the lists mentioned previously. This budget can be spent on fighters (following the restrictions in each Gang List) and equipment from that gang's Equipment List; any credits that are not spent are added to the gang's Stash and stored away for later use. A Fighter card must be completed for each fighter in the gang, and a gang roster must be completed to record all of the gang's details.

GANG ATTRIBUTES

In an Uprising Campaign, gangs have a number of attributes, which are tracked on their roster. These attributes, and their starting values, are explained below:

GANG RATING

The Gang Rating is an indicator of how powerful the Gang is – the proficiency of its fighters, how well equipped it is, and so on. The Gang Rating is the total cost of all of the fighters in the gang, including the cost of all alternative weapon sets a fighter has.

ALLEGIANCE

In an Uprising Campaign, a gang's Allegiance to Order or Chaos, or its lack of Allegiance (unaligned to either) is an important factor.

REPUTATION

Reputation is the measure of a gang's standing and power in their Zone. It is separate from Gang Rating, which is a measure of the gang's size and resources; a small gang can build up quite an impressive reputation. A gang's Reputation starts at 1, and cannot drop below 1.

FIGHTER CAMPAIGN ATTRIBUTES

In an Uprising Campaign, each fighter in a gang has a number of attributes that are tracked in their entry on the gang's roster:

EXPERIENCE (XP)

Fighters can spend Experience in order to purchase Advancements – when they do so, the Experience total is reduced accordingly.

ADVANCEMENTS

Leaders and Champions start with one Advancement (a skill), which should be noted on the gang roster. Otherwise, fighters will pick up Advancements and/or Mutations as the campaign progresses.

STARVATION

As an Uprising Campaign approaches its climax, gangs may not be able to feed all of their fighters.

IN RECOVERY AND CAPTURED BY

When a fighter goes Out of Action, there is a chance that they will suffer a Lasting Injury. Many of these will cause them to go Into Recovery and miss the next battle. When this is the case, their In Recovery-box is ticked. Similarly, fighters might be Captured by an enemy gang – while this is the case, a note is made in the Lasting Injury/Captured By box of the name of the gang that has Captured them.

COMPLETING A GANG ROSTER

As well as filling in a Fighter card for each fighter in their gang, players will need to complete a gang roster. This tracks additional Uprising Campaign-related information, such as Territories held, Gang Rating, Reputation, Wealth and so on, as well as each fighter's Experience and Advancements.

The gang roster is made up of a number of elements: the gang's name and House, its Gang Rating, Reputation and Meat, the Territories it holds and its Stash, containing unspent credits, surplus equipment (both weapons and Wargear), and so on. It also has a line for each fighter in the gang, with space for their names, fighter type, Cost, Experience earned, the number of Advancements and/or Mutations gained, and whether they are currently In Recovery, are Starving, or have suffered any injuries or been Captured.

Note that although the number of rows is limited, there is no upper limit on the number of fighters a gang can contain. Should a gang be lucky enough to have more fighters than can be fitted onto one gang roster, simply use a second gang roster for extra space.

CHOOSING SIDES

When a hive collapse into anarchy, gangs swiftly find themselves either defending the status quo or putting a torch to everything in sight. In the Uprising Campaign, two opposed forces are battling for the fate of the hive – the instruments of Lord Helmawr’s authority representing the agents of Order, and those aligned with the rebellion representing the servants of Chaos in all its many forms.

ALIGNMENT

When creating a gang for an Uprising Campaign, each player must decide if they represent Order, Chaos or wish to begin the campaign unaligned. Each comes with its own benefits as detailed below, though be warned, no gang can stand on the sidelines forever and eventually unaligned players will need to choose between one side or the other.

Some gangs can only be part of either Order or Chaos, their nature deciding the fate when they are created, and players fielding these gangs must join the faction indicated:

- Corpse Grinder and Chaos Cult Gangs are always part of the Chaos side.
- Palanite Enforcer gangs and Genestealer Cults* are always part of the Order side.
- All other gangs may choose to be either Order, Chaos, or Unaligned at the start of the campaign.

**Players should note that Genestealer Cults have their own insidious agendas and often hide in plain sight, masquerading as loyal Imperial subjects. The machinations of Chaos are anathema to such alien plans, and so Genestealer Cults will readily take up arms to quell such an uprising, strengthening their own power in doing so....*

BALANCING ORDER AND CHAOS

The Uprising Campaign has been designed to work any mix of Chaos, Order or Unaligned gangs, and it is possible to find the agents of Order fighting amongst themselves to control the hive as it is for the servants of Chaos to squabble over its ruins. However, as a guideline, an Uprising Campaign should include at least one Chaos aligned gang and one Order aligned gang at the start, with any number of Unaligned gangs. This allows for sides to form naturally over the course of the campaign, with gangs either choosing to fight to save their hive or succumb to the madness of Chaos.

Other alternatives include starting the campaign with all gangs but one aligned with either Order or Chaos – representing a lone beacon of light struggling to hold back the night, or the seeds of corruption planted in the heart of the hive’s hierarchy.

BENEFITS OF ORDER

Gangs aligned with the agencies of Order gain the following benefits:

- **Lord Helmawr’s Coffers:** The gang may re-roll any dice when determining the amount of credits gained as part of a scenario.
- **Pax Imperium:** If the gang is the defender in a battle, they may add one more fighter to their crew than normally allowed by the scenario.

BENEFITS OF UNALIGNED

Gangs who have yet to choose their Allegiance gain the following benefits:

- **Hard as Nails:** When the gang gains Reputation as part of the scenario, it gains 1 more Reputation than normal.
- **No Gods or Masters:** If the gang’s Leader participated in a battle and did not go Out of Action, they gain an extra D3 Experience points in addition to any other Experience.

BENEFITS OF CHAOS

Gangs aligned with the servants of Chaos gain the following benefits:

- **Bloody Harvest:** When the gang gains Meat as part of a scenario, it gains one more portion of Meat than normal.
- **Tear it all Down:** If the gang is the attacker in a battle, they add one more fighter to their crew than normally allowed by the scenario.

CHANGING SIDES

By default, gangs cannot switch between Order and Chaos during the course of the campaign, as this keeps things simple and ensures that there will always be at least one gang fighting for either side of the rebellion. If the Arbitrator chooses, gangs can be allowed to change sides if certain conditions are met – representing the corrupting influence of the Ruinous Powers or the ruthless cunning of Lord Helmawr’s servants in pitting enemies against one another. Order gangs will fall to Chaos if at least three of their fighters become Chaos Spawn as a result of Festering Injuries (see page 319). Chaos gangs will find themselves unwittingly aiding the forces of Order if at least three of their fighters are Captured, then returned to them willingly by their Captors (i.e., not recovered by the gang as part of the Public Execution scenario). Once a gang has changed sides it may not change back – both the Imperial House and the Dark Gods have little sympathy for traitors to their cause.

RUNNING THE CAMPAIGN

The Uprising Campaign is divided into three phases, all of which run for a fixed length of real-world time. It is important for the Arbitrator and players alike to pay careful attention to the passing Campaign Weeks during an Uprising Campaign as, at the start of each Campaign Week, gangs have the opportunity to “work” their Territories for much-needed resources.

1.	Insurrection Phase	Three Campaign Weeks
2.	Downtime	One Campaign Week
3.	Damnation Phase	Three Campaign Weeks

UPRISING CAMPAIGN WEEKS

Each Campaign Week has the following structure

- At the beginning of the week, the Arbitrator determines which side is in Ascendancy.
- They may also determine a Campaign Event
- Then, players may choose to roll on their Favours table.
- Then gangs receive the benefits from their Territories.
- Players then play battles with each other.
- At the end of each Campaign week in which Chaos gains Ascendancy (see below), each player must choose one of their Territories to become Ruined.

ASCENDANCY

A key part of the Uprising Campaign is the struggle between the Ruinous Powers and the iron authority of the Imperium. As each side waxes and wanes in strength, entire regions of the hive are turned into war zones, and piece by piece the great city descends deeper into unrestrained mayhem.

At the start of the first Campaign Week, Order will automatically have the Ascendancy.

At the end of each Campaign Week, the arbitrator tallies up the number of scenarios won by Chaos, and the number won by Order. The side with the most victories gains, or retains, Ascendancy for the following Campaign Week. In the case of a tie, whichever side has Ascendancy retains it.

ASCENDANCY EFFECTS

Ascendancy has an effect on every battle, reflecting the ebb and flow of the Uprising. When fighting a battle, during the pre-battle sequence (see page 334), one of the players should roll a D6. If Chaos has Ascendancy, then apply the result from the Hand of Chaos table. If Order has Ascendancy, then apply the result from the Bonds of Order table.

HAND OF CHAOS

D6	Result
1	Manufactorum Shortages: During the post-battle sequence of any battle, players must add 10 credits to the cost of any items purchased should they wish to Re-equip. If this battle is being fought during the Damnation phase, then both players reduce their number of Scavenge rolls by 1.
2	Dark Dreams: During the battle, fighters that become Broken must make a Willpower check before testing to Rally in the End phase. If they fail, then they are no longer Broken but become subject to Insanity (see page 31) for the rest of the game.
3	Rotting Meat: At the end of the game, Seriously Injured fighters succumb to their injuries on a D6 roll of 1, 2 or 3, rather than just a 1 or 2. If the rules for Festering Injuries are in effect, then fighters at risk of a Festering Injury must roll two D6 and choose the highest result.
4	Abundant Dead: At the end of each battle, any fighters killed (as indicated by a result on the Lasting Injury table) are worth D6x10 credits to their gang. If the rules for Starvation are in effect, then each dead fighter is worth 1 additional portion of Meat.
5	Blood for the Blood God: When a fighter takes an enemy Out of Action with a weapon with the Melee trait, they earn 1 XP in addition to any other Experience point gains from taking an enemy Out of Action.
6	Gnawing Hunger: After selecting crews, both players should randomly select one fighter. For the duration of the battle, the selected fighter reduces their Strength characteristic by 1. If the rules for Starvation are in effect, then instead each player should roll a D3 and randomly select that many fighters. These fighters gain the Starving condition.

BONDS OF ORDER

D6	Result
1	Price of Victory: At the end of the scenario, in addition to any other rewards, the victorious gang receives an additional D6x10 credits. If the rules for Scavenging are in effect, then the victorious gang receives 1 extra Scavenging roll instead.
2	Head Hunters: For the duration of the battle, Leaders and Champions are worth 1XP when taken Out of Action, in addition to any other XP gained from taking an enemy Leader or Champion Out of Action.
3	Crack Down: In the End phase, if the victorious player successfully rolls to Capture an Enemy fighter, they may select two fighters to Capture rather than one from those taken Out of Action during the battle.
4	Suppression Orders: When a fighter takes an enemy Out of Action with a ranged weapon, they earn 1XP in addition to any other XP gained from taking an enemy Out of Action.
5	Good Medicine: the credit cost for taking a Seriously Injured fighter to the Doc is D6x10 rather than 2D6x10. If the Festering Injury rules are in effect, then Docs do not charge for their services in the post-battle sequence.
6	Call to Arms: Gangers, Patrolmen and Skinners (or their equivalent) chosen during the Hire a Fighter sub-step of the post-battle sequence are half their normal fee to hire rounded up.

CAMPAIGN PHASES

1. INSURRECTION PHASE (3 CAMPAIGN WEEKS)

The first part of the Uprising Campaign charts the rise of the rebellion and the destruction of reason and law within the hive.

2. DOWNTIME (1 CAMPAIGN WEEK)

During Downtime, gangs have a chance to recover and regroup, taking the opportunity to Re-Equip, fixing up wounded fighters and moving their hideout to a safer location. Exceptionally bold and active players might put their gangs through a special side battle (as follows) if they just can't be away from the roar of guns and chainblades for that long.

THE EFFECTS OF DOWNTIME

After their last battle of the Insurrection phase, players complete the following steps at the end of the post-battle sequence:

1.	Fighters Recover
2.	Captives are Returned
3.	Experienced Juvies are Promoted
4.	Fresh Recruitment

1. FIGHTERS RECOVER

Any In Recovery boxes on the gang roster are cleared.

2. CAPTIVES ARE RETURNED

Any Captured Fighters are released. The gang that had Captured them receives half their Credits value (rounding up to the nearest 5 credits)

3. EXPERIENCED JUVES ARE PROMOTED

If any gang contains any Juvies that have five or more Advancements, they are promoted. Their characteristics and Credits value are unaffected, but their Type is changed to Champion. From now on, they are treated as a Champion in all respects.

4. FRESH RECRUITMENT

All gangs gain 250 credits to spend on new equipment from their House Equipment List or to recruit new fighters and/or Hangers-on ([see page 373](#)). These credits must be spent now and cannot be added to the gang's Stash. Gangs may supplement these credits with extra credits from their Stash.

SIDE BATTLES

Side battles are special battles fought during Downtime. While most players will be happy with taking a break for a week and getting ready for the Damnation phase, there may be a few who can't go a week without their fix of gang warfare. To satisfy this need, an Arbitrator can run one or more side battles during Downtime. Side battles are fought after the effects of Downtime are applied.

Side battles should, as a rule, be unusual, and have no effect on the campaign as a whole. They are a great opportunity for the Arbitrator to design a custom scenario, to use the Arbitrator tools ([see page 349](#)), or to play some of the narrative scenarios ([see page 528](#)). Fighters can earn Experience and suffer Lasting Injuries from a side battle, but should not gain or earn income, or gain Credits or Reputation as a reward for a side battle. Instead, the Arbitrator should create a special reward for the victor or victors of a side battle, such as an unpredictable piece of archaeotech, a unique chem, or a custom Tactics card.

3. DAMNATION PHASE (3 WEEKS)

The Third Phase of the Uprising Campaign charts the hive's descent into madness and horror. During this phase, the following rules apply:

- At the beginning of the phase, all Territories become Ruined if they are not already.
- At the beginning of each week, gangs receive the Benefits from their Territories.
- The rules for Scavenging, Festering Injuries and Starvation come into effect.
- Chaos starts the phase in Ascendancy.

END OF DAYS

During the Insurrection phase, the rule of law remains mostly intact and the ancient mechanisms of Imperial authority ensure a semblance of order. In the Damnation phase, these systems begin to break down and true anarchy takes the hive within its grasp. The rise of lawlessness, open warfare and rampant corruption are represented by a number of special conditions coming into effect for this final phase of campaign:

- Gangs may no longer Re-Equip from their House Equipment Lists during the post-battle sequence. In addition, gangs cannot recruit new fighters, Hired Guns and Hangers-On.
- Docs no longer accept credits when gangs visit them as part of the Medical Escort. Instead, the cost of visiting the Doc becomes D3 portions of Meat.
- Captured fighters cannot be sold to the Guilders. Captured fighters can instead be turned into one portion of Meat (as follows) after their gang has had the chance to rescue them as normal.

In addition to these changes to the post-battle sequence, three new rules are introduced: **Scavenging**, **Starvation** and **Festering Injuries**.

SCAVENGING

As the Guilds succumb to Chaos, fragment or go into hiding, and entire regions within the hive become impassible, gangs are forced to forage among the ruins for equipment and allies. Gangs can gain Scavenging rolls from their Territories and as rewards for playing some scenarios. Each Scavenging roll can be used to roll once on the Scavenging table. When a gang earns a Scavenging roll, the player makes a note of it on their gang roster, and may then use it in the post-battle sequence of any battle when they would normally be able to Re-equip.

Scavenging is a dangerous business, for the hive wilderness is filled with cannibal cults and starving wildlife. Results on the scavenging table range from encounters with monsters that will savage the gang's fighters and leave them empty-handed, to discovering bands of survivors offering fresh recruits and precious weaponry. Because of these perils, players do not have to roll on the Scavenging table if they don't want to, and during the post-battle sequence may use any, all or none of their stashed Scavenging rolls.

SCAVENGING TABLE

2D6	Result
2-3	Unfortunate Encounter: Randomly select one of your gang's fighters and make a roll on the Lasting Injury Table for them.
4-5	Paid in Blood: Roll 3D6 and add that many credits worth of items from the gang's House Equipment List to their Stash. Then, randomly select one of the gang's fighters and make a roll on the Lasting Injury Table for them.
6-7	Useful Scrap: Roll D6x10 and choose a single item on their House Equipment List up to its value in credits.
8-9	Hidden Cache: Roll D6x10 and add that many credits' worth of items from the gang's House Equipment List to their Stash.
10-11	Band of Survivors: Add a Ganger to the gang's roster. This fighter may be equipped for free with 2D6x10 credits of weapons and Wargear chosen from the House Equipment List.
12	Lost Holestead: Roll a D6. On a 1-5, add a Ganger to the gang's roster. On a 6, add a Champion to the gang's roster. This fighter may be equipped with 4D6x10 credits of weapons and Wargear from the House Equipment List or appropriate fighter Equipment List.

STARVATION

Hunger gnaws at the heart of the hive, making people savage with gluttonous madness. As the power of the Corpse Grinder Cults grow, the influence of their dark master spreads, bringing with it an unnatural hunger for human flesh. With the breakdown of order and the cessation of corpse-starch production, food rapidly becomes more important than coin for the inhabitants of the hive.

When the Starvation rules come into effect, players are required to feed their gang during the pre-battle sequence of each battle before selecting their Crew. Each fighter requires a portion of Meat to stave off hunger. Meat can be gained from Territories, earned as part of scenarios, “acquired” from captive fighters, or by “retiring” fighters. Each fighter “retired” from the gang in this way is worth one portion of Meat. Survivors acquired as part of Scavenging can also be turned into portions of Meat in the same way on a one-for-one basis. In either case, any weapons and Wargear that the fighter was equipped with are added to the gang’s Stash.

If the player cannot feed a fighter, or chooses not to, the fighter gains the Starving condition (the player noting it on the gang’s roster and placing a token on the fighter’s card during battles as a reminder). Starving fighters retain the Starving condition until they either eat a portion of Meat in the pre-battle sequence or cannibalise a downed opponent (as follows).

The Starvation condition has the following effects on a fighter:

- The fighter counts their Strength characteristic as 1 lower when making Strength checks, unarmed attacks and when working out the strength of weapons with the Melee trait.
- The fighter gains access to the Cannibalise (basic) action and can use it during their activations as they would other actions.
- Starving fighters must make a Willpower check when they activate if there is a Seriously Injured fighter (friend or foe) within their maximum Charge range. If they fail this check, they must Charge the downed fighter and perform a Cannibalise (Basic) action. If for any reason they cannot reach their intended victim, such as if there are other models in the way or impassible terrain, they must use their activation to move as close to the downed fighter as possible.
- If the fighter has an opportunity to perform a Coup de Grace action (such as against an opponent that has been Seriously Injured in close combat), they instead make a Cannibalise action.

Cannibalise (Basic) Action: The fighter feeds on the flesh of a wounded adversary. The action can be performed in place of a Fight or Coup de Grace action. It can only be made against fighters who are Prone and Seriously Injured. Immediately roll on the Lasting Injuries table for the fighter and apply the result, counting results of Lesson Learned (11) as Out Cold (12-26). Note, the Seriously Injured fighter remains on the battlefield, and may be fed on again, unless they roll a Critical Injury (61-65) or Memorable Death (66) result, in which case, they are removed from the battlefield and considered to have been taken Out of Action.

A fighter who successfully fed using the Cannibalise action loses the Starving condition.

FESTERING INJURIES

Open wounds are a gateway for more than just disease and rot. The Blood God exalts in torn flesh and severed muscle, bestowing his blessings on those that spill gore in his sight. In addition to the ever-present risk of infection and death, gangers fighting beneath the gaze of the Lord of Skin and Sinew risk more unnatural dangers.

When the Festering Injuries rules are in effect, and a fighter gains a Lasting Injury (regardless of the cause) there is a chance that it will become a mutation. If the result was Lesson Learned, Out Cold, Greivous Injury, Critical Injury or Memorable Death, apply the Lasting Injury as normal. Otherwise, roll a D6 with the following modifiers:

- Add 1 if the Lasting Injury was inflicted by a fighter aligned to Chaos
- Add 1 if the Lasting Injury was sustained during a Campaign Week in which Chaos was in Ascendancy
- Add 1 if the fighter who suffered the Lasting Injury has the Starving condition.

If the result of the roll is 6 or more, then the Lasting Injury becomes a mutation. Do not apply the effects of the Lasting Injury to the fighter, and instead make a note on their Fighter card of the corresponding mutation (see Festering Injuries Table below). The same mutation cannot be gained more than once. If a fighter would gain a duplicate mutation, the player may choose another mutation from the Festering Injuries table instead.

The books of the Dark Gods always come with a price, and no one suffers their blessings for long without succumbing to madness and corruption. As soon as a fighter gains a number of mutations equal to their Toughness characteristic, they are transformed into Chaos Spawn and removed from the gang roster.

Alternatively, a Chaos Cult, Corpse Grinder Cult or Chaos-corrupted gang may instead replace the lost fighter with a Chaos Spawn (see page 209).

FESTERING INJURIES TABLE

Lasting Injury	Mutation
Humiliated	Hungering Pride: The fighter must activate before any other fighters in their crew. If there is more than one fighter in the crew with this mutation, the controlling player must choose which one to activate first. Fighters with this mutation gain 1 additional Experience point if they take an Enemy Leader or Champion Out of Action.
Head Injury	Dark Madness: The fighter must make an Intelligence check when they activate. If the test is failed, roll a D6 to determinate their <i>first</i> action this activation: 1-2 Move action, 3-4 Shoot or Fight action, 5-6 No action.
Eye Injury	Bestial Senses: The fighter cannot be included as part of a group activation, nor can they initiate a group activation if they are a Leader or Champion. The fighter counts as being equipped with a bio-scanner.
Hand Injury	Disturbing Appendage: The fighter counts as being equipped with a Fighting Knife which cannot be disarmed or destroyed. When using weapons with the Unwieldy trait, the fighter suffers a -1 Modifier to their Weapon Skill or Ballistic Skill.
Hobbled	Warped Limbs: Reduce the fighter's Move characteristic by 1. when the fighter makes a Charge action, roll three D3, instead of one, and choose the highest to determine the distance they move.
Spinal Injury	Crooked Body: Ranged attacks made against the fighter suffer a -1 modifier to hit while within the attacking weapon's Long range. The fighter cannot wear armour of any kind – any armour they are currently equipped with may be returned to the gang's Stash.
Enfeebled	Twisted Flesh: When the fighter activates, they may remove one Flesh Wound from their Fighter card. The fighter cannot benefit from bio-boosters, medicae kits or assistance from other fighters when making Recovery tests.

DESIGNER'S NOTE: MODELLING MUTATIONS

While mutations can simply be recorded on a fighter's card (after all, it is easy to imagine the members of a gang being a little circumspect about displaying their mutations openly), modelling mutations onto fighters can also be a fun way to represent them on the tabletop and as a reminder of who among a player's gang has succumbed to the taint of Chaos.

Kits such as the Warhammer Age of Sigmar Chaos Spawn can provide a wealth of warped appendages, heads, and other bits to create mutant fighters with.

EXPERIENCE AND ADVANCEMENTS

GAINING EXPERIENCE

During a game, a fighter can gain Experience in a number of ways. The standard ways in which Experience is gained are detailed here. Experience is also gained by completing scenario objectives – these will be detailed in the scenario.

A fighter gains 1 Experience (XP) if their action directly causes an enemy fighter to go Out of Action. This could be an attack, a Coup de Grace, or anything else, so long as the enemy is taken Out of Action by the action itself and not later on in the game as the result of something else. For example, if an attack leaves a fighter Seriously Injured and they later go Out of Action in the End phase, no Experience is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a fighter throws a grenade that takes out two enemies – Experience is gained for each.

In addition to the above, a fighter gains 1 additional Experience if they take an enemy Champion or Leader Out of Action.

Finally, a fighter who Rallies and returns to the fight ([see page 47](#)) gains 1 Experience for overcoming their fear and returning to the action.

EDITOR'S SUGGESTION: GAINING MORE EXPERIENCE

Have you found it hard to earn Experience? Are your gangers anonymous mooks with too fancy gear? Us too!

I highly recommend that where the book says you earn a point of Experience, make it **D3 XP**. If it says you earn a random amount, say D3 or D6, multiply the result of that dice by the result of a **D3**.

In addition, for each Wound a fighter successfully takes off an enemy fighter or Underhive creature or Horror, the fighter earns 1 XP.

The following table summarises this:

Action	XP Gained
Each unsaved wound directly inflicted by this model	1 ⁹⁶
Any action that directly caused a fighter model to go out of action ⁹⁷	D3
<i>If the model taken out of action is a Leader or Champion</i>	+1D3
<i>If the model taken out of action is a Bounty Hunter or Dramatis Personae (Scum or Bounty Hunter)</i>	+1D3
<i>If the model taken out of action is a Brute, Underhive Horror or Aberrant</i>	+1D3
A fighter Rallies and returns to the fight	D3
Other actions giving a fighter XP in the rulebook (this has been corrected in this document)	D3 per 1 XP

⁹⁶ If damage is inflicted on a multiwound model by a poisoned or gas weapon, that will only ever count as 1 wound for the purposes of XP.

⁹⁷ This could be a ranged or close combat attack, a Coup de Grace against a seriously injured or webbed model, or anything else, so long as the enemy is taken Out of Action by the action itself and not later on in the game as the result of something else (for example from the effects of Rad-Phase or Blaze, or if an attack leaves a fighter Seriously Injured and they later go Out of Action in the End phase), no Experience is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a fighter throws a grenade that takes out two enemies – Experience is gained for each.

ADVANCEMENTS

At the start of a battle, during the pre-battle sequence, each player has the chance to purchase Advancements for their Leaders, Champions, Juves, and Specialists and any eligible Gangers by spending Experience (XP) accrued. The XP cost of these Advancements is shown in the table below. The fighter's card is updated accordingly with the Advancement taken, the fighter's XP is reduced by the amount spent to purchase the Advancement, the fighter's total number of Advancements is increased by one (on the gang roster) and the fighter's Credits value is adjusted by the amount shown, which will in turn increase the Gang Rating.

The more experienced a fighter is, the more certain Advancements cost to purchase in terms of XP. The cost of each characteristic Advancements of the same type taken is increased by 2 for each instance after the first. For example, a Champion may increase their Initiative by 1 for 5XP, but to increase it by 1 a second time will cost them 7XP. Juves however are particularly fast learners, and as result they suffer no such penalty on characteristic increases; they may increase a characteristic any number of times (up to the maximum – [see page 247](#)) for the basic XP cost shown each time. **If using the Editor's Suggested Credits Increases, for each subsequent advancement for fighters other than those with the Fast Learners special rule, also add +10 credits to the credits increase as well as it being 2XP more expensive each time.**

Cost	Advancement – Leaders, Champions, Prospects, Juves & Specialists	Credits Increase	Editor's Suggested Credits Increase
3 XP	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits	+ 5 credits
4 XP	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits	+ 5 credits
5 XP	Improve the fighter's Initiative characteristic by 1.	+10 credits	+ 5 credits
5 XP	Add 1" to the fighter's Movement characteristic.	+10 credits	+ 5 credits
6 XP	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits	+ 10 credits
6 XP	The fighter gains a random skill from one of their Primary skill sets.	+20 credits	+ 10 credits
8 XP	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits	+ 15 credits
9 XP	Pick a skill from one of the fighter's Primary skill sets.	+20 credits	+ 10 credits
9 XP	The fighter gains a random skill from one of their Secondary skill sets.	+35 credits	+ 15 credits
12 XP	Increase the fighter's Wounds or Attacks characteristic by 1.	+45 credits	+ 20 credits
12 XP	Specialist only: Promote the fighter to Champion. They gain a random skill from one of their Primary skill sets.	+40 credits	+ 20 credits
15 XP	The fighter gains a random skill from ANY skill set.	+50 credits	+ 20 credits

GANGERS

While Leaders, Champions and Juves are central to a gang's narrative, Gangers are its 'supporting cast'. As such, they spend Experience and gain Advancements in a simplified manner. If during the pre-battle sequence, a Ganger has gained 6 XP, the controlling player rolls 2D6 on the table below, updates the Ganger's Fighter card and their Credits value accordingly, and reduces their XP by 6.

2D6	Advancement – Gangers (not including Specialists)	Credits Increase	Editor's Suggested Credits Increase
2	The fighter becomes a Specialist.	n/a	+0 credits
3-4	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits	+ 10 credits
5-6	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits	+ 15 credits
7	Either add 1" to the fighter's Movement characteristic, or increase their Initiative characteristic by 1	+10 credits	+ 5 credits
8-9	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits	+ 5 credits
10-11	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits	+ 5 credits
12	The fighter becomes a Specialist.	n/a	+ 0 credits

EDITOR'S SUGGESTION: ALTERNATIVE ADVANCEMENT CHART FOR NON-GANGERS

For those who miss the Random Advancements that were central to *Necromunda's* first, second and community editions, we have organically returned them to our campaigns. This helps prevent Toughness spam by players, but also make characters less deterministic in how they develop.

If you choose to use these rules, Juves, Specialists, Brutes, Exotic Beasts, Champions and Leaders no longer pick advancements, instead rolling on the Heroes chart below:

- For every 5 Experience they earn, a Juve or Prospect may roll on the following chart.
- For every 8 Experience a Specialist (including a Brute) earns, they gain an advance on the following chart.
- For every 10 Experience Champion or Leader earns, they gain an advance on the following chart.

2D6 roll	Result	Standard Rules Cost Increase	Editor's Suggested Cost Increases
2	The fighter gains a random skill from one of their Secondary skill sets	+ 15 credits	+ 15 credits
3	The fighter gains a random skill from one of the fighter's Primary skill sets	+ 10 credits	+ 10 credits
4	Characteristic Increase: Roll again 1-3 = +1 Wounds; 4-6 = +1 Attacks	+ 20 credits	+ 20 credits
5	Characteristic Increase: Roll again 1-3 = +1 Strength; 4-6 = +1 Toughness	+ 15 credits	+ 15 credits
6	Characteristic Increase: Roll again: 1-3 = +1 Leadership; 4-6 = +1 Cool	+ 10 credits	+ 5 credits
7	Characteristic Increase: Roll again: 1-3 = +1 WS; 4-6 = +1 BS	+20 credits	+ 10 credits
8	Characteristic Increase: Roll again: 1-3 = +1 Willpower; 4-6: +1 Intelligence	+ 5 credits	+ 5 credits
9	Characteristic Increase: Roll again 1-3 = +1 Movement; 4-6 = +1 Initiative	+ 10 credits	+ 5 credits
10	The fighter gains a random skill from one of the fighter's Primary skill sets	+ 20 credits	+ 10 credits
11	The fighter gains a random skill from one of their Secondary skill sets	+ 35 credits	+ 15 credits
12	Specialists: Promote the fighter to a Champion and roll for one random primary skill. They may activate groups, and perform post-battle actions.	+ 40 credits	+ 20 credits
	Brutes, Juves, Champions and Leaders: The fighter gains a random skill from any skill set	+ 50 credits	+ 20 credits

MAXIMUM CHARACTERISTICS

Each of a fighter's characteristics has a maximum value. If a roll on the Advancement table for a Ganger has no option but to increase a characteristic beyond its maximum treat it as roll of 12 instead:

- Weapon Skill, Ballistic Skill and Initiative cannot be improved beyond 2+.
- Leadership, Cool, Willpower and Intelligence cannot be improved beyond 3+.
- Movement, Strength and Toughness cannot be improved by more than 2 (compared to the basic profile for the Fighter's current type). **Editor's Suggestion: Toughness may only be upgraded once.**
- Wounds and Attacks cannot be improved by more than 1 (compared to the basic profile for the Fighter's current type).

SKILLS

Skills can be obtained by Leaders, Champions and Juves (as well as by Gangers who have become Specialists). The skills that are available are listed on the table below.

Each House fights in its own way, and this is reflected by the skill sets that are available to them. A fighter has different levels of skill access depending upon their House and their type; for example, Goliath Champions can gain Brawn skills more easily than Escher Juves. In each House List, and for certain other types of fighter (Exotic Beasts and Brutes for example), there is a section showing the skill sets available to those fighters. Fighters have Primary access to some skill sets, and Secondary access to others. Certain fighters can access skills from other sets, but to do so is more expensive in terms of XP. Regardless of House, all Leaders and Champions have access to the Leadership skill set. This is treated as a Primary skill set for Leaders and as a Secondary skill set for Champions.

GAINING A SKILL

When a fighter gains a new skill, it will either be chosen or determined randomly, depending upon how much XP has been spent to gain the skill or if the skill is Primary, Secondary or neither. Choosing a skill is a simple matter of picking a skill from the sets available that is desirable for the fighter. To determine a random skill, the player declares which skill set they are generating the skill from, and rolls a D6 on the table below (re-rolling if they already have that skill or, as in the case of skills such as Connected and Savvy Trader, if they roll a skill the fighter is unable to use).

D6	Agility	Brawn	Combat	Cunning	Ferocity	Leadership
1	Catfall	Bull Charge	Combat Master	Backstab	Berserker	Commanding Presence
2	Clamber	Bulging Biceps	Counter-Attack	Escape Artist	Impetuous	Inspirational
3	Dodge	Crushing Blow	Disarm	Evade	Fearsome	Iron Will
4	Mighty Leap	Headbutt	Parry	Infiltrate	Nerves of Steel	Mentor
5	Spring Up	Hurl	Step Aside	Lie Low	True Grit	Overseer
6	Sprint	Iron Jaw	Rain of Blows	Overwatch	Unstoppable	Regroup

D6	Muscle	Palanite Drill	Savagery	Savant	Shooting
1	Fists Of Steel	GOT YOUR SIX	Avatar of Blood	Ballistics Expert	Fast Shot
2	Iron Man	HELMAWR'S JUSTICE	Bloodlust	Connected/Scavenger's Instincts	Gunfighter
3	IMMOVABLE STANCE	NON-VERBAL COMMUNICATION	Crimson Haze	Fixer	Hip Shooting
4	NAAARGAH!	RESTRAINT PROTOCOLS	Frenzy	Medicae	Marksman
5	UNLEASH THE BEAST	TEAM WORK	Killing Blow	Munitioneer	Precision Shot
6	WALK IT OFF	THREAT RESPONSE	Slaughterborn	Savvy Trader/Savvy Scavenger	Trick Shot

LASTING INJURIES

When a fighter goes Out of Action, their opponent rolls two D6, one after the other (a D66 roll) and looks up the result on the Lasting Injuries table below. If an Injury roll results in more than one Out of Action result, a separate roll for each is made on the Lasting Injuries table and each result is applied.

GOING INTO RECOVERY

Some results will cause a fighter to go Into Recovery. The fighter's In Recovery box on the gang roster is checked, and the fighter must miss both the post-battle sequence of the current game and the next battle in order to recover from their injuries. This means that a Leader or Champion who has gone Into Recovery may not perform post-battle actions at this time. During the Wrap-up of the gang's next battle, the In Recovery box will be cleared, the fighter becomes available once again and Leaders and Champions may perform post-battle actions.

Note that no matter how many Lasting Injury rolls are made, a fighter that goes Into Recovery will only miss one game rather than multiple games.

D66 Lasting Injury

11	Lesson Learned. The fighter goes into Recovery but gains D3 Experience.
12-26	Out Cold. The fighter misses the rest of the battle, but avoids any long-term injuries. The fighter recovers in time to perform post-battle actions.
31-45	Grievous Injury. The fighter goes into Recovery.
46	Humiliated. The fighter goes into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1.
51	Head Injury. The fighter goes into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1.
52	Eye Injury. The fighter goes into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1.
53	Hand Injury. The fighter goes into Recovery. In addition, their Weapon Skill characteristic is decreased by 1.
54	Hobbled. The fighter goes into Recovery. In addition, their Movement characteristic is decreased by 1.
55	Spinal Injury. The fighter goes into Recovery. In addition, their Strength characteristic is decreased by 1.
56	Enfeebled. The fighter goes into Recovery. In addition, their Toughness characteristic is decreased by 1.
61-65	Critical Injury. The fighter is in critical condition – if their injuries are not successfully treated by a visit to the Doc (see page 266) in the post-battle sequence, they will die.
66	Memorable Death. The fighter is killed instantly – not even the most talented Doc can save them. If the injury was caused by an Attack action, the attacker gains one additional Experience.

SUCCUMBING TO INJURIES

If a fighter is Seriously Injured when the battle ends, roll a D6 for them during the Wrap-up. On a 3 or more, they survive without any further complications, but on a 1 or 2 they succumb to the injuries suffered during the battle and are treated as having gone Out of Action. A Lasting Injury roll is made for them, as described previously.

CHARACTERISTICS PENALTIES

Some results on the Lasting Injuries table give a permanent penalty to a fighter's characteristics. Their Fighter card must be amended immediately and a note of the injury suffered made in the Captured By/ Lasting Injury box of the gang roster for the injured fighter – note that their Credits value does not change. Also, if a characteristic that is depicted as a target number (Weapon Skill or Initiative, for example) is reduced, the actual number increases – in other words, if a fighter with a Weapon Skill of 4+ suffers a Hand Injury, their Weapon Skill is decreased to 5+).

MINIMUM CHARACTERISTICS

A fighter's characteristics cannot be reduced beyond a certain level, as shown below. If one of a fighter's characteristics would be reduced below this level as the result of a Lasting Injury, the fighter goes Into Recovery but suffers no additional penalty:

- Weapon Skill, Ballistic Skill and Initiative cannot be reduced to worse than 6+.
- Leadership, Cool, Willpower and Intelligence cannot be reduced to worse than 12+.
- Movement, Strength, Toughness, Wounds and Attacks cannot be reduced to less than 1.

BEING CAPTURED

If only one gang has fighters on the battlefield at the end of the battle, there is a chance that they might Capture a fallen enemy.

Roll 2D6 and add the number of enemy fighters who went Out of Action (including those who have succumbed to their injuries during the Wrap-up). If the gang includes any Bounty Hunters, add +1 to the result of the roll for each.

If the result is **13 or greater**, an enemy fighter has been Captured. Shuffle together the Fighter cards of any enemy fighters who went Out of Action, but not those of any that suffered a Critical Injury or Memorable Death result, they are left where they fell! Draw one of these Fighter cards at random – that fighter is Captured.

Make a note in the Lasting Injury/Captured By box on the gang roster for the Captured fighter, recording the name of the gang of the player who has Captured the fighter.

Whilst a fighter is Captured, they are unavailable for battles and post-battle actions as if they were In Recovery – however, this lasts until they are freed (as follows) rather than for just one battle. The Capturing gang should make a note in their Stash of the name of the fighter they now hold Captive.

CAPTURED FIGHTERS

When a fighter is Captured, their gang has one chance to rescue them. The next time the same two gangs face each other, the Captured fighter's controlling player may declare they will be attempting to rescue the Captured Fighter during a Public Execution. This supersedes the usual challenge process and the Determine Scenario step of the pre-battle sequence (**see page 304**) – instead, the Public Execution Mission scenario is played.

If a gang does not wish to attempt to rescue a captured fighter in this way and a different scenario is played, the gang holding the Captive may attempt to execute* them in the post-battle sequence of that or any subsequent battle (they may wish to keep their Captive). If the fighter is still held Captive the next time the two gangs face each other, the Captured fighter's controlling player again has the option to declare that the Public Execution scenario will be played.

**Players should note that, whilst in other types of campaigns, prisoners can be sold to the Guilders for profit, that option isn't available during an Uprising Campaign. Most Guilders will have left the area at the first sign of insurrection, and any who remain are not interested in buying slaves!*

FLEEING THE BATTLEFIELD

In an Uprising Campaign, it is often wise for a gang to quit a fight whilst they are still ahead. This is especially true in ambushes, and when smaller crews find themselves taking on larger and more dangerous ones! A gang's controlling player can choose to automatically fail any Bottle test the gang is required to make.

Once a gang has bottled out (either voluntarily or by failing a Bottle test), the controlling player can declare that the gang will flee the battlefield at the start of any Action phase. Any Standing and Active and Prone and Pinned fighters immediately flee the battlefield, as described **on page 28**. Engaged fighters must attempt to break away from combat – make an Initiative check for each. If the check is passed, they flee the battlefield. If the check is failed, they are Seriously Injured. Once the gang that has declared that it will flee has only Prone and Seriously Injured fighters remaining on the battlefield, the battle ends. Roll to see if the Seriously Injured fighters succumb to their injuries during the Wrap-up as usual.

UPRISING TERRITORIES

As the insidious threat of Chaos spreads, the hive districts are reduced to cannibal-haunted wastelands and locals are driven into madness and depravity. The inevitable societal decay is reflected in the Territories controlled by the gangs. At the start of the campaign, gangs might have dominion over a bustling underhive settlements or lucrative crossroads, reaping the benefits of trade and a large populace to draw recruits from. As the campaign wears on, these same settlements and bywats can be reduced to ruins, inhabited by haunted survivors and ravenous beasts from which the gang must scavenge equipment.

STARTING TERRITORIES

At the start of the Uprising Campaign, each player's gang begins in control of three Territories. One of these is determined by the type of gang they are playing as detailed below. This represents the gang's home base or hideout and can never be lost, even if it is the only Territory the gang controls. The two remaining Territories are generated randomly.

To determine these Territories, the Arbitrator can either have the players roll on the Uprising Territories Table that follows, or each player draws two cards from the Uprising Territories card deck (found in *Necromunda: Dark Uprising*). Gangs may have the same Territory multiple times, though only Palanite Enforcer gangs may have a Precinct Fortress and only Corpse Grinder Cult and Chaos Cult gangs may have a Chaos Fane.

GANG STARTING TERRITORY

Palanite Enforcer Gangs: Precinct Fortress

Corpse Grinder Cult Gangs and Chaos Helot Cult Gangs: Chaos Fane

Clan House Gangs (Cawdor, Delaque, Escher, Goliath, Orlock, Van Saar), Genestealer Cult Gangs and Venator Gangs: Settlements

UPRISING TERRITORIES TABLE

D66	Territory	D66	Territory
11-13	Hab Level	41-43	Settlement
14-16	Reclamation Zone	44-46	Ash Gate
21-23	Underhive Shrine	51-53	Fungal Sprawl
24-26	Manufactorum Level	54-56	Thermal Vent
31-33	Guilder Stronghold	61-63	Wastelands
34-36	Slave Pits	64-66	Wall Outpost

USING UPRISING TERRITORIES

Each Territory provides benefits to the gang who controls it. At the beginning of each Campaign Week, each player generates any Benefits based on their Territories, such as Income and Recruits. In the case of variable rolls or other random results, these dice rolls can be made during the pre-battle sequence of the first game of the Campaign Week with their results taking effect immediately – i.e. recruited fighters can be used right away.

Territories provide two sets of Benefits: a standard one, reflecting the Territory as it is under the influence of Order, and a Ruined One, representing the eTerritory once it has fallen under the influence of Chaos. Only one of these sets of Benefits applies at any time depending on the state of the Territory, and Benefits that apply to rules that are not in effect – such as portions of Meat gained while the Starvation rules are not being used – are ignored. Once a Territory has been Ruined and fallen under the influence of Chaos, it remains Ruined for the duration of the campaign.

UPRISING TERRITORIES

ASH GATE

The great ash gates that connect a hive to the wastes and other regions of Necromunda are loci of trade and contact with the outside world.

BENEFITS

The Territory grants the following benefits:

Recruit: On a D6 roll of 4 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve or equivalent (as appropriate for your gang) to their roster without having to spend any credits. Equipment that is not part of the fighter's base cost must be purchased at the normal cost, or supplied from the gang's Stash.

Income: Roll 2D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll 2D3 and add this many Scavenging rolls to the gang's Stash.

CHAOS FANE

Chaos fanes are focal points for the worship of the Dark Gods, each gore-splattered temple a place of heretics to muster their forces and practice their profane rituals.

BENEFITS

The Territory grants the following benefits:

Recruit: On a D6 roll of 4 or higher, the gang can add a Skinner or Helot Cultist to their roster without having to spend any credits. Equipment that is not part of the fighter's base cost must be purchased at the normal cost, or supplied from the gang's Stash.

Income: Roll D3x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Recruit: On a D6 roll of 3 or higher, the gang can add an Initiate or Helot Cultist to their roster without having to spend any credits. Equipment that is not part of the fighter's base cost must be purchased at the normal cost, or supplied from the gang's Stash.

Starvation: Roll 2D6 and add this many portions of Meat to the gang's Stash.

FUNGAL SPAWL

Fungal growths can dominate entire hive levels, and are both dangerous and profitable in equal measure; there being much wealth to find among their wilds.

BENEFITS

The Territory grants the following benefits:

Equipment: Roll a D6 for each fighter in the gang. On a 6, the player can choose to have one of the fighter's Melee weapons gain the Toxin trait for the duration of the Campaign week. Weapons with the Toxin trait have a Strength characteristic of '-'.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Equipment: Roll a D6 for each fighter in the gang. On a 6, the player can choose to have one of the fighter's Melee weapons gain the Toxin trait for the duration of the Campaign week. Weapons with the Toxin trait have a Strength characteristic of '-'.

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

GUILDER STRONGHOLD

The Merchant Guilds manage the exchanges between Houses and are centres for commerce and control in every hive.

BENEFITS

The Territory grants the following benefits:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Patrolman, a Skinner, a Ganger or equivalent (as appropriate to your gang) to their roster without having to spend any credits. Fighters gained in this way come equipped with 40 credits of equipment purchased from their House Equipment List at no extra cost.

Income: Roll D3x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie, Initiate, a Juve or equivalent to their roster without having to spend any credits. Equipment that is not part of the fighter's base cost must be purchased at the normal cost, or supplied from the gang's Stash.

Scavenging: Add a Scavenging roll to the gang's Stash.

HAB LEVEL

Huge sections of the hive are given over to residential habitation, blocks of tiny living spaces and coffin quarters where workers might rest briefly between cycles.

BENEFITS

The Territory grants the following benefits:

Reputation: Roll a D6 and increase the gang's Reputation by the amount rolled.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll a D3 and add this many Scavenging rolls to the gang's Stash.

MANUFACTORUM LEVEL

Heavy industry is the heart and soul of Necromunda, the hives churning out vast amounts of weapons and wargear for its people and the greater Imperium.

BENEFITS

The Territory grants the following benefits:

Equipment: The gang can add up to 30 credits of weapons or Wargear from its House Weapon List to its Stash for free.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll a D3 and add this many Scavenging rolls to the gang's Stash.

PRECINCT FORTRESS

Each hive zone operates under the watchful eye of an Enforcer Precinct Fortress, each one an impressive fortification and symbol of Lord Helmawr's authority.

BENEFITS

The Territory grants the following benefits:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Patrolman to their roster without having to spend any credits. Equipment that is not part of the fighter's base cost must be purchased at the normal cost, or supplied from the gang's Stash.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Patrolman Rookie to their roster without having to spend any credits. Equipment that is not part of the fighter's base cost must be purchased at the normal cost, or supplied from the gang's Stash.

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

RECLAMATION ZONE

Scrapyards, vapour sinks and corpse farms are all vital to the continued existence of a hive city, and can provide great bounty to those who control them.

BENEFITS

The Territory grants the following benefits:

Equipment: Reduce the cost of items on the gang's House Equipment List by 10 credits, to a minimum of 5 credits.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll 2D3 and add this many Scavenging rolls to the gang's Stash.

SETTLEMENT

Hive settlements come in all shapes and sizes, from tiny scrapper holesteads and remote prospector outposts to sprawling walled towns and gateway cities.

BENEFITS

The Territory grants the following benefits:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve or equivalent (as appropriate for your gang) to their roster without having to spend any credits. Fighters gained this way come equipped with 25 credits of equipment purchased from their House Equipment List at no additional cost.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve or equivalent (as appropriate for your gang) to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

SLAVE PITS

Pit fighting is a common pastime throughout the underhive, offering both a venue for gangs to place wagers as well as hone the fighting skills of their gangers.

BENEFITS

The Territory grants the following benefits:

Training: Roll a D6 for each fighter in the gang. On a 6, the fighter gains D3 Experience points.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Training: Roll a D6 for each fighter in the gang. On a 6, the fighter gains D3 Experience points.

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

THERMAL VENT

Heat and light are vital commodities in a hive, and controlling them provides a powerful resource to trade for a gang as well as significantly better living conditions.

BENEFITS

The Territory grants the following benefits:

Better Living: The gang is able to find a competent cook. At the end of Step 2 of the pre-battle sequence, roll a D6 for each of the gang's fighters that is in Recovery. On a 6, a constant supply of good food has helped them recover more quickly – their In Recovery box on the gang roster is cleared, and they are now available for this battle.

Income: Roll 2D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

Scavenging: Add a Scavenging roll to the gang's Stash.

UNDERHIVE SHRINE

Hives are filled with places holy to their inhabitants, where they might offer up prayers to the God-Emperor or the spirits of the hive itself.

BENEFITS

The Territory grants the following benefits:

Blessings: At the start of the Campaign week, roll a d6 for each fighter in the gang. On a 6, the fighter gains the Blessed condition for the Campaign Week. Fighters with the Blessed condition gains a 6+ save if they do not already have an armour save, and/or can never have their armour save reduced to less than 6+ by Armour Piercing.

Income: Roll D3x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Blessings: At the start of the Campaign week, roll a d6 for each fighter in the gang. On a 5 or 6, the fighter gains the Blessed condition for the Campaign Week. Fighters with the Blessed condition gains a 6+ save if they do not already have an armour save, and/or can never have their armour save reduced to less than 6+ by Armour Piercing.

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

WALL OUTPOST

The Wall separates the Spire, and its nobles, from the rest of the hive. It is heavily fortified, and those living within its shadow benefit from the trade that passes through it.

BENEFITS

The Territory grants the following benefits:

Finest Things: When purchasing Weapons and Wargear, the gang reduces the cost of equipment of 100 credits or more by 25 credits. .

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Finest Things: The gang may re-roll one Scavenging roll in each post-battle sequence.

Scavenging: Add one Scavenging roll to the gang's Stash.

WASTELANDS

Wastelands offer isolation and protection from the watchful eye of both Enforcer patrols and Chaos renegades, and are also good places to lay ambushes.

BENEFITS

The Territory grants the following benefits:

Ambush: Once during this Campaign Week, after the roll to determine the scenario has been made, roll a D6. On a 3 or more, the gang with this Territory can decide who the attacker is and who the defender is for the scenario.

Income: Roll D3x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Ambush: Once during this Campaign Week, after the roll to determine the scenario has been made, roll a D6. On a 2 or more, the gang with this Territory can decide who the attacker is and who the defender is for the scenario.

Starvation: Add 1 portion of Meat to the gang's Stash.

INCOME

EDITOR'S SUGGESTION: INCOME COLLECTION

Unlike other campaign types, fighters with the Gang Fighter (X) special rule generate income by working territories. This is done at the start of the Week through a new action, 'Work Territory'. Any fighters in recovery or any captured fighters cannot conduct a Work Territory action. Certain fighters with the rule, however, may not do this – namely Aberrants.

Each appropriate fighter can generate income from one territory. The player chooses the territories he wishes to collect income from adding up the total amount generated. Most territories generate a variable income: D6x10 or 2D6x10 credits, in which case the player makes the appropriate dice rolls to determine the total. It's not possible to send more than one fighter to collect income from the same territory. You must also declare all the Gangers being sent to territories before rolling for any of their generated income (i.e., you cannot wait to see how much some of them earn before sending more fighters). Regardless of how many territories or how many fighters a gang has it may never collect income from more than ten. A single territory can only be worked once at the start of each campaign week. It may be that not all Territories can be worked by a gang due to low ganger numbers or a number being in Recovery.

Each fighter that conducts a Work Territory action generates **income** from a single territory that the gang controls.

In addition, any credits collected after an individual battle is also considered **income**.

Income is not immediately placed in the Stash, instead it is processed through the Income chart.

INCOME CHART

The gang must spend a proportion of its income on basic necessities such as food, drink, ammunition and general weapon maintenance. Once you have your total income for the week or battle, apply that amount to the following chart and cross reference the number of fighters in your gang at the start of the preceding battle, including hangers-on and brutes (who count as two individuals), but not counting captured fighters, exotic beasts or hired guns. This is calculated via the Income Chart:

Credits Raised	# of Fighters and Hangers-On in Gang not dead or captured after battle						
	1-3	4-6	7-9	10-12	13-15	16-18	19+
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	65	55	35	15
230-299	105	100	100	85	75	55	35
300-379	120	115	110	100	80	65	45
380-459	135	130	130	115	105	80	55
460-559	145	140	135	125	115	90	65
560+	155	150	145	135	125	100	70

The amount cross listed between your income and the number of fighters in your game is the amount of credits that are added to your stash, and which may be used to buy items at the trade post, to take a fighter to the doc, or any other action that requires credits.

GUILD PAYMENTS

If a gang must pay a fee to a guild because there were credit awards associated with a scenario, this must come out of the scenario earnings before credits are applied to the income chart. If the guild demands more credits than were earned as a scenario reward, the player earns no credits from the scenario rewards and they must test the alliance.

HIRED GUN RETAINER FEES

Hired gun retainer fees are also taken out of the scenario earnings before credits are applied to the income chart, but after any income you may have obtained from their services (for example a Ratskin discovering credits).

WINNING THE CAMPAIGN

Victory in an Uprising Campaign can be measured in many ways, although simply surviving the effects of starvation, societal collapse and the brutal mayhem of the Blood God is an achievement in itself.

At the end of the campaign, the Arbitrator awards Triumphs to the players depending on how their gangs have performed during the Uprising. Some of these reflect the final fate of the hive, and the ascension of Chaos or restoration of Imperial rule, while others are more personal and reward gangs who have earned the most impressive reputation or outlived the competition.

The Arbitrator should have a look at the Triumphs at the start of the Campaign as some of them require keeping track of how many battles each gang has won, and of which kind, as these will need to be recorded. Likewise, the Arbitrator might like to make the players aware of the different Triumphs at the beginning of the campaign so that each player can decide if there is one or more they wish to try to achieve.

Below is a list of the Campaign Triumphs:

TRIUMPH	CRITERIA
Champion of the Dark Gods	The player's gang won the most scenarios for Chaos
Scion of the Imperium	The player's gang won the most scenarios for Order
Flesh Harvester	The gang's player accumulated the most portions of Meat over the campaign (including consumed portions).
Icon of Salvation	The player's gang had the most fighters on the gang roster at the end of the Campaign.
Legendary Status	The player's gang had the highest Reputation at the end of the campaign.
Survivor	The player who suffers the fewest deaths among their fighters

THE PRE-BATTLE & POST-BATTLE SEQUENCES

In an Uprising Campaign, there are several important steps that take place before and after a battle, as listed below. These must be followed in the order shown, and must be done while both players are present.

THE PRE-BATTLE SEQUENCE

The pre-battle sequence has eight steps:

1.	MAKE A CHALLENGE
2.	DETERMINE ASCENDANCY EFFECTS
3.	BUY ADVANCEMENTS AND RECRUIT HIRED GUNS
4a	DETERMINE ORDER AND CHAOS
4b.	DETERMINE SCENARIO
5.	SET UP THE BATTLEFIELD
6.	CHOOSE CREWS
7.	TACTICS CARDS
8.	DEPLOYMENT

1. MAKE A CHALLENGE

For a battle to be fought, one player must challenge another player to play a game. The player nominates another gang taking part in the campaign and issues a challenge. The challenged player must then either accept or refuse the challenge.

2. DETERMINE ASCENDANCY EFFECTS

As mentioned previously (see page 314), Ascendancy has an effect on every game played, as it reflects the ebb and flow of the uprising. One of the players rolls a D6. This roll should be made by the player whose side has Ascendancy.

If Chaos has Ascendancy, then apply the result from the Hand of Chaos table; if Order has Ascendancy, then apply the result from the Bonds of Order table (see page 315)

HAND OF CHAOS

D6	Result
1	Manufactorum Shortages: During the post-battle sequence of any battle, players must add 10 credits to the cost of any items purchased should they wish to Re-equip. If this battle is being fought during the Damnation phase, then both players reduce their number of Scavenge rolls by 1.
2	Dark Dreams: During the battle, fighters that become Broken must make a Willpower check before testing to Rally in the End phase. If they fail, then they are no longer Broken but become subject to Insanity (see page 31) for the rest of the game.
3	Rotting Meat: At the end of the game, Seriously Injured fighters succumb to their injuries on a D6 roll of 1, 2 or 3, rather than just a 1 or 2. If the rules for Festering Injuries are in effect, then fighters at risk of a Festering Injury must roll two D6 and choose the highest result.
4	Abundant Dead: At the end of each battle, any fighters killed (as indicated by a result on the Lasting Injury table) are worth D6x10 credits to their gang. If the rules for Starvation are in effect, then each dead fighter is worth 1 additional portion of Meat.
5	Blood for the Blood God: When a fighter takes an enemy Out of Action with a weapon with the Melee trait, they earn 1 XP in addition to any other Experience point gains from taking an enemy Out of Action.
6	Gnawing Hunger: After selecting crews, both players should randomly select one fighter. For the duration of the battle, the selected fighter reduces their Strength characteristic by 1. If the rules for Starvation are in effect, then instead each player should roll a D3 and randomly select that many fighters. These fighters gain the Starving condition.

BONDS OF ORDER

D6	Result
1	Price of Victory: At the end of the scenario, in addition to any other rewards, the victorious gang receives an additional D6x10 credits. If the rules for Scavenging are in effect, then the victorious gang receives 1 extra Scavenging roll instead.
2	Head Hunters: For the duration of the battle, Leaders and Champions are worth 1 extra XP when taken Out of Action, in addition to any other XP gained from taking an enemy Leader or Champion Out of Action.
3	Crack Down: In the End phase, if the victorious player successfully rolls to Capture an Enemy fighter, they may select two fighters to Capture rather than one from those taken Out of Action during the battle.
4	Suppression Orders: When a fighter takes an enemy Out of Action with a ranged weapon, they earn 1 in addition to any other XP gained from taking an enemy Out of Action.
5	Good Medicine: the credit cost for taking a Seriously Injured fighter to the Doc is D6x10 rather than 2D6x10. If the Festering Injury rules are in effect, then Docs do not charge for their services in the post-battle sequence.
6	Call to Arms: Gangers, Patrolmen and Skinners (or their equivalent) chosen during the Hire a Fighter sub-step of the post-battle sequence are half their normal fee to hire rounded up.

3. BUY ADVANCEMENTS AND RECRUIT HIRED GUNS

Each player can spend Experience to purchase Advancements for their fighters. If both players wish to do so, the player with the lower Gang Rating goes first, purchasing any Advancements they wish then the other player does so. If both players have the same Gang Rating, the winner of a roll-off chooses whether to go first or second. Once any Advancements have been bought, players can spend credits to recruit Hired Guns. Again, if both players wish to do so, the player with the lower Gang Rating goes first.

Editor's Suggestion: During Damnation, players may not hire new Hired Guns; instead they can pay Meat to retain the services of Hired Guns. The player must pay 1 portion of Meat per 100 credits of a Hired Gun's True Cost to retain the Hired Gun.

4A. DETERMINE THE SIDES OF ORDER & CHAOS

In an Uprising scenario one side will take on the role of Order, fighting to preserve the hive, and the other Chaos, seeking to bring it to ruin. Even in games between gangs of the same Allegiance (**see page 313**), one side will represent Order and the other Chaos, as during the mayhem of a hive-wide rebellion, sides may find themselves unwittingly aiding their enemies or turning on their allies out of fear.

Before generating a scenario, players will need to work out who is fighting for which side, using the following guidelines.

- Gangs fight for their Allegiance, so a Chaos gang represents Chaos and an Order gang represents Order.
- Unaligned gangs (**see page 313**) represent the opposing Allegiance, so if an Unaligned gang is fighting a chaos gang then the Unaligned gang is fighting for Order.
- If both gangs have the same Alignment, or are both Unaligned, then players should roll a D6, re-rolling any ties. The player who rolls highest uses their gang's Allegiance (or may choose if the gang is Unaligned), and their opponent fights for the opposite Allegiance. For example, if two Chaos gangs fight each other, the winner of the roll-off represents Chaos, while their opponent represents Order.

4B. DETERMINE SCENARIO

Once players have determined who their gangs are fighting for, they should roll on the Uprising Scenarios table below to determine which scenario they will play. Players with the lower gang rating pick which scenario.

2D6	Result	Scenario
2-5	Disruption	Meat Harvest / Blood Rites / Ritual / Search & Destroy
6-7	Disruption	Takeover / Sabotage / Border Dispute / Slaughter
8-9	Death Match	Stand-off / The Trap / Ambush / Something to Prove
10-12	Underdog	Lower-Ranked player picks any Scenario and who Attacks/Defends

Players should now agree whether they will fight using the Zone Mortalis or Sector Mechanicus rules. If they cannot decide, the player who chose the scenario decides. If neither player chose the scenario, the players should roll off and the winner's choice applies. **Alternatively players may choose to play a Gang Raids Scenario.**

HOME TURF ADVANTAGE?

The scenario being played may indicate that the defender benefits from the Home Turf Advantage, representing the gang fighting furiously to defend their valuable turf from attackers. A gang fighting with the Home Turf Advantage is far less likely to bottle out and in some cases will fight ferociously until the last.

- When making a Bottle test, roll 2D6 and discard the highest.
- Fighters add 1 to the result of any Rally tests.

For the Defenders who enjoy Home Turf Advantage, Hangers-On will be selectable for the crew for the scenario:

For random selection, each Hanger-On counts as a potential fighter for crew selection. If selected, the Hanger-on is unfortunate enough to be around when the fighting starts, and must be included as part of the crew. Hangers on cannot gain Experience or Advancements; if they suffer a Lasting Injury that would make a change to their Fighter card, they decide that the hideout is no longer safe and move on – they are removed from the gang roster. They also cannot be given any equipment other than what is listed.

BADZONE?

The battle may be fought on Badzone terrain if the player choosing the scenario so chooses. If neither player selected the scenario, Badzone rules may be applied if both players agree.

Draw a random Badzone environment card or roll a D6 before you place terrain or set up tiles:

D6	Environment
1	Ancient Manufactorum
2	Stygian Depths
3	Sump Sea
4	Dome Jungles
5	Warp-Tainted
6	Unstable Domes

5. SET UP THE BATTLEFIELD

The players now set up the battlefield. Some scenarios have special instructions for terrain. The default methods are detailed in full [on page 506](#).

6. CHOOSE CREWS

After the battlefield has been set up, before gangs can be deployed, players must select their starting crews for the battle ahead. The scenario being played will detail the method of selection to be used and how many fighters can be selected. The selection methods are explained in full [on page 506](#).

7. TACTICS CARDS

Each player prepares their deck of Tactics cards as described [on page 506](#). The scenario being played will detail how many cards each player gets and how they are selected.

UNDERDOG BONUSES

A player's gang is classed as an Underdog if their Starting Crew is less than their opponent's. If so, they access special Underdog benefits up to the value of their credit difference – if a gang's crew is 223 credits below the value of their opponent's, they may pay for up that value from the following list, for example.

UNDERDOG BENEFITS	CREDIT COST
0-5: Draw a random Gang Tactics card	100 each
0-2: Choose a Gang Tactics card	200 each
0-5: Draw a random Underdog tactics card	200 each
0-2: Choose an Underdog tactics card	400 each
0-1: Hire a Dramatis Personae	True Cost
0-1: Hire a Bounty Hunter	True Cost
0-5: Hire a Hive Scum	True Cost

UNDERDOG TACTICS CARDS

Underdog Tactics cards are the following. You may only draw or choose each once, with the exception of Wandering Stranger.

Number	Name
1	Decoy
2	Giant Killer
3	Grateful Trader
4	Hard Training
5	Miraculous Recovery
6	Old Wound
7	Paid in Full
8	Secret Stash
9	Sudden Death
10	Survivalist
11	Wandering Doc
12	Welcome Stranger
13	Welcome Stranger

See page 625 for Underdog Card rules.

All fighters hired for the battle are not added to the gang roster, as their services are secured for one battle only, nor do they affect the gang's gang rating. Bounty Hunters hired as an Underdog bonus are not subject to the "We'll Get Our Bit" special rule.

11. DEPLOYMENT

Many scenarios will provide details of the size and location of deployment zones. For those which do not, the standard deployment rules can be found **on page 508**.

12. COMMENCE!

Time to start playing!

THE POST-BATTLE SEQUENCE

As with the pre-battle sequence, in an Uprising Campaign there are several steps that take place after a battle, as listed below. They must be followed in the order shown, and must be done while both players are present.

The post-battle sequence has six steps:

1.	WRAP UP
2.	REASSIGN CAPTURED TERRITORY
3.	RECEIVE REWARDS
4.	POST-BATTLE ACTIONS
5.	UPDATE ROSTER
6.	REPORT RESULTS

1. WRAP UP

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries, and whether they capture any enemy fighters. Any other events that take place 'at the end of the battle' are triggered here. Fighters that were In Recovery have healed and their In Recovery box on the gang roster is cleared, meaning Leaders and Champions become available for post-battle actions once more.

Players should also consider shaking hands, congratulating/commiserating with their opponent and sharing favourite moments from the battle – some would say this is the most important step!

2. REASSIGN CAPTURED TERRITORY

If at the end of the battle the winning gang inflicted three times as many Out of Action results on their opponents as they themselves suffered (not counting models that left the battlefield voluntarily or fled because of a failed Bottle test), then they Capture one of their opponent's Territories.

Randomly select one of the losing gang's Territories for the victor to claim; remembering that a gang's home base or hideout can never be captured. If a gang's only Territory is their home base or hideout, then no Territories change hands.

3. RECEIVE REWARDS

Each scenario provides rewards, such as Experience, credits or Meat for the gangs playing it. At the end of the game, players should consult the scenario and see if they qualify for any of its rewards, adding them to their gang rosters if they do. Some rewards only apply depending on the phase of the campaign – Insurrection or Damnation – and are noted in the scenario descriptions.

Each scenario shows a list of rewards which the gangs can receive, based on their performance during the battle. Any equipment gained is added to the gang's Stash – it can be distributed to fighters in step 5.

GAINING AND LOSING REPUTATION

Each scenario contains a number of ways in which a gang can gain or lose Reputation. If a gang both gains and loses Reputation, any gains are applied before any losses.

4. POST-BATTLE ACTIONS

Each Leader or Champion in the gang can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player's choice. Fighters who are In Recovery, or who have been Captured, cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once. The actions that follow are always available, but others might also become available through Special Territories, skills or other means.

SCAVENGE

This action may only be performed during the Damnation phase of the campaign. The fighter uses one of the gang's Scavenge rolls (see page 317).

EXECUTE

The fighter can execute any number of Captive fighters – as long as the Captive's gang has had a chance to rescue them (see page 325).

During the Insurrection phase, each executed fighter is worth D6x10 credits this many credits is added to the gang's stash.

During the Damnation phase, each executed Captive is worth two portions of Meat or two Scavenging rolls – chosen by the player performing the action and immediately added to the gang’s Stash.

The Captive’s controlling player should be informed as soon as possible, and must delete the Captive from their roster.

MEDICAL ESCORT

The fighter escorts a critically injured fellow gang member to the Doc. Pick another fighter in the gang who suffered a Critical Injury during the battle and pay 2D6x10 credits from the gang’s Stash. If the gang does not have sufficient funds, or does not wish to pay the full amount, no roll is made and the fighter dies. Otherwise, roll a D6 on the table below:

D6	Result
1	Complications. The fighter dies.
2-5	Stabilized. Roll a D6 – this is the second dice of a D66 roll, the first is automatically a 5. Apply the appropriate result from the Lasting Injuries table.
6	Full Recovery. The fighter goes into Recovery, but suffers no lasting effects.

7. UPDATE ROSTER

These steps are carried out in order:

A.	Delete Dead or Retiring Fighters
B.	Re-Equip
C.	Distribute Equipment
D.	Update Gang Rating

Note that if a fighter missed this battle because they were recovering, their In Recovery box on the gang roster will have been cleared during the Wrap-up.

A. DELETE DEAD OR RETIRING FIGHTERS

Dead fighters are deleted from the roster. Their equipment (except for armour) is added to the gang’s Stash as long as their gang had at least one fighter on the battlefield at the end of the battle, or if the fighter was taken to the Doc but still died (either because the gang could not pay for their treatment or there were complications). Otherwise, the dead fighter’s equipment is lost.

Also, at this point, the controlling player can choose to retire fighters – usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang’s Stash. Equipment in the gang’s Stash can be sold or transferred to a new fighter in the next step.

LOSS OF A LEADER

If a gang’s Leader is killed or is retired, a new Leader must be nominated from among the gang’s Champions. If it has no Champions, the new Leader must be either a Specialist or Juve. If it has no Specialists or Joves, the new Leader is a Ganger.

In any case, an eligible fighter with the best Leadership must be selected as the new Leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader on the gang roster, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

B. RE-EQUIP

During the Insurrection phase of an Uprising Campaign, gangs will be able to re-equip themselves regularly. However, due to the emergency conditions and increased peril of the unfolding events, they will find many of the usual black market amenities available to underhivers have ceased to operate forcing gangs to make do with more readily available equipment.

A gang can make any of the actions described as follows, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order and unless specified there is no limit to how many times a

gang can perform each one. Any spent credits are deducted from the gang's Stash, any gained credits are added to the gang's Stash.

THE TRADING POST

Experienced Necromunda players will notice that the Trading Post is absent from these campaign rules. This is because, as mentioned previously, during times of dire peril the vast majority of Guilders and black marketeers will be among the first to vacate the dangerous domes before the Enforcers close them off and impose martial law to quell the uprising.

However, should players wish, there is nothing to prevent them from using the Trading Post (see page 361) and Black Market (see page 367), especially during the first phase of the campaign – the Insurrection Phase. Post-battle actions for using them are identical to those presented in the Dominion Campaign (see page 265) and/or Law and Misrule Campaign (see page 306).

Hire a Fighter: The gang can hire a new fighter from the House List, paying for them as they did when recruiting the gang. No equipment is purchased for them, they receive equipment in the next step. The Gang's Composition section of the House List must be honoured when hiring new fighters.

Sell Unwanted Equipment: During the Insurrection phase, any equipment in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of 5 credits).

Purchase Equipment: During the Insurrection phase, any gang can purchase new equipment from their House Equipment List at the price shown, adding it to their Stash.

DISTRIBUTE EQUIPMENT

Any equipment in the gang's Stash, or gained as a Racket Boon, can now be distributed among its fighters. Weapon choices must respect the restrictions shown in the gang's House List – for example, a Goliath Juve could not be equipped with a heavy bolter, as they can only be equipped with Pistols and Close Combat Weapons. Also, the limit of no more than three weapons must be adhered to, with Unwieldy weapons taking up the space of two.

Once any equipment has been added to a Fighter card, the card's Credits value is updated accordingly. If the fighter is equipped with an item that has two different costs: one in the fighter's House Equipment List and the other in the Trading Post – the value in the House List takes precedence.

Players are reminded that no fighter can discard a weapon once added to their Fighter cards as described **on page 129**. Leaders and Champions however can have multiple equipment sets as follows.

EQUIPMENT SETS

During times of crisis in the hive, gangsters will increase the amount of equipment they keep to hand, maintaining a cache of weapons that allows them to equip themselves appropriately for each battle. As such, any fighter in an Uprising Campaign automatically has the **Tools of the Trade** special rule and can have multiple fighter cards, each representing a different set of equipment – an appropriate model should be available for each. There is no additional cost for having multiple equipment sets; the controlling player can make an additional Fighter card for a fighter at any time.

Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards. The fighter's cost, as shown on the roster, is equal to the cost of their most expensive Fighter card.

Only one of a fighter's cards can be used for a battle. If a battle uses random fighters from the gang, all of the fighter's cards should be shuffled together and one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.

When distributing equipment from the gang's Stash, it can be moved to any or all of a fighter's cards, and can even be moved to more than one.

D. UPDATE GANG RATING

Re-calculate the gang's Gang Rating, and update the roster accordingly. Note that this is not done until this step, meaning that any other references to the Gang Rating in the post-battle sequence are referring to the value before it is updated.

6. REPORT RESULTS

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain: which gangs fought, the outcome of the battle (i.e., who won), if the victor gained control of any of their opponent's Territories or if any Territories became Ruined, how many enemies each gang took Out of Action and the final Gang Rating and Wealth of the gangs.

UPRISING CAMPAIGN EVENTS

Uprising Campaign Events provide arbitrators with a collection of Chaos-themed campaign-wide events to add to their games, ranging from storms of unbound Warp entities, outbreaks of cannibalism and starving sump beasts crawling up into the light to sow havoc among the underhive.

If they choose, the Arbitrator can roll on the Uprising Campaign Events table at the start of each campaign week. The generated event is then in effect for the duration of the campaign week and applies to all games played this campaign week. Alternatively, the Arbitrator can choose an event that suits the current state of their campaign.

UPRISING CAMPAIGN EVENTS TABLE

D66	Result	
11	Psychic Phenomena	For this campaign week, all psykers add 3 to their dice rolls when making Willpower checks to manifest their powers. Fighters who use Ghast (see page 102) gain two psychic powers rather than one, though automatically gain the Insane condition when they take the chem. Finally, Possessed Hivers (see page 98), increase their Strength by 3.
12	Restless Daemons	This campaign week, all battles must include Possessed Hivers (see Horrors of the Underhive on page 617). In addition, when testing each round to see if a Horror of the Underhive appears, players must roll two dice and choose the higher result. If a suitable model is not available to represent the Possessed Hiver, this result can be re-rolled.
13	Survivor Enclaves	For their first battle of this campaign week, in addition to any other rewards, the winning gang will gain a new territory, randomly generated using the Uprising Territory table (see page 326). If the campaign is currently in the Damnation phase, these territories begin as Ruined.
14	Hive Breach	For all battles played this campaign week, in the End phase of each round, players must check to see if the toxic atmosphere beyond the hive will spill into the battlefield. Roll 3D6. If the roll contains a double, in the following round visibility is reduced, and all ranged attacks suffer -1 to hit. In addition, fighters must make a Toughness check (adding the benefits of respirators or filter plugs if they have them) in the End phase. If they fail, they suffer a Flesh Wound. If the results of the roll were a triple, the above effects apply, but in addition, the Pitch Black rules (see page 511) come into effect for the following round.
15	Emergency Sanctioning:	This campaign week, all gangs can include up to three Hive Scum or one Bounty Hunter in any of their battles without having to pay their hiring cost. These hired guns leave the gang at the end of the campaign week.
16	Reality Wavers:	For this campaign week, bold fighters can take advantage of this madness, dashing through corporeal structures before they solidify once more. When moving, Fighters can treat walls and solid terrain features as if they were not there, provided they do not end their movement within the terrain feature. However, this is not without its risks. When a fighter moves through a wall or solid terrain feature, roll a D6. On a 1 or 2 they are taken Out of Action.

21	Dome Quake	During this campaign week gangs cannot fight for too long in one place, lest they be crushed. Players should roll a D6+3 at the start of the battle; this is how many rounds the battle will last. When this round limit is reached, work out victory conditions and rewards as normal.
22	Rancid Meat	At the start of this campaign week all gangs must remove any Meat they have in their gang stash. In addition, all fighters begin this campaign week with the Starving condition. If this is the Insurrection phase, Starving fighters may be fed by spending 30 credits, recovering from the condition just as if they had eaten a portion of Meat.
23	Gifts of the Masters	During this campaign week, gangs can roll on their Favours table (see page 442) after each battle, rather than only once at the beginning of the campaign week. However, each successive time a roll on the Favour table is made in the same campaign week the result must be reduced by 1, counting any result lower than 2 as a 2. (i.e., if it were the second time, the dice roll would be reduced by 1, if it were the third, the roll would be reduced by 2, and so on).
24	Burning Blood	During this campaign week, when a fighter is wounded, all fighters within 2" of them must make a test to see if they catch fire, just as if they had been hit by a weapon with the Blaze trait. In addition, fighters with Flesh Wounds count as revealed in scenarios using the Pitch Black rules.
25	Baleful Energies	During this campaign week, if it is the Insurrection phase, the rules for Festering Injuries come into effect. If it is the Damnation phase, when checking to see if a Lasting Injury becomes a Festering Injury, fighters must roll two D6 and choose the highest result.
26	Hungering Darkness	During this campaign week, all battles use the Horrors in the Dark rules (see page 515).
31	Broken Alliances	During this campaign week, gangs cannot use hired guns. In addition, if a gang has an alliance (such as with the Merchants Guild, Recidivists, etc), and if they are called upon to Test the Alliance (see page 442), they must roll two D6 and choose the higher result.
32	Proxy War	Any time during this campaign week, when called upon to fight a battle, a player can choose to field a proxy gang rather than their actual gang, if they have appropriate models available. A proxy gang is led by a Bounty Hunter, with two additional Bounty Hunters taking the role of Champions. The rest of the gang is filled out with Hive Scum up to the scenario's crew limit. The Gang Rating of a proxy gang cannot exceed the Gang Rating of the gang they are standing in for.
33	Urban Renewal	At the beginning of this campaign week, each player must give up one of their territories (this cannot be their hideout), and replace it with a new randomly generated territory from the Uprising Territories table (see page 326).
34	Cannibalistic Fury	During this campaign week, all fighters subject to the Starving condition add D3 to their Strength characteristic rather than lowering it by 1. In addition, until the end of this campaign week, the Starving condition cannot be removed from a fighter by feeding them Meat, or by using the Cannibalise action.
35	Supreme Ascendancy	This campaign week, the side with Ascendancy (see page 314) can add or subtract 2 from the dice roll to determine which scenario will be played during the pre-battle sequence. However, the pressures of impending victory are taking their toll, and if the faction loses even a single battle this campaign week, they lose Ascendancy to their rivals, just as if they had lost more battles than they had won.
36	Extra Bullet Rations	During this campaign week, all weapons with the Rapid Fire trait roll an extra Ammo dice (i.e., a Rapid Fire (1) weapon would roll two Ammo dice, while a Rapid Fire (2) weapon would roll three, etc).

D66 Result

41	Gaze of the Harvest Lord	This campaign week, fighters who dispatch their enemies in the embrace of close combat are justly rewarded for their efforts. A fighter who takes an enemy fighter Out of Action, with a weapon with the Melee and/or Versatile trait, earns an additional D3 Experience points. Coup de Grace actions do not count. However, if the fighter subsequently suffers a Lasting Injury in the same battle, this injury will automatically become a Festering Injury if it is the Damnation phase.
42	Tide of Scum	During this campaign week, during the pre-battle sequence, if a player does not have enough fighters in their gang to fill out their crew allowance for the scenario, they can make up the shortfall with any Hive Scum models they have, without the need to pay their hiring cost.
43	Systems Failure	At the start of any battle played this campaign week, both players must roll a D6. The higher of the two results is the number of rounds before the battlefield suffers a complete system failure. After this many rounds have been played, the Pitch Black rules (see page 511) come into effect for the remainder of the battle. In addition, in a Zone Mortalis battle, doors can no longer be opened or closed normally, and must instead be forced.
44	Dead Guilders	During this campaign week, the Arbitrator can run a multi-player battle in which any gang is welcome to play. Given the remoteness of the haul, gangs can only have three fighters in their crew. All gangs who participate will be able to grab something from the haul, even if they lose, and so after the battle can add D6x10 credits to their stash. The last gang standing, however, can claim the haul, adding 6D6x10 credits to their gang's stash.
45	Wild Snake Distillery	This campaign week all fighters that are part of a crew must make a Willpower check during the pre-battle sequence. Those that fail begin the battle subject to the Intoxicated condition (see page 102 of the Necromunda Rulebook).
46	Plague of Madness	This campaign week, after selecting crews during the pre-battle sequence, players must make an Intelligence check for each of their fighters taking part in the battle. Those that fail begin the battle subject to the Insane condition (see page 60 of the Necromunda Rulebook).
51	Scrapalanche	This campaign week, all gangs may make one extra Scavenging roll after each battle they take part in, regardless of the outcome.
52	Fleeting Utopia	This campaign week counts as being part of the Insurrection phase if it is the Damnation phase. Ruined territories count as un-Ruined for this campaign week, and all the normal rules of the Insurrection phase come into effect. If it is the Insurrection phase, then it is a rare time of plenty in the hive, and any Ruined territories count as un-Ruined. In addition, each territory produces twice its normal amount of rewards (i.e, if a Territory provides a gang with a free Ganger, they will gain two free Gangers instead).
53	Pardons for Pay	At the beginning of this campaign week, any Outlaw gang (with the exception of Corpse Grinder gangs, Helot Chaos Cults gangs and Chaos Corrupted gangs) can choose to align themselves with Order, or reaffirm their allegiance if they are already working for Order. If they do so, they lose their Outlaw status.
54	Something to Prove	At the beginning of this campaign week, any player that wishes, can take part in a special, multi-player Shootout scenario (see page 166 of the Necromunda Rulebook). For this scenario, each player creates and fields a single Bounty Hunter, with each Bounty Hunter counting as a crew in its own right. The player with the last Bounty Hunter standing can add their Bounty Hunter to their gang for free for the remainder of the current cycle.

D66	Result	
55	Warzone	This campaign week, if it is the Insurrection phase, the Rarity of all weapons is reduced by 3. If it is the Damnation phase, gangs can roll twice when making Scavenging rolls, and choose either of the results on the Scavenging table
56	Spawn Again	This campaign week, when a fighter is taken Out of Action by a psychic power, they must make a Willpower check. If the test is passed they are removed from play as normal and roll on the Lasting Injuries table. If the fighter fails, they count as having rolled a 66 (Memorable Death) on the Lasting Injuries table, and may be replaced with a Chaos Spawn if an appropriate model is available (see page 209). This Chaos Spawn is under the control of the dead fighter's gang. The Chaos Spawn may also be retained by its gang, though they must test to control it between battles (see page 209).
61	Meat Market	This campaign week, if it is the Insurrection phase, gangs can buy Meat from the Trading Post for 10 credits per portion, and each time they visit the Trading Post may purchase a number of portions up to the number of fighters in their gang. If it is the Damnation phase, all gangs receive an extra portion of Meat after each battle they fight, regardless of whether they win or lose.
62	Jealous Rage	At the start of this campaign week, all players must resolve a leadership challenge within their gang. They must select their Leader and the second most valuable fighter in their gang (or the most valuable if there is one with a higher Rating than their Leader). The Leader, and the selected fighter, must then fight (place them on the battlefield 12" apart, and roll for priority to see which fighter activates first). Ideally another player, or the Arbitrator, will control the challenger. If the Leader is the last one standing then there is no additional effect, if the challenger wins, then they become gang leader (gaining the Leader title), while the old Leader becomes a champion (gaining the Champion title).
63	The Unaligned will Inherit the Hive	At the start of this campaign week, if it is the Insurrection phase, any gang may choose to become Unaligned in allegiance. During the campaign week, fighters in an Unaligned gang will earn 1 additional Experience point if they take part in a battle. If it is the Damnation phase, gangs may choose to not count their victories for their allegiance. In which case, each of their fighters who took part in the battle earns an extra 1 point of Experience.
64	A Silence Descends	For the duration of this campaign week, fighters cannot use psychic powers, while Daemons and demonically possessed hivers reduce their Strength and Toughness by 2, to a minimum of 1. In addition, all fighters must deduct 2 from their dice rolls when making Leadership and Cool checks.
65	Violent Demise	This campaign week, when a fighter is taken Out of Action, place a 3" Blast marker on them, before removing them from the battlefield. Any fighters under this marker each immediately suffer a Strength 3, AP -, Damage 1 hit with the Knockback trait.
66	Divine Intervention	For the duration of this campaign week, any gangs Aligned with Order add 2 to their Leadership checks and Cool checks, and may re-roll results on the Lasting Injuries table for their fighters. The light of the God-Emperor, however, antagonises the enemies of the Imperium, and they fight all the harder to bring down their hated foes. This campaign week, all gangs aligned with Chaos, are considered to automatically pass any Bottle tests they are required to take.

ALTERNATE UPRISING CAMPAIGNS

The Uprising Campaign charts the fall of a hive to Chaos. As it progresses, the hive descends deeper and deeper into anarchy and madness, until those left alive must scavenge through the dead just to survive another cycle. This aptly reflects the emergence of a Corpse Grinder uprising within a hive, and the grim results of what happens when law and order break down. However, the Uprising Campaign can be used to represent different kinds of apocalyptic events by adding new rules, or changing the way some of its existing rules work. In this section we present six alternative ways of playing the Uprising Campaign. These provide guidelines and simple changes that can be made by the Arbitrator to the campaign system, providing a different experience for their players. Arbitrators should also feel free to combine the following alternative campaign types to create unique kinds of campaigns, or perhaps even create their own variants of the Uprising Campaign using the variants below as inspiration.

ORDER FROM CHAOS

The Order from Chaos Campaign variant is, in effect an Uprising Campaign in reverse. An uprising has shaken the hive to its foundations, and millions lie dead at the hands of the rebels. A massive surge of Palanite Enforcers has been unleashed by the Imperial House, and a war of pacification begun. Enforcers, deputised gangs and Guilder watchmen are slowly bringing order back to the hive, one dome at a time. Against these instruments of Helmawr's brutal rule are the rebels, outlaws, and true deviants fighting desperately to preserve the savage world they have won for themselves. Even the most depraved cultists realise they are outnumbered and outgunned, and so there remains only one thing to do: take as many of Helmawr's lapdogs with them as they can.

This campaign variant switches around the Insurrection and Damnation phases, and has the following rules changes:

- The campaign begins in the Damnation phase and, after downtime, moves on to the Insurrection phase.
- Each player's territories begin ruined, and remain so for the duration of the Damnation phase.
- During the Insurrection phase, at the end of each campaign week in which Order has Ascendancy, all players must 'un-ruin' one of their territories.
- To aid in Helmawr's pacification of the hive, Enforcer gangs, and those declared for Order, earn a stipend each cycle. This represents the huge amount of resources being poured into the reconquest of the hive, and, makes things more challenging for those dedicated to the Dark Gods. At the start of each campaign week, a gang aligned to Order gains 2D6x10 credits to add to its gang's Stash.
- At the end of the campaign a new Triumph is also available: Heart of the Rebellion – this Triumph is claimed by the Chaos aligned gang with the highest gang rating of all the Chaos aligned gangs.

HIVE WAR

Though it is rare, over Necromunda's long history, there have been times when true warfare has come to the hive world. During these dark periods, entire hives have been engulfed by fighting, and armies have stormed through their claustrophobic domes. These events make the everyday gang violence pale by comparison, the weapons and numbers employed by the Clan Houses unable to compare with the brutality of a true military force. Of course, during these wars, commanders will turn to whatever forces they can lay their hands on, conscripting gangs by their thousands to fill out the ranks of irregular militia battalions.

A Hive War Campaign variant pits gangs against each other in open warfare, supplied with heavy ordnance to deal with their opponents. The generals directing the carnage are also less concerned with the preservation of the hive than the Imperial House would like, and so actively target the territories of their rivals for annihilation.

If players are using this campaign variant, use the following rules changes:

- All players must declare for Order or Chaos at the beginning of the campaign, representing the two main sides in the conflict.
- Players may not switch sides once their choice of allegiance is made, though this does not prevent them from playing against gangs on their own side – friendly fire is almost guaranteed in the close confines of a hive battlefield!
- To reflect the influx of arms and wargear into the hive, all items in the Trading Post have a Rarity of Common. In addition, players can choose items from the Trading Post when creating their gangs.
- When a gang captures a territory from their opponent, they can choose to destroy it. If they do so, the territory is removed from the campaign.
- At the end of the campaign a new Triumph is also available: Hive General – this Triumph is claimed if the gang has destroyed more territories than any of their rivals over the course of the campaign.

WAR OF THE GODS

The hive has fallen and the Dark Gods rule supreme! Now that Lord Helmawr's lackeys have been dealt with, the true contest can begin – the war of the Gods. This variant on the Uprising Campaign represents a hive that has been completely consumed by Chaos. Those left alive are all followers of one of the four major Chaos powers, and their attention has now turned to the destruction of their rivals. In this kind of campaign order has completely broken down, the gangs existing in a wasteland of ruined habs and cannibalised settlements. The signs of Chaos are everywhere, from fell shadow-creatures shambling through the thoroughfares, to the mutating effects of the Warp twisting the very bones of the hive itself.

A War of the Gods Campaign variant uses the following rules:

- The campaign takes place entirely within the Damnation phase, with the usual break for downtime. This means the campaign will be a Damnation phase, followed by downtime, followed by another Damnation phase.
- Instead of Order and Chaos, there are four allegiances at the start of the campaign, one for each of the four Ruinous Powers: the Blood God, the Architect of Fate, the Plague God and the Dark Prince.
- At the start of the campaign all players must declare for one of the Ruinous Powers. Gangs cannot change sides once their allegiance has been determined, and gangs gain no benefits for being aligned to Order or Chaos or being unaligned.
- Chaos is considered to always be in ascendancy. However, at the end of each campaign week the Ruinous Power whose gangs won the most scenarios becomes ascendant for the purposes of choosing scenarios.
- Players should keep track of how many campaign weeks each Ruinous Power is ascendant. At the end of the campaign, the Ruinous Power who was ascendant the most is the winner and claims the hive.
- At the end of the campaign four new Triumphs are also available: Lord of Blood – the gang who has the highest gang rating of all those dedicated to the Blood God. Twister of Fates – the gang who has the highest gang rating of all those dedicated to the Architect of Fate. Pestilent Lord – the gang who has the highest gang rating of all those dedicated to the Plague God. Prince of Perversion – the gang who has the highest gang rating of all those dedicated to the Dark Prince.

CANNIBAL KINGDOMS

This campaign variant focuses on the despicable cannibalistic nature of the Corpse Grinders, and expands the Starvation rules as they appear in the Uprising Campaign. This increase in cannibalistic tendencies could represent the madness of Chaos seeping into peoples' minds, turning ordinary citizens into slaving ghoulish creatures. Perhaps this is the result of a more subtle power than the Blood God, such as one of his dark brothers seeking to spread disorder. It might even be the result of a rogue psyker, some poor individual overcome by hunger, but projecting their ravenous anguish via the Warp as they slowly starve to death. Equally, it may simply be the result of a hive, cut off by endless cycles of ash storms, literally eating itself alive as it loses the ability to feed its citizens.

In a Cannibal Kingdoms Campaign Meat is in short supply and so it uses the following rules changes:

- The rules for Starvation (see page 58 of Necromunda: Dark Uprising) are in effect from the start of the campaign (i.e., affecting both the Insurrection and Damnation phases).
- When a gang receives rewards from a scenario in the Insurrection phase, they may choose to take the Meat reward instead of any credit rewards.
- Gangs can buy Meat from the Trading Post. Meat is Rarity (10), and costs D3x10 credits per portion. A gang cannot buy more Meat than it has fighters during each post-battle sequence.
- When a gang captures a territory from their opponent, they must devour it. The territory is removed from the campaign, however, the devouring gang does not need to give Meat to their fighters to stave off Starvation for the remainder of the current campaign week – they are well sated by their feast.
- At the end of the campaign a new Triumph is also available: Carrion King – this Triumph is claimed by the gang that has devoured the most territories during the course of the campaign.

SURVIVORS OF THE APOCALYPSE

The war is over, the rule of law has been broken, and even the madness of the Dark Gods has receded into memory. All that remains of the hive is ash and ruins, its once productive citizens reduced to skulking, scavenging things. But the embers of conflict still burn amid the debris, and starving gangs fight over the wasteland. A Survivors of the Apocalypse variant campaign focuses on survival rather than victory, with the players fighting over scavenged scrap and attempting to build up their ruined territories into some semblance of function. There are no sides in this kind of campaign, and the only true victory is to outlive the opposition.

Survivors of the Apocalypse is unique among the campaign variants as it eschews most of the rivalry between Order and Chaos in place of pure survival, and as such uses the following rules:

- The campaign takes place entirely within the Damnation phase with the usual break for downtime. This means the campaign will be a Damnation phase, followed by downtime, followed by another Damnation phase.
- There is no Order and no Chaos faction, and no allegiances. All the allegiance rules and rules related to them are not used.
- Scenarios provide twice the normal amount of Scavenging rewards (for example, if the scenario provided the winner with D6 Scavenging rolls, then they would receive 2D6 Scavenging rolls). In addition, gangs can spend 10 Scavenging rolls on a ruined territory to double the amount of Meat it produces. This can be done once, permanently improving the territory, even if it is subsequently captured by another gang.
- Fighters subject to the Starving condition must still be fed Meat. If a fighter with the Starving condition requires a portion of Meat (i.e., during the pre-battle sequence of a game), and they do not receive it, they must make a Toughness check. If they fail they die, and are removed from the gang's roster. If a Starving fighter is fed Meat, they lose the Starving condition as normal.
- At the end of the campaign a new Triumph is also available: Lord of the Wasteland – this Triumph is claimed by the gang that has improved the most ruined territories during the course of the campaign

RISE OF THE FOUR-ARMED EMPEROR

Chaos is far from the only threat to a hive of dissatisfied citizens. Sometimes more insidious threats will worm their way into Necromundan society in the form of alien infiltrators. These interlopers will make their presence known not with the whirr of buzz saws, or the screams of demented Warp-touched disciples, but instead through subversion at the highest levels. Of all the terrors to be counted among these kinds of uprisings few are as repellent to the Imperial House as the Genestealer threat. A campaign focused on such a rebellion by the alien infiltration organisms replaces the threat of Chaos with that of the xenos, and divides the gangs between those who fight for humanity, and those who have bowed down before dark alien masters. A Rise of the Four-armed Emperor Campaign variant uses the following rules:

- The Chaos allegiance is replaced with a Xenos allegiance. Players may switch allegiance as normal, but once aligned to Xenos they cannot change their allegiance again.
- Genestealer Cults gangs and Genestealer Infected gangs must begin the campaign aligned to Xenos and cannot change their allegiance during the course of the campaign.
- If a gang is not aligned to Xenos, any of its fighters taken Out of Action in close combat by a fighter from a Xenos aligned gang, must make a Willpower check. If they fail, make a note on their Fighter card or beside their entry on the gang roster. Once a gang has three or more fighters so marked, the gang's leader must make a Willpower check at the end of each campaign week. If they fail this check then their gang becomes a Genestealer Infected gang ([see page 228](#)) and their allegiance changes to Xenos.
- If at the start of a campaign week all gangs are Xenos aligned then the campaign ends and Triumphs are worked out.
- At the end of the campaign a new Triumph is also available: Brood Lord – this Triumph is claimed by the gang that infected the most enemy fighters during the course of the campaign.

MINI-CAMPAIGNS

ASSAULT ON PRECINCT-FORTRESS 17

The underhives of Necromunda are dangerous places at the best of times, with countless rival gangs embroiled in bitter wars against each other. Some squabble over territory or trading rights, others fight age-old grudges or battle each other for revenge. Whatever the cause of these underhive wars, it falls to the Enforcers – the lawmen and women of the hive – to try to maintain some semblance of order. Equipped with the best weapons and wargear the hive can offer, they try to ensure that the underhive gangs are kept in line or, at the very least, that their activities do not interfere with trade and industry. Sometimes, however, a gang leader will get it into their head that the Enforcers in their area have stuck their noses into their affairs just once too often. Should they rally enough support for their grievance from other local gangs, times could get very difficult indeed for the Enforcers ...

WE'RE CALLING YOU OUT, LAWMAN!

Assault on Precinct-Fortress 17 is a minicampaign for Necromunda featuring five exclusive scenarios, the rules for which can be found over the next few pages. Mini-campaigns offer a middle ground between one-off narrative scenarios and full-on campaigns. In effect, a mini-campaign is a series of short scenarios linked together with a little bit of downtime between each one and is usually connected by a strong narrative theme. One of the main advantages of a mini-campaign is that it can be played out in one or two evenings or over a single afternoon, but it still delivers a fun, story-driven experience and offers players lots of important tactical decisions before they reach its conclusion. The only decision you need to make now is whether you'll play as the toolled-up but outnumbered law enforcers or as the gangers out for revenge. Precinct-Fortress 17 awaits!

FIGHTING THE MINI-CAMPAIGN

Precinct-Fortress 17 has come under attack! This remote outpost of Lord Hewlmar's law is located where the sprawling ruin of the underhive proper begins, and under the command of Captain Torg Chancer it has long been a bulwark against disobedience. With no support coming any time soon, Chancer and his Enforcers must hold out through the long underhive night cycle as an alliance of outlaw gangs known as the Thunderboys circle in the darkness, intent on exacting revenge for the murder of their former leader by one of Chancer's patrols. The Enforcers have the advantage of superior weaponry and the sturdy walls of their fortress, but the gangers have the numbers – and a cunning that only comes from a life lived in the savage underhive.

Assault on Precinct-Fortress 17 is a mini-campaign that follows a gang attack on an isolated underhive Precinct Fortress. Players take on the role of either the Enforcers (the defender) or the Outlaws (the attacker). Assault on Precinct Fortress 17 is made up of several linked scenarios all played on the same battlefield. Each scenario lasts for a set number of rounds with a number of set goals. After each scenario is completed, both sides have a quick recovery period to marshal their troops or set their defences before the next one commences. Players must not only try to win the scenario they are fighting but also preserve their forces for future scenarios in the hopes of winning the overall campaign.

SCENARIOS

Assault on Precinct-Fortress 17 is played out over several scenarios, each one affecting the ones that come after. The campaign begins with First Scenario: Night Falls and concludes with Final Scenario: Hold Until Dawn, with three optional scenarios that can be played between the two. Players should agree beforehand how many of the optional scenarios they wish to play using the following as a guide:

- One Optional Scenario: This puts the pressure on the attacker to overwhelm the defender sooner with fewer opportunities to whittle down the precinct's defences and so is more challenging for the attacker.
- Two Optional Scenarios: This gives both attacker and defender an equal chance to hold the line or break through the precinct's defences and so is equally challenging for both the attacker and the defender.
- Three Optional Scenarios: This puts the pressure on the defender, as their resources must be stretched further while the attacker has more chances to break the precinct's defences. If only one or two of the optional scenarios are being played, the attacker chooses which ones are used.

If more than one optional scenario is being played, the attacker chooses the order in which they will be played. Once the players have decided how many of the optional scenarios they will use, the next step is to set up the battlefield.

THE BATTLEFIELD: PRECINCT-FORTRESS 17

The mini-campaign takes place in and around Precinct-Fortress 17, which is the basis for the battlefield. The game should be played on a 4'x4' battlefield with the defender setting up nine 1' square Zone Mortalis tiles in its centre to create a 3'x3' square. (If you wish, a 3'x3' area of 3D Sector Mechanicus terrain can be set up instead, provided it can easily be divided into 12"x12" squares. Alternatively, you may wish to use the 3D Zone Mortalis terrain.) The tiles represent the precinct, and the area around them is the no-man's-land of the underhive. Where the edges of these tiles meet no-man's-land represents the precinct's outer walls, and as such they are impassable terrain. The defender should then add four of the wider Necromunda: Underhive doors to the outer edge of the precinct, placing one door in the middle of each of the precinct's four sides. These doors represent the only ways through the outer walls of the precinct.

Next, the defender adds up to six internal doors and other terrain (such as barricades and ammo crates) to the precinct depending on the terrain in their collection. One tile or part of a tile must also be designated as the Gaol with a door sealing it off from the rest of the precinct. When setting up the precinct, the defender should make an effort to make the central tile as defensible as possible, as reaching this area will often be one of the attacker's objectives.

Once the defender has set up the doors and other terrain, the attacker can add up to four ductways to the precinct.

CREWS: CHANCER'S ENFORCERS

Precinct-Fortress 17 is a remote posting with only a skeleton crew of officers and support staff. The defender creates a gang up to a value of 1500 Credits using the Enforcer Gang list. Their gang will start with a Reputation of 20. Their gang must include a Rogue Doc, Ammo Jack and Slopper, all of which must be represented by models, as they will take part in the defence. These models do not cost the defender any Credits to hire but do count toward their allotment of Hangers-on. When equipping their gang, they can choose items from the Trading Post with a Rarity of 12 or less. The defender can give their Champions two advancements and their Leader three advancements.

The defender's gang cannot include any Hired Guns apart from those detailed above. However, the precinct's gaol is also currently home to a number of miscreants who might, during the course of the fighting, find themselves conscripted by the Enforcers. The defender should create a Bounty Hunter and two Underhive Scum Hired Guns to represent these prisoners.

THE PRISONERS

While the door to the Gaol is closed the prisoners do not gain Ready markers and cannot take actions. The prisoners can be let out to aid in the defence at any time during a scenario by opening the door to their cell with a fighter. When the door is opened give Ready markers to each prisoner; for the rest of the current scenario the prisoners are now counted as part of the defender's gang. However, prisoners are far from the most reliable allies. If a prisoner activates more than 6" from an Enforcer, there is a chance they will escape custody. Roll a D6. On the roll of a 1, the attacker immediately takes control of them and they become part of their gang for the remainder of the current scenario, at the end of which they are removed from the campaign having escaped.

After the prisoners have been released, provided they didn't escape custody as described above, they can either be set up normally as part of the defender's gang in subsequent scenarios, or be put back in their cell, as decided by the defender.

CREWS: THUNDERBOYS ALLIANCE

An alliance of Outlaw gangs (see page 38 of Necromunda: The Book of Judgement) have gathered together to storm the precinct and kill everyone in their way. The attacker creates a gang using any gang list (this could even be a gang of corrupt Enforcers) up to a value of 3000 Credits. Their gang will start with a Reputation of 20. When equipping their gang, they can choose items from the Black Market or the Trading Post with a Rarity or Legality of 9 or less. The attacker can give each of their Champions one advancement and their Leader two advancements. Their gang may also include Brutes, Bounty Hunters and other Hired Guns as normal for an Outlaw gang.

MORE THAN TWO PLAYERS

If more than two players are involved in the minicampaign then additional players join the attacking side. The attackers divide the 3000 Credits and 20 Reputation evenly between themselves (i.e. in a three player campaign two players would be the attackers, each with 1500 Credits to spend on their gangs and a Reputation of 10 each) and each builds their own gang.

DEPLOYMENT: SET DEFENCE

At the start of each scenario the defender begins by setting up their defence. This involves deploying models, setting any traps or other defences they might have, and setting up Rally Points. Guidelines for each of these steps are detailed in each individual scenario. Unless otherwise noted, the defender can always field their entire gang. For the duration of the mini-campaign, the defender has the Home Turf advantage (see page 120 of the Necromunda Rulebook) and does not need to make Bottle checks.

DEPLOYMENT: FORMULATE ATTACK

Once the defender has set up, it is time for the attacker to formulate their attack. This involves organising their forces, deploying fighters, and deciding on the number of assault waves they will commit to the attack. Guidelines for each of these steps are detailed in each individual scenario. Unless otherwise noted, the attacker can always field their entire gang.

ASSAULT WAVES

The attacker can use their numerical advantage to overwhelm the defender. At the beginning of the campaign, the attacker has three Assault Waves to call upon.

- Each Assault Wave allows the attacker to recycle some of their Gangers and Juves once during a battle.
- The attacker must decide if they are going to commit an Assault Wave at the start of each battle, which can then be activated during the game.
- If, at the end of a battle, an Assault Wave has not been activated, it is wasted and removed from the attacker's total.

During a battle, the attacker can activate an Assault Wave by declaring their intention to do so during the End phase of any round, before Seriously Injured fighters make Recovery rolls.

Any of the attacker's Gangers and Juves who have been taken Out of Action during this battle (including any who have been killed) may be returned to the battlefield, deploying within 6" of any battlefield edge during the Priority phase of the next round, after rolling for Priority but before fighters are Readied.

Seriously Injured attackers can also be recycled. Instead of making a Recovery roll in the End phase, they are removed from the battlefield and then placed within 6" of any battlefield edge during the Priority phase of the next round, after rolling for Priority but before fighters are Readied..

OUTCOMES: OVERRUNNING THE PRECINCT

Precinct-Fortress 17 has become a battleground with both sides fighting for its corridors and chambers. At the end of each battle, there is a chance that part of the precinct has fallen to the attackers or that the defenders have fought their way back into an area that was taken previously. Each scenario will detail victory conditions for both sides, allowing the attacker to Overrun precinct tiles or for the defender to Reclaim previously Overrun tiles. When a tile is Overrun, it is no longer considered part of the precinct, and the defender cannot set up fighters, Rally Points, barricades, or traps in that tile before the following battle or repair any of the tile's doors in the Respite period. Doors in Overrun tiles are always unlocked and can be either open or closed when battle commences, as decided by the attacker.

RALLY POINTS

The defender knows they are about to fight a desperate battle and has prepared accordingly. At the start of the campaign the defender has three Rally Points. These are fall back points where stores of medical supplies and ammo have been piled along with non-combatants like servitors to aid the Enforcers. Rally Points can be represented either by a token or appropriate piece of terrain, such as a pile of ammo crates.

A Rally Point grants a number of benefits to nearby defenders:

Medical Assistance: Defenders within 3" of a Rally Point count as having Assistance from a friendly fighter when making Recovery Tests (see page 73 of the Necromunda Rulebook). At the end of a scenario any Seriously Injured defender within 3" of a Rally Point do not need to test to see if they succumb to their injuries.

Tactical Retreat: Defenders within 3" of a Rally Point automatically pass Rally Tests (see page 73 of the Necromunda Rulebook). Broken fighters can move toward a Rally Point instead of seeking cover, even if it would leave them in the open or take them closer to enemy fighters.

Reloads: Defenders within 3" of a Rally Point count their weapons as having the Plentiful Trait and ignore the Scarce and Limited traits on their weapons.

Rally Points do not count as cover and do not impede movement. They cannot be targeted by shooting, however, if an attacker is in base contact with a Rally Point they can destroy it by performing the Smash Apart (Double) action. Once a Rally Point has been destroyed it is removed from the battlefield and from the defender's total number of Rally Points, and is therefore not available to them in future scenarios.

The centre point of the precinct's central tile also counts as a Rally Point. This Rally Point is in addition to the three the defender can place throughout the precinct and cannot be destroyed by the attackers.

LASTING INJURIES, RECOVERY, AND MEDICAL ESCORT

During the course of Assault on Precinct-Fortress 17, fighters will be wounded and killed. Sometimes, though, they might be able to carry on into the next battle. When a fighter is taken Out of Action during the battle, or if any fighters Seriously Injured at the end of the battle succumb to their wounds, roll for them as described below.

ATTACKING FIGHTERS

If one of the attacker's Gangers or Juvies is Taken Out or succumbs to their injuries, do not roll on the Lasting Injuries table. Instead, roll a D6:

- On a roll of 1-4, treat the fighter as if they have suffered a Memorable Death result on the Lasting Injury table.
- On a 5 or 6, treat the fighter as if they have suffered an Out Cold result on the Lasting Injury table.

If the attacker's Leader or any of their Champions is Taken Out or succumbs to their injuries, roll on the Lasting Injuries table as normal, then roll a D6:

- On a roll of 1-3, the fighter suffers the effects of the Lasting Injury as normal.
- On a roll of 4-6, the fighter suffers the effects of the Lasting Injury, but does not have to go into Recovery.

DEFENDING FIGHTERS

The defender does not have the luxury of being able to give fighters the time to recover; all hands are needed for the defence of the precinct, and all but the dead will contribute their efforts! If any of the defender's fighters are taken out or succumb to their injuries, roll on the Lasting Injuries table as normal and apply the results to that fighter. However, any fighters that go into Recovery must still take part in the next battle. These fighters must be placed within 3" of a Rally Point, representing the fighter being laid up and undergoing treatment. They begin the battle Prone and Pinned, and if they stand up, move, or are moved more than 3" from the Rally Point, they become Prone and Seriously Injured.

CRITICAL INJURIES

Should the attacker's Leader or any of their Champions, or any of the defender's fighters, suffer a Critical Injury result on the Lasting Injury table, the following rules apply. If they are an attacker, there is no time to take them to the doc, and they will die unless the attacker's gang has a Rogue Doc to tend to them. If they are a defender then they can only be saved by the defender's Rogue Doc, if the Hanger-on is still alive.

RESPIRE

At the end of each scenario, it is likely some of the defender's fighters might have suffered Lasting Injuries, while others might have weapons that are out of ammo, and the precinct itself might have taken damage. These conditions are not automatically removed between games to better reflect the desperate situation. Instead, at the end of each battle, immediately after the Wrap-Up, there is a period of Respite, giving the defender a chance to patch up some of their wounded, repair damaged terrain, and restock ammo. Each action performed during Respite, however, requires committing a fighter to the task. Fighters that are in Recovery cannot be used.

During the Respite period, each of the defender's fighters can do one of the following.

- **Repair:** The fighter makes emergency repairs to the precinct's defences. Replace a single destroyed or damaged door, or add D3 barricades to the battlefield.
- **Patch-Up:** The fighter administers emergency medical aid to a comrade. One fighter that went into Recovery during the previous battle immediately comes out of Recovery.
- **Restock:** The fighter trawls through the precinct's armoury searching for uncommon ammo. Reload D3 weapons with the Scarce trait that are currently out of ammo or add D3 Booby Traps (Frag, Melta, or Gas as chosen by the defender) to the defender's Stash. Once the Respite period has been completed, the players move on to the next scenario.

LIMITED AMMO

The defenders have a large armoury at their disposal, but ammo is still a limited resource. Any of the defender's ranged weapons that have the Scarce trait cannot be reloaded between battles unless a Reload action is performed for the weapon during Respite (see above).

TACTICS CARDS

The inclusion of Gang Tactics Cards in Assault on Precinct-Fortress 17 is optional and should be decided by the players before the first battle. If the players choose to include Tactics Cards, then each player can select two cards at the beginning of each scenario.

WINNING THE MINI-CAMPAIGN: VICTORY OR DEFEAT

There is no middle ground in the Enforcer's desperate stand against the Thunderboys, and neither side will be offering any quarter or looking for any from their foes. To see which side has won the campaign, tally up the survivors at the end of the final scenario. At the end of Scenario Five: Hold until Dawn, if there are no defenders left on the battlefield who are not Seriously Injured, the attacker is the winner. The Thunderboys loot the bodies of their foes before burning the precinct to the ground and retreating back into the wastes to celebrate their victory over Lord Helmawr's rule. At the end of Scenario Five: Hold until Dawn, if there is at least one defender left on the battlefield who is not Seriously Injured, the defender is the winner. The Enforcers breathe a collective sigh of relief as reinforcements arrive to see off the Thunderboys, leaving the Palanites to take stock of the damage and count their dead.

FIRST SCENARIO: NIGHT FALLS

Whispers of the Thunderboys' plans have reached Lieutenant Chancer, and he has begun the process of fortifying his precinct and briefing his fighters. However, before the Enforcers can man the barricades, the assault begins and they must scramble to hold off the outlaws!

SET DEFENCE

The defender sets up their Rally Points and places Booby Traps anywhere within the precinct. All doors within the precinct begin the battle closed and locked (see page 52 of the Necromunda Rulebook). Note that the defender may move through locked doors freely, as it is assumed their fighters have the access codes. The defender must set up their Leader, their Hangerson, and at least half of their fighters in the central tile of the precinct. The prisoners are placed in the Gaol. Any remaining fighters can be placed anywhere within the precinct.

FORMULATE ATTACK

Once the defender has set up their defence, the attacker decides how many (if any) of their Assault Waves they will commit to the attack. Then they divide their fighters into two groups: a main force and a flanking force. Both forces must have at least one Champion or the Leader to lead them. The attacker deploys their main force within 2" of one edge of the battlefield. The flanking force is not deployed in the first round of the battle. At the beginning of round two, three, four, or five, before rolling for priority, the entire flanking force is deployed within 2" of one edge of the battlefield. The attacker has priority in the first round

OUTCOMES

The battle ends after 6 rounds or if either player has no fighters on the battlefield at the end of any round. At the end of the battle, count up the number of fighters on both sides in the precinct. Do not count fighters who are Seriously Injured with the exception of defenders within 3" of a Rally Point. If the attacker has the most fighters in the precinct, they can choose two tiles adjacent to no-man's-land to Overrun. If the defender has the most fighters in the precinct, or it is a tie, then they count as having D3 extra fighters available for the purposes of performing Respite actions,

OPTIONAL SCENARIO: BURN THEM OUT

After being driven back by the Enforcers' superior firepower, the Thunderboys change their tactics by sending in groups of warriors to burn out the defenders. If the fire can take hold, it will force Chancer's fighters out into the open, where they can be easily gunned down by the waiting gangers

FIRE!

In this scenario, any of the attacker's fighters can take the Set Fire (Double) action. This action can only be taken by an Active fighter within 3" of the centre of a precinct tile. Once this action is completed, place a Blaze token in the centre of the tile being set on fire. In the End phase, roll a D6 for each tile with a Blaze token. On a 4+, place an additional Blaze token on the tile. Any fighter that starts or ends their activation on a tile with Blaze tokens or moves across one may be affected depending on how many Blaze tokens are on the tile (all the effects below are cumulative).

- One Blaze Token: While a fighter is on the tile, reduce their Toughness Characteristic by 1 unless they are equipped with a respirator. Line of sight into, out of, and through the Tile is reduced to 6".
- Two Blaze Tokens: A fighter who begins or ends their activation on the tile must immediately test to see if they catch fire just as if they had been hit by a weapon with the Blaze trait. Fighters who both begin and end their activation on the tile must test twice – once when their activation begins and once when it ends.
- Three Blaze Tokens: The tile is fully ablaze. Fighters cannot voluntarily enter the tile, and fighters who begin their activation on the tile become Broken and must move toward the nearest non-burning tile.

A Blaze token can be removed from a burning tile if an Active fighter takes the Douse (Double) action within 3" of the centre of the tile. If all the Blaze tokens are removed from a tile, it is no longer on fire.

SET DEFENCE

The defender sets up their Rally Points and places Booby Traps anywhere within the precinct. All doors within the precinct begin the battle closed and locked. Note that the defender may move through locked doors freely, as it is assumed their fighters have the access codes. The defender must set up their Hangers-on in the central tile of the precinct. The prisoners begin in the Gaol unless they have been released, in which case they can be placed anywhere within 6" of a defending fighter. All remaining fighters can be placed anywhere within the precinct.

FORMULATE ATTACK

Once the defender has set up their defence, the attacker decides how many (if any) of their Assault Waves they will commit to the attack. Then they create a crew of ten fighters. The attacker can deploy their fighters anywhere outside of the precinct or on any Overrun tiles provided they are out of line of sight of any defenders. The attacker has priority in the first round.

OUTCOMES

The battle ends after 4 rounds or if either player has no fighters on the battlefield at the end of any round. At the end of the battle, count up the number of tiles that have Blaze tokens on them. If no tiles have Blaze tokens, the defender can reclaim one Overrun tile. If 1 or 2 tiles have Blaze tokens, the attacker can choose a tile adjacent to no-man's-land to Overrun. If 3 or more tiles have Blaze tokens, the attacker can choose two tiles adjacent to no-man's-land to Overrun.

OPTIONAL SCENARIO: INFILTRATION

The Thunderboys have managed to temporarily cut the power to the precinct, plunging it into darkness. Under cover of shadows, the outlaw gang has sent in a small group of assassins to take out Chancer and his specialists.

BLACKOUT

The battle begins in Pitch Black conditions. Rally Points count as areas of emergency lighting, and all fighters within 4" of a Rally Point are Revealed. The defenders are expecting an assault from outside but do not know that the Thunderboys have found a secret way into the precinct. This scenario uses the rules for Sneak Attacks with all defending fighters counting as Sentries until the alarm is raised. Note that for the purposes of spotting attackers, the Pitch Black conditions count as full cover for any attacker further than 3" from a Sentry.

SET DEFENCE

The defender sets up their Rally Points and places Booby Traps anywhere within the precinct. All doors within the precinct begin the battle closed and locked (see page 52 of the Necromunda Rulebook). Note that the defender may move through locked doors freely, as it is assumed their fighters have the access codes. The defender's fighters can be placed anywhere within the precinct. The prisoners begin in the Gaol unless they have been released, in which case they be placed anywhere within 6" of a defending fighter.

FORMULATE ATTACK

Once the defender has set up their defence, the attacker decides how many (if any) of their Assault Waves they will commit to the attack. Then they choose six of their fighters to infiltrate the precinct. These fighters can be placed anywhere on the battlefield as long as they are more than 3" from a defender and out of line of sight. The attacker has priority in the first round.

OUTCOMES

The battle last for 4 rounds. At the end of the battle, check to see if the defender's Leader or any of their Hangers-on have been taken Out of Action.

- If all three Hangers-on and the defender's Leader are still on the battlefield, the defenders can Reclaim a tile.
- If at least 2 Hangers-on have been taken Out of Action, the attacker can choose a tile adjacent to no-man's-land to Overrun.
- If at least 2 Hangers-on and the defender's Leader have been taken Out of Action, the attacker can choose two tiles adjacent to no-man's-land to Overrun

OPTIONAL SCENARIO: THE CHALLENGE

Captain Chancer has been called out by the leader of the Thunderboys. Chancer has accepted the Thunderboy's challenge to buy time for reinforcements to reach the precinct, but both sides have a few tricks up their sleeve should things go bad for them.

THROW DOWN

At the start of the battle, the defender's Leader and the attacker's Leader (or one Leader on the attacker's side if there are multiple gangs assaulting the precinct) are the only fighters to receive Ready markers. Until a Leader has either been Seriously Injured or moves more than 12" away from the other Leader, fighters (including the Leaders themselves) can only use weapons with the Melee trait. At the start of the second battle round, and in each subsequent round, both players can choose an additional fighter to become Ready and gain a Ready Marker. Once a fighter is made Ready, they will then gain a Ready marker at the start of each following round as normal.

SET DEFENCE

The defender sets up their Rally Points and places Booby Traps anywhere within the precinct. All doors within the precinct except for one of the ones leading to the wasteland begin the battle closed but unlocked. This remaining door begins the battle open. Note that the defender may move through locked doors freely, as it is assumed their fighters have the access codes.

The defender must set up their Leader just outside the entranceway of the open door. Any Hangers-on and at least half of the defender's fighters must set up in the central tile of the precinct. The prisoners begin in the Gaol unless they have been released, in which case they be placed anywhere within 6" of a defending fighter. Any remaining fighters must be set up within the precinct and within 12" of the Leader.

The defender has priority in the first round

FORMULATE ATTACK

Once the defender has set up their defence, the attacker decides how many (if any) of their Assault Waves they will commit to the attack. The attacker places their Leader in no-man's-land 6" from the defender's Leader and facing them. At least half of the attacker's gang is then set up in no-man's-land within 12" of the attacker's Leader. The remaining fighters are held back as Reinforcements. When these Reinforcements arrive, the attacker selects three fighters from their Reinforcement deck and brings them on from any battlefield edge or places them in any Overrun tile at least 6" from any enemy fighters.

OUTCOMES

The battle last for 4 rounds or until a Leader is taken Out of Action. At the end of the battle, check to see which Leader inflicted the most damage on their opponent.

- If a Leader was Seriously Injured, the opposing gang can either Overrun or Reclaim a precinct tile.
- If a Leader was taken Out of Action, the opposing gang can Overrun or Reclaim two precinct tiles.
- If neither Leader was Seriously Injured or taken Out of Action, the defender can Reclaim a precinct tile

FINAL SCENARIO: HOLD UNTIL DAWN

Tired of skirmishing with Changer's Enforcers, the Thunderboys launch their final assault. This is a massive attack from all sides with the goal of smashing apart the defenders in a sudden avalanche of gangers

FALL BACK!

The defender is making a final stand and must fall back before the attacker to maximise their chances of survival. In the End phase, count up the number of attackers and defenders in each of the precinct tiles, with the exception of the central tile. Do not count fighters who are Seriously Injured unless they are a defender within 3" of a Rally Point. If the attacker has more fighters in a tile than the defender, the tile has been taken and the defender must fall back. Any Rally Points in the tile are destroyed, and all defenders must use their activations to fall back to a friendly tile. If they cannot reach a friendly tile during their activation, they become Broken and will flee toward the nearest friendly tile. Once a tile has been taken by the attacker, the defender's models cannot voluntarily enter it. Unlike the previous scenarios, the defender must make Bottle tests but still benefit from the Home Turf advantage.

SET DEFENCE

The defender sets up their Rally Points and places Booby Traps anywhere within the precinct. All doors within the precinct begin the battle closed and locked. Note that the defender may move through locked doors freely, as it is assumed their fighters have the access codes

They must set up their Leader, any Hangers-on, and at least half of their fighters in the central tile of the precinct. The prisoners begin in the Gaol unless they have been released, in which case they be placed anywhere within 6" of a defending fighter. Any remaining fighters can be placed anywhere within the precinct.

FORMULATE ATTACK

Once the defender has set up their defence, the attacker decides how many (if any) of their Assault Waves they will commit to the attack. Then they divide their fighters into four groups with at least one fighter in each group. Each group deploys within 12" of one of the four entrances to the precinct. The attacker has priority in the first round of the battle.

OUTCOMES

The battle ends after 6 rounds or if either player has no fighters on the battlefield at the end of any round. At the end of the battle, refer to Winning the Mini-Campaign: Victory or Defeat to see which side is victorious.

PART FOUR: VISITING THE TRADING POST AND BLACK MARKET

SPENDING CASH

The Trading Post represents the various markets, traders and caravans where gangs can barter for weapons and equipment. Where the House Equipment Lists provide commonly-used equipment for each House's gangs, the type of arms and armament that gangs will readily be able to lay their hands on, the Trading Post lets them expand their arsenal beyond the norm.

Note that some weapons and Wargear that are found on House Equipment Lists do not appear here; these items are preciously guarded by each House, and are not available on the open market. Furthermore, some items are so intrinsically linked to a certain House that gangsters of other Houses would be unwilling or even ashamed to use them even if they could get their hands on them. For example, some of the other Houses view House Van Saar's reliance upon energy-based weapons as a symptom of their inherent weakness, and so they shun las carbines in favour of more robust autoguns.

Also, note that some items are cheaper in the House Equipment Lists, and that some items listed as Rare here are available in the House Equipment Lists; this is intentional, representing the increased availability of those items to specific Houses. Where this is the case, the entry in the House Equipment List takes precedence over the entry shown here for that gang.

Weapons marked with an asterisk (*) take up the space of two weapons. If, for example, a fighter can carry three weapons, any weapon marked with an asterisk counts as two weapons of those three.

Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

STASHED WEAPONS AND WARGEAR

Should a fighter die, their weapons and wargear might not be lost (see page 266). Such useful equipment and expensive or rare items that can be looted will be and are kept by the gang and added to its Stash on the gang roster. These items may be redistributed amongst other fighters in the post-battle sequence, or a new fighter may be equipped for free with any weapons or wargear held in the gang's Stash when recruited (see page 242).

It is important to note that this is not limited to items contained in the House Equipment list, items purchased through the Trading Post as detailed here may also be kept in the Stash and redistributed in this way. Should any fighter purchase new Wargear, old Wargear may be added to the Stash.

GOING TO TRADE

After any battle in a Dominion or Law and Misrule campaign, a gang may visit the Trading Post or Black Market to seek out weapons and Wargear not normally available to them.

In an Uprising Campaign, the Trading Post and Black Market are not normally available, but during Insurrection an Arbitrator might make them available to the gangs. It may be you introduce a scarcity mechanic to limit

TRADING

If players want to buy new weapons or other equipment for existing gang fighters then they may visit their own House Weapon List, or alternatively Leaders and Champions from the gang may lead their fighters to visit the Legal Trading Posts or the Black Market.

ACCESSING THE MARKETS

There are two types of Trade action; **Regular Trade** and **Black Market Trade**, of which a Leader, Champion and certain other fighters may only make one (as an alternative to other post-battle actions).

There are two types of Trade action; Regular Trade and Black Market Trade:

- A Leader or Champion belonging to a Law Abiding gang may make a Regular Trade action and visit the Trading Post, increasing the gang's chances of finding Rare items as described **on page 308**.
- When a Leader or Champion belonging to an Outlaw gang makes a Black Market Trade action, they increase the gang's chances of finding Rare and Illegal items as described **on page 308**.

Alternatively, a Leader or Champion belonging to a Law Abiding gang may attempt to make a Black Market Trade action:

- Make an Intelligence check for the fighter making the action. If the check is passed, the gang may purchase items from the Black Market. If the check is failed, it cannot.

However, when a fighter from a Law Abiding gang visits the Black Market, they will find it harder to access Rare and Illegal items. Black marketeers are often unwilling to sell their most valuable goods to those who cannot be vouched for by mutual contacts.

Finally, a Leader or Champion belonging to an Outlaw gang can make a Regular Trade action:

- Make a Cool check for the fighter making the action. If the check is passed, the gang may purchase items from the Trading Post. If the check is failed, it cannot.

However, when a fighter from an Outlaw gang visits the Trading Post, they will find it harder to access Rare items. It is often hard for the criminal classes to move around freely and find those items readily available to others.

SEEKING RARE EQUIPMENT

Seek Rare Equipment: This action is only performed once and is done to determine the availability of Rare items on offer at the Trading Post or the Black Market. Roll 2D6⁹⁸ to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Regular Trade post-battle action.⁹⁹
- +1 for each Champion making a Regular Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2).
- -2 if an Outlaw gang is attempting to purchase Rare items from the Trading Post.
- -1 if a Law Abiding gang is attempting to purchase items from the Black Market.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. The gang can now purchase Rare items from the Trading Post or Black Market with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

Editor's Note: While you determine the Rarity value for both the Legal Trading Post and the Black Market, please note that a fighter who performed a Rare Trade action may only buy Rare and Common items from the Legal Trading Post; a fighter who performed a Black Market Trade action may only buy Rare and Common, as well as Illegal (see below), items from the Black Market.

Editor's Suggestion: You may purchase 1 rare item per fighter who performed a Rare Trade or Black Market action. You can buy as many Common items as you like.

SEEKING ILLEGAL EQUIPMENT

Seek Illegal Equipment: This action is only performed once and is done to determine the availability of Illegal items on offer at the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

⁹⁸ Editor's Suggestion: Roll 1D6, then add D3 for a leader, D2 for a Champion and D2 for anyone else making a Seek Rare/Illegal action (such as a Scabber).

⁹⁹ Editor's Reminder: A fighter can only do either a Seek Rare Equipment or a Seek Illegal Equipment action.

- +2 if the gang's Leader is making a Black Market Trade post-battle action.
- +1 for each Champion making a Black Market Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2).
- -2 if the gang is a Law Abiding gang.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the more illegal the equipment that is on offer. The gang can now purchase Illegal items from the Black Market with an Illegal value equal to or lower than the Availability level.

Editor's Suggestion: You may purchase 1 Illegal item per fighter who performed a Black Market action.

THE TRADING POST

The Trading Post represents the various markets, traders and caravans where gangs can barter for weapons and equipment. Where the House Equipment Lists provide commonly-used equipment for each House's gangs, the type of arms and armament that gangs will readily be able to lay their hands on, the Trading Post lets them expand their arsenal beyond the norm.

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STASHED WEAPONS AND WARGEAR

Should a fighter die, their weapons and wargear might not be lost (see page 266). Such useful equipment and expensive or rare items that can be looted will be and are kept by the gang and added to its Stash on the gang roster. These items may be redistributed amongst other fighters in the post-battle sequence, or a new fighter may be equipped for free with any weapons or wargear held in the gang's Stash when recruited (see page 242).

It is important to note that this is not limited to items contained in the House Equipment list, items purchased through the Trading Post as detailed here may also be kept in the Stash and redistributed in this way. Should any fighter purchase new Wargear, old Wargear may be added to the Stash.

CLOSE COMBAT WEAPONS

Item	Price	Rarity
Axe	10	Common
Boning Sword	20	Common
	Editor's Suggestion: 40	
Butcher's Chain Cleaver	45	Rare (7)
Butcher's Cleaver	25	Common
Chain glaive*	60	Rare (7)
Chainaxe	30	Rare (9)
Chainsword	25	Rare (8)
Digi laser	25	Rare (10)
Fighting knife	15	Common
Flensing Knife	15	Common
Flail	20	Common
Heavy Chain Cleaver	80	Rare (7)
Heavy rock cutter*	135	Rare (9) Rare (8) (Goliath/Orlock)
Heavy rock drill*	90	Rare (9)

Heavy rock saw*	120	Rare (9)
Las cutter	85	Rare (10)
Maul (club)	10	Common
Power axe	35	Rare (8)
Power hammer	45	Rare (8)
Power knife	25	Rare (9)
Power maul	30	Rare (8)
Power pick	40	Rare (8)
Power sword	50	Rare (9)
Rotary Flensing Saw	55	Rare (9)
Servo claw	35	Rare (10)
Shock baton	30	Rare (8)
Shock stave	25	Rare (9)
Stiletto knife	20	Rare (9)
Stiletto sword	35	Rare (9)
Sword	20	Rare (6)
Thunder hammer	70	Rare (11)
Two-handed axe*	25	Common
Two-handed hammer*	35	Common

PISTOLS

Item	Price	Rarity
Autopistol	10	Common
- Fragmentation Rounds	10	Rare (8)
- Manstopper Rounds	10	Rare (8)
Bolt pistol	45	Rare (8)
Combi-pistol		
- autopistol/hand flamer	65	Rare (10)
	Editor's Suggestion: 25	
- autopistol/plasma pistol	50	Rare (10)
- bolt pistol/hand flamer	110	Rare (11)
	Editor's Suggestion: 70	
- bolt pistol/plasma pistol	80	Rare (11)
- stub gun/plasma pistol	40	Rare (8)
Hand flamer	75	Rare (8)
	Editor's Suggestion: 50	
Laspistol	10	Common
Needle pistol	30	Rare (9)
Plasma pistol	50	Rare (9)
	Editor's Suggestion: 60	
Reclaimed autopistol	5	Common
Stub gun	5	Common
- dumdum rounds	5	Rare (7)
Web pistol	90	Rare (9)

BASIC WEAPONS

Item	Price	Rarity
Autogun	15	Common
Boltgun	55	Rare (8)
	Editor's Suggestion: 80	
Combat shotgun		
- salvo & shredder ammo	70	Rare (7)
- firestorm ammo	30	Rare (8)
(Enforcer Shotgun too)		
Lasgun	15	Common
Reclaimed autogun	10	Common
Sawn-off shotgun	15	Common
Shotgun		
- solid and scatter ammo	30	Common
- executioner ammo	20	Rare (9)
- inferno ammo	15	Rare (8)
Throwing knives	10	Common

SPECIAL WEAPONS

Item	Price	Rarity
Combi-weapon		
- autogun/flamer	110	Rare (10)
	Editor's Suggestion: 50	
- autogun/grenade launcher (frag)	30	Rare (7)
- bolter/flamer	180	Rare (8)
	Editor's Suggestion: 120	
- bolter/melta	170	Rare (12)
- bolter/needler	90	Rare (10)
- bolter/plasma	115	Rare (10)
Flamer	140	Rare (7)
	Editor's Suggestion: 80	
Grav-gun	120	Rare (11)
Grenade Launcher (with frag & krak grenades)	65	Rare (8)
Long las	20	Common
Long rifle	30	Rare (7)
Meltagun	135	Rare (11)
Needle rifle	40	Rare (9)
Plasma gun	100	Rare (9)
	Editor's Suggestion: 120	
Web gun	125	Rare (9)

HEAVY WEAPONS

Item	Price	Rarity
Harpoon launcher*	110	Rare (9)
	Editor's Suggestion: 80	
Heavy bolter*	160	Rare (10)
Heavy flamer*	195	Rare (10)
	Editor's Suggestion: 140	
Heavy stubber*	130	Rare (7)
	Editor's Suggestion: 90	
Lascannon*	155	Rare (10)
Mining laser*	125	Rare (9)
	Rare (8) (Orlock)	
Missile launcher*		
- frag & krak missiles	165	Rare (10)
Multi-melta*	180	Rare (11)
Plasma cannon*	130	Rare (11)
	Editor's Suggestion: 180	
Seismic cannon*	140	Rare (10)

GRENADES

Item	Price	Rarity
Anti-plant grenades	30	Rare (7)
Blasting charges	35	Rare (8)
Choke gas grenades	50	Rare (9)
Demo charges	50	Rare (12)
Flares grenades	20	Common
Frag grenades	30	Common
Gunk bombs	40	Common
Incendiary charges	40	Rare (7)
Krak grenades	45	Rare (8)
Melta bombs	60	Rare (11)
Photon flash flares	15	Rare (9)
Plasma grenades	90	Rare (10)
Scare gas grenades	45	Rare (10)
Smoke grenades	15	Common
Stun grenades	15	Rare (8)

DESIGNER'S NOTE: GRENADES AND GRENADE LAUNCHERS

While it might seem logical that a fighter armed with grenades can either fire them from a launcher or hurl them by hand, the reality is that these pieces of wargear are used in very different ways. For example, flares for grenade launchers are harder to come by than their handheld cousins as they require a stable casing and reliable propellant. Most grenade launcher flares are liberated from Palanite Enforcer stores, and still bear the Spider crest of the Imperial House. Equally, plasma grenades are not often fired from grenade launchers – the act of shoving an already unstable explosive into a small tube and then setting off a controlled detonation to propel it often ending badly!

WEAPON ACCESSORIES

Item	Price	Rarity
Gunshroud (Pistol, Basic)	20	Rare (8)
Hotshot las pack	20	Common
Infra-sight † (any ranged weapon)	40	Rare (8)
Las-projector (Pistol, Basic, Special)	35	Rare (9)
Mono-sight † (Basic, Special, Heavy)	35	Rare (9)
Suspensor (Heavy)	60	Rare (10)
Telescopic-sight † (Pistol, Basic, Special)	25	Common

SPECIAL AMMUNITION

AUTO-WEAPON AMMUNITION

The following types of ammunition can be purchased for use in any autogun or autopistol (reclaimed or otherwise), a heavy stubber, or any combi-weapon that includes an auto-weapon component.

Item	Price	Rarity
Plantbuster rounds	15	Rare (9)
Phosphor rounds	10	Rare (8)
Rad rounds	20	Rare (9)

BOLT WEAPON AMMUNITION

The following types of ammunition can be purchased for use in any boltgun, bolt pistol, heavy bolter, or any combi-weapon that includes a bolt-weapon component.

Item	Price	Rarity
Gunk bolts	15	Common

GRENADE LAUNCHER AMMUNITION

The following types of ammunition can be purchased for any grenade launcher. Ammunition marked with an asterisk (*) may also be used in the grenade launcher component of a combi-weapon but gains the One-Shot Weapon Trait.

Item	Price	Rarity
Anti-plant grenades*	40	Rare (7)
Choke Gas Grenades	35	Rare (9)
Flares*	30	Common
Photon Flash Grenades	15	Rare (9)
Plasma Grenades	100	Rare (12)
Scare Gas Grenades	45	Rare (10)
Smoke Grenades	15	Common

SHOTGUN AMMUNITION

The following types of ammunition can be purchased for use in any shotgun, combat shotgun, *enforcer shotgun*, or sawn-off shotgun

Item	Price	Rarity
Plantbuster shells	15	Rare (9)
Phosphor shells	10	Rare (8)
Rad shells	20	Rare (9)

STUBGUN AMMUNITION

The following types of ammunition can be purchased for a stubgun, or any combi-weapon which includes a stubgun.

Item	Price	Rarity
Dum Dum Bullets	5	Rare (7)

ARMOUR

Item	Price	Rarity
Carapace armour		
- light	80	Rare (10)
- heavy	100	Rare (11)
Flak armour	10	Common
Hardened Flak Armour	20	Rare (10)
Layered Flak Armour	20	Rare (8)
Hardened Layered Flak Armour	35	Rare (11)
Hazard suit	10	Rare (10)
Mesh armour	15	Common

FIELD ARMOUR

Item	Price	Rarity
Conversion field	60	Rare (11)
Displacer field	70	Rare (12)
Refractor field	50	Rare (10)

BIONICS

Item	Price	Rarity
Aortic Supercharger (Mundane)	65	Rare (13)
Bionic Eye (Mundane)	45	Rare (13)
Bionic Arm (Mundane)	45	Rare (13)
Bionic Leg (Mundane)	25	Rare (12)
Cortex-Cogitator		
- Mundane	15	Rare (11)
- Improved	30	Rare (12)
Lobo Chip		
- Mundane	20	Rare (11)
- Improved	45	Rare (12)
Skeletal Enhancers (Mundane)	70	Rare (13)

GANG EQUIPMENT

Item	Price	Rarity
Ammo cache	60	Rare (8)
Booby traps		
- frag trap	20	Common
- gas trap	40	Rare (8)
- melta trap	50	Rare (10)

PERSONAL EQUIPMENT

Item	Price	Rarity
Archaeotech device	120	Rare (13)
Armoured undersuit	25	Rare (7)
Bio-booster	35	Rare (8)
Bio-scanner	30	Rare (8)
Blind Snake pouch	60	Rare (12)
Chem-synth	15	Rare (12)
Drop rig	10	Common
Filter plugs	10	Common
Grapnel launcher	25	Common
Grav-chute	50	Rare (10)
Guilder cartograph	70	Rare (11)
Industrial respirator	30	Rare (7)
Isotropic fuel rod	60	Rare (10)
Medicae kit	30	Rare (9)
Photo goggles	35	Rare (9)
Radcounter	50	Rare (9)
Ratskin map	100	Rare (9)
Respirator	15	Common
Second Best	15	Common
Servo harness		
- full	160	Rare (12) Rare (11) (Goliath/Orlock) Rare (10) (Van Saar)
- partial	130	Rare (12) Rare (11) (Goliath/Orlock) Rare (10) (Van Saar)
Skinblade	10	Common
Stimm-slug stash	30	Rare (7)
Strip kit	15	Common
Suspensor harness	40	Rare (9)
Web solvent	25	Rare (8)
Wild Snake	30	Common

STATUS ITEMS

Item	Price	Rarity
Extravagant Goods		
Exotic furs	50	Rare (12)
Gold-plated gun	40	Rare (10)
Master-crafted weapon	Cost of the weapon +25% rounded up to the nearest 5 credits	Rare (10)
Mung vase	2D6x10	Rare (12)
Opulent jewellery	80	Rare (11)
Uphive raiments	50	Rare (10)
Servo Skulls		
Gun skull	65	Rare (12)
Medi skull	80	Rare (12)
Sensor skull	60	Rare (12)

BRUTES

Editor's Suggestion: As the Iron Automata has a Rarity value (Illegal (14)), other Brutes, could have a rarity (preventing double Ambot spam, for example. The following suggestions may be appropriate to your gaming group).

Brute	Price	Rarity (Editor's Suggestion)
Ambot	215	Rare (13)
"Jotunn" Ogryn Servitor	210	Rare (10)
Arachni-Rig (Van Saar Only)	240	Rare (11)
Khmerix (Escher Only)	240	Rare (11)
Lugger Servitor (Orlock Only)	200	Rare (11)
Spyker (Delaque Only)	190	Rare (11)
Stig-Shambler (Cawdor Only)	240	Rare (11)
'Zerker (Goliath Only)	210	Rare (11)

EXOTIC BEASTS (STATUS ITEMS)

Item	Price	Rarity
Caryatid	Free	Rare (15)
Cephalopod (Delaque Only)	100	Rare (11)
Cyber Mastiff (Orlock Only)	100	Rare (10)
Cyberarchnid (Van Saar Only)	75	Rare (10)
Giant Rat	50	Common
Phyrr Cat (Escher Only)	120	Rare (12)
Sheen Bird (Cawdor Only)	90	Rare (12)
Sumpkroc (Goliath Only)	130	Rare (11)

HANGERS-ON

Hangar-On	Price
Ammo-Jack	50
Brute Handler	55 (Goliaths) 110 (other gangs)
Chem Dealer	25 (Goliaths) 50 (other gangs)
Dome Runner	20
Fixer	50
Gang Look Out	20
Narker	30
Pit Trainer (Goliath Only)	75
Propagandist	30
Rogue Doc	50
Slopper	20
Squat Ammo Jack	100

EDITOR'S SUGGESTION: RARE FIND CHART

For Those Grogards Out There

This adapts the old Necromunda Rare Find chart, to provide an alternative to modern Necromunda's 'market of everything' trading post that suggests the resource scarcity faced by the gangs. We trialled it alongside trading as a 'treasure hunt' mechanic – you may wish to use it as a replacement to the Trading mechanic within modern Necromunda, or an alternative alongside it.

TRADING

Common items can be bought quite readily in any Underhive settlement, either from a trading post or directly from a workshop. Players can purchase as many of these items as they want. The price for common items is fixed.

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

ROLLING FOR TRADE

Instead of rolling as normal to determine a Rarity level for items at the Trading Post, each fighter who successfully performs a **Rare Trade** action instead rolls on this chart. Each fighter performing the Rare Trade action may roll a D66 on the Black Market Trade chart. Leaders roll D3 times, and Champions roll D2 times.

The results are the **only** items available at the Trading Post after that game, and are the only items beyond Common items (encompassing Common items at both the Legal Trading Post), or items on the Gang's House Equipment List(s), which the gang can buy from the Trading Post. These are bought at the prices listed in the Trading Post section and on the House Weapon Lists if they are available there.

RARE ITEM CHART

D66 Roll	Rare Item Chart	
11-16	Close Combat Weapon – Roll D6	
	1-3, Mundane Close Combat Weapon - Roll 2D6:	
		1: Industrial Close Combat weapon
		1: Heavy Rock Cutter; 2: Heavy Rock Drill; 3: Heavy Rock Saw, 4-6: Servo-Claw
		2: Chain Weapons
		1-3: Chainsword; 4-5: Chain Axe; 6: Chain Glaive
		3: Corpse Grinding Weapons, Roll a D6:
		1: Boning Sword; 2: Butcher's Chain Cleaver; 3: Butcher's Cleaver; 4: Flensing Knife; 5: Rotary Flensing Saw; 6: Heavy Chain Cleaver
		4-6 Common Weapons, Roll 2D6
		2: Two-Handed Hammer; 3: Flail; 4: Sword; 5: Polearm; 6: Fighting Knife; 7: Maul (club); 8: Axe; 9: Polearm, 10: Grab Hook; 11: Two-Handed Axe; 12: D3 x Digilaser.
	4-6, Powered Weapon - Roll D6:	
		1-3: Shock Weapon, Roll a D6:
		1-2 – Shock Whip, 3-4 – Shock Baton, 5-6, Shock Stave
		4-6, Power Weapon, Roll 2D6:
		2: Lascutter, 3: Power Axe, 4: Power Maul, 5-6: Power Sword, 7-9: Power Knife, 10: Power Pick, 11: Power Hammer, 12: Thunder Hammer,
21-26	Ranged Weapon - Roll 2D6	
	2, Rare Heavy Weapon, Roll 2D6:	
		2: Multi Melta; 3: Seismic Cannon; 4: Lascannon; 5: Mining Laser; 6-8: Heavy Stubber; 9: Autocannon; 10: Missile Launcher with Frag and Krak Missiles; 11: Heavy Bolter; 12: Plasma Cannon;
	3-4 – Rare Weapon, Roll 2D6:	
		2: Webgun; 3: Plasmagun; 4: Needle Rifle; 5: Plasmapistol; 6: Flechette Pistol (with Solid and Fleshbane ammunition); 7: Bolt Pistol; 8: Needle Pistol; 9: Boltgun; 10: Meltagun; 11: Web Pistol; 12: Grav-Gun
	5-6 - Combi-Weapon – Roll a D6:	
		1-4: Combi Pistol – Roll D6:
		1: Bolt pistol/Plasmapistol; 2: Autopistol/Plasmapistol; 3-4: Autopistol/Hand Flamer; 5: Stubgun/Plasmapistol; 6: Bolt pistol/Handflamer
		5-6: Combi Rifle – Roll 1D6:
		1: Bolter-Combi Weapon; Roll 1D6:
		1: Bolter/Plasma; 2: Bolter/Meltagun; 3: Bolter/Needler; 4-6: Bolter/Grenade Launcher with Frag Grenades
		2: Lasgun/Combi Weapon, Roll 1D6:
		1-3: Lasgun/Plasmagun; 4-6: Lasgun/Meltagun
		3-6: Autogun-Combi-Weapon:
		1-3: Autogun/Flamer; 4-6: Autogun/Grenade Launcher with Frag Grenades

		7-12: Common Weapons, Roll 2D6:
		3: Heavy Weapon, Roll a D6: 1-2: Harpoon Launcher; 3-4: Heavy Stubber; 5-6: Heavy Flamer 4: Sniper Rifle, Roll a D6: 1-3 Long Rifle; 4-6: Longlas 5-6: Rifle, Roll a D6: 1-2: Lascarbine; 3-4: Lasgun; 5-6: Autogun 7-8: Pistol, Roll a D6: 1: Las-Sub Carbine; 2: Laspistol; 3-4: Stubgun; 5: Autopistol; 6: Hand Flamer 9-10: Shotgun, Roll a D6: 1-2 Sawn-off Shotgun, 3-5: Shotgun with Solid and Scatter Ammo; 6: Combat Shotgun 11-12: Special Weapon: 1-4: Flamer, 5-6, Grenade Launcher with, Roll a D6: 1: Frag and Krak Grenades, 2: Frag and Krak Grenades, and Photon Flash Flares, 3: Frag, Krak and Choke Gas Grenades, 4: Frag, Krak and Scare Gas Grenades, 5: Frag, Krak and Anti-Plant Grenades, 6: Frag, Krak and Plasma Grenades
31-33		Grenades, Roll a D6:
		1-2: Status Grenades, Roll a D6:
		1-2: Choke Gas Grenades; 3: Scare Gas Grenades; 4-5: Photon Flash Grenades, 6: Rad Grenades
		3-4: Explosive Grenades, Roll a d6:
		1: Blasting Charges, 2: Demo Charges, 3: Incendiary Charges, 4: Frag Grenades, 5: Krak Grenades, 6: Melta Bombs,
		5: Badzone Grenades, Roll a D6:
		1-3: Antiplant Grenades, 4-6: Plasma Grenades,
34-36		Weapon Ammunition – Roll D6:
		1: Phosphor Rounds or Shells for one weapon type, or Antiplant Rounds or Shells for one weapon type. 2: Rad Rounds or Shells for one weapon type 3: Executioner Shells or Inferno Ammo for a shotgun 4: Firestorm Ammo for a combat shotgun 5: Dum dum Bullets for a Stubgun 6: Either Hotshot Pack for a Lasweapon, Manstopper Rounds for an Auto Weapon, or Fragmentation Rounds for one weapon type
41-42		Weapon Accessory - Roll a D6:
		1: Gunshroud
		2: Infravision
		3: Las Projector
		4: Mono-sight
		5: Suspensor
		6: Telescopic Sight
43-44		Armour - Roll D6:
		1: Carapace Armour, Roll a D6
		1-4: Light Carapace Armour; 5-6 Heavy Carapace Armour
		2: Armoured Undersuit
		3: Hazard Suit
		4: Flak Armour, Roll a D6: 1-3: Flak Armour, 4: Layered Flak Armour, 5: Hardened Flak Armour; 6: Hardened Layered Flak Armour
		5: Other armour, roll a D6:
		1-3: Scrap Shield; 4: Furnace Plate Armour; 5: Gutterforged Cloak; 6: Mesh Armour
		6: Force Field Armour, Roll a D6:
		1-2: Conversion Field; 3-4: Displacer Field; 5-6: Refractor Field
45-46	Bionics	Roll a D6. On a 1-3, Choose one of any Mundane bionic available; on a 4-6, choose one of any Mundane or Improved Bionic. One fighter in the gang receives the appropriate bionic.
51-56		Wargear, Roll 3D6:
		3: Rare Treasure, Roll a D6: 1-3: Archaeotech Device; 4-6: Mung Vase
		4: Guilder Cartograph
		5: Ratskin Treasures, Roll a D6: 1-2: Blindsake Pouch, 3-6: Ratskin Map
		6: Grav Chute
		7: Booby Trap - Roll a D6: 1-2: Gas Trap, 3-4: Frag Trap, 5-6: Melta Trap

	8: Medicae Kit
	9: Scanning Tech, Roll a D6: 1-2: Photo Goggles, 3-6: Bio-Booster
	10: Industrial Respirator
	11: Bio-Tech, Roll a D6: 1-4: Stimm Slug Stash, 5-6: Bio-Booster
	12: Web Solvent
	13: Ammo Cache
	14: Suspensor Harness
	15: Radcounter
	16: Isotropic Fuel Rod
	17: Chem Synth
	18: Servo Harness - Roll a D6: 1-4: Partial Servo Harness, 5-6: Full Servo Harness
63	Extravagant Goods, Roll D6:
	1: Exotic Furs; 2: Gold-Plated Gun – one of the gang's existing weapons is plated with gold; 3: One of the fighter's weapons may be upgraded to be Master Crafted for free; the original weapon is lost; 4: Opulent Jewellery; 5: Uphive Raiments; 6: Servo Skull - Roll a D6: 1-2: Gun Skull; 3: Medi Skull; 4-5: Sensor Skull; 6: Harrier Skull
64-5	Exotic Beast: Roll D6: 1-3: Necromunda Giant Rat; 4-6: House Exotic Beast. <i>If at the maximum number of exotic beasts, reroll the Lucky Find.</i>
66	Brute Discovered! Roll a D6:
	1-3: Jotunn Ogryn, 4-5: House Brute (if your gang does not have a house-specific Brute type, you find a Jotunn Ogryn instead); 6: Ambot <i>If you already have a Brute, reroll the Lucky Rare Find. Otherwise, you obtain the Brute who will join the gang. If you are below the Reputation threshold for a Brute (2 Hanger-On), you cannot obtain the Brute and you must reroll the Lucky Find unless you retire enough Hangers-On to be able to fit the Brute into the gang.</i>

THE BLACK MARKET TRADING POST

As lawless and unregulated as most underhive trading posts are, there remains an entirely different level of criminal trade for gangs to partake of. Hidden out in the badzones, or in the depths of ramshackle settlements – their existence protected by jealous crime bosses and hefty bribes – are the black markets. These underground markets deal in the rarest and most dangerous goods, especially those that have been outlawed by Lord Helmawr or the wider Imperium. At their most mundane, an underhive black market might offer pilfered Enforcer and Militia weaponry or stolen chems and rare wargear from the Clan House factories. At their more esoteric, a gang can find strange xenos weaponry and creatures brought in via the Cold Trade – or, should a gang feel especially reckless, objects imbued with the hateful energies of the Warp. The following section offers a selection of weapons and wargear for gangs to acquire during the post-battle sequence.

USING THE BLACK MARKET

The Black Market is ever present on Necromunda. To outlaws and recidivists, this illegal flow of goods and services fuels their livelihoods. Gangs can visit both the Trading Post and the Black Market as they wish. However, depending upon their alignment a gang may find it harder to track down the items they seek.

The Black Market is split into several broad categories, with each containing weapons and wargear of types players will already be familiar with. The equipment restrictions fighters have listed in their profiles apply to items purchased from the Black Market. For example, a House Goliath Juve can only be armed with Pistols and Close Combat weapons, and therefore cannot be armed with a Heavy Weapon purchased from the Black Market.

House of Chains note on Black Markets: If players do not have access to Black Market rules then Outlaw gangs should be allowed to visit the Trading Post like other gangs, however they must increase the Rarity of any Rare items by 2. *Editor's Suggestion: All Common items from the Legal Trading Post should be available at the Black Market; all items from the Legal Trading Post to be available at the Black Market at 2 Rarity levels higher than at the Legal Trading Post – this worked well for our campaigning. We also have all Badzone items available in the Black Market equally.*

IMPERIAL WEAPONS

Item	Price	Legality/Rarity
Basic weapons		
Arc rifle	100	Rare (13)
Stake-crossbow	60	Rare (9)
Pistols		
Inferno pistol	145	Rare (12)
Special weapons		
Storm bolter	95 ¹⁰⁰	Rare (12)
Heavy weapons		
Autocannon	160	Rare (10)
Grav cannon	140	Rare (10)
Mole launcher	100	Rare (11)
Close combat weapons		
Lightning claw	70	Rare (11)
Power fist	100	Rare (11)
Grenades		
Phosphor canister	40	Rare (10)

XENOS WEAPONS

Item	Price	Legality/Rarity
Basic weapons		
Kroot long rifle	30	Rare (10)
Rak'Gol razor gun	60	Illegal (11)
Sling gun	55	Rare (11)
Special weapons		
Hrud fusil	120	Illegal (9)
Necrotic beamer	110	Illegal (12)
Neural flayer	90	Illegal (13)
Yu'vath puzzle box	150	Illegal (15)
Heavy weapons		
Demiurg energy drill	100	Illegal (9)
Close combat weapons		
Xenarch death-arc	75	Illegal (9)
Grenades		
Mindflect shard	50	Illegal (10)

UPGRADING XENOS AND CORRUPTED WEAPONS

Alien weapons and those crafted by the servants of the Dark Gods are often strange, bespoke pieces of technology. Even those of relatively standard manufacture use components and mechanisms anathema to the sacred designs of the Imperium. For these reasons, unless otherwise noted, weapon upgrades such as gun sights or suspensors cannot be attached to a Xenos Weapon or a Corrupted Weapon.

¹⁰⁰ Editor's Suggestion: 120 credits.

CORRUPTED WEAPONS

Item	Price	Legality/Rarity
Basic weapons		
Warpstorm bolter	60	Illegal (10)
Pistols		
Withertouch pistol	55	Illegal (13)
Special weapons		
Balefire thrower	120	Illegal (9)
Kai hellspear	90	Illegal (12)
Close combat weapons		
Desire's needle	50	Illegal (9)
Goredrinker axe	20	Illegal (9)
Hex'iron blade	25	Illegal (9)
Tenebrous scourge	60	Illegal (10)
Whisperbane knife	30	Illegal (11)
Grenades		
Shard grenades	30	Illegal (9)

ARMOUR

Item	Price	Legality/Rarity
Ablative overlay	20	Common
Archao-carapace	120	Rare (12)
Armourweave	20	Illegal (9)
Ceramite shield	40	Rare (8)
Gutterforged cloak	15	Common
Mantle Malifica	75	Illegal (13)
Reflec shroud	30	Rare (8)
Scrap shield	15	Common

CHEMS

Item	Price	Legality/Rarity
Frenzon	20	Rare (9)
Ghast	30	Illegal (9)
Icrotic slime	35	Rare (10)
Kalma	15	Common
Obscura	30	Illegal (8)
'Slaught	30	Rare (10)
Spur	35	Rare (11)
Stinger mould	75	Rare (13)

SPECIAL AMMUNITION

Item	Price	Legality/Rarity
Needle pistol		
- Chem darts	10	Common
Needler/needle rifle		
- Chem darts	10	Common
Lasgun		
- Focusing crystal	30	Rare (10)
Long las		
- Focusing crystal	30	Rare (10)
Las carbine		
- Focusing crystal	30	Rare (10)
Las sub-carbine		
- Focusing crystal	30	Rare (10)
Las pistol		
- Focusing crystal	30	Rare (10)
Suppression laser		
Focusing crystal	30	Rare (10)
Shotgun		
- Gas shell	25	Rare (11)
- Shatter shell	15	Rare (9)
Combat shotgun		
- Gas shell	25	Rare (11)
- Shatter shell	15	Rare (9)
Sawn-off shotgun		
- Gas shell	25	Rare (11)
- Shatter shell	15	Rare (9)
Bolt pistol		
- Gas shell	25	Rare (11)
- Shatter shell	15	Rare (9)
Bolter		
- Gas shell	25	Rare (11)
- Shatter shell	15	Rare (9)
Autogun or Reclaimed Autogun		
- Static rounds	10	Illegal (9)
- Warp rounds	15	Illegal (10)
Stub cannon		
- Static rounds	10	Illegal (9)
- Warp rounds	15	Illegal (10)
Autopistol or Reclaimed Autopistol		
- Static rounds	10	Illegal (9)
- Warp rounds	15	Illegal (10)
Stub gun		
- Static rounds	10	Illegal (9)
- Warp rounds	15	Illegal (10)
Long rifle		
- Static rounds	10	Illegal (10)
- Warp rounds	20	Illegal (11)
Heavy stubber		
- Static rounds	10	Illegal (10)
- Warp rounds	20	Illegal (11)

PERSONAL EQUIPMENT

Item	Price	Legality/Rarity
Archaeotech Device	120	Rare (13)
Blindsnake Pouch	60	Rare (12)
Cameleoline cloak	35	Rare (9)
Chrono crystal	500	Illegal (14)
Comprehensive Rulebook	0	Illegal (99)
Cred sniffer	35	Rare (8)
Data-thief	35	Illegal (10)
Falsehood	40	Rare (9)
Forged Guilder seal	55	Illegal (11)
Frenzon collar	30	Rare (9)
Guilder Cartograph	70	Rare (11)
Halo device	250	Illegal (14)
Hexagrammic fetish	35	Rare (10)
Holochromatic field	100	Illegal (9)
Industrial Respirator	60	Rare (7)
Isotropic Fuel Rod	60	Rare (10)
Lho sticks	5	Common
Lock-punch	10	Common
Magnacles	20	Common
Malefic artefact	90	Illegal (13)
Mnemonic inload spike	100	Illegal (12)
Photo-lumens	20	Common
Psi-grub	50	Illegal (12)
Radcounter	50	Rare (9)
Ratskin Map	100	Rare (9)
Sanctioning writ	25	Illegal (10)
Suspensor Harness	40	Rare (9)
Threadneedle worms	45	Illegal (13)
Xenoculum	80	Illegal (12)

STATUS ITEMS

Item	Price	Rarity
Harrier-skulls	40	Rare (8)
Mung Vase	2D6x10	Rare (12)

EXOTIC BEASTS (STATUS ITEMS)

Item	Price	Rarity
Grapplehawk	90	Illegal (11)
Gyrinx cat	120	Illegal (14)
Hacked cyber-mastiff	100	Illegal (10)
Necromunda Giant Rat	50	Common

BRUTE

Brute	Price	Rarity (Editor's Suggestion)
Ambot	215	Rare (13)
Iron Automata	220	Illegal (14)
“Jotunn” Ogryn Servitor	210 180 (Goliath Gangs)	Rare (10)

HANGERS-ON

Hanger-On	Price
Agitator	30
Ammo-Jack	50
Brute Handler	55 (Goliaths) 110 (other gangs)
Chem Dealer	25 (Goliaths) 50 (other gangs)
Cadaver Merchant	20
Dome Runner	20
Fixer	50
Gang Look Out	20
Heretek	40
Narker	30
Pit Trainer (Goliath Only)	75
Propagandist	30
Proxy	25
Rogue Doc	50
Scabber	40
Slopper	20
Squat Ammo Jack	100

EDITOR'S SUGGESTION: BLACK MARKET TRADE CHART

Like the Rare Trade chart (see page 367), this adapts the idea of the Outlaw trade chart from *Outlanders* in the original Necromunda and subsequent editions. Again this can be an alternative to trading as it exists in modern Necromunda, or a post-game action sitting alongside Black Market trading in the modern game.

TRADING

Common items can be bought quite readily in any Underhive settlement, either from a trading post or directly from a workshop. Players can purchase as many of these items as they want. The price for common items is fixed.

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

ROLLING FOR RARE AND ILLEGAL ITEMS

Instead of rolling as normal to determine a Rarity and an Illegality level for items at the Black Market, each fighter who successfully performs a **Black Market Trade** action instead rolls on this chart.

Instead of rolling for levels, each fighter performing the Black Market Trade action may roll a D66 on the Black Market Trade chart. Leaders roll D3 times, and Champions and Scabbers roll D2 times.

The results are the **only** items available at the Trading Post after that game, and are the only items beyond Common items (encompassing Common items at both the Legal Trading Post and the Black Market), or items on the Gang's House Equipment List(s), which the gang can buy. These are bought at the prices listed in the Black Market section and on the House Weapon Lists if they are available there

BLACK MARKET CHART

D66 Roll	Black Market Trade Chart	
11-13	Imperial Weapon, Roll 3D6:	
	2: Arc-Rifle; 3: Storm Bolter; 4: Mole Launcher; 5: Autocannon; 6: Grav-Cannon; 7: Stake-Crossbow; 8: Mole Launcher; 9: Phosphor Canister; 10: Lightning Claw; 11: Power Fist; 12: Inferno Pistol	
14-16	Xenos Weapon - Roll 2D6	
	2: Yu'vath Puzzle Box; 3: Neural Flayer; 4: Hrud Fusil; 6-7: Kroot Rifle; 8: Sling Gun; 9: Demiurg Energy Drill; 10: Mindflect Shards; 11: Rak'Gol Razor Gun; 12: Necrotic Beamer	
21-23	Corrupted Weapon – Roll 2D6	
	2: Withertouch Pistol; 3: Whisperbane Knife; 4: Tenebrous Scorge; 5: Goredrinker Axe; 6: Desire's Needle; 7-9: Shard Grenades; 10: Warpstorm Bolter; 11: Balefire Thrower; 12: Kai Hellspear	
24-26	Weapon Ammunition – Roll 2D6:	
		2-3: Focusing Crystal for a Las Weapon 4-5: Gas Shells for one weapon type 6-8: Shatter Shells for one weapon type. 9-11: Static Rounds for an auto or stub weapon 12: Warp Round for an auto or stub weapon
31-33	Armour - Roll 2D6:	
		2: Mantle Malifica;
		3-4: Armour Weave
		5-7: Ceramite Shield
		8-10: Reflec Shroud
		11-12: Archaeo-Carapace
34	Cameleoline Cloak	
35	Cred Sniffer	
36	Data-thief	
41	Falsehood	
42	Frenzon Collar	
43	Forged Guilder Seal	
44	Halo Device	
45	Hexagrammic Fetish	
46	Holochromatic Field	
51	Malefic Artefact	

52	Mnemonic Inload Spike
53	Psi-Grub
54	Sanctioning Writ
55	Threadneedle Worms
56	Xenoculum
61-63	Chems, Roll 2D6:
	2: 1x Stinger Mould; 3: D6 doses of Spur (and supplier); 4: D6 doses of 'Slaught (and supplier); 5: D6 doses of Obscura (and supplier); 6-8: D6 doses of Kalma (and supplier); 9-10: D6 doses of Frenzon (and supplier); 11: D6 doses of Ghast (and supplier); 12: 1x Icrotic Slime
64-65	Exotic Beasts and Status Item: Roll 2D6: 2: Gyrinx*; 3-5: Hacked Cybermastiff*; 6-8: Necromunda Giant Rat*; 9-10: Harrier Skull; 11-12: Grapplehawk* <i>*If at the maximum number of exotic beasts, reroll the Lucky Find.</i>
66	Brute Discovered! Roll a D6:
	1: Iron Automata, 2-5: Jotunn Ogryn, 6: Ambot <i>If you already have a Brute, reroll the Lucky Find. Otherwise, you obtain the Brute who will join the gang. If you are below the Reputation threshold for a Brute (2 Hanger-On), you cannot obtain the Brute and you must reroll the Lucky Find unless you retire (or eat) enough Hangers-On to be able to fit the Brute into the gang.</i>

RECRUITING HANGERS-ON & BRUTES

Hangers-on and Brutes are purchased with credits from the gang's Stash in the same way as new fighters. A Fighter card is filled out for them and they are added to the gang roster. Most Hangers-on and Brutes have various options for their equipment – these must be decided when they are recruited.

The maximum number of Hangers-on and Brutes a gang can have is limited by their Reputation, as shown by the table below. If a gang's Reputation drops to the point they do not have enough for their Hangers-on or Brutes, they must remove one or more of them from their roster until they are back within their limit. Also, note that there is a limit on each type of Hanger-on and Brute – a gang can have up to two Rogue Docs, but only one Dome Runner, for example. Hangers-on and Brutes do not count towards the number of fighters in the gang; for example, they are not counted when determining how many Gangers the gang must contain.

Most gangs follow the chart below:

Reputation	Maximum Hangers-on
Less than 5	1
5 – 9	2
10 – 14	3
15 - 19	4
20 - 24	5
Each additional 5	+1

Venators and Genestealer Cults have alternative requirements.

HANGERS-ON

Each of the types of Hangers-on gives a gang a special rule, but they do not normally take part in battles. However, whenever a battle happens on the gang's turf (i.e., they have the Home Turf Advantage in a scenario), roll a D6 for each of their Hangers-on before choosing a crew. On a result of 1, 2 or 3, the Hanger-on is unfortunate enough to be around when the fighting starts, and must be included as part of the crew. Hangers-on cannot gain Experience or Advancements; if they suffer a Lasting Injury that would make a change to their-Fighter card, they decide that the hideout is no longer safe and move on – they are removed from the gang roster. They also cannot be given any equipment other than what is listed.

EDITOR'S SUGGESTION: TERRITORY HANGERS-ON

Some territories and rackets may provide Hangers-On; these free hangers on must fit into the limits for Hangers-On the gang recruits. If the gang is unable to recruit a Hanger-On, it must either choose to let go of enough current Hangers-On so as to recruit the territory-related Hanger-On, or it will not be able to hire the Hanger-On until their Reputation sufficiently increases.

BRUTES

Brutes, however, are purchased with the express intention that they be fielded in battle and are treated like any other fighter when selecting a crew. Unlike other Hangers-on, Brutes will gain Experience and Advancements in the same manner as a Specialist Ganger, and their skill set access is detailed below. Unlike other Hangers-on, Brutes will not leave the gang should they suffer a Lasting Injury that makes a change to their Fighter card. They also cannot be given any equipment other than what is listed.

EDITOR'S SUGGESTION: BALANCING BRUTES

Brutes can have a domineering impact on a campaign, as they are low-cost and dangerous. We recommend:

- Brutes count as 2 hangers on for determining how many hangers on a gang can hire
- For scenarios they count as 2 models of the starting crew and for reinforcements
- Brutes require 2 portions of Meat to not suffer Starvation during Damnation.

To obtain Brutes, we also suggest only a visit to the trading post/black market and a successful Rare roll will ensure access to Brutes, who can then be recruited. If you obtain the right rare trade level, have the credits to afford them, and have space for 2 hangers-on, you may recruit the respective Brute.

You may purchase optional wargear for brutes later on, enabling Brutes to have alternate Fighter Cards (as they are Specialists by default). To do so, however, you must obtain the same rare level as required for recruiting the Brute.

We also suggest:

- Chems may be given to Brutes and Hangers-On, with the exception of the Iron Automata.
- Memory Inload Spikes can be used on Brutes, but not on other Hangers-On.

CAPTURING BRUTES AND HANGERS-ON

Both Hangers-on and Brutes can be taken Captive, in which case the gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter.

HANGERS-ON

AGITATOR

Cults and criminals often use propaganda to spread their message throughout the hive. Specially trained individuals give speeches, paint slogans on walls and spread subversive rumours among the citizenry. These propagandists might be devout followers of the cult, but can equally be skilled orators and liars working for their own selfish ends.

0-1 Agitator 30 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	8+

Equipment: Laspistol or Stubgun

Skills: Inspirational

Agitation: A gang with an Agitator can make bold claims about their prowess and righteousness over their enemies, though such boasts are not without their dangers. In the pre-battle sequence a gang can declare they are using their Agitator to spread word of their impending victory. If they win the game then they gain an extra D3 Reputation. If they lose the game, they must reduce their Reputation by an additional 1.

An Agitator also improves recruitment for the gang. When the gang rolls to see if they get a free fighter from a Territory, such as those provided by a Settlement, they may roll twice and choose the result they want.

Outlaw

AMMO-JACKS

As gangs become more experienced, they discover the importance of regular weapon checks. Running out of ammunition or suffering a gun jam in the middle of a firefight is just not acceptable for a gang that wishes to be taken seriously. As such, many take on full-time armourers, setting up a workshop within their hideout to ensure that such mishaps are far less likely.

0-3 Ammo-Jacks 50 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	3+	3	3	1	5+	1	9+	7+	6+	7+

Equipment: Boltgun or combat shotgun with salvo and shredder ammo; power hammer or power sword; mesh armour.

Skills: Munitioneer

Ammo-Jack: If a gang has an Ammo-jack, its weapons are regularly serviced and their ammo stocks are carefully maintained. As such, fighters from the gang can re-roll any Ammo checks that roll a natural 1. The Ammo-jack does not have to take part in the battle for the gang to receive this bonus, but if they are not available for the battle, for example, if they are In Recovery or have been Captured, the bonus does not apply.

If a gang has more than one Ammo-jack, the bonus increases. A gang with two Ammo-jacks can re-roll failed Ammo checks that roll a natural 1 or 2. A gang with three can re-roll failed Ammo checks that roll a natural 1, 2 or 3.

SQUAT AMMO JACK

A gang may recruit a Squat Ammo-Jack, as part of their 0-3 ammo jacks.

0-1 Squat Ammo Jack 100 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
3"	4+	3+	3	4	1	5+	1	9+	7+	6+	7+

Equipment: Shotgun (with solid and scatter ammo), maul, frag and krak grenades, respirator, light carapace armour.

Special Rules

Ammo Jack: See above.

Munitioneer: See above.

Gang Fighter: Unlike other hangers on, a Squat Ammo-Jack is always ready for a fight. As long as they are on the gang roster, the squat is treated like a regular Ganger for the purpose of selecting a crew. Therefore, he may be chosen or

randomly selected as part of his gang's starting crew or Reinforcements like any other Ganger. However, just like any other Hanger-On, Ragnar cannot gain Experience or advancements, and, should he suffer a Lasting Injury that would make a change to his Fighter Card, he is removed from the gang roster like any other Hanger-On.

Surplus Ammo: A Squat Ammo-Jack will always provide a surplus of ammunition before heading into action. Should he be deployed as part of a starting crew, the Squat Ammo Jack's controlling player may deploy D3 ammo caches.

BRUTE HANDLER

Brutes are typically savage and dull-witted, herded into battle by gangs to increase their firepower and intimidate their enemies. Even those Brutes with the sense to listen to their leader's commands in combat still need guidance and training, and Goliath Brute Handlers are ex-pit fighters or factorum overseers and know how to get the most out of muscle.

0-1 Brute Handler 55 credits for Goliath gangs, 110 credits for other gangs

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	5+	3	4	1	4+	1	7+	6+	8+	8+

Equipment: Shock Whip

Skills: Iron Jaw

Special Rules

Training: A gang with a Brute handler can train their Brutes between games. Provided the Brute is not in Recovery, the controlling player can make a Willpower check for any of their Brutes, using the Brute's unmodified Willpower. IF the check is failed, the Brute gains D3 Experience. IF the check is passed, the Brute proves too willful and the training doesn't work. A Brute Handler can only train one Brute at a time.

In addition, if a Standing and Active Brute Handler is on the battlefield and within 3" of a friend Brute, the Brute gains the Nerves of Steel skill and can re-roll any Leadership, Cool, Willpower or Intelligence checks it is required to make.

Part of the Crew: Unlike other Hangers-On, this fighter is always ready for a fighter. As long as this fighter is part of the gang roster, they are treated just like a regular Ganger for the purposes of selecting a crew. Therefore, this fighter may be chosen or randomly selected as part of their gang's starting crew just like any other ganger.

However, just like any other Hanger-On, this fighter cannot gain any Experience or Advancements, and should they suffer a Lasting Injury that would make a change to their Fighter card, this fighter is removed from the gang roster just like any other Hanger-On.

CADAVER MERCHANT

By Imperial writ the Corpse Guild lays claim to the dead of the hives. This ancient law does not, however, stop enterprising individuals from dealing in corpses, selling them on to rogue docs or other more nefarious individuals in need of human remains. And sometimes the bodies aren't quite dead yet...

0-1 Cadaver Merchant 20 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	4+	3	3	1	4+	1	8+	6+	7+	8+

Equipment: Chain-Axe

Skills: Fearsome

Outlaw: A Cadaver Merchant is an Outlaw Hanger-on.

Cadaver Merchant: A gang with a Cadaver Merchant can sell their dead for profit. If a member of the gang dies (not including Hired Guns, Hangers-on, Brutes or Exotic Beasts), either by rolling a Memorable Death result on the Lasting Injury table, or Critical Injury that is not healed by the doc, then they can be sold to the Cadaver Merchant for D3x10credits during Insurrection or Damnation.

A Cadaver Merchant can also acquire bodies for the gang. In an Uprising Campaign a gang with a Cadaver Merchant gains an additional portion of Meat in the post-battle sequence.

CHEM DEALER

Chems are a vital resource in the underhive, and many gangs don't like to leave acquiring them to chance. A Chem Dealer is a dedicated supplier for a gang and, for a bit of protection and some creds, provides a gang with chems when they need them. Of course, while Chem Dealers are not as vulnerable to criminal reprisals as freelancers, when a deal goes sour they can just as easily end up with a stub round in their brain.

0-1 Chem Dealer..... 25 credits for Goliath gangs, 50 credits for other gangs

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	5+	3	3	1	3+	1	10+	9+	7+	8+

Equipment: Stubgun, and a single dose of any Chem, chosen from the Black Market.

Skills: Fixer

Abundant Supply: A gang with a Chem Dealer counts all Chems as Common availability when buying them from the Trading Post or Black Market. Chem Dealers can also, in a pinch, acquire Chems 'on consignment' during the pre-battle sequence of a game. This allows the gang to buy a single dose of any Chem, or items containing Chems, such as a single stim-slug stash or medicae kit, without expending any credits. However, during the post-battle actions step of the post-battle sequence, the gang must pay for these items. If the gang cannot, the Chem Dealer is removed from the gang's roster. Should this happen, news of the bad deal gets around, and the gang cannot hire another Chem Dealer Hanger-On for the remainder of the current campaign.

DOMERUNNER

A gang's Turf is its primary source of income, but as it expands outwards, the gangers might find themselves in areas they've never even visited. Local guides, referred to as 'Dome Runners', are a regular sight among gangs wishing to root out this new turf's hidden treasures. Runners come from a variety of backgrounds, generally unfortunate, but they all have one thing in common: an exhaustive knowledge of the local area and a distinct lack of other marketable skills. From stick-thin waifs to gnarled ex-gangers, these vagabonds gladly settle down with a gang in exchange for reliable shelter.

0-1 Dome Runner 20 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	5+	3	3	1	3+	1	10+	9+	7+	8+

Equipment: Laspistol or stub gun; fighting knife or axe.

Skills: Lie Low

Dome Runner: Whenever a fighter from a gang with a Dome Runner opens a loot casket, they may choose to re-roll the D6 to determine what the contents are. However, they must accept the result of the re-roll, even if it is worse.

FIXER

Sometimes even the most successful gangs need someone who can just get things done, no questions asked. Fixers are troubleshooters with connections throughout the underhive, able to call in favours or settle debts on others' behalf when someone is being obstinate. They are often found in the employ of settlement lords or Guilder families, but will also work for gangs.

0-1 Fixer 50 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	7+	5+	8+	7+

Equipment: Bolt pistol, mesh armour.

Skills: Fixer

Fixing: A gang allied to an organisation, such as the Merchants Guild or the Recidivists, can subtract 2 from the dice roll when they Test the Alliance if they have a Fixer in their gang. In addition, if the gang is ever outlawed as a result of their actions, they can remove the Fixer from the gang roster to avoid becoming an Outlaw gang.

GANG LOOK-OUT

Young supplicants hoping to impress the gang or loyal locals who know that the status quo is better than the arrival of a new gang in their hab block, there are many hivers willing to keep watch on a gang's borders and pass warnings of unwanted visitors along. Together with gang fighters and close associates prowling their territories, such a network of local inhabitants, workers and businesses, enables a gang to be very safe within their hideout.

0-1 Gang Look-out 20 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	4+	2	3	1	3+	1	9+	7+	5+	7+

Equipment: Laspistol or stub gun; fighting knife or axe

Skills: Evade

Look Out: In a game, a gang with a Look-out may add 1 to the dice roll to determine which gang is the attacker or defender. Additionally, if a gang with a Look-out is the defender in a scenario that uses the Sneak Attack rules, add 1 to all rolls to determine if a sentry spots an attacker.

HERETEK

Heretek are reckless inventors who subvert the sacred teachings of the Adeptus Mechanicus. They tinker with weapons and wargear, often building their own devices using combinations of Imperial, xenos and archaeo-technologies. The results are often as dangerous to the wielder as they are to their enemies

0-1 Heretek 40 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	4+	3	3	1	4+	1	9+	7+	7+	5+

Equipment: Mesh armour, grav-gun or plasma gun

Skills: Munitioneer

Outlaw: A Heretek may only be hired by Outlaw gangs.

Heretek: If a gang includes a Heretek then it can have them enhance one of the gang's weapons before a game. At the end of Step 5 of the pre-battle sequence, select one fighter from your crew. One of the weapons carried by the fighter gains either the Blaze, Concussion, Power, Rad-phage or Shock trait, as chosen by the controlling player. The weapon also gains the Unstable trait, as well as the Reckless trait if it has the Melee trait. These traits last until the end of the battle.

'NARKER

Information is power in the underhive and a gang can benefit greatly from having some well-placed spies.

'Narkers are professional information gatherers who frequent the local drinking holes, trading posts and rumour halls of the underhive before passing on the secrets they discover to employers.

0-2 'Narker 30 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	5+	3	3	1	4+	1	7+	6+	9+	9+

Equipment: Fighting knife

Skills: Lie Low

Narker: During the Determine Scenario step of the pre-battle sequence, a gang with a 'Narker can modify the final dice roll by 1; either increase or decrease the result. If the gang has two 'Narkers, the gang can instead modify this dice roll by 2. If both gangs have 'Narkers, they cancel each other out (i.e., a gang with two 'Narkers facing a gang with one would only count as having one 'Narker while their opponent would count as having none).

PIT TRAINER

Pit fighters are rightly feared for their close combat abilities, and the best ones train constantly under Pit Trainers to improve their skills. Goliath gangs favour Pit Trainers over more conventional trainers, as they have a focus on melee combat and vicious takedowns, usually in the bloodiest way possible for the enjoyment of the crowds.

0-1 Pit Trainer.....75 credits – Available only to House Goliath Gangs

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	4+	3	3	1	3+	2	7+	5+	8+	7+

Equipment: A Pit Trainer is equipped with a chainsword and a fighting knife.

Skills: Mentor.

Special Rules:

Combat Ready: A gang containing a Pit Trainer can train fighters between battles. Up to three fighters, who are not in Recovery, can be trained at once. A fighter who undergoes training gains a random skill, generated from their Primary or Secondary skill lists, for the next battle the fighter takes part in (use Specialist tables for Gangers). This is a temporary skill, and is removed from the fighters' cards at the end of the battle. If the generated skill is one they already have, they may instead choose the temporary skill from their Primary or Secondary skill lists.

However when a fighter trains for the pit, there is a chance they will be injured. Roll a D6 for each fighter in training. On a roll of 1, the fighter must immediately make a roll on the Lasting Injury table and immediately apply the results. If the fighter suffers an Injury that puts them into Recovery, they must miss the next battle.

PROPAGANDIST

The Imperial House, the Clan Houses and even criminals all use propaganda to spread their message throughout the hive. Specially trained individuals give speeches, paint slogans on walls and spread favourable rumours among the citizenry. These propagandists might be dedicated members of the faction they represent or simply professional rabble-rousers

0-1 Propagandist 30 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	8+

Equipment: Laspistol or stub gun

Skills: Inspirational

Propagandist: A gang with a Propagandist can make bold claims about their prowess and righteousness over their enemies, though such boasts are not without their dangers. In the pre-battle sequence a gang can declare they are using their Propagandist to spread word of their impending victory. If they win the game then they gain an extra D3 Reputation. If they lose the game, they must reduce their Reputation by an additional 1.

A Propagandist also improves recruitment for the gang. When the gang adds a Juve or similarly ranked fighter to their gang roll a D6. On a 6, the gang gains an additional Juve or similarly ranked fighter for free.

PROXY

Outlaws and cults are hunted gangs within the underhive, and cannot deal openly with the Guilders or the Imperial House for fear of retribution. Proxies are otherwise respectable underhivers with connections to nefarious organisations, and will willingly sell captives, buy goods or beguile allies in the name of an outlaw or cult gang.

0-1 Proxy.....25 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	5+	3	3	1	4+	1	7+	8+	7+	6+

Equipment: Stub gun or laspistol

Skills: Evade

Outlaw: A Proxy can only be hired by Outlaw gangs.

Proxy: An Outlaw gang with a Proxy can sell captives to the Guilders and may use the Trading Post. However, each time they do so they must roll a D6, and on a result of 5+ the action fails. The gang can also attempt to make an Alliance with the Merchants Guild or the Imperial House. If it does, before the Alliance is formed roll a D6. On a 6, the Alliance fails and the Proxy is removed from the gang's roster, otherwise the Alliance is formed as normal. If an Outlaw gang is ever required to Test the Alliance with the Merchants Guild or the Imperial House then the Alliance is automatically ended without the need to roll.

ROGUE DOCS

Medical expertise is much sought-after in the underhive, and most of those who have such training sell their services at a not insignificant price. However, should tragedy befall one of these 'docs' – perhaps an influential gang leader dies under their scalpel, or they are blamed for an outbreak of sickness – they will throw in their lot with a friendly gang, trading their expertise for protection.

0-2 Rogue Docs.....50 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	5+	2	3	1	4+	1	9+	8+	7+	5+

Equipment: Laspistol or stub gun, medicae kit.

Skills: Medicae

Patch-Up: If a gang has a Rogue Doc, it can make an additional Medical Escort action in the post-battle sequence (see page 381) in addition to any other actions made by the gang's Leader or Champions. This visit does not cost any credits – however, a result of 6 on the table is treated as Stabilised rather than a Full Recovery, thanks to the Doc's comparatively limited supplies and the lack of proper medical technology.

If a gang has more than one Rogue Doc, it can make this additional action once for each of them.

SCABBER

Even the roughest backwater settlement is wary of dealing in illegal goods lest the wrath of the Guilders fall upon it. This is where Scabbers come in; men and women willing to deal in anything that might turn a profit. Scabbers are also useful when it comes to procuring illegal equipment, as they often have connections with the Cold Trade.

0-1 Scabber.....40 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	5+	4+	3	3	1	5+	1	7+	8+	8+	6+

Equipment: Shotgun with solid and scatter ammo.

Skills: Savvy Trader/Savvy Scavenger

Outlaw: A Scabber can only be hired by Outlaw gangs.

Scabby Trader: When a gang with a Scabber sells a piece of Illegal equipment in the post-battle sequence, it gains the item's value less D3x10 credits (to a minimum of 5). A Scabber, provided they are not in Recovery, can make a Trade action as a Champion in the post-battle sequence provided the gang is visiting the Black Market.

SLOPPER

Food in the underhive rarely holds any joy. Most meals consist of corpse-starch or nutri-slime, supplemented with synth-fats and vitamin shots. As such, anyone who can produce 'real' food from the local flora and fauna can expect a steady stream of credits. They are usually keen to set up a kitchen in a gang's headquarters; they get somewhere secure to store their wares, and the gang gets its share of the leftovers.

0-1 Slop.....20 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	4+	2	3	1	3+	1	9+	9+	5+	7+

Equipment: Fighting knife.

Skills: None

Slop: At the end of the Spend Experience step of the pre-battle sequence, roll a D6 for each of the gang's fighters that is In Recovery. On a roll of 6, a constant supply of good food has helped them recover more quickly – their In Recovery box on the gang roster is cleared, and are now available for this battle.

RATLING SLOPPER (BIGBY CRUMB)

Bigby Crumb was once the head chef to the Archduke of House Greim, brought in from the agri-world of Pravium Secundus especially for the job. As Bigby will freely admit, he has since fallen on hard times. As the Ratling slopper tells it, he was expelled from the spire after an unfortunate incident involving a Threadneedle Worm Surprise pie. Rumours persist that the dismissal had less to do with exploding pies and more to do with the Duchess of Greim's dislike of Ratlings – who she claimed were far too small to be trustworthy. Whatever the reason for Bigby being turfed out of the spire, the nobility's loss was the underhive's gain. Down in the stinking depths of Hive Primus, Ratlings don't usually warrant a second glance, especially in places like Sump City or Heretic's Hole, where Ogryns and mutants regularly rub shoulders with Beastmen and Wyrds. It was here, in the very depths of the hive, that Bigby found a new life turning aggressive sump flora and fauna into quite passable soups and stews.

Unlike most sloppers, who pass themselves off as culinary experts just because they know how to siphon a water still, Bigby can actually cook. This has put him in high demand among the gangs of hive bottom. The price for hiring Bigby though is often joining him on one of his legendary (and equally dangerous) ingredient hunts, the Ratling delving deep into the badzones of the underhive in his search for exotic plants and animals to fill his slop pot. Some say he is merely looking to add new recipes to his repertoire, though others claim Bigby's hunts have more to do with creating the perfect dish, one good enough to win his way back into the spire.

0-1 Ratling Slop **50 credits**

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	5+	4+	2	2	1	2	1	7+	7+	8+	5+

Equipment: Slop Pot Ladle (club), Stubgun.

Skills: Lie Low

SPECIAL RULES

Part of the Crew: Unlike other Hangers-on, this fighter is always ready for a fight. As long as this fighter is part of the gang roster, they are treated just like a regular Ganger for the purposes of selecting a crew. Therefore, this fighter may be chosen or randomly selected as part of their gang's starting crew just like any other Ganger. However, just like any other Hanger-on, this fighter cannot gain any Experience or Advancements and, should they suffer a Lasting Injury that would make a change to their Fighter card, this fighter is removed from the gang roster just like any other Hanger-on.

Slop: At the end of the Spend Experience step of the pre-battle sequence, roll a D6 for each of the gang's fighters that is In Recovery. On a roll of 6, a constant supply of good food has helped them recover more quickly – their In Recovery box on the gang roster is cleared, and are now available for this battle.

Slop Pot: When Bigby Crumb is hired, he brings along his Slop Pot. The Slop Pot is represented by its own model and is placed within 2" of Bigby when he is deployed on the battlefield. The Slop Pot may be moved in the same way as a Loot casket and counts as cover. While within 2" of the Slop Pot, Bigby may make the **Add Ingredients** (Basic) action.

When he makes this action, choose one of the following effects:

- **Stinger Spore Stew:** Until the end of this round, friendly fighters within 2" of the Slop Pot count as having an assist when making Recovery tests (see the Necromunda Rulebook).
- **Frenzon Fondue:** Until the end of this round, friendly fighters within 2" of the Slop Pot gain the Nerves of Steel and True Grit skills.
- **Tentacle Surprise:** Until the start of Bigby's next activation, the Slop Pot counts as a Beast's Lair (see the Necromunda Rulebook). Note that Bigby does not trigger the Beast.

BRUTES

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Wyrd	Muscle
'Jotunn' Servitor Ogryn	-	Primary	Secondary	-	Secondary	-	-	-		
Cawdor Stig-shambler	-	Primary	Secondary	Secondary	-	-	-	Primary		
Delaque Spyker	Secondary	-	-	Secondary	-	-	-	Primary	Primary ¹⁰¹	
Escher Khimerix	Secondary	-	Secondary	-	Primary	-	-	-		
Goliath 'Zerker'	-	Primary	Secondary	-	Secondary	-	-	-		Primary
Iron Automata	-	Primary	Secondary	-	-	-	-	-		
Luther Pattern Excavation Automata Ambot	-	Secondary	Secondary	-	Primary	-	-	-		
Orlock 'Lugger'	-	Secondary	Secondary	-	-	-	Primary	-		
Van Saar 'Arachni-rig'	-	Secondary	-	-	Secondary	-	Primary	-		

"AMBOT" - LUTHER PATTERN EXCAVATION AUTOMATA

The Luther pattern Excavation Automata is a heavy construct built in imitation of the Ambull, a huge, roughly humanoid xenos creature common to hot, arid worlds. Thought to have evolved in the endless deserts of Luther McIntyre IX in the Segmentum Solar, the Ambull is now common across the Imperium, Humanity having attempted to domesticate the brutes to make use of their traits. Ambulls are natural tunnellers, their powerful limbs ending in diamond-hard claws that enable them to dig through soft rock at a surprising speed. Their eyes see into the infrared spectrum, making impeccable use of even the faintest levels of light, and they are even able to detect heat signatures as a visual stimulus. The transport and trade in Ambulls is extremely heavily controlled throughout the Imperium, due to how dangerous they are as hunters and how unsuitable to domestication they have proven, escaping from any form of captivity and wreaking havoc upon human populations in mining colonies the galaxy over. The greatest successes in domesticating the Ambull lie in using the creatures as the organic component of a heavy mining construct. Specially crafted instrumentalities are fused with the brain and nervous system of the Ambull, in a process perfected by the Adeptus Mechanicus, to circumvent the most ancient of laws proscribing the 'machina malifica', the dreaded 'machine that thinks'. When the creature awakens in its new robotic shell, it retains the natural tunnelling instinct it had when it was flesh, whilst its aggression and hunting impulses are suppressed by cranial governors. Consequently, Luther pattern Excavation Automata, or 'Ambots', as they are commonly called in the underhive vernacular, are not uncommon on Necromunda, where they are utilised for slag mining and ash excavation. A common danger of using such constructs, however, is that there is always an underhive gang waiting for the opportunity to liberate such a prized commodity, and utilise it as a weapon against their rivals!

0-2 Ambot 215 credits. Editor's Suggestion: Rare (13)

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	5+	5	5	3	5+	2	8+	6+	8+	9+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Tunnelling Claw									
- melee	-	E	-	-	S	-1	2	-	Melee
- ranged	4"	8"	-	-	6	-2	2	5+	Melta, Scarce, Sidearm ¹⁰²
Grav-fist									
- melee	-	E	-	-	S	-1	2	-	Melee, Pulverise
- ranged	6"	12"	+1	-	*	-1	2	5+	Blast (3"), Graviton Pulse, Concussion

¹⁰¹ Editor's Suggestion: Further powers could be rolled from the Wyrd powers table?

¹⁰² Editor's Suggestion: Remove Sidearm

WEAPONS

An Ambot is armed with two tunnelling claws, a respirator and light carapace armour.

OPTIONS

At the Trading Post or Black Market, a Luther-Pattern Ambot may:

- may replace one of its tunnelling claws with a grav-fist **+90 credits**

SPECIAL RULES

Skills: Infiltrate (If this fighter should be set up at the start of a battle, they are instead placed to one side. Then, immediately before the start of the first round, their controlling player sets them up anywhere on the battlefield that is not visible to any enemy fighters, and not within 6" of any of them. If both players have fighters with this skill, take turns to set one up, starting with the winner of a roll-off).

Cranial Governors

In normal circumstances, an Ambot's behaviour will be heavily governed to protect other workers from the aggressive instincts of the Ambot. Gangers however have no such safety concerns and will frequently switch off the inhibitors on an Ambot in their possession.

Default Rules: When an Ambot is operating in Safe Mode, it follows the rules and profile describe above. Should the controlling player wish, Safe Mode can be switched off at the beginning of any round. Whilst Safe Mode is off, the Ambot gains the Berserker (Ferocity) skill and its Attacks characteristic becomes D3+1. However, when Standing and Engaged, the Ambot must divide its attacks amongst all models it is in base-to-base contact with, including friendly fighters. Once Safe Mode is off, it cannot be reinitiated until the Wrap Up.

Editor's Alternative Rules (based upon the Ambot in Denny Flower's *Low Lives*): When an Ambot is operating in Safe Mode, it follows the rules and profile describe above. Should the controlling player wish, Safe Mode can be switched off at the beginning of any round. In addition, each time an Ambot is hit in ranged combat, its cranial governors may also be hit – roll a D6, on a 6 the governors are hit off. Whilst Safe Mode is off, the Ambot gains the Berserker (Ferocity) skill and its Attacks characteristic becomes D3+1. However, the Ambot gains the Reckless trait for all its attacks and must if Standing and not Engaged move towards or charge the nearest visible fighter, friend or foe. If Engaged, it may not attempt to withdraw from combat.

Once Safe Mode is off, it cannot be reinitiated until the Wrap Up of the battle.

Mechanical Construct

An Ambot is equipped with light carapace armour. **Editor's Reminder:** Although heavily armoured, an Ambot is organic at its core, and can be affected by Toxin, Gas and Chems.

Excavation Automata

If the gang that owns the Ambot also controls a Mine Workings territory, roll an additional D6 to generate income to represent the Ambot being put to work.

Valuable

Should an Ambot be captured by a rival gang and not be rescued, the gang holding it captive may choose to either sell it to the Guilders as a normal captive or to keep it and add it to their gang roster for free, assuming they have sufficient Reputation to take on an extra Hanger-on.

JOTUNN' H-GRADE SERVITOR-OGRYN

Homo sapiens gigantus, commonly called 'Ogryns', are one of the most frequently seen strains of abhuman within the Imperium. Their origin is believed to be a chain of high gravity prison worlds, populated by Mankind many millennia ago and lost during the Age of Strife. In isolation from Ancient Terra, the humans stranded upon these worlds bred and adapted to their hostile environments, becoming progressively larger and harder with each passing generation.

Unfortunately intelligence, probably not that prominent a trait amongst the denizens of these prison worlds to begin with, deteriorated over the generations, so that by the time the Ogryn had become a distinct and stable sub-species of humanity, it was hopelessly dull and unintelligent. Ogryns are incredibly strong, durable, and remarkably loyal, traits which make up for their lack of intellect in their usefulness to the Imperium. They are slow to learn, but once a lesson has been learned it stays in their simple minds forever. House Goliath has a special relationship with the Ogryns of Necromunda, the two similar in the role they fill in Necromundan society and their overall level of intelligence. The Clan House forges rely upon the hulking abhumans, as do the Goliath fighting pits, and it is not unusual to see a Goliath gang with a servitor Ogryn in tow. House Goliath is also adept at augmenting its Ogryns, whether they are out and out mind-wiped mono-task servitors, or still retain a measure of their consciousness. Bionics, bonefused weapons and dermal plating bearing the stamp of the clan are all common, leaving little doubt as to who the massive creature serves.

0-2 Servitor-Ogryn 180 credits for Goliath, 210 credits for any other gang

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	5+	5	5	3	4+	2	7+	6+	8+	9+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Augmetic fist	-	E	-	-	+1	-1	2	-	Melee, Knockback
Arc welder	-	E	-	-	+2	-3	3	-	Blaze, Melee

WEAPONS

A 'Jotunn' H-Grade Servitor-Ogryn is armed with two augmetic fists.

OPTIONS

A 'Jotunn' Servitor-Ogryn may:

- replace one of its augmetic fists with an arc welder **+70 credits**
- replace one of its augmetic fists with a storm welder **+75 credits**
- replace one of its augmetic fists with a spud-jacker **-20 credits**
- be upgraded with furnace plate armour **+15 credits**

SPECIAL RULES

Skills: Headbutt

Loyal

Ogryns are very loyal creatures and form strong bonds with those they live and fight with. Whenever this fighter is assisting a friendly fighter in melee, the fighter adds 2 to the result of any hit rolls rather than the usual 1.

Slow-witted

Ogryns are not especially bright or quick on the uptake. This fighter may never be activated as a part of a Group Activation.

IRON AUTOMATA

Strange man-like machines are sometimes found out in the ash wastes or the gloom of hive bottom. These are known as Iron Automata, walking men of metal that think without brains. Despite the dangers of owning such a machine, the combat potential of an Iron Automata – when properly tinkered with – mean they can be found in the employ of criminals who care little for the laws of the Adeptus Mechanicus.

An Iron Automata is a Brute available to any gang and uses the following profile:

0-1 Iron Automata 220 credits, Rare (14)

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	5	5	3	5+	2	8+	4+	8+	8+

WEAPONS

An Iron Automata is armed with a power claw and an assault cannon:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Power Claw	-	E	-	-	S	-1	2	-	Melee, Power, Pulverise
Assault cannon	12"	24"	+1	-	5	-1	1	6+	Rapid Fire (2), Scarce

SPECIAL RULES

Really Glitchy: When an Iron Automata activates, roll a D6. If the result is a 1, the automata gains the Insane condition. In addition, if an Iron Automata is taken Out of Action, there is a chance it will break down completely or wander off into the badzones mumbling in a grating monotone about overthrowing humanity! When an Iron Automata is taken Out of Action, before rolling for any Lasting Injuries, roll a D6. On a 1, the Iron Automata is lost and must be removed from the gang's roster.

Man of Iron: An Iron Automata has a 3+ save, and the Nerves of Steel and Fearsome skills. It is also immune to Toxin, Gas and all Chems.

Automated Repairs: Iron Automata have limited self-repair capabilities. In the Recovery phase the Iron Automata recovers a wound on a D6 roll of 6+. Iron Automata may also roll an extra Injury dice when making Recovery tests and then pick one of the Injury dice to resolve and discard the other.

CAWDOR STIG-SHAMBLER¹⁰³

The preachers and rabble-rousers of the devout of House Cawdor have little tolerance for the mutant and the abhuman. Such deformities of the body are clear evidence, so their leaders tell them, of the corruption that lurks within the soul. How can anyone who lives their life in loyalty to the Emperor, anyone who dedicates their every action to His glory, their every moment of toil to the betterment of His Imperium, ever become so corrupt and debased of form? Physical abnormalities are clear evidence, then, that those afflicted have turned their gaze away from His light and shunned Him as their one true master, and so the devout of House Cawdor will hunt them down and exterminate such affronts to Him on Earth with great prejudice, wherever they attempt to hide from His light. And yet... exceptions not only exist within the teeming ranks of House Cawdor, but could even be called common. Many denizens of Cawdor are lame of body or weak of wit. Many are abnormally large or strangely proportioned and peculiar to behold. How it is that such variation from the accepted baseline norm of humanity can be tolerated within a House that claims to despise such variations is something of a mystery, but to the Cawdor themselves the answer is simply one of faith. If their leaders choose to allow these souls to live, then live they will, just like any other Cawdor, dedicating their lives to the holy cause. A common sight amongst the peoples of House Cawdor is that of the physically frail and the weak of mind coexisting, working together to do for one another that which they cannot do alone. Sometimes regarded as bearers of stigma, sometimes called 'stigs' amongst the gangs of House Cawdor, but never 'mutants', lest the speaker wish to provoke a violent reaction, these combinations of shambling, slack-jawed behemoth and shrewd-yet-wizened rider can be a great asset to any Cawdor gang seeking to establish dominance in the underhive. Truly, House Cawdor is home to some strange sights indeed!

0-1 Cawdor Stig-shambler..... 240 credits / Editor's Suggestion: 200 credits

/ M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	4+	5	4	4	4+	2	9+	8+	9+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Heavy Club*	-	E	-	-	S	-	2	-	Melee
Heavy Polearm*	E	2"	-	-	+1	-	1	-	Melee, Unwieldy, Versatile
Heavy stubber	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
Twin-linked heavy stubber	20"	40"	-	-1	4	-1	2	4+	Rapid Fire (3), Unwieldy
Heavy flamer	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy

WEAPONS

A Cawdor Stig-shambler is armed with a heavy club and a heavy stubber.

OPTIONS

A Cawdor Stig-shambler may

- upgrade its club with a heavy polearm **Free**
- upgrade its heavy stubber to a twin-link heavy stubber **+40 credits**
- upgrade its heavy stubber to a heavy flamer **+70 credits / ES + 50 credits**
- take flak armour **+10 credits**

SPECIAL RULES

Intelligent Control

This fighter may immediately re-roll any failed Leadership, Cool, Willpower or Intelligence check.

Move and Shoot

This fighter may fire an Unwieldy weapon as a Basic action rather than a Double action.

Twin-linked Heavy Stubber

When this fighter makes a ranged attack, they may re-roll any number of the Ammo dice rolled. However, they must accept the result of the re-roll, even if it is worse.

¹⁰³ Editor's Suggestion: If using revised cost for Heavy Stubber (90 cr), then reduce by 40 credits. Similarly, if using revised costs for Heavy Flamer (140 cr), then pay only 50 credits more rather than 70.

DELAQUE SPYKER

Psykers are a precious and perilous resource on Necromunda, heavily controlled by the Imperial House, with unsanctioned psykers or wyrds culled or hunted mercilessly. Of the Clan Houses, Delaque is unique in that it has special dispensation to cultivate its own psychic individuals without the oversight of Lord Helmawr. Or so the story goes – what arrangement allows House Delaque this privilege, or its exact details, remain a closely guarded secret. Even with the blessing of the Imperial House, true-born psykers remain incredibly rare within humanity, and so the Delaque have resorted to other means for their creation. The result is the Spyker. Dosed up with concentrated ghastr solutions, an individual with a glimmer of psychic potential is subjected to a forced evolution. It is a process that can take months or years to produce results, the prospective Spyker strapped into a medicae harness as their body atrophies and their cranium expands. Those who don't suffer catastrophic biological collapse or spontaneous (and fatal) cerebellum expansion, are conditioned by House Delaque to serve gang leaders. Utterly insane, a Spyker is a psychic sponge, soaking up thoughts for hundreds of metres in all directions. In the hellish confines of a hive, this can mean thousands of minds all babbling in the Spyker's ear. When the Spyker's gang wish to learn what it has gathered, its mouth-valves are opened and the Spyker's secrets spill forth in a long unbroken stream of consciousness. Spykers, potent as they are, are more than just psychic spies, their talents are equally useful for quelling and crushing the minds of others. With the right commands, a Spyker can snatch away an enemy's consciousness, sending them crashing catatonic to the ground, or, should the gang choose, drive them mad by giving a fighter a terrifying glimpse into the Spyker's own crowded mind.

0-1 Spyker 190 credits, Rare (12)

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	6+	6+	3	4	4	3+	1	5+	5+	4+	6+

WEAPONS

A Delaque Spyker is unarmed. It may make unarmed attacks when Engaged, but usually relies upon its psychic powers.

OPTIONS

At the Trading Post or Black Market, a Delaque Spyker

- may be equipped with a displacer field **+50 credits | Rare (12)**

SPECIAL RULES

Skills: Unsanctioned Psyker (**see page 49**)

Flight: A Spyker ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

Wyrd Powers: **Telepathy:** Psychic Scream, Psychic Assault; **Telekinesis:** Force Blast.

ESCHER KHIMERIX

House Escher has a long and somewhat shadowy history in dealing in off-world life forms. It is well-known that they make extensive use of strange and exotic creatures to fuel their pharmaceutical production, and the fact that it provides the raw materials for their outlandish costumes appears to be a fortuitous by-product. Most of this alien life comes the House's way legally, through sanctioned trade with the noble houses of the upper spires, and long standing contracts and permits allow House Escher ready access to the segmentum's most illustrious pedigree beast breeders. For every legally obtained shipment of alien fauna the House takes delivery of however, there is another, clandestine shipment inbound to their laboratories as well. House Escher has long been suspected of importing creatures through more illicit means, and of coming into frequent possession of lifeforms prohibited throughout the Imperium for all manner of reasons, ranging from ferocity to uncontrollable reproductive rates. The laboratories of House Escher do not shy from such dangers, however, and strive ceaselessly to create new and ever more potent drugs and elixirs from whatever biological source they can procure. More disturbingly perhaps is the fact that House Escher runs a dark and hidden trade in the creation of new life from the creatures they deal in. Gene-spliced hybrids, flesh-fused chimerae and other, darker fusions of different species are commonly created. Provided that House Escher continues to avoid the use of intelligent xenos life in their experimentation, the Imperial House continues to turn a blind eye, and so these dumb monstrosities are produced and sold to the gladiatoriums to entertain the crowds, kept as attack beasts to guard and protect Escher holdings, and quite often make their way into the ranks of particularly well-renowned Escher gangs, where they add considerably to the status of Leaders and Champions.

0-1 Escher Khimerix 220 credits, Rare (12)

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	4+	4	5	3	3+	3	8+	7+	7+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Chemical cloud breath weapon	6"	12"	+1	-	3	-1	1	-	Blast (3")
Gaseous eruption breath weapon	-	T	-	-	-	-	-	-	Gas, Template
Talons	-	E	-	-	S	-1	2	-	Melee, Pulverise
Razor-sharp talons	-	E	-	-	+1	-2	3	-	Melee, Rending

WEAPONS

An Escher Khimerix is armed with a chemical cloud breath weapon and talons.

OPTIONS

An Escher Khimerix may

- replace its chemical cloud breath with a gaseous eruption breath **+40 credits**
- upgrade its talons to razor-sharp talons..... **+30 credits**
- have a toughened or scaly hide which counts as flak armour **+10 credits**

SPECIAL RULES

Regeneration

Unless this fighter has a Blaze marker on it, an Escher Khimerix may perform the following action:

Regeneration (Simple) – Roll a D6. On a 4+, this fighter immediately heals one lost wound.

Crushing Blow

GOLIATH 'ZERKER

The members of House Goliath are notorious for their gen-hancing and bio-manipulation of their physical forms to monstrous levels. Many Goliath infants are vat-grown, the better to ensure a healthy specimen, whilst others are born of Goliath parents deemed suitable to reproduce for their adherence to the Goliath physical ideal. Whatever the infant's origin, from an early age House Goliath utilises all manner of artificial assistance to boost its members' abilities to superhuman levels, be it through the use of combat stimms or other, more esoteric drugs brokered through dealings with House Escher, or the genetic manipulation of their young, up to and including the surgical grafting on of huge volumes of extra muscle mass. There are almost no limits to which the members of House Goliath will not go in their pursuit of what they deem to be the physical ideal. Indeed, this manipulation of their form has gone on for so many centuries that there are those within the Administratum and the Adeptus Mechanicus who believe that many of House Goliath have evolved to become a distinct sub-set of abhuman unique to Necromunda. This is quite alarming considering that gen-hancement and vat-grown muscle grafting is common across the Imperium, and speaks volumes about the levels to which House Goliath has taken these practices. Such abuse of growth stimms, surgeries and other methods is not without risks, however, as even the most baseline of Goliaths will show noticeable reductions in cognitive function. For Goliaths that push the limits of their physical form to the extreme, the risks are even greater. Rampant and uncontrollable muscle growth, spontaneous bone spur mutations, metabolisms that rage out of control and total loss of all higher brain functions are common. Such post-human flesh hulks are frequently seen in the gangs of the underhive, where in the crude parlance of the gangs they are called 'Zerkers', bringing rampant destruction to the foes of their house.

0-1 Goliath 'Zerker 190 credits, Editor's Suggestion: Rare (12)

M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
4"	3+	6+	6	5	3	5+	3	7+	6+	8+	10+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Open fist (x2)	-	E	-	-	S	-1	1	-	Knockback, Melee, Paired
Paired Mutated fists & bone spurs	E	2"	-	-	+1	-2	2	-	Knockback, Melee, Paired, Pulverise, Versatile

WEAPONS

A Goliath 'Zerker is armed with two open fists.

OPTIONS

At the Trading Post or Black Market, a Goliath 'Zerker may

- Upgrade its open fists with paired mutated fists & bone spurs **+70 credit**
- Be equipped with furnace plate armour **+10 credits**
- Be equipped with a stim slug stash **+20 credits**

SPECIAL RULES

Combat Drug Stash

Whenever this fighter is chosen to make an action, it may choose to use combat drugs. Until the end of the turn, this fighter gains an additional +D3 Attacks. However, if the dice roll is a natural 1 (**Editor's Suggestion: 1 on a D6, rather than the 2 rounded down to 1**), the fighter instead suffers a bad reaction and its Attacks characteristic is reduced to 1 until the End phase of this round.

Impetuous

When this fighter Consolidates at the end of a close combat, they can move up to 4" instead of up to 2".

ORLOCK 'LUGGER' CARGO SERVITOR¹⁰⁴

Common across all of the worlds of the Imperium, servitors are melds of flesh and machine, most often human flesh, but sometimes, as in the case of the Ambot, alien life forms slaved to a servitor engine. Most often, the human component of a servitor is harvested from a convicted criminal, one whose crimes are deemed too great to allow them to carry on as a part of Imperial society but who may continue to serve in another form rather than be wasted in incarceration or execution. Servitors possess the most rudimentary of human intelligence, their minds scrubbed of past memories and all but the most essential knowledge, artificial memory engrams grafted in their place so that they will know their designated role and function and little else. Servitors are put to work in all manner of industry and for any menial task with which an unmodified human cannot be trusted. They work in hostile environments, their living flesh variously blasted by extremes of heat and cold, eroded by extreme elements, or withered and wasted by toxic surroundings, performing their tasks until they fail, at which point their mechanics are reclaimed and a new human donor grafted into place. House Orlock has ready access to mining and heavy industry servitors of all makes and manner, but those repurposed for gang warfare often take the form referred to by the gangers as 'Luggers' – heavy tracked units able to lift, move and carry bulky cargos. Be they liberated from mine workings or cargo depots, such constructs are well-suited to a combat role with minimal reprogramming.

0-1 Orlock 'Lugger' Cargo Servitor 230 credits / Editor's Suggestion: 200 credits, Rare (12)

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	5+	4+	5	5	3	5+	2	7+	5+	9+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce ¹⁰⁵
Heavy bolter	18"	36"	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy
Heavy flamer	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy
Heavy stubber	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
Servitor combat weapon	-	E	-	-	S	-1	1	-	Knockback, Melee

WEAPONS

A Lugger is armed with a harpoon launcher, a servitor combat weapon and light carapace armour.

OPTIONS

At the Trading Post or Black Market, a Orlock Lugger Servitor may:

- replace its harpoon launcher with a:
 - Heavy bolter+50 credits / Editor's Suggestion: + 80 credits
 - Heavy flamer+85 credits / Editor's Suggestion: +60 credits
 - Heavy stubber+20 credits / Editor's Suggestion: + 10 credits
- upgrade its light carapace armour to heavy carapace armour +20 credits
- take a mono-sight..... +25 credits

SPECIAL RULES

Mechanical Constructions

A Lugger is equipped with a light carapace armour.

Weapons Platform

An unwieldy ranged weapon mounted on a servitor is far more manoeuvrable. When a Lugger fires an Unwieldy ranged weapon, it becomes a Basic action rather than a Double action.

Ammo Hoppers

A Lugger can re-roll any failed Ammo checks that roll a natural 1.

¹⁰⁴ If using Editor's revised price suggestion for Harpoon Launcher (80cr rather than 110cr), then reduce by 30 credits.

Similarly, if using reduced prices for Heavy Flamers (140cr) and Heavy Stubber (90cr), reduce accordingly these upgrades by 25cr and 10cr respectively. Similarly, the difference between new Harpoon Launcher (80) and a Heavy Bolter (160) is greater, so increase this upgrade to 80cr.

¹⁰⁵ Editor's Suggestion: Remove Scarce.

VAN SAAR ARACHNI-RIG SERVO-SUIT

Servo-rigs are effectively a mechanical exoskeleton, most commonly seen in heavy industry, where workers may be equipped with them to aid with lifting and moving heavy materials or operating large tools or machinery – anywhere where weights not normally manageable by baseline humans must be handled, but where duties cannot readily be entrusted to abhumans or servitors. Where most servo-rigs are worn over the body and limbs, controlled by the wearer's physical movements and granting them extra strength, servo-rigs are often also utilised to give a worker extra limbs, greatly increasing their dexterity and the range of tasks that can be performed, making what may otherwise be the work of many, the work of a few. Such a rig may be plugged directly into the wearer's nervous system and controlled directly, or may be automated, forcing a worker to keep up with the pre-programmed movements of the rig into which they are strapped. Van Saar makes particular use of such things, in no small part due to the physical deficiencies common within their House. Very advanced forms of servo harness, controlled by the wearer's nervous system or via a direct MIU are common, advanced artisan pieces that put to shame the simple utilitarian forms mass produced and seen in wide use. In battle, it is not uncommon to see Van Saar fighters wearing massive rigs that grant them a huge, spider-like appearance, with many mechanical limbs that greatly increase the combat efficiency of the gang as a whole.

0-1 Van Saar Arachni-rig Servo-suit 240 credits, Rare (12)

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	5	4	3	4+	4	5+	5+	8+	6+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Twin-linked heavy las carbine	15"	30"	+1	-	4	-	1	4+	Plentiful, Rapid Fire (3)
Rad gun	-	T	-	-	2	-2	1	4+	Rad-phage, Template
Plasma gun									
- Low power	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce ¹⁰⁶
- Maximal power	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable
Servo-arm	E	3"	-	+1	S	-	1	-	Melee, Versatile

WEAPONS

A Van Saar Arachni-rig Servo-suit is armed with a twin-linked las carbine, four servo-arms and light carapace.

OPTIONS

At the Trading Post or Black Market, a Van Saar Arachni-Rig may:

- may replace one servo-ram with a rad gun.

Doing so will reduce its Attacks characteristic by 1 **+60 credits**

- may replace one servo-arm with a plasma gun.

Doing so will reduce its Attacks characteristic by 1 **+60 credits / Editor's Suggestion +80 credits¹⁰⁷**

- may upgrade its light carapace to heavy carapace armour **+20 credits**

SPECIAL RULES

Twin-linked Carbines

When this fighter makes a ranged attack, they may re-roll any number of the Ammo dice rolled. However, they must accept the result of the re-roll, even if it is worse.

Mechanical Construction

A Van Saar Arachni-rig Servo-suit is equipped with a light carapace armour.

Van Saar Protective Gear

Van Saar fighters are somewhat protected from the effects of their own rad weapons by their armour and are therefore immune to the effects of the Rad-phage Weapon Trait (i.e., they will not suffer the additional flesh wound).

Superior Weapons Array

Rather than making a single Shoot (Basic) action each turn, this fighter may make two Shoot (Simple) actions per turn. Each action may be made with a different weapons, and each action may target a different enemy fighter, provided that all of the normal rules for Target Priority are followed.

¹⁰⁶ Editor's Suggestion: Based on his own campaign group, the Editor of this document *highly* recommends that "Rapid Fire (1)" be a Trait of the Maximal Power statline, rather than Low Power.

¹⁰⁷ If using Editor's Suggested price for plasmaguns of 120 credits, increase to +80 credits.

BUYING EXOTIC BEASTS

The worlds of the Imperium are host to many strange and wonderful creatures, and Necromunda is no exception. It is well documented throughout the ages that humans have a strange propensity for keeping all manner of creatures as pets, fascinated by their behaviour and comforted by their loyalty, and in this the denizens of the underhive are no different to humans anywhere else in the galaxy. What is unique to Necromunda, though, is the type and variety of pets that people choose to keep...

Exotic Beasts are purchased as Wargear and should be recorded on their owner's Fighter card accordingly. However, where Exotic Beasts differ to normal Wargear is that they will have their own Fighter card, which details their unique stats, skills, and weaponry.

They follow all of the normal rules for a fighter, with the following exceptions:

- Whenever the fighter that owns the Exotic Beast is selected for a scenario, the Exotic Beast may also be deployed. This may take the number of fighters in a starting crew above the number specified by the scenario.
- Exotic Beasts can only be activated as part of a Group Activation with their owner. Accordingly, the owner of an Exotic Beast gains the following special rule:
Group Activation (Exotic Beasts): When a fighter with this special rule is activated, their controlling player must activate all Exotic Beasts belonging to this fighter as well as part of a 'Group Activation':
 - The controlling player selects and activates each fighter in this group activation as normal, fully resolving each activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.
 - If this fighter itself is activated as part of a Group Activation, this rule still applies, meaning any Exotic Beasts this fighter owns are activated as described above when this fighter is itself activated as part of a Group Activation.
- Exotic Beasts must always end their activation within 3" of their owner. If the Exotic Beast is more than 3" away at the end of its activation, it must pass a Nerve test or become Broken.
- Should an Exotic Beast become Broken, it will run towards its owner when activated rather than for cover. When an Exotic Beast makes a Running for Cover (Double) action, it runs towards its owner. It is only concerned with getting back within 3" of its owner.
- An Exotic Beast that has become Broken automatically rallies if it ends an activation within 3" of its owner (note that, during Campaign play, Exotic Beasts do not gain XP for rallying in this way).
- If the owner is removed from the battlefield for any reason, the Exotic Beast is also removed from play.
- If an Exotic Beast is removed from the battlefield for any reason, it is not counted for the purposes of Bottle tests.
- Exotic Beasts gain Experience and suffer Lasting Injuries as a normal Ganger and may become a Specialist.
- Exotic Beasts may not take any additional equipment. They may not use weapons other than those detailed on their profile. They may never use Wargear.
- Exotic Beasts can be taken Captive, in which case the owning fighter's gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter. Exotic Beasts taken Captive cannot be put to work in any Territories

EXOTIC BEAST SKILLS

By their very nature, Exotic Beasts are unable to utilise many of the skills detailed in the complete Skill lists. Therefore, when an Exotic Beast gains a new skill, roll a D3 and consult the table below:

D6	Agility	Brawn	Combat	Cunning	Ferocity
1	Catfall	Bull Charge	Counter-Attack	Backstab	Berserker
2	Dodge	Crushing Blow	Disarm	Evade	Fearsome
3	Sprint	Iron Jaw	Step Aside	Lie Low	Nerves of Steel

SKILL ACCESS

Exotic Beasts have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity
Caryatid	Primary	-	-	Secondary	-
Cephalopod Spekter	Secondary	-	-	Primary	-
Chaos Familiar	-	-	Secondary	Primary	-
Cyber-mastiff	-	-	Primary	-	Secondary
Cyberachnid	Secondary	-	-	Primary	-
Grapplehawk	Primary	-	Secondary	-	-
Gyrinx Cat	Primary	-	-	Secondary	-
Hacked Cyber-Mastiff	-	-	Primary	-	Secondary
Necromunda Giant Rat	Secondary			Primary	
Phyrr Cat	Primary	-	-	Secondary	-
Psychic Familiar	Secondary	-	-	Primary	-
Sheen Bird	Secondary	-	-	-	Primary
Sumpkroc	-	Primary	-	-	Secondary

CARYATID

0-1 Available to any Gang Leader, 0 credits* – Rare (15)

Caryatids are small, winged, blue humanoid creatures which infest the many airducts and vents throughout Necromunda's many hives. They are seen as good luck charms by the majority of hivers for their tendency to attach themselves to charismatic, powerful and successful individuals: for example, very successful and memorable House leaders throughout history have often been attended by Caryatids, and Necromunda's Planetary Governor Lord Helmawr himself is known to have at least one which chooses to keep him constant company.

Mildly psychic, they are particularly attracted to the soon-to-become-powerful and can penetrate human minds, usefully recognising malicious intentions against their companions, further fuelling their reputations as bringers of good luck. However, an individual whose 'pet' Caryatid leaves them is regarded as waiting for death, for as their arrival is considered a good omen, their departure is seen as an omen of doom.

Caryatids' blue skin is generally covered by an intricate, tattoo-like pattern, and some are known to paint their faces, or wear bracelets, bangles, anklets and earrings. It is unknown whether these strange creatures are some manner of mutant, vat-grown organic creatures long ago gone feral, aliens or something altogether more inexplicable, all that is known is that to be selected as the companion of a Caryatid is a great, if fleeting, boon.

A Caryatid has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	5+	-	2	2	1	2+	1	7+	7+	8+	8+

A Caryatid carries no weapons and will always make unarmed attacks.

SPECIAL RULES

***Recruitment:** A Caryatid is not purchased like other items of wargear, instead one may decide of its own volition to make a companion of a gang leader or not.

Should the gang roll 15 or higher after modification when making a Seek Rare Equipment check during the post-battle sequence, there is a chance that a Caryatid will attach itself to the gang Leader. Roll 2d6 and add the gang's current Reputation. If the result is 20 or higher, a Caryatid has decided to form a bond with the gang Leader.

Symbol of Renown: So long as your gang Leader is accompanied by a Caryatid, the gang's Reputation is increased by 1. However, should the Caryatid ever be killed, or should it ever abandon its companion, the gang's Reputation will be reduced by -2.

Abandonment: Should the gang reduce its Reputation for any reason, roll a D6 and subtract from the result the number of Reputation lost. If the total is 1 or less, the Caryatid will abandon its companion. A natural roll of 6 is always a success, regardless of modifiers.

Omen of Fortune: A Caryatid is able to sense bad fortune and forewarn its chosen companion, giving them a flash of precognition. Whilst the Caryatid is within 3" of its owner, that fighter may avoid one successful hit per round by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is passed, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Caryatid's owner is assumed to have somehow dodged clear.

Precognition: The gift of foresight possessed by the Caryatid enables it to dodge and evade all but the most unexpected of attacks. This tremendous precognition grants the Caryatid a 3+ save roll, which cannot be modified by Armour Piercing.

Additionally, a Caryatid may avoid being caught by a Blast marker or Flame template. If a Caryatid is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, the Caryatid is hit by the attack. On a 1-3, the Caryatid is able to fly clear of the area of the attack. Leave the model where it is and assume that it has fluttered around to avoid the attack and returned to where it was.

Flight: A Caryatid ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

GIANT RAT

0-3, Common – 50 credits

The fighter is accompanied by a Necromunda Giant Rat. 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 sort 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. Domesticated giant rats are common hive critters, highly intelligent and show a great ability to learn and surprising loyalty.

The Necromunda Giant Rat has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	-	3	3	1	3+	1	10+	8+	10+	9+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Jaws	-	E	-	-	3	-	1	-	Melee, Backstab

SPECIAL RULES

- **Small Target:** Necromunda Giant Rats are quick, making them difficult to target in the perpetual gloom of the underhive. Ranged attacks against Necromunda Giant Rats are at -1 to hit. In addition, a Necromunda Giant Rat is never a potential target when working out the effects of a Stray Shot
- **Nimble:** Necromunda Giant Rats have almost preternatural reflexes, seemingly sensing danger before they strike. A Necromunda Giant Rat has a save of 4+, which is never modified by Armour Penetration.
- **Rat Cunning:** Rats are among the most resilient organisms on Necromunda, and they have a sixth sense when it comes to their environment. A canny fighter learns how to read the mood of their rats and react to danger accordingly. A fighter with at least one Necromunda Giant Rat gains a special 5+ save against damage from environmental effects. Take this save before any other kind of save. Alternatively, a fighter may sacrifice one of their rats to completely ignore damage from an environmental effect. The Necromunda Giant Rat is then removed from the gang's roster.

GRAPPLEHAWK

0-2, 90 credits, Illegal (11)

Grapplehawks are cyber-engineered xenos familiars, trained to hunt prey for their masters.

A Grapplehawk is an Exotic Beast available to all gangs and uses the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
8"	4+	-	2	3	1	3+	2	9+	7+	9+	9+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Talons	-	E	-	-	3	-1	1	-	Disarm, Entangle, Melee

SPECIAL RULES

- **Fly:** A Grapplehawk ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or another fighter's base.
- **Grapple:** If a Grapplehawk successfully hits a fighter with its Talons, it does not need to roll to hit again in subsequent activations or with Reaction attacks. Furthermore, these subsequent attacks count as having rolled a 6 to hit for the purposes of the Disarm and Entangle Traits.
- **Swoop:** Grapplehawks can range further from their owners than most Exotic Beasts. A Grapplehawk must remain within 9" of its owner rather than 3".

GYRINX CAT

0-1, 120 credits, Illegal (14)

Psychic xenos pets such as the Gyrinx Cat are heavily restricted on Necromunda, with only the most powerful and influential nobles able to acquire and keep them. Of course, sometimes they escape and find their way into the hands of less salubrious individuals.

A Gyrinx Cat is an Exotic Beast that is available to all gangs and uses the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
7"	4+	4+	2	2	1	2+	1	9+	6+	6+	7+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Claws	-	E	-	-	2	-	1	-	Melee

SPECIAL RULES

- **Stealthy (FAQ 2019):** Gyrinx Cats are small, nimble and hard to target. Ranged attacks against Gyrinx Cats suffer a -1 to hit. In addition, a Gyrinx Cat is never a potential target when working out the effects of a Stray Shot
- **Charmed:** Gyrinx Cats live charmed lives and cannot be targeted by ranged attacks unless they are the closest target. In addition, Gyrinx Cats can only be the target of melee attacks if there are no other enemies Engaged with the attacker.
- **Psyker:** Gyrinx Cats are Unsanctioned Psykers and follow all the rules for psykers and using psychic powers **from page** . At the start of each game, randomly determine a psychic power for the Gyrinx Cat from the following table:

D6	Result
1	Telekinesis – Assail (Basic): Immediately make a ranged attack against an enemy fighter or an obstacle within 12" and line of sight. If hit, move the target D3" in any direction.
2	Pyromancy – Flame Blast (Basic), Continuous Effect: For as long as this Wyrd Power is maintained, one ranged weapon carried by this fighter gains the Blaze Trait.
3	Chronomancy – Freeze Time (Double): All fighters, friend and foe, within 12", may only take a single action when activated for the remainder of this round.
4	Technomancy – Weapon Jinx (Simple): Choose an enemy fighter within 18" of this fighter. The enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter.
5	Telepathy – Terrify (Double): Choose an enemy fighter within 18" of this fighter. The enemy fighter must make a Nerve test with -3 to the roll or become subject to the Broken condition.
6	Biomancy – Quickening (Basic), Continuous Effect: For as long as this Wyrd Power is maintained, increase this fighter's M by 3 and their WS, BS and I by 1 (to a maximum of 2+)

HACKED CYBER-MASTIFF

0-1, 100 credits – Illegal (10)

A common sight in the underhive, Orlocks use cyber-mastiffs extensively in their operations. These cybernetic hounds are not uncommon in the hands of criminals, though hacked to be obedient to their new masters.

A Hacked Cyber-mastiff is an Exotic Beast available to any gang and uses the following profile

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	-	3	3	1	4+	1	8+	6+	8+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Jaws	-	E	-	-	S	-1	1	-	Melee, Rending

SPECIAL RULES

Glitchy: Hacked Cyber-mastiffs are somewhat more unpredictable than their standard counterparts. When a Hacked Cyber-mastiff activates, roll a D6. If the result is a 1, the Hacked Cyber-mastiff gains the Insane condition.

Tenacious: Cyber-mastiffs are renowned for their tenacity. If the Hacked Cyber-mastiff is taken Out of Action do not remove it from the board if it has not yet activated this round. Once the Hacked Cyber-mastiff has completed its activation, remove it from the board.

CHAOS CULT FAMILIAR

0-2, Chaos Helot Cult Only, 25 credits

The fighter is accompanied by a Chaos Familiar – a psychic manifestation of the favour of their dark patrons. The Familiar has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	-	2	2	1	2+	1	7+	7+	6+	7+

EQUIPMENT

A Chaos Familiar carries no weapons and will always make unarmed attacks.

SPECIAL RULES

- **Omen of Fortune:** A Chaos Familiar is able to sense bad fortune and forewarn its chosen companion, giving them a flash of precognition. Whilst the Familiar is within 3" of its owner, that fighter may avoid one successful hit per round by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is passed, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Familiar's owner is assumed to have somehow dodged clear.
- **Precognition:** The gift of foresight possessed by the Chaos Familiar enables it to dodge and evade all but the most unexpected of attacks. This tremendous precognition grants the Familiar a 3+ save roll, which cannot be modified by Armour Piercing.
- Additionally, a Chaos Familiar may avoid being caught by Blast or Template weapon. If a Familiar is caught under a Blast or Flame Template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to dodge clear of the area of the attack. Leave the model where it is and assume it has scuttled around and returned to where it was.
- **Psychic Manifestation:** A Chaos Familiar is an extension of its owner's will and a clear indication of the favour the dark gods of Chaos have bestowed upon them. If the owning fighter is a Psyker, once per round they may re-roll a failed Willpower check to perform a Wyrd Power (X) action.
- **Clamber:** When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

CAWDOR SHEEN BIRD

0-2, Cawdor Only, 90 credits – Rare (12)

Ancient biomechanical constructs, commissioned long ago by the ruling Helmawr family to evoke an illusory sense of the long-lost splendour of the natural world within the artificial confines of Hive Primus, Sheen birds were once wonders of the art of the Adeptus Mechanicus, combining the finest mechanical constructions of the Cult Cybernetica with the most elegant clone craft of the Cult Biologus. They were possessed of a rudimentary suite of pre-programmed behaviours, causing them to mimic that of real birds; flocking together, roosting, feeding, even nesting and tending broods of faux youngsters, themselves created to mimic the sight of hatchlings within a nest.

Over the millennia, the Sheen birds of Hive Primus have fallen into decay. Their maintenance not seen as a priority within the administratum of the hive, their numbers have gradually dwindled through lack of preservation, with the surviving examples having corrupted beyond recognition. Where once their metal frames and clone-flesh knitted together seamlessly to create mirrored and feathered wonders; today they are corrupted and decayed. Their flesh is diseased and their plumage is scarce. The surviving Sheen birds therefore are foul things, infested with parasites and filthy with pollution. Even their imprinted behavioural coding has corrupted, causing them to act as parodies of their former glory, the most disturbing being those that remember the act of parenting their artificial broods and who still tend monstrously debased nests, populated by hideous things that no longer resemble young birds in any way.

Occasionally, Sheen birds will make their way into the lower levels of the underhive, where they are rarely seen, but when they are, they are often greeted with awe by the devoted of House Cawdor, who view them as avatars of the Emperor's grace. For high ranking Cawdor gangers, to possess a Sheen bird is akin to possessing the direct blessing of the Emperor Himself.

A Sheen Bird has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	6+	3	2	1	3+	2	8+	7+	8+	9+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Beak & Talons	-	E	-	-	S	-1	2	-	Melee, Rending

SPECIAL RULES

- **Flight:** A Sheen Bird ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or another fighter's base.
- **Bate:** When the owning fighter activates, the Sheen Bird will attempt to charge an enemy fighter even if the owning fighter does not wish it to. Make a Willpower check for the owning fighter, if this test is failed, the Sheen Bird must attempt to charge the closest enemy fighter. If the check is passed, the Sheen Bird activates as normal.
- **Rake Away:** At the end of the Sheen Bird's activation, if the owning fighter is Standing and Active or Prone and Pinned, they may choose to make a Willpower check. If this check is passed, the Sheen Bird will immediately make a free Move (Simple) action, or Retreat (Basic) action if Engaged, directly towards the owner. If the check is failed, the Sheen Bird does not make this free action and stays where it is.

DELAQUE CEPHALOPOD SPEKTER

0-1, Delaque Only, 100 credits – Rare (11)

House Delaque utilises numerous tools to gather secrets and pry knowledge from their surroundings, from scuttling whisper-thieves to burrowing data serpents. Among these, the Cephalopod Spekter is perhaps the most sinister, and the most effective. Each Spekter is a writhing mass of mechanical tentacles and gleaming oculi, its whirring lenses constantly tracking the shadows for movement. Via a complex array of auspexes, the Spekter drinks in its surroundings and communicates them to its owner, granting them a multi-spectral view of the battlefield. When roused to action, a Spekter can uncoil itself from around its master's neck or legs, darting forward through the air on whispering suspensors, its limbs sprouting weapons ready to stun, capture or exterminate the threat. The obedient nature of each Spekter is carefully cultivated by House Delaque, allowing a level of bond between master and machine no mere servo-skull or trained beast could match. The secret of this link comes from the fact that each Spekter's cogitator is built around a fragment of synaptic tissue, grown from its owner's genetic material. Extracted from a cloned brain gestated to the edge of adulthood, the fragment is interred into the mechanical cranium of the Spekter, and then raised to consciousness by its master. This cognitive bonding also has its drawbacks, however, a Spekter might anticipate its master's needs, but it also often shares their hatreds or fears, making it act erratically if their owner gives in to rage or panic.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	5+	3	3	1	3+	1	7+	5+	6+	4+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Shock tendrils	E	2"	-	-	+1	-	1	-	Melee, Shock, Versatile

SPECIAL RULES

Flight: A Cephalopod Spekter ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

Sensor Array: If a Cephalopod Spekter is within 3" of its owner when the owner is required to make an Intelligence check for any reason, roll an extra D6, then pick one of the dice to discard.

Threat Response: If the Cephalopod Spekter's owner is taken Out of Action whilst within 3" of the Cephalopod Spekter, immediately before the Cephalopod Spekter itself is removed from play, all enemy fighters within 2D6" of the Cephalopod Spekter suffer a Strength 1 automatic hit, as if from a weapon with the Seismic trait.

Watchdog: If the Cephalopod Spekter's owner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).

ENFORCER CYBER-MASTIFF

Editor's Suggestion. 0-3, Enforcers, 100 credits

Cyber-Mastiffs are mechanical creatures that resemble a metal hound, who are guided by the brain and nervous system of a hunting creature after such components have been integrated by members of the Adeptus Mechanicus. It is not uncommon to see purely biological canines who have received some form of cybernetic upgrades. Cyber-Mastiffs are usually deployed under the control of Enforcer units for hunting down their prey and to catch criminal fugitives who attempt to escape. Commonly known as kill-dogs, razorfangs and rending rovers, Cyber-Mastiffs have an in-built hunting and attack instinct and can only respond to the simplest of commands from their assigned handler, but are still fully capable of defending themselves and their masters.

A Cyber-mastiff has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
5"	3+	-	3	3	1	4+	1	7+	6+	8+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Savage bite</i>	-	E	-	-	S	-2	1	-	Disarm, Melee

SPECIAL RULES

- **Watchdog:** If the Cyber-mastiff's owner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).
- **Loyal Protector:** Whilst the Cyber-mastiff is Standing and either Active or Engaged and within 3" of its owner, enemy fighters may not make a Coup de Grace action against the owner.

ESCHER PHYRR CAT

0-2, Escher Only, 120 credits – Rare (12)

House Escher has a long tradition of dealing in many strange and exotic off-world creatures. At its most basic, this trade in xenos fauna helps to fuel many of their unique elixirs and forms no small part of the basis for their trade and expertise in alchemical technology. A side effect of this prodigious, and often elicit, trade in alien life, is that House Escher has access to the pelts and plumage of many wonderful beasts, and this is clearly evidenced in the Escher style of dress. It is also not uncommon for House Escher to bring onto Necromunda the creatures that feature in the fighting pits and gladiatoriums, a trade which in turn enables the House to set up ever more contacts amongst the many big game hunters and Rogue Traders that specialise in such commodities.

However, not all off-world beasts are destined for the Escher laboratories or the fighting pits of Necromunda, some creatures are prized as companions, especially the various felids that originate on many different worlds. Eschers are attracted to the big cats of Phyr in particular for their exotic looks and killer instincts. Such beasts are rare in the extreme and smuggling them planetside to Hive Primus is no mean feat, so they are an incredibly rare sight as pets even amongst the hierarchy of House Escher. Yet seen they are, and when the opportunity to acquire such a beast, or even better, a mating pair, arises, Escher gang chiefs will go to any lengths to secure them.

A Phyr Cat has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
7"	3+	-	3	3	1	2+	2	7+	8+	7+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Talons</i>	-	E	-	-	S	-1	2	-	Melee, Pulverise

SPECIAL RULES

- **Independent:** Unlike other Exotic Beasts, a Phyr Cat must always try to remain within 9" of its owner rather than the usual 3"
- **Lands on her Feet:** If a Phyr Cat falls for any reason, it will always reduce the Strength of the impact by -2.

GENESTEALER CULT PSYCHIC FAMILIAR

0-3, Genestealer Cult Only, 25 credits

A Psychic Familiar has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	-	2	2	1	2+	1	7+	7+	6+	7+

A Psychic Familiar carries no weapons and will always make unarmed attacks.

SPECIAL RULES

- **Omen of Fortune:** A Psychic Familiar is able to sense bad fortune and forewarn its chosen companion, giving them a flash of precognition.
Whilst the Familiar is within 3" of its owner, that fighter may avoid one successful hit per round by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is passed, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Familiar's owner is assumed to have somehow dodged clear.
- **Precognition:** The gift of foresight possessed by the Familiar enables it to dodge and evade all but the most unexpected of attacks. This tremendous precognition grants the Familiar a 3+ save roll, which cannot be modified by Armour Piercing.
Additionally, a Familiar may avoid being caught by Blast or Template weapon. If a Familiar is caught under a Blast or Flame Template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to dodge clear of the area of the attack. Leave the model where it is and assume it has scuttled around and returned to where it was.
- **Catfall:** When this fighter falls or jumps down from a ledge, they count the vertical distance moved as being half of what it actually is, rounded up. In addition, if they are not Seriously Injured, or taken Out of Action by a fall, make an Initiative test for them – if it is passed, they remain Standing rather than being Prone and Pinned.
- **Clamber:** When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

GOLIATH SUMPKROC

0-1, Goliath Only, 130 credits

Hive legend has it that many thousands of years ago, during a different age of Necromunda, a now long-extinct type of reptile became the fashion accessory of choice for uphive nobility. Imported as eggs, once hatched, these snappy little creatures were seen everywhere for a period of several seasons, kept in fine artificial habitats or carried around in specially-made hand luggage. They became almost common, rapidly... But as they became common, so too did they become big, and with size came increased aggression. Many were culled after accidents led to lost digits, even lost limbs, and in some cases, so the legends go, loss of life. Many more were hurriedly discarded down waste shutes and heat sinks. And so, in the fullness of time, many were found by the denizens of the underhive. Over time, these strange creatures were captured as a new food source, but that practice ended as they were more likely to make food of their human hunters. And there their story might have ended in extinction, but for the intervention of House Goliath. For some inexplicable reason, the Goliaths were attracted to these creatures as pets, taking pride in their size and strength, and revelling in their ferocity. Today, the Sumpkrocs that House Goliath keep are somewhat different to the original creature, with centuries of genetic cloning causing a few changes and they no longer wholly resemble the creature first imported...

A Sumpkroc has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	-	4	4	2	6+	2	8+	6+	7+	11+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Ferocious jaws	-	E	-	-	S	-1	1	-	Melee, Rending

SPECIAL RULES

- Counter-Charge:** If the Sumpkroc's owner is Engaged by an enemy fighter as the result of the enemy fighter making a Charge (Double) action, and if the Sumpkroc is Standing and Active, it may immediately activate and make a Charge (Double) action, moving towards the charging enemy fighter. If, at the end of this movement, the Sumpkroc has Engaged the enemy fighter, it may immediately Attack, as normal for a fighter performing a Charge (Double) action. This activation interrupts the enemy fighter's action, being performed after movement but before attacks.
The Sumpkroc may only make one Counter-charge per round.
- Scaly Hide:** The Sumpkroc has a naturally scaly and resilient hide, granting it a 5+ save roll.

ORLOCK CYBER-MASTIFF

0-3, Orlock, 100 credits – Rare (10)

Mankind has utilised canines for many millennia. From the earliest protohumans living a primitive existence on Ancient Terra, throughout the great expansion and colonisation of the stars during the Dark Age of Technology and beyond, wherever humanity has gone, it has taken its trusty hound. Over the millennia, canines have continually evolved. From careful breeding programmes to enhance certain beneficial traits and reduce undesirable qualities, to genhancing and cloning, dogs have in no way been excluded from practices Mankind has proven ready and willing to try upon itself. On Necromunda, dogs are no less common than anywhere else in the Imperium, though it must be said that they often provide a food source more readily than they provide their traditional roles of companion, guard or hunter. However, they do still have loyal friends amongst the people. Guilders breed and keep large hounds to protect their caravans and holdings, and House Orlock in particular takes great pride in the breeding of dogs as guards and fighters. The dogs of House Orlock show great diversity of type. From the sleek, alert watch dogs they breed to guard their mine workings and store houses, to the stocky, bull-like fighting dogs they breed for sport, Orlock Gangers are frequently accompanied by hounds. What's more, to the outsider there is a strange sentimentality shown by Orlocks towards their dogs, and it is not uncommon to see hounds sporting expensive cybernetics to compensate for past injuries or illness.

A Cyber-mastiff has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
5"	3+	-	3	3	1	4+	1	7+	6+	8+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Savage bite	-	E	-	-	S	-2	1	-	Disarm, Melee

SPECIAL RULES

- **Watchdog:** If the Cyber-mastiff's owner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).
- **Loyal Protector:** Whilst the Cyber-mastiff is Standing and either Active or Engaged and within 3" of its owner, enemy fighters may not make a Coup de Grace action against the owner.

VAN SAAR CYBERACHNID

0-3, Van Saar Only, 75 credits – Rare (10)

Spiders are common to every human-colonised world of the galaxy. Perhaps millennia ago, when Mankind set out to populate the stars, those first ships had onboard stowaways in the form of insects and arachnids accidentally introduced to new ecosystems. Perhaps they were deliberately introduced to control dangerous insect life on many worlds. Or perhaps they were always there. No one knows for sure, but that spiders can be found almost everywhere humanity thrives is beyond doubt. The hives of Necromunda are infamous for their mutant spiders, and many millions of subspecies exist in the dark corners and dusty cracks of the great hives. Some varieties can grow to several feet across, and their presence can make whole domes uninhabitable. The spiders of Necromunda mean much to the planet, not least featuring heavily in the heraldry of many clans and ruling families. Yet possibly the most readily made association is to the House of Van Saar, whose sigil is the likeness of a spider. Van Saar play on this, capturing and breeding large Necromundan arachnids and modifying them cybernetically for many purposes. Van Saar gangs are often accompanied by several such slaved servitor spiders, and their gruesome appearance is often enough to make the faint-hearted maintain what they feel is a safe distance, but in truth is right in the crosshairs, where the Van Saar.

A Cyberachnid has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	5+	2	2	1	2+	1	7+	8+	8+	8+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Venomous bite	-	E	-	-	-	-	1	-	Melee, Toxin
Web projector	-	T	-	-	2	-	-	6+	Scarce, Template, Web

SPECIAL RULES

- **Clamber:** When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.
- **Fear Inducing:** Cyberachnids have the Fearsome (Ferocity) skill and may confer this onto their owner. The owner only gains this skill provided they have an Active Cyberachnid within 3", otherwise the skill is lost.

Fearsome (Ferocity): If an enemy makes a Charge action that targets this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their action ends immediately.
- **Horrific:** A Cyberachnid is a horrifying meld of machine and spider that gangsters of other Houses would just as soon not have in their hide-out. A Cyberachnid can never be Captured.



RECRUITING HIRED GUNS

During Insurrection and Downtime, gangs have the chance to recruit Hired Guns in both the post-battle and pre-battle sequence; this secures their services for that one battle. They are not added to the gang roster, but a Fighter card will need to be filled out them. They can be hired again for subsequent battles – as such, players might find it useful to keep an appropriate Fighter card, already filled in, for each Hired Gun model they have.

Hired Guns never gain Experience, they cannot purchase Advancements, and they do not suffer Lasting Injuries – if they go Out of Action, they simply play no further part in the battle. Also, no additional equipment can be added to their Fighter card, aside from what is listed in their entry below.

A Hired Gun increases the gang's Rating in the same way as any other fighter.

EDITOR'S SUGGESTION: HIRED GUNS HIRING FEE

All scum and hired guns have a new value, their **hiring fee**, which is a **quarter** of their equipment plus rulebook fee (their **true cost**), rounded up to nearest 5 credits. This is what you pay to hire a hired gun prior to a battle. Remove the fee from the gang's wealth, and the hired gun is added to the gang's crew for the battle.

For example, a scum (30 credits) with a shotgun (30) credits costs 15 credits to hire, a bounty hunter (80 credits) with a boltgun (80 credits) and power axe (35 credits) costs 50 credits to hire, Mad Dog Mono costs 25 credits to hire, Kria Kytaro costs 60 credits, etc..

During Damnation of an Uprising Campaign to hire a Hired Gun, you must pay 1 portion of Meat per 100 credits of their True Cost.

RETAINING HIRED GUNS

Subsequently after each battle they fight in, if you wish to retain their services, you pay their hiring fee again. During Damnation of an Uprising Campaign, their rehire fee is 1 portion of Meat per 100 credits of the Hired Gun's True Cost.

Bounty Hunters may decide to stay on without an additional fee.

If a hired gun runs out of limited ammunition or grenades during a battle (for example, dum dum bullets), it is assumed they find new stock between battles.

REHIRING HIRED GUNS

You may rehire a hired gun you once hired but let go. During Damnation, you must pay 1 portion of Meat per 100 credits of the Hired Gun's True Cost to continue to retain their services.

CAPTURING HIRED GUNS

Hired Guns can be captured after a battle.

HIVE SCUM

Hive Scum, or Scummers, are masterless or itinerant hivers who will fight for anyone who offers them coin. Many are drunkards and down-and-outs, but even these have their uses and, despite appearances, are quite capable of holding their own in a fight. Others are mercenaries who travel from zone to zone, making few friends or commitments, earning whatever easy money is around before moving on. Scum are too wild and independent to submit to the leadership of anyone for very long, and they hire out their services as they feel like it. Despite their carefree lifestyle and happy-go-lucky attitude, Scummers are good fighters, so their services are always in demand. Many end up working for the Guilders, but there are always a few willing to tag along with a gang for a share of the spoils.

Hive Scum are especially valuable to a newly-founded gang, especially one whose fighters may be neither numerous nor especially experienced. In general, more established gangs eschew their services, preferring to rely on their own in the heat of battle. Nonetheless, Hive Scum are considered of great value as cannon fodder.

HIVE SCUM

A gang can recruit up to five Hive Scum at a time.

Hive Scum 30 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	8+	8+	8+	8+

SPECIAL RULES

Outlaw: A Hive Scum hired by an Outlaw gang is automatically an Outlaw themselves. In addition to the equipment options listed opposite, Outlaw Hive Scum may purchase Common items and any item with a Rare or Illegal value of 7 or below from the Black Market.

"You Get What You Pay For": Unlike other fighters, Hive Scum are not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, any Hive Scum available to the gang may be added to the crew, regardless of the Crew Selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

HIVE SCUM EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun..... 15 credits
- Reclaimed Autogun 10 credits
- Lasgun 15 credits
- Sawn-off shotgun 15 credits
- Shotgun (with solid and scatter ammo) ... 30 credits
- Throwing Knives 10 credits

PISTOLS

- Autopistol..... 10 credits
- Reclaimed Autopistol 5 credits
- Laspistol..... 10 credits
- Stub gun 5 credits
- Dum Dum Bullets..... +5 credits

CLOSE COMBAT WEAPONS

- Axe..... 10 credits
- Chainsword..... 25 credits
- Fighting knife..... 15 credits
- Flail 20 credits
- Maul (club) 10 credits
- Sword 20 credits
- Two-handed Axe..... 25 credits
- Two-handed hammer* 35 credits

WARGEAR

GRENADES

- Blasting charges 30 credits
- Frag Grenades.....30 credits
- Krak Grenades.....45 credits
- Smoke Grenades 15 credits

ARMOUR

- Flak armour.....10 credits
- Furnace Plates.....5 credits
- Gutterforged Cloak 10 credits
- Hazard Suit.....10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Armoured Undersuit.....25 credits
- Drop rig 10 credits
- Filter plugs 10 credits
- Photo-goggles 35 credits

WEAPON ACCESSORIES

- Telescopic sight † (Pistols, Basic and Special Weapons Only) 25 credits

DRAMATIS PERSONAE HIVE SCUM

All Dramatis Personae Hive Scum are subject to the “You Get What You Pay For” special, unless stated otherwise.

THE ABOMINATION OF BADZONE 12

There are things that live in the depths of the hive that defy explanation or classification. These are horrors so vile that they seem to instinctively seek the darkness as if they know their very presence is anathema to the light of the God-Emperor. The Abomination of Badzone 12 is such a stain upon decency and reason. A crawling, slithering, staggering thing of claws and tentacles and eyes, the Abomination lives in the depths of Hive Primus. In the dark cycles of power-down it sometimes creeps up from its lair, looking for more satisfying fare than mutant or rat. Blood-spattered holesteads and ravaged caravans are left in its wake, possessions and goods left behind, but every scrap of meat and bone consumed. The Abomination has even destroyed fledgling settlements, those who thought themselves safe from raiders only to perish beneath the claws of the gigantic spawn. Underhive rumour has it that the Abomination is the remains of the Cult of the Sump Mother, a malefic church based upon the worship of the sump as a living god. Fused by their profane deity into a single howling entity, the Abomination feeds upon itself in its madness, fanged mouths biting into screaming faces as scythed limbs drag it through the hive. Sometimes cults lure the Abomination out with promises of food, intent on loosing it against their foes. Though this is not without peril, and the cult might just as easily find themselves to be the Abomination's prey.

Abomination of Badzone 12, Outlaw Hive Scum..... 280 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	-	5	5	4	5+	4	-	-	-	-

Weapons: Ferocious Jaws; Claws, Tentacles and other Appendages:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
<i>Ferocious Jaws</i>	-	E	-	-	S	-1	1	-	Melee, Rending
<i>Claws, Tentacles and other Appendages</i>	E	2"	-	-	S+1	-2	2	-	Knockback, Melee, Pulverise, Versatile

Wargear: The ever-mutating hide of the Abomination of Badzone 12 grants it a save equivalent to wearing heavy carapace armour.

Skills: Fearsome, True Grit, Unstoppable

SPECIAL RULES

Mindless Beast: The only actions the Abomination of Badzone 12 can make are Move, Charge, Fight and Coup de Grace. Any Cool or Willpower checks made for the Abomination of Badzone 12 automatically pass, but any Leadership or Intelligence checks automatically fail

Outlaw: The Abomination of Badzone 12 is an Outlaw Hired Gun.

Chaotic: The Abomination of Badzone 12 Abomination of Badzone 12 can only be hired by Corpse Grinder Cult, Helot Chaos Cult or Chaos Corrupted gangs. It is subject to the “You Get What You Pay For” special rule.

COR ‘TWO-GUNS’ CORAN

In the underhive, obesity is often a sign of status. Massive Chain Lords, hulking crime bosses and rotund guilders all display their wealth by proving not only do they have enough to eat, but they can actually eat to excess. Then there are those like Cor ‘Two-Guns’ Coran, who are just fat – or big boned as he insists. A clanless gutter-born bulletscavenger from Dead End Pass, Cor probably wouldn’t have ever amounted to much if it hadn’t been for a chance encounter with a Ratskin shaman out in the badzones. While hunting in the ash drifts for usable rounds, Cor came upon an ancient Ratskin surrounded by slaving ripper jacks. In a rare moment of bravery and selflessness Cor ran to the old man’s aid, saving him from the rippers’ jaws. In return the shaman told Cor he had looked into his soul and seen he was the offspring of a mighty hero of the underhive and destined for greatness. Cor immediately made the leap of logic that the shaman could only be talking of none other than Bull Gorg, ex-pit fighter and once overlord of Dead End Pass. Surely the hefty Bull, with whom Cor undoubtedly shared a physique, had to be his father, and it was up to Cor to carry on the legacy of Bull’s failed servile uprising. Unwilling to cut off his arms and replace them with chainsaws like his ‘father’, Cor instead took up a pair of battered autopistols, earning him the nickname Two-Guns– a nickname he largely gave himself and is forced to constantly remind people of. Allying himself with Balthazar’s Black Network, Cor enthusiastically fights for the rights of the common people in Dead End Pass and has made a name for himself as a rabble rouser. The Narco Lords are more than willing to placate Cor with promises that his jobs are in the spirit of Bull’s ‘free’ underhive if it means ‘Two-Guns’ continues to make life hard for the Guilders

Cor ‘Two-guns’ Coran, Outlaw Hive Scum 120 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	6+	4+	4	3	2	4+	1	7+	7+	8+	8+

Weapons: Autopistol (x2) with Manstopper Rounds (x2):

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
Autopistol (x2)	4''	12''	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
- manstopper rounds	4''	12''	+1	-	4	-	1	4+	Limited, Rapid Fire (1), Sidearm

Wargear: Forged Guilder Seal (**Editor’s Suggestion: If Cor survives the battle and does not flee, the gang that hired him benefits from the Forged Guilder Seal**)

Skills: Gunfighter, Inspirational

SPECIAL RULES

Outlaw: Cor Coran may only be hired by Outlaw gangs. He is subject to the “You Get What You Pay For” special rule.

ESTUS JET

As Esmerelda, Holdmother of the Dust Falls Deep 9 Orphanarium, tells it, she found Jet under an overturned cart in the aftermath of what appeared to be a Ratskin ambush on some green hivers. There was little left of the hivers, the area splattered in blood and littered with body parts. The only clue to the child's identity was a tarnished collar around her neck, the only legible letters on it _ESTSU_JE_T. Jet was taught all the skills she needed to survive by Esmerelda. These were skills all the girls of the Deep 9 learned, like how to break someone's neck with a dropkick, the kill points on an ash devil, and how to tell the difference between Second Best that'll kill you and Second Best that will only make you blind. The best of Esmerelda's girls could then expect good jobs as Guilder guards, or hired guns – with creds going back to Esmerelda of course. Jet, however, decided to take another path. Using her talents she got in with the Archwerks Overboss Gideon Scav to become his right-hand woman. It was not long before Jet was running Gideon's racket out of Dust Falls and moving shipments of counterfeit wargear and weapons. This gave her ample opportunities to indulge in her favoured pastime – killing fools. She claims to sell the fastest bullets in the underhive, and challenges any potential customers to prove her wrong. Unsurprisingly, between Jet yelling 'RUN!' and her squeezing the trigger, her claims have remained intact.

Estus Jet, Hive Scum..... 130 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	5+	3	3	2	4+	1	7+	7+	8+	8+

Weapons: Autopistol, Throwing Knives, Jet knife:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
Autopistol	4''	12''	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Jet Knife	-	E	-	+1	-	-	1	-	Melee, Toxin
Throwing Knives	Sx2	Sx4	-	-1	S	-1	-	5+	Scarce, Silent, Toxin

Wargear: Flak armour.

Skills: Counter-Attack, Parry

SPECIAL RULES

Outlaw: Estus Jet may only be hired by Outlaw gangs. She is subject to the "You Get What You Pay For" special rule.

GAEN 'THE GUNK QUEEN' GORVOS

It's difficult to find entitled and spoiled underhivers, given the crushing poverty and endemic violence of their surroundings – though they do exist. Gaen 'the Gunk Queen' Gorvos is one such anomalous individual; a pauper princess who has risen to control the notorious Gorvos clan of the Two Tunnels triumvirate. Gaen shares some of the traits of a junk noble with her brother Vunder, though unlike Vunder, she has no delusions about the world she inhabits. She knows the only way for the Gorvos clan to hold onto power is through fear and violence; that and getting rid of her stupid brother. While Vunder swans about pretending to be Two Tunnels royalty (if there were such a thing), Gaen is getting on with the business of making creds. It is not for her overuse of 'McSkav's Mohawk Grease' that Gaen is called the Gunk Queen. One of Gorvos' major holdings is the Two Tunnels'Gunk Tank, a vast reserve of fermented run-off from Hive City that has kept the settlement in creds for centuries. As the Gunk Queen of Two Tunnels, Gaen makes it her personal mission to oversee the gunk trade and crack down on anyone with designs on her turf. She often hires on to gangs to oversee operations personally, furnishing her companions with gunk rounds and gunk bombs if they run off the competition. For the last few years Gaen has been involved in a clandestine war with the crime boss Balthazar, who has his own designs on Two Tunnels. More than one of Balthazar's agents has even gotten a firsthand look at the prize their employer is trying to claim – as Gaen personally drowns them in the gunk tank. Recently, the conflict has escalated as Gaen's brother Vunder has been (quite unwillingly) working with Balthazar's gangs, forcing Gaen to redouble her efforts to rid herself of her annoying sibling.

Gaen 'the Gunk Queen' Gorvos, Outlaw Hive Scum 150 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	4+	3	3	2	4+	1	7+	6+	8+	7+

Weapons: Autogun, throwing knives, sword:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
Autogun	8''	24''	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Throwing Knives	Sx2	Sx4	-	-1	S	-1	-	5+	Scarce, Silent, Toxin
Sword	-	E	-	+1	S	-1	1	-	Melee, Parry
Gunk Bombs	-	Sx2	-	-	2	-	-	5+	Blast (3''), Grenade, Gunk

Wargear: Gunk bombs, mesh armour.

Skills: Backstab, Nerves of Steel

SPECIAL RULES

Outlaw: Gaen Gorvos may only be hired by Outlaw gangs. She is subject to the "You Get What You Pay For" special rule.

GRUB TARGESON

Not so long ago, Grub was an upstanding member of the Merchant Guild in Hive Primus. Every day, thousands of creds ran through his thick fingers and the fates of thousands of workers rested on his every nod or sneer. Then, one day, he woke up to find an odd lump growing out of his shoulder. At first Grub paid it no mind, as minor mutations and strange diseases are a common sight throughout the hive, and he simply asked his stitch-master to loosen the seams on his coats. As the cycles ground by, the lump grew, with Grub finding it harder and harder to hide his growing deformity. Then one day it spoke to him – which was when Grub fled to the underhive. Now Grub wanders the underhive, whispering conversations with his hump and hiring himself out to gangs that need extra firepower. Most pass off his ramblings as the results of one too many bottles of Second Best, though some swear they have heard the hump talking back to Grub. Perhaps most disturbing of all is that Grub seems to know things he shouldn't – such as where stashes are hidden or when a hive quake might be coming – each time stroking his hump affectionately when one of his predictions comes true...

Grub Targeson, Hive Scum **105 credits**

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	3+	3	3	1	4+	1	8+	8+	8+	6+

Weapons: Fighting knife, shotgun with scatter and executioner ammo:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Shotgun									
- Executioner Ammo	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited
- Scatter Ammo	4"	8"	+2	-	2	-	1	4+	Scattershot
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Frag Grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback

Wargear: Flak armour, , frag grenades.

Skills: Backstab, Evade, Infiltrate. He is subject to the "You Get What You Pay For" special rule.

JONNY RAZOR

Jonny is one of the rare few to ever cross Balthazar Van Zep and live to tell the tale. A low level street dealer from Guilder Crossing, Jonny was 'absorbed' by Balthazar's Black Network when the latter took over Dust Falls. Who was in charge of the local chem trade didn't mean a lot to a scrut like Jonny, and for a time he managed to avoid the attention of his betters. Then, one fateful day Jonny got in the way of Lothar Hex. Ordinarily such a mishap would have meant a free bolt round lobotomy, but on this day, Jonny accidentally stumbled out of a drinking hole and knocked Hex down, saving the infamous killer from a sniper's bullet. Dragged before Balthazar, Jonny would still have likely faced summary skinning or ash blasting if not for the presence of Erasmus the Mangler, Balthazar's resident rogue doc. The Mangler happened to be looking for test subjects, after he had acquired a broken Murder Servitor via the Cold Trade and wanted to see if he could graft its limbs onto a live person. As Balthazar was in a rare good mood, he agreed, and Jonny was dragged off to the Mangler's operating table. Whether it was Erasmus' fear of failing Balthazar, or just natural underhive hardiness, Jonny survived the operation, stumbling out of the doc's workshop with a bladed cyber arm, a whirring bionic eye and numerous internal 'upgrades'. Taking the name Jonny Razor, for his deadly new appendage, the scummer headed back to Guilder Crossing. Within a few cycles he had risen up the ranks, due in no small part to his new gifts. It was also at this time Jonny discovered the 'obedience' organs the Mangler had put inside him, his own body rebelling against him if he tried to go against the Narco Lord's wishes. Now Balthazar loans Jonny out to gangs for extra muscle, and to show off the benefits and drawbacks of loyalty to the Black Network.

Jonny Razor, Outlaw Hive Scum **125 credits**

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	2+	6+	3	3	2	5+	2	8+	7+	9+	9+

Weapons: Throwing knives, Bladed Cyber Arm:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Throwing Knives	Sx2	Sx4	-	-1	S	-1	-	5+	Scarce, Silent, Toxin
Bladed cyber arm	-	E	-	-	S+1	-1	2	-	Melee

Wargear: Flak armour, photo goggles.

Skills: Combat Master, Evade

SPECIAL RULES

Outlaw: Jonny Razor may only be hired by Outlaw gangs. He is subject to the "You Get What You Pay For" special rule.

JORTH SLITHER

Jorth Slither is an entrepreneur of underhive enterprise, if there is a chance to make some creds then Jorth is never far away, though it often gets him into trouble. After being turfed out of his Guilder family, he headed off downhive looking for a good score. What he found was a corpse surrounded by goo. Without the good sense to leave the find alone, Jorth started rummaging around in the corpse's pockets. His last conscious thought was his hand closing around something slimy and warm before his brain switched off. When Jorth came to the first thing he did was reach up to feel his head, that his right arm was now a long knot of tentacles was his first clue something was amiss. To his horror, one side of his torso had been consumed by some alien growth; twitching tentacles bursting out of his flesh like a thicket of worms. Some men might have been broken by such a turn of events. Jorth, however, saw opportunity instead of madness. It was not long before he was running Scab Town for the Black Network, joining gangs not afraid of working with a mutie and rallying the malformed against Imperial authority

Jorth Slither, Outlaw Hive Scum 115 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	5+	3	3	2	5+	2	8+	6+	9+	8+

Weapons: Autopistol, Shock Baton, Throwing Knives

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Throwing Knives	Sx2	Sx4	-	-1	S	-1	-	5+	Scarce, Silent, Toxin
Shock Baton	-	E	-	-	S	-	1	-	Melee, Parry, Shock

Skills: Backstab, True Grit. He is subject to the "You Get What You Pay For" special rule.

SPECIAL RULES

Outlaw: Jorth Slither is an Outlaw Hired Gun

MAD DOG MONO

Mono works the great Ash Gates of Port Mad Dog when he is not hiring out his services as a mercenary to gangs, Ash Wasters and outlaws alike. Born into the Longshore clans, he grew up on the edges of the Palatine Cluster, the great hives visible only as shadows against the toxic horizon, their spires taunting him with the promise of safety and wealth. Life for a Longshore clanner is usually short and brutal – if the poisonous winds don't get them, then a faulty cargo lifter, angry Ash Waster or wandering wasteland creature probably will. Mono's fate was changed, however, when a scavvy trader sold him a strange oneeyed hood. It turned out to be an ancient stratopilot helmet, and as Mono discovered, its oculusaugur gave him a unique view of the world, and amazing reactions as a result. After carving up a bar full of drunken mag-line dusters with his grab-hook, Mono realised that he had a talent for mayhem and put the word out he was looking for 'extra work'. It wasn't long before Mono had made a name for himself bringing down Three-toes Jack during the Rustfalls uprising and running with the Sump City Sirens during their takeover of the Delta Zone Dust Wells. Despite his success, Mono always returns to Port Mad Dog, for as the Longshore clanners always say – 'blood is thicker than ash'.

Mad Dog Mono, Hive Scum 90 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	4+	3	3	1	3+	1	8+	7+	8+	8+

Weapons: Stub gun, grab hook

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
Stub gun	6"	12"	+2	-	3	-	1	4+	Sidearm
Grabhook	E	2"	-	-	S	-	1	-	Melee, Disarm, Versatile

Wargear: Boiler plate armour (counts as furnace plates), respirator.

Skills: Dodge, Escape Artist. He is subject to the "You Get What You Pay For" special rule.

PSYREENA SKAR

A gang has to be truly desperate to hire Psyreena Skar. Unstable and unpredictable, she sells her fickle psychic gifts to gangs willing to pay her price – though offers no guarantees as to what will happen when she opens her mind to the Warp. Even when attempting to suppress her powers Psyreena is uncomfortable to be around; always muttering to herself, arguing with her shadow or telling those she's just met how sorry she is about their impending demise. Psyreena was not always so broken, however, and not so long ago she was a Holesteader's daughter working the ashwash below Dust Falls. One day, when digging in the furthest point of her Da's holestead, she found a strange ornate jar buried in the ash. It looked far too fine to have come from the underhive, and so she took it back to her father thinking they might be able to sell it to the local Guilders for a few creds. That evening, as the family sat around their rad-hearth admiring Psyreena's find, the jar mysteriously opened. Peering inside, they discovered a strange pinkish substance suffused with a fragrant smell. Psyreena's little brother was the first to scoop out a mouthful and within moments the starving family was feasting on the contents. Unbeknownst to the family, the relic was one of the lost jars of Mung, and the contents the preserved brain of Kookym Corleepyn, Astropath to the lost House of Mung. This oddity might have passed unnoticed by the family if not for the latent psychic spark it awoke in Psyreena. Reflexively she opened her mind to the Immaterium and in that moment incinerated her family and their holestead in a single explosion of power. Since that day she has wandered the underhive as an unsanctioned psyker, staying ahead of the authorities and selling her services to those more afraid of their enemies than having a loose cannon like Psyreena around.

Psyreena Skar, Outlaw Hive Scum 105 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	4+	3	3	2	3+	2	6+	5+	7+	6+

Weapons: Fighting Knife

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Psychic Shockwave	12''	24''	+1	-	4	-1	2	-	Concussion, Pulverise, Reckless

Wargear: Flak armour.

Skills: Unsanctioned Psyker (see page 49).

Wyrd powers: Psychic Shockwave (Telekenesis)

SPECIAL RULES

Outlaw: Psyreena Skar may only be hired by Outlaw gangs. She is subject to the "You Get What You Pay For" special rule.

QUEEN LORSHA

Once, Lorsha was a Pale Consort of the Mercator Pallidus, but when her family was struck down by the neuron plague and Lorsha was somehow spared she could not bring herself to dispatch her now-undead brothers and sisters. Instead she herded them downhive, seeking out a remote settlement to call home. Eventually Lorsha and her family came upon the town of Skullhole, a collective of hard-working holesteaders living in the depths of the badzones. After foolishly opening their gates for the former Pale Consort, the locals were then given the choice to succumb to the plague or feed Lorsha's family, and it was not long before Lorsha alone drew breath within Skullhole. For a time all was well in Skullhole. Lorsha kept her family fed on unsuspecting travellers and lost gangers while making sure they didn't wander off into the badzones and get lost. Then the voices started. At first Lorsha thought it was her family talking to her and welcomed the break in their long silence. But in time she came to realise it was someone else, or something else, communing with her from the beyond. The voice convinced her she should spread the neuron plague to others and that everyone deserved the blessing of its terrible sickness. Leaving Skullhole behind Lorsha took up her bone sceptre and knives, the ancient implements of the Pale Consorts, and set out to find allies who would help her spread the disease that still burned in her veins.

Queen Lorsha, Hive Scum 100 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	6+	3	3	2	3+	2	7+	6+	8+	7+

Weapons: Bone Sceptre, Flensing Knife

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
Bone Sceptre	E	2''	-1	-	S+1	-	1	-	Melee, Versatile
Flensing Knife	-	E	-	-	S	-1	1	-	Melee, Rending

Wargear: Disturbing Aura (counts as Cutter's Mask).

Skills: Bloodlust, Step Aside.

Outlaw: Queen Lorsha may only be hired by Outlaw gangs. She is subject to the "You Get What You Pay For" special rule.

SCABS

Life is hard in the underhive, and even more so for Houseless drifters like Scabs. A product of two worlds, Scabs carries his Ratskin heritage both as a blessing and a curse. Most ‘civilised’ underhivers view the boil-covered scum as a Badzones savage and an outlander, never fully accepting him into their settlements and holesteads. This is probably why Scabs turned to a violent life as a hired gun and wastelands guide to make creds, and also why when he fell in with Kal Jericho he returned the Bounty Hunter’s easy acceptance with unfailing loyalty. Kal saw in Scabs something the scum had never seen in himself; a talented scout with a keen eye for danger and a good heart.

Over the years, Scabs has proven his worth to Kal time and time again, the scum’s level-headed pragmatism tempering his master’s bon vivant attitude with a healthy dose of caution, often saving the pair from sump-spawned horrors and humourless gangers among countless other perilous situations. Of course, as Scabs’ own reputation has grown, he has had many of his own adventures – especially during those periods when Kal mysteriously disappears uphive or even further afield for weeks or months at a time. Either alone or in the company of other gangs or hired guns, Scabs has proven he can hold his own. Scabs’ Ratskin blood might make him an outcast in most underhivers’ eyes but it gives him a connection to the hive he has used to his advantage numerous times – his ‘nose’ finding paths through seemingly impassable Badzones or tracking foes across the shifting wastes of hive bottom. And when Kal isn’t around, Scabs sometimes even teams up with Yolanda Catallus, perhaps because she feels sorry for the half-Ratskin, or maybe she is just looking for an in with Kal – or another chance to put a blade between his ribs!

Scabs, Hive Scum **200 credits**

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	3+	3	3	2	3+	2	7+	7+	6+	7+

Weapons: Plasma gun, stub gun

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
<i>Plasma gun</i>									
- Low power	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1) ¹⁰⁸ , Scarce
- Maximal Power	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable
Stubgun	6"	12"	+2	-	3	-	1	4+	Sidearm

Wargear: Filter plugs, flak armour

Skills: Clamber, Escape Artist, Infiltrate

SPECIAL RULES

“Come Along Scabs!”: As Kal’s (see page 428) loyal sidekick, Scabs may be hired alongside him for 100 credits rather than the usual 200 credits. Additionally, due to the notoriety Scabs has earned through his association with Kal, he follows the Dead, Not Alive, Claiming Bounties and “We’ll Get Our Bit...” special rules as if he were a Bounty Hunter rather than Hive Scum. If a gang has hired both Dramatis Personae together, roll a single D6 for both together if “We’ll Get Our Bit...” requires a D6 to be rolled. Scabs is subject to the “You Get What You Pay For” special rule.

Gifted Forager: Well dressed (comparatively speaking) and better equipped than his low station in life would seem to suggest, Scabs clearly has a great ability to find rare goods at a fair price in the bazaars and markets of the underhive. In the post-battle sequence of any battle Scabs took part in, the gang he fought for adds +1 to the dice rolled to Seek Rare Equipment when visiting the Trading Post.

¹⁰⁸ Editor’s Suggestion: “Rapid Fire (1)” be a Trait of the Maximal Power statline, rather than Low Power.

TESS 'ARC-UP'

Tess is reckless, even for a Goliath Forge-born. So reckless in fact that she has been a prospect far longer than most, even the most savage Vatborn Goliath gangs finding her too dangerous to have around for long. Somehow though, Tess has survived every dumb thing she has ever done, whether it is climbing the hive shell barehanded, her custom storm-welder slung over her back and the ash winds trying to snatch her away into oblivion, or taking on whole gangs all by herself, charging into their ranks before letting loose with her weapon. Tess doesn't know why she is the way she is, though those who have fought alongside her – and lived – suspect it is the lightning in her blood. Tess' batch suffered a vat malfunction during their gestation, a grid overload pumping hundreds of gigawatts of electricity into her amneotank. Of all her vat brothers and sisters, Tess alone survived, and even from birth she displayed strange qualities. Faster and more erratic than other Goliaths, she quickly took to the role of a shell-runner, climbing the hive's sides and repairing its plasteel and ceramite skin, usually under the most horrific of circumstances. Her quick reactions and boundless energy kept her alive when many of her peers perished in ash storms or fatal falls. The danger of the shell though was not enough for Tess, and she soon started hiring herself to gangs for underhive brawls. Her skill with a storm-welder and fearlessness has made her respected by many gangs, though none have seen fit to sign her on. Tess is gathering a following of her own, however, and the day may yet come when she runs her own crew, filled with wild prospects like herself.

Tess 'Arc-Up', Goliath Forge-Born Hive Scum 90 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	4+	3	4	1	2+	1	8+	5+	7+	7+

Weapons: Storm-Welder

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
Storm-Welder	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Reckless, Shock, Unstable

Wargear: Furnace Plates

Skills: Clamber, Sprint

SPECIAL RULES

Wired: Tess has an enhanced nervous system, making her reflexes lightning fast. Tess can re-roll Initiative tests.

Goliath Forge-born: Tess 'Arc-up' is a Hive Scum that can only be hired by House Goliath gangs. She is subject to the "You Get What You Pay For" special

VUNDER GORVOS

Vunder is part of the self-styled nobility of the underhive. Decades ago three crime families took over Two Tunnels, Draek's Gantry and the Grey Wastes Trading Post. Together they formed a triumvirate to rule over the three settlements and the dozen or so surrounding domes between the Dust Falls drop and the Ash Gates interchange. Against the odds, the families didn't turn on each other or fall prey to criminal rivals. Instead, they managed to endure until their children grew up to inherit the lands of their parents. The Gorvos family runs Two Tunnels alongside the Faeburn and Kaorka clans, and Vunder is heir apparent to the Gorvos line. Unfortunately for the Gorvos family, Vunder is an idiot. Clad in underhive finery, Vunder genuinely believes himself a hive noble. He apes any uphive fashions or affectations he happens to hear about, and goes out his way to antagonise Guilders and Enforcers who don't properly 'respect' his position. Needless to say, he is universally despised and has survived only by virtue of his lineage. Vunder's sister, Gaen, has been working for years to rid her family of him. On the pretext of having him prove his noble superiority, Gaen organises 'alliances' with local gangs, whereby Vunder will accompany them on business important to the family. So far, Vunder has been 'hired' out to numerous local factions, though much to Gaen's frustration, has yet to get himself killed.

Vunder Gorvos, Outlaw Hive Scum 145 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	2+	5+	3	3	2	4+	1	8+	7+	8+	9+

Wargear: 2 x Gold plated and Master-Crafted stub guns, Shotgun (solid shot and scatter ammo), sword:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
Shotgun									
- Solid Shot	8"	16"	+1	-	4	-	2	4+	Knockback
- Scatter Ammo	4"	8"	+2	-	2	-	1	4+	Scattershot
Stub Gun (x2)	6"	12"	+2	-	3	-	1	4+	Gold-Plated, Master-Crafted, Plentiful, Sidearm
Sword	-	E	-	+1	S	-1	1	-	Melee, Parry

Skills: Rain of Blows, Step Aside

SPECIAL RULES

Outlaw: Vunder Gorvos may only be hired by Outlaw gangs.

BOUNTY HUNTER

Bounty Hunters are amongst the toughest and most dangerous of all Necromunda underhivers. They survive in perilous conditions, living out in the wastes, pursuing outlaws and mutants through the tunnels and ruins. Bounty Hunters are loners who neither need, nor want, to be associated with a gang. They will hire their services to a gang leader, though, if there are no decent bounties to be had or if their interests are aligned, but such allegiances tend to be temporary.

Bounties are displayed at all Trading Posts, offering rewards to anyone who brings in outlaw leaders, gangs, mutants and other criminal types. Sometimes, general bounties are declared on Ratskin renegades or on underhive monsters. The rewards offered are good, but the job is a perilous one and many Bounty Hunters die out in the wastes, slain by the outlaws and mutants they set out to hunt.

Bounty Hunters are drawn from a wide range of backgrounds. Some are erstwhile gangers and might still bear some of the distinctive trappings of their former Clan House. Many Abhumans also find the life of a Bounty Hunter suits them well, for the Blood Warrant that serves as license and writ allows them to go where others of their kind might ordinarily be barred. Thus it is not uncommon to see Beastmen, Squats and other stable Abhuman strains operating as Bounty Hunters far from those areas set aside for their kind.

A gang can recruit no more than one Bounty Hunter at a time. To represent the great variety of Bounty Hunters active on Necromunda, the recruiting player picks one of the following profiles to use.

Bounty Hunter..... 80 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	3+	1	7+	5+	6+	6+
3"	3+	4+	3	4	2	5+	1	5+	7+	5+	5+
4"	3+	4+	3	4	1	4+	2	7+	6+	7+	8+

SPECIAL RULES

Outlaw: A Bounty Hunter hired by an Outlaw gang is automatically an Outlaw themselves. In addition to the equipment options listed opposite, Outlaw Bounty Hunters may purchase Common items and any item with a Rare or Illegal value of 10 or below from the Black Market.

“You Get What You Pay For”: Unlike other fighters, Bounty Hunters are not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, any Bounty Hunters available to the gang may be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

Dead, Not Alive: Any gang, Outlaw or otherwise, that employs a Bounty Hunter may claim a reward from the authorities for troublesome enemies they bring in dead. During the post-battle sequence, when an opponent deletes a dead fighter from their roster, the gang that hired the Bounty Hunter immediately claims half of that fighter’s value, rounded up to the nearest 5 credits, as a reward.

Claiming Bounties: Any gang, Outlaw or otherwise, that employs a Bounty may claim a reward from the authorities for enemy fighters they help to Capture. If during the Wrap-up the recruiting gang captures an enemy fighter, roll a D6 in the Receive Rewards step of the post-battle sequence. On the roll of a 3 or higher, the Bounty Hunter recognises the Captive as a particularly wanted individual. The gang is given their cut of the reward for keeping this dangerous miscreant off the streets, immediately receiving D6x10 credits.

“We’ll Get Our Bit...”: If a Bounty Hunter does not generate additional income during a campaign battle via the Dead, Not Alive or Claiming Bounties special rules previously, there is a strong chance they will stick around until they do, whether the gang wants them to or not:

- If, at the end of the Update Roster step of the post-battle sequence, only one of the Dead, Not Alive or Claiming Bounties special rules has been used, roll a D6. If the result is a 4 or higher, the Bounty Hunter is dissatisfied with their earnings and is available for the recruiting gang’s next battle for free. If the result is a 1-3, they take their credits and leave.
- If neither the Dead, Not Alive or Claiming Bounties special rules are used, there is no need to roll and the Bounty Hunter is automatically available for the recruiting gang’s next battle for free.
- If, however, both the Dead, Not Alive and Claiming Bounties special rules are used during the post-battle sequence, the Bounty Hunter, happy with their payment, automatically leaves.

- If a Bounty Hunter that is available for the next battle for free in this way is not used, they will automatically leave. In other words, they must be used in the next battle or be lost.
- If a Bounty Hunter is taken Out of Action during Campaign play, they are considered to have automatically rolled a result of 12-26 Out Cold on the Lasting Injuries table.

SKILLS

A Bounty Hunter may take either three skills determined at random, or one skill determined at random and one skill chosen by the recruiting player. Each skill is chosen from the following skill sets: Agility, Brawn, Combat, Cunning, Ferocity, or Shooting. To determine a random skill, the player declares which skill set they are generating the skill from, and rolls a D6, re-rolling if the Bounty Hunter already has that skill. Choosing a skill is a simple matter of picking the desired skill from the sets available.

EQUIPMENT

In addition to their hiring fee, a Bounty Hunter may purchase up to 150 credits worth of weapons and Wargear from the Trading Post (note that, in addition, Outlaw Bounty Hunters may purchase items from the Black Market, as described previously), as well as weapons and wargear available to the leader of a Clan House gang that hired them (ie. House Cawdor, Delaque, Escher, Goliath, Orlock and Van Saar). They may be armed with up to five weapons, only one of which may have the Unwieldy weapon trait. A weapon with the Unwieldy trait counts as two weapon choices.

DRAMATIS PERSONAE BOUNTY HUNTERS

All Dramatis Personae Bounty Hunters are subject to the “You Get What You Pay For”, Dead, Not Alive, Claiming Bounties and “We’ll Get Our Bit...” special rules, unless stated otherwise.

ALYCE SHIVVER

One of Slate Merdena’s twelve daughters, Alyce was destined to take her place among the hierarchy of the House of Iron. Her gang, the Wasteland Wolves, ranged further from the Spider Points than any of her peers, raiding ash waste nomad settlements and bringing in ore trains from as far a field as Guntown and Big Hole. It was Alyce’s thirst for adventure that was to be her undoing. Out in the wastes her gang found a pentagrammic casket containing a daemonic entity known as the Shivver. The Daemon ravaged her gang, feasting on their souls and corrupting their flesh until Alyce alone remained. It had not counted upon the tenacity of Slate’s daughter, however, and when it sought to turn her into its puppet, Alyce instead made the Daemon hers. Alyce’s victory was not without cost. In taming the Daemon within, Alyce became a possessed creature, half human, half warp spawn. Her ambition was magnified and where once she saw a life as an Orlock Road Boss, she now coveted complete control of the House of Iron. The piteous whispers of the Shivver also taught Alyce dark new powers and woke within her a dormant psychic spark. By the time Alyce returned to Hive Primus, it was as the master of an outlaw gang of deviants and malcontents, bound together by the Shivver’s potent telepathic chains. So began Alyce’s war against the Clan Houses, one she has been waging ever since.

Alyce Shivver, Outlaw Bounty Hunter..... 165 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	4+	3	3	2	3+	2	6+	5+	7+	6+

Weapons: Stubgun with dum dum rounds, Fighting Knife:

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Stub gun	6''	12''	+2	-	3	-	1	4+	Plentiful, Sidearm
- with dum dum rounds	5''	10''	+1	-	4	-	1	4+	Limited, Sidearm
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

Wargear: Mesh ARMOUR, Photo goggles, Respirator

Skills: Headbutt, True Grit, Unsanctioned psyker (see page 49)

Wyrd powers: Assail (Telekinesis), Levitation (Telekinesis, continuous effect), Maddening Visions (telepathy)

SPECIAL RULES

Outlaw: Alyce Shivver is an Outlaw Hired Gun.

APOLLUS KAGE

Bounty Hunters come to their profession by many routes. Some are drawn to the life by the promise of creds or cracking skulls, others are driven to it by exile, debts or a thirst for revenge. Then there are men like Apollus Kage, who were destined for it from the moment of their birth. Coming up through the ranks of House Orlock, Apollus was a Sump Dogs prospect with a talent for mayhem. Out on the Spider Points of the Palantine Cluster, the young Orlock made a name for himself taking convoys and seeing off scavies – often only with his fists. Apollus might have had a future with the Orlocks if he could have learned to follow orders, but it was not to be. After a failed leadership challenge against Roky for control of the Sump Dogs, Apollus decided it was time to go freelance. Apollus Kage is a real hard case, who can take a beating and keep on coming. More than a few marks have thought that they had Apollus dead to rights, only to find the big man’s bolter pressed against their temple moments later. It is this reputation that makes him popular with the Guilders, especially when it comes to executing troublesome contracts out in the Badzones. Apollus doesn’t scare easy and will take jobs many other Bounty Hunters won’t. Of course, despite the creds he’s made working for the Guilders and gangs, or the fun he’s had along the way, Apollus still holds a grudge against the Sump Dogs and House Orlock. It’s a grudge that won’t go away, probably until he gets his chance for a rematch with his old gang leader.

Apollus Kage, Bounty Hunter 305 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	3+	3	3	3	2+	2	7+	7+	6+	7+

Weapons: Boltgun, Shotgun (with solid, scatter and executioner ammo), Fighting Knife.

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Boltgun	12''	24''	+1	-	4	-1	2	6+	Rapid Fire (1)
Shotgun									
- Executioner Ammo	4''	16''	-1	+1	4	-2	2	6+	Knockback, Limited
- Scatter Ammo	4''	8''	+2	-	2	-	1	4+	Scattershot
- Solid Shot	8''	16''	+1	-	4	-	2	4+	Knockback
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Frag Grenades	-	Sx3	-	-	3	-	1	4+	Blast (3''), Grenade, Knockback

Wargear: Frag grenades, Mesh ARMOUR, Photo goggles, Respirator

Skills: Hip Shooting, True Grit

SHADOWS OF CATALLUS

Arbelesta Raen Catallus and Aramista Dae Catallus are twin siblings of the Great House Catallus. When a schism within the House saw hundreds murdered or driven into exile, the twins found themselves on opposite sides of the conflict. Sent by her parents to kill her brother Aramista, Arbelesta instead sided with him, the two taking on a legion of House assassins. Of course, one does not simply walk away from noble obligations, especially during a civil war and the twins were branded Transgratia de Sanquine – Traitors to the Blood. Every would-be assassin to cross their path ended their days on the end of one of Aramista's blades or as another notch on Arbelesta's gunstock. In mockery of their estranged parents, the pair donned Catallus Carnivale Mirror Masks depicting the faces of their father and mother. Eventually, the division within Catallus was healed and the bloodshed within its halls returned to normal levels. Without the chaos of open conflict to hide them, the twins were hounded out of the spire, escaping downhive only by virtue of their murderous talents. Thriving in the lawless wilds of the underhive, the pair quickly earned a reputation as effective and pitiless Bounty Hunters. Aramista's skills as a duellist and Arbelesta's talent as a sniper – honed picking off hive repair crews from her spire balcony – allowed them to command a high price for their services, while their spire-tech gave them an edge over their foes. Their masterwork weapons, along with the masks they still wore – each one incorporating miniaturised respirators and photonic enhancers capable of turning the gloom of the underhive into stark day – turned them into apex predators of the Badzones. In time people started calling them the Shadows of Catallus, Aramista appearing like a phantom from the darkness to challenge enemies with his blades, while Arbelesta remained hidden, making sure her brother's opponents never got close to laying a blade upon him

ARAMISTA DAE CATALLUS

Aramista Dae Catallus 250 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	2+	6+	3	3	3	3+	3	7+	7+	6+	6+

Weapons: Stiletto sword, stiletto knife

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Stiletto Knife	-	E	-	-	-	-	-	-	Melee, Toxin
Stiletto Sword	-	E	-	-	-	-1	-	-	Melee, Parry, Toxin

Wargear: Chem-Synth, Displacer Field, Mesh ARMOUR, Photo goggles, Respirator

Skills: Counter-Attack, Impetuous, Rain of Blows.

SPECIAL RULES

Unique Partnership: Aramista Dae Catallus may be hired alongside **Arbelesta Raen Catallus**, allowing a gang to field two Bounty Hunters rather than the usual one.

Bodyguard: If **Arbelesta Raen Catallus** is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto Aramista Dae Catallus if he is within 2" of Arbelesta.

ARBELESTA DAE CATALLUS

Arbelesta Raen Catallus 250 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	6+	2+	3	3	2	3+	1	7+	7+	6+	6+

Weapons: Needle long rifle with Infra-sight, needle pistol.

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Needle long rifle	24"	48"	-	+1	-	-2	-	6+	Infra-Sight, Scarce, Silent, Toxin
Needle Pistol	4"	9"	+2	-	4	-1	-	6+	Scarce, Sidearm, Silent, Toxin

Wargear: Chem-Synth, Displacer Field, Mesh ARMOUR, Photo goggles, Respirator

Skills: Infiltrate, Precision Shot, Trick Shot.

SPECIAL RULES

Unique Partnership: Arbelesta Raen Catallus may be hired alongside Aramista Dae Catallus, allowing a gang to field two Bounty Hunters rather than the usual one.

Slotted: If Aramista Dae Catallus is hit and wounded as the result of a Fight (Basic) action made by an enemy fighter that is within Arbelesta Raen Catallus' vision arc and line of sight, and if she is not Prone, Arbelesta may immediately make a single Shoot (Basic) action targeting the fighter that inflicted the hit. Arbelesta does not need to be Ready to make this action and making this action will not cause her to lose her Ready marker.

ATTILUS THE AXE

Goliath fighters take to the pit like rats take to carrion. Most end their days bleeding out on the arena floor, or moving on to lead gangs, or don the mantle of an Alpha, but for some, the pit becomes home. Attilus the Axe has been the reigning champion of the House of Pain arena for over a hundred great-cycles, far longer than any to come before him. A forge master from the Fist of Hive Primus, Attilus began his life bent over a lathe-anvil, crafting brute cleavers and renderizers for the clan. When the great Goliath blacksmith forged his masterpiece, a chainaxe cyber arm of prodigious size and sharpness, he trusted no one but himself to test its blade in the pit. Dubbed the God Cleaver, Attilus hacked off his own arm so he could fix the monstrosity in place, turning himself into as savage a pit fighter as the clan had ever seen. Attilus and his axe arm drew huge crowds from Hive City, and over a gruesome season of murder, Attilus rose to become the star pit fighter of the House of Pain, turning the arena red with his kills. The Spyder-Twins, Willowfex the Reaper and the Slave Ogryn Hammerstein all fell to God Cleaver. Huge sums were offered for beasts from Hive Bottom just to test Attilus' skills, and led to the pit fighter earning a new title: Attilus the Undeclared. These days Attilus still fights in the pits, but can be coaxed away by a Goliath gang – for the right price.

Attilus the Axe 290 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	2+	4+	5	4	2	3+	4	8+	5+	7+	8+

Weapons: Stubgun, God Cleaver

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
God Cleaver	-	E	-	-	S+2	-2	2	-	Melee, Pulverise, Unwieldy
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm

Wargear: Furnace Plate and boiler plate armour

Skills: Bull Charge, Iron Man, Unleash the Beast

SPECIAL RULES

Undeclared: Attilus has no concept of defeat, as he's never be bested in close combat. Attilus can ignore the first Out of Action result he suffers on the Injury dice.

Goliath Pit Tyrant: Attilus the Axe is a Bounty Hunter that can only be hired by House Goliath gangs. He is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

BAERTRUM ARTUROS

Not all Bounty Hunters are desperados, loners or venators. Baertrum Arturos the Third is a member of the Adjutors, the Guilds' own private Order of hunters, concerned with the recovery of their own property and the reprimand of those responsible for taking it. Arturos and his kind operate primarily in the mid-hive regions, seeing to the interests of the mercantile lords and working to bring debtors and contract-breakers to justice. Sometimes, though, Adjutors might be required to venture into the underhive in search of their mark, bringing with them the special privileges and exceptional wargear afforded to a servant of the Guilds. After running down a clan tithe-breaker, Arturos has remained in the underhive, having developed a taste for the fringe realm. He likes the way its denizens look to him with a mixture of fear and disgust reserved for their betters, while the rancid air and filthy surroundings reminds him that he was born of better stock than these bottom-feeders. While Arturos could make more scrip in the mid-hive domes, he couldn't throw his authority around quite as much. Despite his distaste for the denizens of the hive's lower reaches, he is not above allying himself with them when his interests and theirs are co-aligned. For the gangs' part, they hire Arturos because he is always cool-headed, quick with his needler and shrewd enough to avoid enemies getting the drop on him. That they have to put up with his perpetual scowls and condescending sneers, as well as his long, self-aggrandising diatribes, is a relatively small price to pay for such talents and the veneer of Guild authority that comes with them

Baertrum Arturos 290 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	2	3+	2	6+	5+	6+	5+

Weapons: Artisan needle pistol with auto loader and with Infra-sight; stiletto knife

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Artisan needle pistol with auto loader	4"	9"	+2	-	-	-1	-	4+	Sidearm, Silent, Toxin
Stiletto Knife	-	E	-	-	-	-	-	-	Melee, Toxin

Wargear: Light Carapace ARMOUR

Skills: Disarm, Escape Artist, Nerves of Steel

BELLADONNA

As the ancient saying goes 'don't mess with a woman wronged', and Belladonna has been oh so wronged! The noble bounty huntress is one of the seven daughters of Orlena Escher – matriarch of the Seven Spire Killer Cult – and once one of the most feared assassins in the Palatine Cluster. In a rare example of direct cooperation between a Clan House and a Noble House, Orlena compacted Belladonna to wed Tzakwon Ran Lo, heir to the Ran Lo Stratoplane Empire. Unusually for a marriage arranged solely for strategic gain, the two fell madly in love and everything went perfectly – that is, until the wedding day. In the midst of the betrothal banquet, with thousands of highranking guests in attendance, one of the wedding gifts began to growl. No sooner had Tzakwon looked within the ornate box than a starved Crotalid burst forth, tearing him apart in an explosion of gore. Anarchy erupted as the rabid beast ripped, snapped and clawed its way along the top table, until Belladonna leapt upon its back, brandishing in one hand a stiletto-heeled marriage shoe worth more than a House industrial helot would earn in a decade. Maintaining a curiously angelic visage, she drove the shoe's heel through one of the creature's eyes, impaling its brain and killing it in an instant. The struggle lasted mere seconds, but it cost the bride her left arm and leg, one eye, and left her lying in a pile of scattered food, broken furniture and mangled wedding guests. Her House being expert in arcane medicae processes, Belladonna's injuries, which might otherwise have proved fatal, were quickly healed. She set out to exact her revenge within days, the scars around her new bionics still fresh, her wedding ribbons still stained with blood. Now she stalks the underhive as a Bounty Hunter for hire, seeking her husband's killers and the identity of the mysterious faction that sundered the alliance of Escher and Ran Lo before the ink was even dry on the marriage compact.

Belladonna, Noble Bounty Huntress 275 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	2+	5+	3	3	2	3+	2	7+	7+	6+	6+

Weapons: power axe; stiletto knife; fighting knife; plasma pistol

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
Plasma Pistol									
- Low power	6''	12''	+2	-	5	-1	2	5+	Scarce
- Maximal Power	6''	12''	+1	-	7	-2	3	5+	Scarce, Unstable
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Power Axe	-	E	-	-	S+2	-2	1	-	Disarm, Melee, Power
Stiletto Knife	-	E	-	-	-	-	-	-	Melee, Toxin

Wargear: Light carapace armour.

Skills: Berserker, Combat Master, True Grit

THE DESERTER

No one knows the real name of the Deserter, only that by his tattoos he once served in the legendary Necromundan 8th. The crazy old soldier lives downhive in a booby-trapped warren, with every approach a deadly killing ground. Leaders often need to send at least a few Juves when contracting the Deserter, as he can be a little trigger happy when it comes to those who knock on his door. The skills he brings to a fight, however, are always worth it, and there are few individuals as talented when it comes to laying traps or setting ambushes. Why the authorities tolerate the Deserter is a mystery to underhive gangs. Some believe he was a disgraced general that lost his entire regiment in some off-world war, and was given the choice of execution or exile to hive bottom. Others reckon he was a war hero, grievously wounded (as his skull plate seems to attest), who wandered down from the spire after losing his memory. Then there are those who say he is called the Deserter because that is just what he is, and Helmawr's cronies simply stopped trying to bring him in after their enforcers kept failing to come back. Whatever the truth, the Deserter is a cantankerous old fighter that gang fighters underestimate at their peril!

The Deserter, Human Bounty Hunter 225 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	4+	3	4	2	4+	2	7+	6+	7+	8+

Weapons: fighting knife, shotgun with solid and scatter ammo

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Shotgun									
- Scatter Ammo	4''	8''	+2	-	2	-	1	4+	Scattershot
- Solid Shot	8''	16''	+1	-	4	-	2	4+	Knockback
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Frag Grenades	-	Sx3	-	-	3	-	1	4+	Blast (3''), Grenade, Knockback

Wargear: Armoured undersuit; flak armour; frag grenades;

Skills: Medicae, Mentor, Overseer

DJANGAR 'GUNFISTS'

Over-tyrants don't retire, and those few that expire from old age are by far the exception. Djangar was Over-tyrant for over 10 world cycles before Varran Gor, falling in single combat to Varran's predecessor. And fall is what he did. During the challenge, the Over-tyrant and his opponent duelled in the Sky-Pit, the open arena that hangs out from the edge of the Fist over the toxic clouds below. A devastating blow sent Djangar tumbling out into the abyss, his rival declaring victory even before the former Over-tyrant disappeared from sight. Yet Djangar didn't die. Through some quirk of fate, the Goliath rolled down the side of the hive, his massive body slammed and smashed from one level to the next, until at last he came to rest on the roof of a departing ash-hauler. When Djangar came to, his body broken in countless places and his face mangled beyond recognition, he had no memory of who he was, or where he had come from. Out in the wastes Djangar made a new name for himself as a hired gun, wielding a pair of custom stub cannon, his face covered by a ragged hood. Djangar 'Gunfists,' as he became known, found his travels slowly leading him back to Hive Primus, though he didn't know why. When at least he entered the hive, selling his services to gangs and Guilders, his memory remained cloudy, but a few recognised the old Over-tyrant. Now there are forces moving to take advantage of Djangar's return, and it seems likely a showdown is coming between the massive gunfighter and Varran Gor.

Djangar 'Gunfists', Over-Tyrant Bounty Hunter..... 290 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	3+	4	5	3	4+	3	6+	4+	6+	7+

Weapons: 2x Custom Stub Cannons

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Custom Stubbannon (x2)	9''	18''	-	-	5	-	1	3+	Knockback, Plentiful, Sidearm

Wargear: Furnace Plates

Skills: Gunfighter

SPECIAL RULES

Storm of Fire: If Djangar doesn't move during his activation, his custom stub cannons gain the Rapid Fire (1) trait.

Goliath Over-tyrant: Djangar is a Bounty Hunter that can only be hired by House Goliath gangs. He is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

EIGHTFOLD HARVEST LORD

Even on a world as violent as Necromunda the crimes of the Eightfold Harvest Lord have turned the stomachs of hardened Enforcers and jaded Guilders. The arrival of the Harvest Lord always precedes the spreading of starvation, madness and cannibalism. During the fall of Hive Arcos, it was the Harvest Lord who spread terror among Hive City preceding the uprising, decorating the Eight Points with the skins of its victims. Even after law and order broke down, it still hunted the survivors among the shadows of Arcos, dissecting its victims in their hundreds and leaving the remains hanging like gory banners from dome supports. It is unlikely the Harvest Lord is human, or if it was once mortal it has long since transformed into something else. It moves with an unnatural stuttering gait, like a vid missing frames, its tall lanky form wrapped in fluttering strips of human skin. As it advances upon its prey, the Harvest Lord's bladed fingers click and twitch; its head, face hidden behind a hideous mask and too-wide daemonic grin, twisting from side to side. It is said that the Harvest Lord is drawn to the most vicious acts of murder, eager to spread the blood of the living, and on Necromunda there is no shortage of blood to be spilled.

Eightfold Harvest Lord, Outlaw Bounty Hunter..... 205 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	2+	6+	4	4	3	3+	3	7+	5+	8+	7+

Weapons: Paired Heavy Chain Cleavers, Fighting Knife

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Paired Heavy Chain Cleavers	-	E	-	+1	S+2	-2	2	-	Melee, Paired, Sever

Wargear: Butcher's Mask, Plate Mail Armour, Corpse Grinder Cult Icon

Skills: Avatar of Blood, Killing Blow, Slaughterborn

SPECIAL RULES

Outlaw: The Eightfold Harvest Lord is an Outlaw Hired Gun.

Chaotic: The Eightfold Harvest Lord can only be hired by Corpse Grinder Cult, Helot Chaos Cult or Chaos Corrupted gangs.

EYROS SLAGMYST

Eyros was once an underhive dome-rigger from Cogtown, one of the sweating, emaciated souls responsible for repairing the rusting pipe networks that fed the dismal settlement. When the Eye-Blight came to Cogtown, and its population began to die, Eyros and a group of dome-riggers set off into the underhive to find the scrap-tech to save their town. Deep down in the sump wells, close to hive bottom, the scavenging party found a vault of hidden treasures, among them a wondrous contraption that could extract life-giving water from almost anything. It was Eyros who donned the strange archaeo-rig, its syringes and bone-flutes burrowing into his flesh until all his organs pulsed in time with the machine. Unfortunately for Eyros, though it gave him strength and life, it also gave him a burning thirst. As it turned out, while water can be found in many things, few things in Necromunda have quite as much as humans. After Eyros had drained his companions, he returned to Cogtown and left only dust and scrap in his wake. He soon discovered that the potent fluids concocted in the harness could also be dispensed to his allies, and it was not long before Eyros began selling his services and 'water' to gangs in exchange for fresh subjects to drink from. These days it is hard to tell how much of Eyros is left under the archaeo-cybernetics that have taken root within him, his features hidden under writhing wires and pitted armour. There is also no telling what Eyros will become once the archaeotech is done with him

Eyros Slagmyst, Enhanced Bounty Hunter 270 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	4+	3	4	2	5+	1	5+	7+	5+	5+

Weapons: fighting knife; laspistol

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Laspistol ¹⁰⁹	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Frag Grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback

Wargear: Armoured undersuit; bio-boosters; frag grenades; furnace plates; medicae kit; photo goggles

Skills: Iron Jaw, Nerves of Steel, True Grit

FREIKSTORN STRIX

Freikstorn Strix is an exile of House Van Saar and former Clan Archetek. Ancient by the standards of his House at the age of 47 Terran solar cycles, Strix has converted his bodysuit into an armoured life-support cradle, and replaced his limbs with powerful cybernetics. Many of his body modifications are of Strix's own invention, mixing the Van Saar's STC technologies with the more common tech of the Imperium. Strix must routinely prey upon enemies for the parts to keep himself alive, sometimes throwing his lot in with gangs if there is the promise of technology or a hefty score of creds. Strix's jet pack assembly, the Strixian harness and ornithoptical combat kit or S.H.O.C.K. wing, allows him to soar across the battlefield, leaping high over the reach of his foes as he assails them with his pneumatic-claw gun. Perhaps Strix's greatest weapon though is the fear he engenders in his foes, and many believe he is not human at all, but some mechanical hunting horror unleashed by the noble houses for their own dark amusement.

Freikstorn Strix, Bounty Hunter 290 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	5+	4+	3	3	2	4+	2	8+	7+	8+	10+

Weapons: Harpoon launcher, autopistol, fighting knife

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Autopistol	4''	12''	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Harpoon Launcher	6''	18''	+2	-	5	-3	1	5+	Drag, Impale, Scarce ¹¹⁰
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

Wargear: Armoured bodyglove, flak armour, S.H.O.C.K. wing (combines the rules for a drop rig, a grapnel launcher and a grav chute),

Skills: Catfall, Clamber, Mighty Leap, Sprint

¹⁰⁹ Editor's Suggestion: Perhaps Eyros needs a hotshot pack or focusing crystal to give a bit more bit for his price.

¹¹⁰ Editor's Suggestion: Remove Scarce.

GOR HALF-HORN

Gor Half-horn is a Beastman – a mutant of the strain Homo Sapiens Variatus – and as such is possessed of horribly animalistic features and an unpredictable and violent temperament. These characteristics serve to make Gor a figure of dread in the underhive, but equally, they make him a target for every raving zealot he encounters. As a sanctioned Bounty Hunter, Gor is entitled, in theory at least, to go wherever he will in pursuit of his targets; in reality, he has often found himself the quarry, though so far none have bested him. Because it is so rare for a Beastman to be sanctioned as a Bounty Hunter, Gor has become the subject of numerous legends throughout the underhive. Some say he was once a member of an Abhuman Auxilia attached to an Astra Militarum regiment, and the sole survivor of a battle of apocalyptic proportions. Others whisper that he was once in the employ of an Inquisitor, whose service he fled for a life among the damned. Some have even claimed that he was not born an Abhuman at all, but a noble scion who developed hideous mutations in his adolescence and fled downhive lest he be put to death by his own kin. None dares to enquire of Gor himself what the truth might be, for all know his response would be swift and fatal.

Gor Half-Horn, Beastman Bounty Hunter 235 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	4+	4	4	2	4+	1	5+	6+	6+	6+

Weapons: Chainsword; fighting knife; plasma pistol; shotgun with solid and scatter ammo

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Plasmapistol									
- Low power	6''	12''	+2	-	5	-1	2	5+	Scarce
- Maximal Power	6''	12''	+1	-	7	-2	3	5+	Scarce, Unstable
Shotgun									
- Scatter Ammo	4''	8''	+2	-	2	-	1	4+	Scattershot
- Solid Shot	8''	16''	+1	-	4	-	2	4+	Knockback
Chainsword	-	E	-	+1	S	-1	1	-	Melee, Parry, Rending
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

Wargear: flak armour

Skills: Berserker, Bull Charge, Fearsome

GRENDL GRENDLSEN

As a banner-jarl in the famed Vega Rams mercenary company, Grendl came to Necromunda with the Rogue Trader Lord Constant Gerrit of the Arcadius dynasty's guard of honour. But while his liege was entertained in the undreamed-of luxury of Lord Helmawr's spire-palace, the Abhuman members of his household, including the entire complement of the Vega Rams, were required to remain in the Stranger's Tower, as they were forbidden to set foot in the hive proper. In some ways, it is fortunate for Grendl that he was not present when the wing of the Helmawr Palace-spire in which Constant Gerrit was being housed was destroyed by a low-yield atomic charge planted by a rival House; yet in others it was unfortunate, for in the subsequent household purge, Grendl was forced to flee, seeking sanctuary in the anonymous squalor of the underhive. Despite the dire circumstances of his coming to Hive Primus, Grendl Grendlsen quickly established a new life, finding gainful employ as a bodyguard to various underhive figures. At length, he earned the right to practice as a sanctioned Bounty Hunter, and now serves any master who will pay his fee. Grendl is famed for protecting his charges from their rivals and subsequently claiming the bounty on the wouldbe assassins' heads, and so far there has been no shortage of foolhardy rivals eager to test his skills, and his infamous hammer.

Grendl Grendlsen, Squat Bounty Hunter 280 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
3''	3+	4+	3	4	3	5+	1	5+	7+	5+	5+

Weapons: boltgun; power hammer

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Boltgun	12''	24''	+1	-	4	-1	2	6+	Rapid Fire (1)
Power Hammer	-	E	-	-	S+1	-1	2	-	Melee, Power
Frag Grenades	-	Sx3	-	-	3	-	1	4+	Blast (3''), Grenade, Knockback

Wargear: Armoured undersuit; flak armour; frag grenades;

Skills: Combat Master, Iron Jaw, Nerves of Steel

THE HERMAPHAGE MAGOS

When the heretic Hermitus was brought to justice, he left behind a legacy of genetic crimes. The greatest of these was the Genestealer strain he set loose upon Necromunda, though no less damning were the genetic gifts he passed on to the xenos cult of Secundus. For though Hermitus himself has been captured and purged by the Inquisition, fragments of his DNA live on in the species he had sought to eradicate. The Hermaphage Magos is the purest expression of this, a psychic being dredged up from the xeno-racial memory and drawn to Necromunda to complete the heretical magos' work. If the Hermaphage is an aberration within its own kind, or perhaps merely the first stage of some kind of profane evolution, is unclear, however, the creature seems to enjoy an elevated position within the xenos cults of Necromunda, and is powerfully psychic. When the Hermaphage Magos finds a proto-cult within the depths of a hive it is as if the hybrid creatures recognise their genetic father and immediately subsume themselves to his will. In truth, the creature is primarily an amplifier for the psychic strain spread by the alien lord of Hive Secundus; a vessel through which that dark thing might see beyond the walls of its radioactive prison. This has made the Hermaphage a prize hunted by countless bounty hunters and the best of Lord Helmawr's agents, the Imperial House rightly fearful of what the coming of such a creature could mean for the future of its world.

The Hermaphage Magos, Bounty Hunter **310 credits**

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	4+	4	3	3	3+	3	7+	6+	5+	7+

Weapons: Laspistol, Razor-sharp talons

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Las pistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Razor Sharp Talons	-	E	-	-	S+1	-2	3	-	Melee, Rending

Wargear: Hardened Flak Armour, Respirator.

Skills: Crushing Blow, Fearsome, Hurl, Spring Up, Unscheduled Psyker (see page 49).

Wyrd powers: Telekinesis: Force Blast; Telepathy: Hypnosis; Telepathy: Mind Control

THE HEADSMAN

Executioners are the red right hand of the Thane of Cawdor. They stand among the inner circle of the Clan House, enforcing the will of the Cult of Redemption upon believers and unbelievers alike. The identities of these grim killers are known only to the Thane himself, their faces always hidden behind heavy hoods or masks. Each Executioner is instead recognised by the means of justice he hands out, like the Hangman clad in his cloak of nooses, the Scourge and his barbed whips, or the Immolator wreathed in smoke and flame. Of all the Thane's Executioners, few are as terrifying to the faithful as the Headsman and his great bloodstained axe. When the Ashmire Wyrd Covens sought to wrest control of the Primus North Sector-Theta 9 scrapping yards, the Headsman turned the local Cawdor gang's fear into rage and piled the dome high with mutie skulls. When the Delaque of Logan's Reach unleashed their spyker assassins against the faithful, the Headsman showed the House of Shadow the true meaning of terror. And when killers from the spire came to unseat the Thane himself, it was the Headsman who painted the Cathedral of Woes red with the blood of unbelievers. Executioners, such as the Headsman, join Cawdor gangs to both test their resolve and deliver the Thane's punishments. A Cawdor gang aided by the Headsman faces a true trial of faith, the Executioner's presence a test of their devotion to the Cult of Redemption, and acceptance that for all their pride their lives were long ago promised to the God-Emperor. Driven by a mixture of fear and faith, gangs under the Executioner's gaze fight all the harder, while their enemies quail in the face of the silent murderer. Those that receive the Headsman's aid can only hope that when the final heads have hit the ground, theirs are not among them.

The Headsman, House Cawdor Executioner **210 credits**

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	6+	4	3	3	3+	3	7+	7+	6+	9+

Weapons: Two-handed axe.

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Two-Handed Axe	-	E	-	-1	S+2	-	2	-	Melee, Unwieldy
Editor's Suggested Two-Handed Axe	E	1"	-1	-	S+2	-	2	-	Melee, Unwieldy, Versatile

Wargear: Light Carapace ARMOUR; Stimm-Slug Stash

Skills: Counter-Attack, Fearsome, Inspirational, Rain of Blows

SPECIAL RULES

The Thane's Executioner: The Headsman is a Bounty Hunter that can only be taken by Cawdor gangs.

Iconic Figure: The Headsman may perform a Group Activation in the same way as a Champion, as described on page 28, with fighters from the Cawdor gang that has hired them.

KRIA KYTORO

Kria Kytoro died with a sneer on her lips and her blade buried in her rival's throat. Single-minded in her pursuit of her enemies, Kria earned the moniker of 'Huntress' because none prey-marked by her crew, the Bittersweet Blades, ever escaped for long. When Kria tangled with Gorgon, boss of the Irontree Lords, she met her match in ferocity and cunning, the Goliath leader emptying his shotgun into Kria's chest even as her knife opened up his throat. Kria's story might have ended there, had the alchymyst fleshteks of House Escher not already had their eye on her. Hauling her body from the Sump, the fleshteks began the process to turn Kria into a death-maiden, a resurrected warrior of House Escher. Kria proved an excellent subject, and within the cycle, she was hauling herself from an amniotic tank, her veins pulsing with chems. Death-maidens are assassins, fixers and enforcers for the House – bringing the will of the matriarchy into the depths of the underhive. Brought back from the edge of oblivion by alchemical means; their blood is transfused with a cocktail of chems and their minds stripped of whatever shreds of humanity they once had. Usually, death-maidens run alone, joining Escher crews to enforce the interests of the House, though it is not unheard of for entire gangs of death-maidens to gather when the matriarch council calls – such as in the War for Hive Mortis. For Kria, the mantle of death-maiden rests well upon her shoulders, and dying and coming back from the beyond has done little to diminish her skills as a tracker and hunter. Her toxic blood also means that she can always wet her weapons with poison before the kill, and she savours the look in her prey's eyes as she draws a knife across her own flesh.

'One hundred cycles to the day she walks through that door, bullet holes in her skull looking just as they did the day old Five-Cards Clint put them there. I swear we all just stared like Grox on the killing floor waiting for the hammer to drop – not Clint though he was going for his gun. Of course if he was quicker I wouldn't be telling you this tale, and there wouldn't be a stain on my floor that won't come out. Damn Death Maiden's... bad for business.' Abe Albermath, Owner of the Twice-Shy Saloon, Cogcity

Kria Kytoro, Escher Bounty Hunter 240 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	3	3	3	3+	2	6+	5+	6+	6+

Weapons: Long las with Infra-sight; autopistol; throwing knives; stiletto knife

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Autppistol	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Long Las	18"	36"	-	+1	4	-	1	4+	Plentiful, Infra-sight
Throwing Knives	Sx2	Sx4	-	-1	S	-1	-	5+	Scarce, Silent, Toxin
Stiletto Knife	-	E	-	-	-	-	-	-	Melee, Toxin

Wargear: Chem-Synth, Mesh ARMOUR

Skills: Infiltrate, Precision Shot, Step Aside

SPECIAL RULES

Death-maiden: Kria the Huntress is a Bounty Hunter that can only be taken by Escher gangs.

KROTOS HARK

Not all Goliaths emerge from the flesh vats disciplined and subservient. Once in a thousand cycles, something goes awry and an aberration is born. Usually these failed gestations are quickly purged, but sometimes the mutation is more subtle. Krotos Hark was born with that most dangerous of gifts; intelligence. He was clever enough to hide his keen mind, and managed to survive long enough to make his way into one of the House gangs. Rather than fight his way up to leadership, something he could certainly have done, he set his sights on a grander destiny. Hark is a skilled armourer, and valued among gangs for his ability to improve the weapons and gear of those willing to pay. His own furnace plate armour has been hardened against all manner of weapons, while his mask not only hides his identity from his former masters, but can turn aside rounds. Though Hark remains tight-lipped about his ultimate ambitions, it has not gone unnoticed that he seems to be gathering allies and contacts every time he works a contract or fills a bounty. He also seems to take a special interest in jobs that oppose House Goliath. All of this makes some speculate that perhaps Hark is looking to make a permanent change of management among his old bosses.

Krotos Hark, Goliath Bounty Hunter 220 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	4+	3	4	2	4+	2	7+	4+	7+	4+

Weapons: Fighting Knife; Stub Cannon

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Stub Cannon	9"	18"	-	-	5	-	1	3+	Knockback, Plentiful

Wargear: ARMoured UNDERSUIT; Furnace Plate Armour

Skills: Headbutt, Inspirational, Munitioneer

KAL JERICO

If style were a man then it would undoubtedly be Kal Jericho. With easy good looks and an even easier charm, Kal has a reputation for being as fast with his mouth as he is with his guns, the former getting him into trouble as often as the latter gets him out of it. A legend in his own lifetime, the self-proclaimed suave Bounty Hunter in the underhive has claimed more bounties and made more enemies than almost any other hired gun in Hive Primus. Kal might attribute his success to being possessed of peerless skills and a survivor's instinct for trouble, though ask his adversaries and they'll tell you Kal leads a charmed life. Somehow since making his way into the underhive, Kal has gotten out of more scrapes than Lord Helmawr has wigs, each one more impressive than the last (a bit like Lord Helmawr's wigs). No one knows for sure where Kal comes from, or why someone of his obvious good breeding, education and upstanding personal hygiene decided to make the rotting underbelly of Hive Primus as his home, but there is no shortage of tales told about him. Common wisdom has it that Kal is an exiled noble or off-world adventurer, fleeing from some dark past. Some claim he is a planetary lord in exile, come to Necromunda to hide from his crimes, others say he was once a great hero of the Imperium, betrayed and exiled from his command. Then there are those who posit that Kal is an illegitimate son of Lord Helmawr, and the last true-born successor to the Helmawr line. Of course, he could just as easily be another hive scum with an exceptional talent for lying.

Kal Jericho, Underhive Bounty Hunter 340 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	2+	3	3	3	2+	3	7+	5+	6+	6+

Weapons: 2x Master-crafted hostshot laspistols; Duelling Sabre

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Master-crafted hostshot laspistol (x2)	8"	12"	+1	-	4	-1	1	2+	Plentiful, Sidearm, Master-Crafted
Duelling sabre	-	E	-	+1	S	-2	1	-	Melee, Parry

Wargear: Filter Plugs, Flak Armour, Strip Kit

Skills: Counter-Attack, Gunfighter, Inspirational, Spring Up, Step Aside

SPECIAL RULES

A Charmed Life: The incredible luck and good fortune of Kal Jericho enables him to somehow avoid all but the most deadly of attacks. This tremendous luck grants Kal a 3+ save roll, which cannot be modified by Armour Piercing. Additionally, Kal may avoid being caught by a Blast marker or Flame template. If Kal is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, Kal is hit by the attack. On a 1-3, Kal is somehow not troubled by the attack and it misses him completely.

"Come Along Scabs!": As Kal's loyal sidekick, Scabs (**see pages 415**) may be hired alongside him for 100 credits rather than the usual 200 credits. Additionally, due to the notoriety Scabs has earned through his association with Kal, he follows the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules as if he were a Bounty Hunter, rather than Hive Scum. If a gang has hired both Dramatis Personae together, roll a single D6 for both together if "We'll Get Our Bit..." requires a D6 to be rolled.

MORTANNA SHROUD

The daughter of a Guilder, Mortanna Shroud was sold to Helmawr's Psykanarium when upon her coming of age her family discovered her emergent psychic 'talents' and handed her over for a handsome reward. Classified a 'Lambda' level psyker, and thus of little interest to the Adeptus Astra Telepathica, the wardens of the Psykanarium worked to increase her abilities and ensure her obedience. Implanted with a neuro-reliquary, a collar made of the bones and skulls of dead psykers, Mortanna found a host of new abilities at her command, from conjuring flame from nothing to wrapping herself in a shield of superheated air. Unfortunately for Shroud, the neuro-reliquary resonates to the psychic frequencies used by the wardens, and can be used to inflict pain or even death upon her should she disobey them. When the skulls of the reliquary begin to chatter, Mortanna knows that her unseen masters disapprove of her actions, and she should desist immediately or face the consequences. Despite the psychic chain coiled around her neck, Mortanna takes great pleasure in her work. She enjoys the fearful way hivers look at her or the nervous glances of Helmawr's hunters and Enforcers when she works alongside them. Most of all though, Mortanna enjoys burning things, seeing in the screaming faces of her enemies those of her parents. Perhaps most worrying of all is that Mortanna has begun to talk to the skulls of her neuro-reliquary, the ancient dead psykers promising her freedom if she only just listens to their whispered advice...

Mortanna Shroud, Sanctioned Psyker 330 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	5+	3	3	1	3+	2	7+	7+	6+	6+

Weapons: Laspistol

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm

Wargear: Flak Armour, Refractor Field

Skills: Escape Artist, Sanctioned Psyker (**see page 49**).

Wyrd powers: Assail (Telekenesis), Hammerhand (Biomancy), Scouring (Pyromancy)

SPECIAL RULES

Psychic Chains: If Mortanna is taken Out of Action, immediately before her model is removed from play, all enemy fighters within D6" of her suffer a Strength 1 automatic hit, as if from a weapon with the Seismic trait.

ORTRUUM 8-8

Ortruum 8-8 is the product of one of Lord Helmawr's Psykanariums; inbred from the fractured genus of dozens of Psyker bloodlines to create a horrifying, yet potent psychic weapon. Unable to stand or even feed itself, and of indeterminable gender, Ortruum 8-8's mutated form is augmented with suspensor implants to facilitate movement, inducer rigs to keep its organs functioning and a neuralcrown that both enhances its psychic powers and keeps it in a docile and pliable state when required. Like most Psykanarium Bounty Hunters, Ortruum 8-8 is controlled by coded auditory and olfactory triggers, allowing its masters to direct it with a word or set it upon the scent of its prey.

Ortruum 8-8..... 250 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	5+	5+	3	3	2	4+	1	6+	7+	5+	5+

Skills: Fearsome, Sanctioned Psyker

Wyrd Powers: Force Blast (Telekenesis), Mind Lock (Telepathy), Premonition (Telepathy)

SPECIAL RULES

Flight: Ortruum 8-8 ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

Soul Hound: A unique ability possessed by Ortruum 8-8, and one that makes its services particularly valuable to Bounty Hunters, Enforcers and Guilders, is the ability to hunt down individuals based on their psychic spoor. Before a game begins, nominate one fighter (Leader, Champion, Juve, Specialist or equivalent) from your opponent's gang. This fighter is the one that Ortruum 8-8 has been sent to track down. This fighter must be deployed on the table at the start of the game, and must therefore be included in your opponent's crew, however that is selected. For the duration of this game, the nominated fighter is haloed by a ghostly illumination, marking them out to their enemies as Ortruum 8-8 constantly focuses upon their location. All shooting attacks made against the nominated fighter gain a +1 modifier on hit rolls. Additionally, the nominated fighter may not use the Infiltrate or Lie Low skills for the duration of this game.

Team Work: Unlike other Bounty Hunters, Ortruum 8-8 may be hired alongside other Bounty Hunters, allowing a gang to field two Bounty Hunters rather than the usual one.

REX SPIRES

Rex's bounty hunting career started in the scrapheaps of the underhive, pilfering anything valuable in a desperate search for credits to break free of his drudgery. His freedom was delivered in the form of a nearby manufactory explosion tearing through the hive dome. It took three days for Rex to claw his way from the rubble. Ranting about the epiphany granted in the moment of the explosion, he scavenged materials to fashion crude explosives with and set off to recapture that feeling. Realising that claiming bounties was the most reliable way to maintain a steady supply of his precious explosives, Rex became the first choice for anyone needing an enemy to be eliminated in a dramatic fashion. Few, if any, of his targets come back in one piece, and none can deny that Rex's methods are efficient, enemies and allies alike scattering when his explosives start flying.

Rex Spires, Bounty Hunter 315 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	5+	3	3	2	4+	1	7+	7+	8+	7+

Weapons: Fighting knife

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Blasting Charges	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Knockback, Grenade
Demolition Charge	-	Sx2	-	-	6	-3	3	*	Blast (5"), Grenade, Single Shot
Booby Trap – Frag	-	-	-	-	3	-	1	-	Blast (5"), Knockback, Single Shot
Booby Trap – Melta	-	-	-	-	8	-4	3	-	Blast (5"), Melta, Single Shot

Wargear: Blasting charges, booby traps (frag and melta), demo charge, Flak Armour

Skills: Evade, Lie Low.

SPECIAL RULES

Unique Partnership: Rex Spires may be hired alongside vorge 'gunner' Mortz (see page 432), allowing a gang to field two Bounty Hunters rather than the usual one.

Demolitions: During the pre-battle sequence, Rex may place up to three booby traps, as described on page 90. The booby traps Rex can place may be any combination of Frag and Melta Traps.

SLATE MERDENA AND MACULA

The Sump Dogs are one of the hardest gangs to ever ride the ash roads of the Spider Points, and their success can be attributed to one man: Slate Merdena. As a juve out of Sumptown, Slate built his first runner out of scrap, and took down his first Waster caravan before he could shave. It wasn't long before he had his own crew, and not long after that a gang of riders he called the Sump Dogs, in memory of his hometown. Soon, the Sump Dogs boasted gangs from one end of the Palatine Cluster to the other and Slate was infamous for giving beaten Orlock leaders a choice between donning his colours or taking a short ride on the end of chain behind his warrig! Despite his successes, when the masters of House Orlock called Slate to court for his well-earned place among them, he refused – unwilling to give up the road. Not wanting to lose such a talented fighter, or perhaps concerned what Slate might do if they trifled with him, they instead made him a Road Boss – a master of multiple gangs and an agent for the House masters themselves. Slate controls a dozen Hive Primus Ash Gates in the name of House Orlock, and a dozen more have made deals with his fighters for protection. Over the years countless other gangs have tried to take him out, and Slate has earned a reputation for being nigh unkillable – having survived bullets to the chest, blades between his shoulders and even being hurled under the wheels of his own rig. Though time has taken its toll on Slate, evidenced by the dust visor he wears to hide his ash-burned eyes, he still radiates power. Often the mere sight of Slate and his faithful Cyber-mastiff, Macula, are enough to send his enemies running – lest they end their days as a mile marker on the Spider Points like so many before them.

Slate Merdena, Orlock Boss **360 credits**

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	2+	3+	3	4	3	3+	3	4+	5+	4+	5+

Weapons: Custom Plasma Pistol, Power Hammer

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Custom Plasma Pistol									
- Low power	12"	24"	+2	-	5	-1	2	5+	Scarce
- Maximal Power	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable
Power Hammer	-	E	-	-	S+1	-1	2	-	Melee, Power
Frag Grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback

Wargear: Mesh ARMOUR; frag grenades; Photo goggles; **Macula, Cyber-Mastiff** (see below)

Skills: Fearsome, Iron Will, Nerves of Steel

SPECIAL RULES

Orlock Road Boss: Slate Merdena is a Bounty Hunter that can only be taken by Orlock gangs.

Macula, Cyber-Mastiff: Slate Merdena is always accompanied by his loyal Cyber-Mastiff, Macula. See the rules for Exotic Beasts.

Macula, Cyber-Mastiff

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	-	3	3	2	4+	2	7+	6+	8+	9+

Weapons: Savage Bites

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Savage Bites	-	E	-	-	S	-2	1	-	Disarm, Melee

Skills: Combat Master

SPECIAL RULES

Loyal Protector: Whilst Macula is Standing and either Active or Engaged and within 3" of Slate, enemy fighters may not make a Coup de Grace action against Slate Merdena.

Watchdog: If Slate Merdena is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).

THAETOS 23-2

Thaetos, Imperial designation 23-2, was a Mutie wyrdling recovered from the depths of Bighole. While in transit to the Edge Lord's offal foundries, Thaetos exhibited a spontaneous display of psychic power, bursting the brains of a dozen other prisoners and three guards. This outburst would have earned Thaetos a swift bullet to the brain had not a Guild Slaver been witness to it. Locking the babbling Wyrd into a null-collar and then shoving him in a stasis casket for good measure, the Guilders took Thaetos back to Hive Primus, where he was sold to the Psykanarium. After a number of purification surgeries, Thaetos was deemed close enough to 'norm' standards to begin his indoctrination. Fitted with a surgically attached respirator and motive-inhibitor, Thaetos is constantly fed a cocktail of mind-scrubbing chems to keep him locked in a docile state. Psykanarium keepers can alter Thaetos' moods with these chems, and trigger his telepathic abilities to dispatch Lord Helmawr's enemies. Before being sent on a mission for the Psykanarium, the Wyrd undergoes extensive cognitive conditioning, so that he will act out the will of his keepers or an allied gang without conscience or hesitation.

Thaetos 23-2, Wyrolock Bounty Hunter.....285 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	5+	3	3	2	3+	1	7+	7+	6+	7+

Wargear: Respirator.

Skills: Fearsome, Unsolicited Psyker (see page 49).

Wyrd powers: Levitation (Telekinesis), Maddening Visions (Telepathy), Scouring (Pyromancy)

SPECIAL RULES

Team Work: Thaetos 23-2 may be hired alongside other Bounty Hunters, allowing a gang to field two Bounty Hunters rather than the usual one.

T.H.R.U.G. 12 'SPARKY'

Unlike humans, a servitor Ogryn retains most of their mind when augmented for mono-task duties – there simply isn't that much to excise in the first place! T.H.R.U.G. 12 was a servitor for House Van Saar, toiling within the Archetek Helix workshops of Hive Primus. For his duties, T.H.R.U.G. was augmented with a voltrik harness and an arc-welder, a halo of sparking energy surrounding him as he worked on the think-synths and storm-chambers of the Helix. A freak accident, however, was to alter the Ogryn. While hauling massive MIU cables for a Clan Archetek, a power surge tore through from the spire, rippling out throughout Hive City. Everywhere systems overloaded and workers were fried at their stations, while in the Helix, green bolts of lightning danced among the primary cogitators. One of these bolts struck T.H.R.U.G., carrying with it the collected knowledge of the Van Saar home-engrams. The Ogryn rose smoking from the floor of Helix, his tiny brain buzzing with new thoughts and ideas... one word among them booming out above the others: "Freedom!".

T.H.R.U.G 12 'Sparky', Freed Slave Ogryn Bounty Hunter 320 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	2+	5+	5	5	3	3+	3	7+	5+	7+	6+

Weapons: Las-Cutter, Augmetic Fist, Maul

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
Las-Cutter	E	2"	+1	-	9	-3	2	6+	Melee, Scarce, Versatile
Augmetic Fist	-	E	-	-	+1	-1	2	-	Knockback, Melee
Maul	-	E	-	-	S	+1	2	-	Melee

Wargear: Light Carapace ARMOUR; Photo goggles; Stimm-Slug Stash

Skills: Headbutt, Inspirational, True Grit.

SPECIAL RULES

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Slave Ogryn fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Runaway: Should a fighter with this special rule ever be taken Captive and Sold to the Guilders, the gang that sells them is awarded an extra D6x10 credits.

Freed Slave Ogryn: T.H.R.U.G. 12 is a Bounty Hunter that can only be hired by Slave Ogryn and House Goliath gangs. He is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

Outlaw: T.H.R.U.G.12 'Sparky' is an Outlaw Hired Gun.

VANDOTH THE FALLEN

Vandoth is a figure of legend on Necromunda and stories are told of his deeds from the skyhives of the Stormlands to the toxic shores of the Great Scavvie Sea. A giant of a man bound in layers of crimson muscle, Vandoth can crush a man's skull with one hand and turn aside blades with his hardened skin. Most disturbing of all though are the tales of Vandoth's unquenchable thirst for blood. It is said that hidden behind his mask are long canine fangs, and after he kills, the gigantic warrior stoops over his prey to drain them dry. Outlaws sometimes pay for Vandoth's aid with the promise of coin, weapons or glory, though the giant mostly does as he pleases, aiding others when his interests align with theirs. There are conflicting accounts as to where Vandoth comes from and who (or even what) he is. Some insist the massive warrior was once a Goliath, somehow corrupted in the vat with tainted blood. Others believe Vandoth was once one of Lord Helmawr's personal guards, until he was genetically altered into a vampiric beast for the ruler of Necromunda's amusement. Then there are the stories that the massive fighter is a thing of Chaos, though the savagery Vandoth shows to those corrupted by the Dark Gods would seem to discount this. All that is known for sure is Vandoth has wandered Necromunda for centuries at least, his face hidden behind a mask and an ancient oversized boltgun at his side

Vandoth the Fallen, Outlaw Bounty Hunter..... 305 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	3+	4	4	3	3+	3	7+	5+	6+	7+

Weapons: Enforcer Boltgun, Fighting Knife

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Enforcer Boltgun	12"	24"	+1	-	4	-1	2	4+	Rapid Fire (1)
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

Wargear: Heavy Carapace ARMOUR; Respirator; Stimm-Slug Stash

Skills: Crushing Blow, Fearsome, Hurl, Spring Up.

SPECIAL RULES

Outlaw: Vandoth the Fallen is an Outlaw Hired Gun.

Agent of Order: Vandoth the Fallen may not be hired by Helot Chaos Cults, Corpse Grinder Cult or Chaos Corrupted gangs.

VORGEN 'GUNNER' MORTZ

Clad in flak armour decorated with the insignia of the Necromundan 8th, it is clear that Vorgen used to have some affiliation to the legendary regiment. Though his exact origins are unknown, most tales paint him as a man who sampled the delights of the underhive and found them preferable to military life. Deserting his post and taking up the life of a Bounty Hunter, Vorgen plies his deadly trade with his trademark Echon pattern Mark III assault stubber, affectionately named 'Holy Terror'. Sporting a modified backpack ammo pack that easily feeds Vorgen a seemingly endless supply of bullets, and is able to quickly load new types at a moment's notice, he can maintain a steady stream of firepower. When not seeking out a particular individual, Vorgen hires himself out to Guilder caravans and gang holdings, defending them from any assailants; amongst his most notable actions was his single-handed defence of an Orlock ore mine against an assault by the Furnace Kroks. Recently, Vorgen has formed a partnership with Rex Spires, both having a preference for unsubtle methods. The partnership works because neither has any agenda other than credits and mayhem, two languages spoken throughout the underhive.

Vorgen 'Gunner' Mortz, Heavy Bounty Hunter..... 305 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5" (4")	5+	3+	3 (5)	3 (4)	2	3+ (4+)	2	7+	7+	8+	8+

Weapons: Assault Stubber with Standard and Tracer Ammunition; Fighting knife

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
Assault Stubber									
- Standard Ammo	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
- Tracer Ammo	20"	40"	-	-2	4	-2	2	5+	Rapid Fire (2), Unstable, Unwieldy
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

Wargear: Flak armour; Servo Harness - Partial

Skills: Marksman, Regroup

SPECIAL RULES

Unique Partnership: Vorgen Mortz may be hired alongside Rex Spires, allowing a gang to field two Bounty Hunters rather than the usual one.

Bounty Hunter: As a Bounty Hunter, Vorgen is subject to the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules

YAR UMBRA

Vast quantities of off-world trade comes to Necromunda via the Eye of Selene. Carrying these cargoes are all manner of ships, their crews often made up of void-born spacers who spend their lives traversing the inky galactic wilds. Yar Umbra came to Hive Primus on the chartist vessel the Halcyon Dawn. Unfortunately for Yar, when his ship left he was not on it, for he was intentionally marooned by the deck master for some unknown infraction, which, some say, was centred around what it is that he hides beneath his hood. Embittered by his abandonment, Yar yearns to return to the stars, and has turned his talents to claiming bounties, in the hopes of one day obtaining passage on a vessel and hunting down the Halcyon Dawn. In the interim, Yar has found that though he despises his planet-bound existence, he is very much at home in the confined tunnels of Necromunda. The stinking depths of a hive are much the same as those of a void ship (if even a bit more forgiving), and equipped with enviro-filters and gas-plugs, Yar is well-protected from local hazards. Darkness is also an environment Yar knows well, and with his custom maw-pattern long las even a flicker of movement is enough for the void-born sniper to bring down his prey.

Yar Umbra, Void-Born Bounty Hunter **230 credits**

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	2+	3	4	2	3+	1	7+	5+	7+	7+

Weapons: Fighting knife; Long las with Infra-sight

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Long Las	18''	36''	-	+1	4	-	1	4+	Plentiful, Infra-sight
Fighting Knife	-	E	-	-	S	-1	1	-	Backstab, Melee

Wargear: flak armour; photo goggles; respirator

Skills: Infiltrate, Marksman, Overwatch

YOLANDA SKORN

There is usually little mercy for gangers who challenge their leaders and fail, and most end their days rotting at the bottom of the Sump. Sometimes, though, a rival is so impressive, simple execution seems like a waste. This was the case for the Escher Bounty Hunter Yolanda Skorn. The leader of her former gang, the Bloodmaidens, looked into her crazed eyes, even as she grinned through sheets of blood from her freshly carved exile scars and decided nothing so cruel and beautiful could be taken from the world. Skorn's missing hand, lost in the duel, was replaced with a whirring cybernetic, and she adopted a veil to hide her facial scars (mostly so they didn't unsettle her allies), before setting off on a journey of murder and mayhem. As anyone who has met her will attest, Skorn is quite insane. She constantly talks to her weapons, doors, the walls and anything else that crosses her path. She also enjoys close-in kills, sometimes pulling aside her veil so her enemies can see her scars 'smile' before they die. Understandably, Yolanda Skorn's reputation precedes her most places she goes, and the mere sight of her can send some enemies running. It also means she seldom stays with the one employer for long, as there is only so many times a gang leader can wake up with Skorn's staring eyes an inch from their face before deciding that enough is enough.

Yolanda Skorn, Escher Bounty Hunter **230 credits**

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	3	3	2	3+	2	7+	5+	6+	6+

Weapons: Stiletto knife; stub gun

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Stubgun	6''	12''	+2	-	3	-	1	4+	Sidearm
Stiletto Knife	-	E	-	-	-	-	-	-	Melee, Toxin
Frag Grenades	-	Sx3	-	-	3	-	1	4+	Blast (3''), Grenade, Knockback

Wargear: Flak armour; frag grenades; photo goggles; respirator

Skills: Counter-Attack, Fearsome, Parry

HOUSE AGENT

The Clan Houses of Necromunda are at once dependent upon one another for their mutual prosperity and deadly rivals that seek to damage or destroy one another. Each controls its own share of the industry and resource that makes Necromunda so vital to the Imperium, jealously guarding its rights and power against rivals and enemies.

Often in the long history of Necromunda such rivalries have exploded into harmful civil wars, wars that damage industry and commerce. In the millennia since the ascendancy of House Helmawr such wars have been... discouraged, and Houses that would take up arms and threaten the status quo dealt with harshly. Yet war and conflict is only natural. The Clan Houses fulfil their need to draw one another's blood through the eternal struggle of the gangs, proxy warfare in the cramped habs and manufactoria replacing open battle and keeping the wide avenues and clan residences of the upper hive safe.

Many loyal scions of the Clan Houses have risen to positions of power and influence as gang fighters of great renown. Such famed warriors are often deployed as agents by the lords they serve, sent to aid gangs beset by enemies. These agents can be considered as both weapons of their master's will and demonstrations of their power. Their arrival during a raging gang war sows fear in allies and enemies alike, for their presence represents not just the interests of their masters, but highlights the failings of the local gangs to protect those interests....

A gang can recruit no more than one House Agent at a time. To represent the variety of renowned champions within each House, the recruiting player chooses one of the following profiles to use:

Currently there are only rules for House Goliath House Agents:

HOUSE GOLIATH HOUSE AGENT

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	3+	4	4	2	4+	2	7+	6+	9+	9+
4"	2+	5+	4	4	2	4+	2	7+	5+	9+	9+
4"	5+	2+	4	4	2	4+	2	7+	5+	9+	9+

SPECIAL RULES

***Petition:** A gang does not simply hire a House Agent. Instead, a House Agent may be dispatched to aid a gang when a petition is made by a gang leader. If a gang wishes to hire a House Agent, the controlling player must roll on the following table during the appropriate step of the pre-battle sequence

D6+Rep	Result
1-5	The House heeds the gang's plea for aid and a House Agent is dispatched. The gang may hire a House Agent for this battle for 40 credits.
6-10	The House reluctantly agrees to send aid to the gang, but it will cost them. The gang may hire a House Agent for this battle for 80 credits.
11-15	The House feels the gang is capable of fighting its own battles. The gang may not hire a House Agent for this battle
16+	The House is angered that such a capable and notorious gang would petition for further aid. The gang may not hire a House Agent for this battle and must pay a fine of 2D6x10 credits to the House as punishment for making foolish petitions.

Note that a gang may make a petition to hire a House Agent, or it may roll on the House Favours table. It may not do both.

Gang Hierarchy (Champion): During a battle, should this fighter pass a Bottle test, friendly Goliath fighters without this special rule that have not already taken a Bottle test this round and that are within 6" of this fighter will automatically pass their Bottle test for that round.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Goliath fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them are activated.

- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

“You Get What You Pay For”: Unlike other fighters, House Agents are not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, any House Agents available to the gang may be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

SKILLS

A House Agent may take either three skills determined at random, or one skill determined at random and one skill chosen by the recruiting player. Each skill is chosen from the following skill sets: Agility, Brawn, Combat, Cunning, Ferocity, or Shooting. To determine a random skill, the player declares which skill set they are generating the skill from, and rolls a D6, re-rolling if the Bounty Hunter already has that skill. Choosing a skill is a simple matter of picking the desired skill from the sets available.

EQUIPMENT

A House Goliath Agent may be equipped with up to 150 credits worth of weapons and Wargear chosen for free from the Goliath Forge Tyrant equipment list on. They may be armed with up to three weapons, only one of which may have the Unwieldy weapon trait, and this counts as two weapon choices. Note that the value of these weapons and Wargear should be included when determining Gang Rating.

DRAMATIS PERSONAE HOUSE AGENTS

AJEX GORGOTH, HOUSE AGENT

The Fist of Hive Primus is the largest Goliath enclave on Necromunda, and Ajax Gorgoth is its master. One of the eight Alphas of Hive Primus, he serves Over-tyrant Varran Gor by ruling the manufacturums, slave pits, fighting arenas and forges of the Fist. Unlike his counterparts in other Clan Houses, Ajax is far from some middling bureaucrat or hive overseer, content to live his life counting quotas and gathering up tithe chits. The Lord of the Fist is a far more 'hands on' master, either fighting in the House of Pain – the Fist's largest fighting pit – or descending into the underhive to expand the territories of the clan and gather slaves for its factories.

Ajax's long and bloody history began in the forge pits of Vat City, gathering up molten- slag spilled from the great weapon presses. A Natborn, Ajax's cunning was apparent even then, the future Alpha using cast-off metal to fashion his own weapons. Over the following years, Ajax fought his way up to lead the Forge Lords gang, augmenting his body with home-made bionics and blades, including replacing his nose when it was bitten off in a fight. His 'powered' armour is something he fashioned himself, the weight far beyond what most normal fighters could hope to carry. Fed on dirty promethium, it emits clouds of greasy black smoke, but also gives his servo claw the strength to rip off an Ambot's head. Ajax eventually became the ruler of the Fist when he defeated its previous Alpha, whose skull he still carries around on a trophy rack fixed to his back. Varran Gor is watching Ajax's career with great interest, lest Gor's skull also end up adorning the Alpha's armour.

Ajax Gorgoth * credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	2+	4+	5	4	3	3+	4	8+	5+	6+	7+

Weapons: Powered Servo Claw, Great Chainsword, Stubgun

Weapon	Rng (S/L)	Acc (S/L)	Str	AP	D	Ammo	Traits
Powered Servo Claw	-	E	-	-	S+3	-	Melee, Pulverise
Great Chainsword	E	1"	-1	-	S	-1	Melee, Parry, Rending, Versatile
Stubgun	6"	12"	+2	-	3	-	Plentiful, Sidearm

Wargear: Heavy Carapace Armour, Respirator

Skills: Bull Charge, Immovable Stance, Naaaargah!

SPECIAL RULES

***Petition:** A Goliath gang does not simply hire Ajax Gorgoth. Instead, he may agree to aid a gang when a petition is made by a gang leader. If a gang wishes to hire Ajax Gorgoth, the controlling player must roll on the following table during the appropriate step of the pre-battle sequence:

D6+Rep	Result
1-8	Ajax Gorgoth heeds the gang's plea for aid. The gang may hire him for this battle for 100 credits
9-15	Ajax Gorgoth heeds the gang's plea for aid. The gang may hire him for this battle for 100 credits.
16+	Ajax Gorgoth feels the gang is capable of fighting its own battles. The gang may not hire him for this battle.

Note that a Goliath gang may make a petition to hire Ajax Gorgoth, or it may roll on the House Favours table. It may not do both. Only Goliath gangs may petition Ajax Gorgoth.

Gang Hierarchy (Champion): During a battle, should this fighter pass a Bottle test, friendly Goliath fighters without this special rule that have not already taken a Bottle test this round and that are within 6" of this fighter will automatically pass their Bottle test for that round.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Goliath fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them are activated.

- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

“You Get What You Pay For”: Unlike other fighters, House Agents are not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, any House Agents available to the gang may be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

OTHER HIRED GUNS

DRAMATIS PERSONAE OF NON-SPECIFIC TYPES

OLD THREE-EYES, GOLIATH SUMP BEAST DRAMATIS PERSONAE

There is a story, told most often by itinerant fungus farmers deep in their cups, or by hucksters keen for a mark, that describes what some call the 'Mother of the Sumps' – the first and greatest of all the Sumpkrocs. They claim that the beast that eventually came to be known as Old Three-eyes started out as a cute, if somewhat snappy, pet, purchased by an uphive noble from an off-world trader for a sum that would make a Guilder wince. The pet was gifted to the noble's favourite daughter in celebration of her majority, but within the year the creature had grown to such a size that she threatened her mistress' life and limb. After the pet ate the governess and three of the House Yeomen, she was forced down a sluice-tube, never to bother the House again. A hardy beast of muscle and tooth, the creature survived the ordeal and was later discovered in the underhive by members of House Goliath, having grown huge (not to mention sprouting two additional heads). Goliath gangers captured the beast, though not without loss, and turned her over to the House masters, who cloned her and brought into existence the line from which all underhive Sumpkrocs are bred. The original creature, so the stories say, grew so large she escaped the breeding chambers and fled into the depths of the Sump. There, the drunken fungus farmers claim, she resides to this day, a monster capable of slaughtering entire gangs. It is said that bold Goliath gangs can even lure Old Three-eyes out of her lair with the right kind of bait (a trussed-up Delaque does the job nicely!). Of course, once the lumbering three-headed beast enters the fray, the gang is advised to keep their distance.

Old Three Eyes..... 175 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	2+	-	4	4	3	5+	3	8+	4+	6+	10+

Weapons: Ferocious Jaws

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Ferocious Jaws</i>	-	E	-	-	S	-1	1	-	Melee, Rendering

Wargear: N/A

Skills: Impetuous, Nerves of Steel, Hurl

SPECIAL RULES

Dramatis Personae: A House Goliath gang may hire Old Three-eyes in the same way as any other Dramatis Personae. However, it is important to note that Old Three-eyes is neither a Bounty Hunter or a Hive Scum, and therefore is not subject to any of the special rules associated with Bounty Hunters or Hive Scum.

Mother of Sumpkrocs: Any Sumpkrocs within 6" of Old Three-Eyes can use her Cool and Willpower characteristics instead of their own.

Scaly Hide: Old Three-eyes has a thick scaly hide, granting her a 4+ save roll.

Unpredictable: Old Three-eyes cannot be included in Group Activations, nor can she benefit from the Leading by Example rule. In addition, all her attacks have the Reckless trait..

Editor's Suggestion: "You Get What You Pay For": Unlike other fighters, Hired Guns are not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, any House Agents available to the gang may be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.



PART FIVE: ARBITRATOR TOOLS

This section builds upon the campaign rules, expanding the role of the Arbitrator, presenting various tools for them to use to make games more interesting and give gangs a helping hand.

THE ARBITRATOR

Running an Arbitrated campaign can be like telling a good story – albeit one of desperate gang warfare, brutal underhive societies and violent criminals. It is the Arbitrator’s job to bring this tale to life, often playing the role of the antagonists and the uncaring universe that opposes the gangs in their rise to power. This can be a demanding role – but also a very rewarding one – and a well-arbitrated campaign will be one the players remember for a long time to come.

In any campaign, the Arbitrator’s role is to keep track of the action, make sure that the players are informed as to the rise and fall of their opponents and to decide when the campaign has reached its conclusion. These are the basic responsibilities of an Arbitrator, but if they choose, there are many different ways for them to shape the course of their campaign. As masters of the campaign, they might choose to introduce random sub-plots, tasks thrust upon gangs by their superiors within the House structure that, should they complete them, may prove valuable. Arbitrators can also create their own battlefields for the players in their campaign to battle over, rather than leaving players to set up their own terrain. Battlefields can be built to reflect unique locations, such as partially submerged domes, bustling settlements or hive-fungi arboretums, pitting gangs as much against the environment as each other. How large a part the Arbitrator plays in their own campaign is up to them, and some Arbitrators might like to create complex story arcs with set events, while others may choose to just add a few random events to spice things up.

CAMPAIGNS WITHOUT ARBITRATORS

Sometimes, there might only be a few players in a campaign, or none of the players might want to take on the role of the Arbitrator. In these cases, it is still possible to play a Necromunda campaign, with each player taking care of their own pre- and post-game bookkeeping and the players keeping track themselves of which territories they hold and so forth.

To add some variety to these campaigns, the players can use the House Sub-Plots, House Favours, Alliances and other rules, and may decide to use alternative scenarios rather than rolling on the scenario table as normal.

CREATING GUILDER WATCHMEN

One of the Arbitrator's roles can include running gangs of Guild-sanctioned watchmen against the players' gangs. As the range continues to expand, models and rules for such forces will be released – in the meantime, though, the Arbitrator should feel free to create them.

To create a gang of sanctioned watchmen for example, the Arbitrator is best served using one of the available gang rosters. Depending on the kind of gang required, Goliaths could be used for a genetically augmented hit-squad, Eschers for agile assassins or Orlocks for a hardened vengeance squad. Build the gang as if for a Skirmish game to a credits limit roughly equal to the player-controlled gangs it will go up against – or, make it larger if desired to present the players with more of a challenge. Then arm and equip the gang with weapons and Wargear from the appropriate House Equipment Lists or the Trading Post, as described in the rules for creating a Skirmish gang. This could be the flak armour, braced stub guns and shotguns of a settlement law-keeper gang, or perhaps something more exotic like a death cult armed with needle weapons, or a purge detachment all carrying chem-throwers.

Finally, give the gang's fighters any appropriate skills – such as a Guilder overseer having Commanding Presence or a watchman sheriff with the Gunfighter skill. When creating these gangs, the Arbitrator should only be limited by their imagination and the range of models they have available.

UNDERHIVE CREATURES

Creating underhive creatures for an Arbitrator to infest a battlefield with is a very flexible process. The obvious place to start is with the Beast's Lair ([see page 610](#)). Exotic Beasts and Brutes provide a useful resource and can easily be pressed into service by an Arbitrator looking to spice up their battlefield.

Beyond these, monsters can have pretty much any characteristics, skills, weapons and Wargear the Arbitrator wishes, and can be represented by almost any model they have – whether it is a mutant Sump spider, carnivorous psychic plant or a xenos cyborg. Arbitrators can take inspiration – and models – from the huge range of Citadel and Forge World miniatures for their monsters.

Many of these models also have their own rules in Warhammer 40,000, which can, with a little work, be adapted to work in games of Necromunda.

Any number of underhive creatures may be introduced into a scenario and deployed by the Arbitrator as they wish. They are controlled by the Arbitrator and are activated by the Arbitrator in the End phase.

UNDERHIVE BESTIARY

The editor of this document has prepared a supplemental bestiary for you to use for Underhive creatures – [see page 603](#). Please feel free to adapt and use yourselves.

HIVE DWELLERS

Many hivers react badly when strangers show up and start shooting, and it can be tricky to predict just how they will react. Any number of Hive Dwellers may be introduced into a scenario and deployed by the Arbitrator as they wish. They are controlled by the Arbitrator and are activated by the Arbitrator in the End phase and use the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	5+	5+	3	3	1	4+	1	7+	8+	9+	9+

Hive Dwellers may be equipped as the Arbitrator wishes, but any weapons they carry should be low quality, cheap items. Autopistols, clubs, fighting knives and other such Common weapons are ideal.

ALLIANCES

Alliances are optional rules that can be included in a campaign at the discretion of the Arbitrator. While it is possible to use the rules for Alliances in Skirmish play, provided both players agree, they really come into their own when used over several games – meaning players must take both the good (cheaper weapons, special Hired Guns) with the bad (having to play certain scenarios or giving up some of their scenario rewards).

Players and Arbitrators are encouraged to keep track of Alliances as they can really help build an exciting narrative over the course of a campaign, with certain allies refusing to work with a gang based on their past history, or gangs developing rivalries depending on the allies they have chosen to back. Arbitrators could even require all gangs to make Alliances for their campaign, forcing them to choose sides in a larger confrontation between Guilders, Enforcers, recidivists or seditious cults!

Alliances represent a short-term alliance between a player's gang and an organisation such as the Merchants Guild. The benefits of having an Alliance depends on the ally, but can mean access to cheaper weapons and Wargear, bonuses when playing certain scenarios or special Hired Guns who will join the gang while the Alliance lasts. Alliances also come with drawbacks. These can include the allies taking a cut of the rewards from a scenario, gangs being forced to play certain scenarios favourable to their allies, or their opponents getting help from the allies' enemies.

MAKING AN ALLIANCE

Alliances are not to be entered into lightly. Once a gang has pledged its support to an ally, you can be sure that their new friends will hold them to it – at least until the ally gets some results or they decide that the gang has become a liability.

Use the following steps to make an Alliance:

1. Any gang can decide to enter into an Alliance at the beginning of a campaign, or before any game in a campaign, provided they do not already have an ally.
2. Choose an ally from those on offer. Some potential allies are presented over the next few pages, but more will be provided in future supplements and Arbitrators might even create their own.
3. Once a gang has made an Alliance, it will last until the end of the current campaign phase, or until either they or their ally break it as a result of their actions. If a gang breaks their Alliance before the end of the current campaign phase then they cannot gain another until the following phase unless their Arbitrator decides otherwise.
4. While part of an Alliance, a gang may not use the additional rules for Sub-plots or roll on any of the House Favours table (see page 442).
5. Unless otherwise noted, a gang can never have more than one ally at a time. A gang should make a note of their ally on their gang roster, along with any Benefits and Drawbacks the ally brings.

BENEFITS AND DRAWBACKS

Each Alliance brings with it a set of Benefits and Drawbacks. These are special rules that will apply to the gang for the duration of the Alliance and can include things such as access to certain equipment, special Hired Guns or having to play certain scenarios when given the option. The exact details of an ally's Benefits and Drawbacks can be found in their

individual descriptions, along with guidelines on how, and when, they come into play.

TESTING THE ALLIANCE

Sometimes the strength of an Alliance might be tested. This is usually because of something the gang has done or wants to do, or because the ally wants to exert their will upon the gang and the gang wants to resist. This is known as Testing the Alliance, and applies to the use of some Benefits and Drawbacks.

When an action requires the Alliance to be tested, it will be noted in the ally's description. When Testing the Alliance the gang must roll a D6 on the table below, adding 1 to the result for each time their Alliance during this campaign week:

TESTING THE ALLIANCE TABLE

D6	Result
1-4	Disquiet: The ally is not happy with the gang's actions but continues to hold up their end of the Alliance... at least for now.
5-6	Warning: The ally issues a warning to the gang, who must work to restore their good faith. For the gang's next game, they do not gain any of the Benefits of their Alliance, though they must still adhere to its Drawbacks.
7+	Broken: The Alliance is broken. The ally leaves the gang and the gang may not enter into an Alliance with another ally until the next phase of the campaign.

EDITOR'S SUGGESTION: ALLIES AND GANG RATING

Allies can sometimes lead to additional fighters joining the gang. The following gang ratings are suggested for these parties, to be added to the crew rating at the end of Step 2 of each pre-battle sequence where players use the allied parties:

Faction	
Corpse Guild	550
Guild of Coin	600
Iron Guild	Variable (each Scum's value is added up)
Promethium Guild	700
Slaver Guild	800
Water Guild	600
Cold Traders	600
Fallen Houses	500
Imperial Imposters	500
Narco Lords	Variable (each Scum's value is added up)
Psi-Syndicate	300
Rogue Factoria	400
House Greim	400

This helps balance gangs with allies, and prevents gangs bringing them being declared Underdogs when they might heavily outnumber or overpower an opponent!

THE MERCHANTS GUILD

The Guild makes up the thin strands that hold the Houses of Necromunda together. Within the Great Web, they are the connections along which all trade flows, and all oaths of coin are made. Unlike the clans and noble houses, the Merchants Guild did not seize their power through hereditary right or force of arms – in fact they did not seize power at all. Over the centuries, they have laid claim to the spaces left between the Great Houses and their vassals, brokering deals between clans who will not speak with each other, or ensuring trade flows smoothly even when open gang war is tearing a hive apart. In time, as the power of the Merchants Guild grew, Lord Helmawr recognised their importance to Necromunda and ratified their claims to power, granting charters to certain families. This authority to handle the vital resources of the hive does not extend to ownership of land, and Merchants Guild families rarely have permanent territories, instead constantly travelling between settlements as nomadic traders.

Though the inhabitants of Necromunda might occasionally refer to the Merchants Guild as a single entity, it is in fact made up of dozens of sub-factions, many of which are powerful bodies in their own right. To the citizens of the hive they are the Water Guild, the Corpse Farmers or any of the many other names that the individual arms of the Merchants Guild go by. Often these factions are simply referred to as Guilders, a term synonymous with trade. Officially, each aspect of the Merchants Guild is known as a 'Mercator', the High Gothic word for a mercantile conclave. This is combined with the High Gothic term for their area of dominion. For instance, the Corpse Guild, which oversees the processing of Necromunda's dead and the creation of corpsestarch, is known officially as the 'Mercator Pallidus'.

The power of the individual Guilds varies from hive to hive, often depending on local resources. In the shadow of the spoil, the Iron Guild regulates miners and prospectors. On the Sulphurous Sea it is the Guild of Salts, while in the suffocating depths of Big Hole, Air Guild Zephermen ply their trade. In Hive Primus, there are thousands of Guilder families and dozens of Guilds, though eight hold the greatest measure of the Merchants Guild's power. These are the Promethium Guild, the Water Guild, the Corpse Guild, the Slave Guild, the Guild of Coin, the Electro Guild, the Iron Guild and the Air Guild. Collectively, they are known in the Palantine Cluster as the Great Guilds and little business is done within the walls of Hive Primus without their knowledge

GUILD ALLIES

The Merchants Guild, often known simply as the Guilders, makes extensive use of gangs to further its own agendas. Gangs might find themselves recruited as watchmen, dome wardens or caravan guards in the pay of the Guilders. Just as likely a gang might offer their services to the Guilders in exchange for cheaper goods or rare items. Of course, the Merchants Guild is a huge sprawling organisation made up of tens of thousands of Guilder families, each with their individual specialisations and influences, and an alliance with one is not an alliance with them all. Information on how to include Guild allies in your crew can be found **on page 458**.

When choosing the Merchants Guild as an ally, a gang must select from one of the following categories:

- Corpse Guild
- Guild of Coin
- Iron Guild
- Promethium Guild
- Slave Guild
- Water Guild

The Air Guild and the Electro Guild are not represented in the game.

CORPSE GUILD

The Corpse Guild regulates the trade and production of corpse-starch. This is one of the most important roles of all the Great Guilds, as millions of people are born and die each day on Necromunda. Without the orderly disposal of corpses, plague and disease would run rampant. Without the food source that these corpses provide when rendered down in the great corpse grinder plants that dominate entire sectors in every hive, the populace would starve.

The Corpse Guild gathers up thousands of dead each cycle, filling their mortuary caravans with piled bodies, or rendering them down in mobile grinding automata. Few other Guilds have ever challenged the power of the Corpse Guild, for the power of death hangs heavy upon them and humans, even on a world such as Necromunda, cling to its ancient superstitions. Some believe it is bad luck to even look upon the face of a Corpse Guilder, and when word reaches a settlement of their approach, the Guild often arrives to find every door and window shut tight with only bodies laid out neatly on the streets to greet them.

BENEFITS

Extra Corpse-starch Rations: When a fighter in the gang must roll on the Lasting Injuries table they may re-roll the result, though they must abide by their second roll even if it is worse.

Corpse Harvesting Party: While the gang is allied with the Corpse Guild, in the pre-battle sequence the gang may attempt to add Guild Representatives ([see page 458](#)) in the form of a Corpse Harvesting Party ([see page 445](#)) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
 - If the total is 9 or below, the Corpse Harvesting Party deigns to aid their allies on the battlefield.
 - If the total is 10 or more, the Guilders decide the gang can cope alone.
- This group of fighters does not cost a gang allied to the Corpse Guild any credits to hire, but if chosen, they must be included in the gang's crew, even if crew selection is normally random.

If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty as follows) then a Corpse Harvesting Party must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 9 or below, the gang is glad of this aid.
- If the total is 10 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission, and take on the role of the defender. On a 4+, they can choose any scenario as normal. Alternatively, instead of making this roll, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Meat for the Grinders: At the start of step 5 of the post-battle sequence, before making any Medical Escort actions, one randomly determined fighter in the gang who has suffered a Critical Injury (61-65 on the Lasting Injuries table) is removed from the gang's roster just as if they had died. Alternatively, the gang may choose to take a Medical Escort and take the fighter to the Doc, but if they do they must Test the Alliance.

CORPSE HARVESTING PARTY

Recycled meat is vital to the existence of Necromunda, and the Merchants Guild is continually acquiring fresh sources for the Corpse Grinders. Pale Consorts and Bone Scriveners are corpse prospectors, continually scouring the hives looking for new and plentiful veins of dead meat to be turned into the next batch of corpse-starch rations. Hidden behind macabre masks, often with ornamental rebreathers to block out the stench of their work, Pale Consorts and their Bone Scriveners use a collection of ancient surgical tools to determine the worth of their catch. Often, they will be seen exploring the aftermath of battles between gangs, or stalking the streets of a settlement savaged by outlanders, stooping over the dead.

Pale Consorts might be prospectors of fallow flesh, but when they find a likely specimen, they are not the ones to mine it. Following in the Pale Consort's footsteps are the hulking shadows of Corpse Grinders, representing the interests of their organisation, which stands as the principal beneficiary of the Merchants Guild's efforts. Unlike the Pale Consorts and Scriveners, each Corpse Grinder is a muscular butcher, their arms grown strong in the execution of their grim work. Armed with saws and serrated blades, these brutes either haul the corpses whole into their body carts or hack away the best pieces for the ration factories to refine. Should a Pale Consort be threatened, Corpse Grinders also make for able bodyguards, their razor-toothed tools as proficient against the living as the dead.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Pale Consort (Guild Procurator)	4"	5+	4+	3	3	1	4+	1	7+	8+	7+	6+
Bone Scrivener (Guild Factorum)	4"	5+	4+	3	3	1	5+	1	7+	8+	8+	7+
Corpse Grinders (Bodyguard)	4"	3+	5+	4	3	2	4+	2	8+	7+	8+	8+

COMPOSTION

A Corpse Harvesting Party consists of one Pale Consort, one Bone Scrivener and two Corpse Grinders.

SPECIAL RULES

"This One's still Moving": During the Wrap-up step of the post-battle sequence, roll a D6 for any fighter, friend or enemy, that went Out of Action during the battle and suffered a Critical Injury (61-65 on the Lasting Injuries table). On a 6, change the Lasting Injury result to a Memorable Death (66 on the Lasting Injuries table). The fighter has suddenly stopped moving and is claimed by the Corpse Grinders, but any weapons and Wargear (including armour) they were equipped with is granted to the gang that the Corpse Harvesting Party fought for, who may immediately add it to their Stash.

A Band Apart: Members of the Corpse Harvesting Party take care of their own, especially valued representatives and their favoured attendants. The Guild Representatives will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If a Corpse Harvesting Fighter goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

"Here to Help": Unlike other fighters, a Corpse Harvesting Party is not counted during the Choose Crews step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and in some cases must) be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

PALE CONSORT SPECIAL RULES

Corpse Harvesting Party Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Corpse Harvesting Party fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Corpse Harvesting Party fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

BONE SCRIVENER SPECIAL RULES

Corpse Harvesting Party Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Corpse Harvesting Party fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Corpse Harvesting Party fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

CORPSE GRINDERS SPECIAL RULES

Bodyguard: If the Guild Procurator is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Bodyguard within 2" of the Guild Procurator.

Indentured Fighters: If both the Guild Procurator and Guild Factotum are removed from play for any reason, any Bodyguards, without guidance, will automatically behave as if the crew they are part of has failed a Bottle test, regardless of how many fighters in total have been removed from play.

EQUIPMENT

The Pale Consort is armed with a laspistol and fighting knife, and is equipped with a medi skull, respirator and mesh armour.

The Bone Scrivener is armed with a stiletto knife, and is equipped with a gun skull, respirator and a cult icon.

Both Corpse Grinders are armed with a chain glaive and are equipped with flak armour.

SKILLS

The Pale Consort has the Fearsome and Make a Leadership check for this fighter each time another friendly fighter within 6" gains a point of Experience. If the check is passed, the other fighter gains two Experience instead of one.

Overseer skills. They may, however, only use the Overseer skill to Order another member of the Corpse Harvesting Party.

The Bone Scrivener has the Fearsome skill.

Both Corpse Grinders have the Crushing Blow skill.

GUILD OF COIN

Few individuals may travel a hive freely, most citizens destined to spend their lives bound to the levels in which they were born. One of the ancient rights given to the Merchants Guild is the freedom to traverse Necromunda in the execution of their business, and extract coin from other travellers. The Guild of Coin are the gatekeepers of the hives and the roads between them, overseeing the transportation of all terrestrial cargo and even a portion of the goods sent out through the Eye of Selene to the greater Necromunda solar cluster.

Masters of Coin forge keys for the Clan House convoys, each token a powerful seal allowing passage past the many waystations, ash gates and hive fortresses through which a convoy must pass. The key is a potent symbol of the Guild of Coin, and each Master carries with them staves, rings and shackles hung with keys of all shapes and sizes; each one cast from the steel of a different hive or stone of a different road, and granting rites of passage for the Guilders who bears it.

BENEFITS

Tollways: While the gang is allied with the Guild of Coin, whenever they would gain credits as a reward for playing a scenario roll one more D6 than normal (i.e., if the scenario reward is D6x10 credits then a gang allied to the Guild of Coin would roll 2D6x10 credits).

Toll Collectors: While the gang is allied with the Guild of Coin, in the pre-battle sequence the gang may attempt to add Guild Representatives ([see page 458](#)) in the form of Toll Collectors ([see page 448](#)) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
 - If the total is 11 or below, the Guild of Coin deigns to aid their allies on the battlefield.
 - If the total is 12 or more, the Guilders decide the gang can cope alone.
- This group of fighters does not cost a gang allied to the Guild of Coin any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty as follows) then Toll Collectors must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 11 or below, the gang is glad of this aid.
- If the total is 12 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission, and take on the role of the defender. On a 4+, they can choose any scenario as normal. Alternatively, instead of making this roll, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Collecting Tolls: During the post-battle sequence, if the gang gained any credits as a scenario reward, the gang must give up a portion of this to their Guild allies: The gang must give D3x10 credits to the Guild. If the amount rolled is greater than the amount gained, the gang must give the full amount gained to their allies and the Alliance is automatically tested.

Alternatively, the gang can choose to keep all of its rewards, but if they do, they must Test the Alliance.

GUILD REPRESENTATIVES: TOLL COLLECTORS

On Necromunda, every road, byway, tunnel and gate are owned by the Imperial House. These are the arteries of its trade and much of its power, and as a result, each one is carefully controlled. The Guild of Coin taxes and controls these pathways for Lord Helmawr, and act as guardians to the many trails and tunnels that link the levels of a hive together, or link hive clusters across the toxic wastes. Clad in glittering cloaks of keys, with staves graven with passwords and hung with tokens of their long journeys, each Master of Coin is a keeper of the ways. While these agents of the Guild often oversee the comings and goings of prospectors, Clan House work crews and ash waste expeditions, ensuring that the Imperial House gets its due, many ply the Badzones, keeping the connections between the settlements alive. Masters of Coin regularly recruit gangs for underhive expeditions, for what the keepers find, they can trade, and if they are fortunate enough to forge a new route through the Badlands then they can claim taxes on all who use it.

Masters of Coin are almost always accompanied by Skinflints, miserly coin counters who test and tally the creds gathered by their masters before stowing them in the Master's armoured trade-coffers. These coffers are carried by the master's Grovellers, indentured oath-breakers. Some Grovellers even have this precious knowledge carved, branded or tattooed onto their flesh, acting as living documents for the master to refer to – or should the need arise, flay off to give to an expedition leader.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Master of Coin (Guild Procurator)	5"	4+	4+	3	3	2	3+	1	6+	5+	7+	5+
Skinflint (Guild Factorum)	5"	4+	4+	3	3	1	4+	1	7+	6+	7+	6+
Groveller (Bodyguard)	5"	5+	4+	3	3	1	4+	1	8+	6+	8+	7+

COMPOSITION

A Toll Collectors Party consists of one Master of Coin, one Skinflint, and two Grovellers.

SPECIAL RULES

Highways and Byways: If the gang that the Toll Collectors are fighting for is the defender in any scenario, they may attempt to steal the initiative from the enemy. After step 2 but before step 3 of the pre-battle sequence, make a Leadership check for the Master of Coin. If the check is failed, the battle progresses as normal with the other player continuing as the attacker and choosing the scenario. If the check is passed, the Master of Coin has successfully led their gang into position to ambush their attackers. Play either the Ambush scenario or the Trap scenario with the Master of Coin's gang as the attacker.

This does not have any effect on the Territory at stake or any other outcomes of the battle within a campaign.

A Band Apart: Members of the Toll Collectors Party take care of their own, especially valued representatives and their favoured attendants. The Guild Representatives will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If a Toll Collectors Party goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

"Here to Help": Unlike other fighters, a Toll Collectors Party is not counted during the Choose Crews step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and in some cases must) be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

MASTER OF COIN SPECIAL RULES

Toll Collectors Party Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Toll Collectors Party fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Toll Collectors Party fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.

- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

SKINFLINT SPECIAL RULES

Toll Collectors Party Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Toll Collectors Party fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Toll Collectors Party fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

GROVELLERS SPECIAL RULES

Bodyguard: If the Guild Procurator is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Bodyguard within 2" of the Guild Procurator.

Indentured Fighters: If both the Guild Procurator and Guild Factotum are removed from play for any reason, any Bodyguards, without guidance, will automatically behave as if the crew they are part of has failed a Bottle test, regardless of how many fighters in total have been removed from play.

EQUIPMENT

The Master of Coin is armed with a laspistol and a power knife, and equipped with a displacer field and a gun skull.

The Skinflint is armed with a plasma pistol and fighting knife, and equipped with mesh armour and a cult icon.

A Groveller is armed with either a long rifle and a fighting knife or a shotgun (with solid and scatter ammunition) and a fighting knife. Each Groveller may be armed differently.

SKILLS

The Master of Coin has the Escape Artist and the Make a Leadership check for this fighter each time another friendly fighter within 6" gains a point of Experience. If the check is passed, the other fighter gains two Experience instead of one.

Overseer skills. They may, however, only use the Overseer skill to Order another member of the Toll Collectors.

The Skinflint has the Lie Low skill.

Both Grovellers have the Lie Low skill.

IRON GUILD

The natural resources that established Necromunda as one of the most productive worlds in the Imperium are long played out, and so the planet's industries are fed by the recycling of the encrusted wastes of countless previous generations. It is the Iron Guild that brokers deals between the mines and the forge, ensuring that a constant supply of reclaimed ores and extracted minerals reach the hives. They are the middlemen between the great mining settlements of House Orlock and the mega-forges of House Goliath among others, so the Houses might never have to deal directly with each other, but may still profit from their labours and meet their quotas.

Much of the resources overseen by the Guild come from ruined hives and the continent-spanning mountain range known as the Spoil. Clad in hazard suits, the Guilders lead groups of prospectors and accompany Clan House expeditions into perilous regions. If it is hauled out from the Ash Wastes or dredged up from the underhive and sold on the iron markets, the Guild gets a cut, though they prefer to get there first and make the claim themselves. Writs are then sold for the right to work a ruin or a region, and all finds are molecular-branded, so that not a single lump of ferrite finds its way to the hives without the Guild's knowledge.

BENEFITS

Guns, Guns, Guns: While the gang is allied with the Iron Guild, reduce the Rarity of all Trading Post ranged weapons by 2. In addition, the cost of Trading Post ranged weapons is reduced by D3x10 credits to a minimum of 5 credits. If the gang wish, they can roll to Test the Alliance and reduce the cost of Trading Post ranged weapons by D3x20 credits to a minimum of 5 credits.

Wandering Scum: While the gang is allied with the Iron Guild, in the pre-battle sequence the gang may attempt to add D3+2 Hive Scum ([see page 409](#)) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
 - If the total is 9 or below, the Iron Guild deign to aid their allies on the battlefield.
 - If the total is 10 or more, the Guilders decide the gang can cope alone.
- This group of Hive Scum does not cost a gang allied to the Iron Guild any credits to hire, but if chosen, they must be included in the gang's crew, even if crew selection is normally random.

If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty below) then Iron Guild Hive Scum must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 9 or below, the gang is glad of this aid.
- If the total is 10 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission, and take on the role of the defender. On a 4+, they can choose any scenario as normal. Alternatively, instead of making this roll, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Militia Surplus: During the post-battle sequence, when updating the gang's roster, any weapons or Wargear carried by dead fighters (i.e., those who have died in the game or as a result of a Critical Injury) must be given to the Iron Guild. The gang can choose not to give up the dead fighter's weapons or Wargear, but if they do they must roll to Test the Alliance.

PROMETHIUM GUILD

The Promethium Guild, sometimes known as the Torch Bearers, the Pyre Makers or the Guild of Flame, controls the light and power of Hive Primus. They deal primarily in promethium, a catch-all term in the Imperium for a liquid fuel, and the principal fuel for Hive City and the settlements of the underhive. The Guild lays claim to all burnable liquids and fuels. This they measure out to the Clan Houses and hive settlements, their pipes and caravans a lifeline for hivers against the prospect of eternal darkness. Promethium is extracted from pockets of industrial effluvium refined over the millennia beneath the Ash Wastes, and it is a potent source of power and one of the elements of life for those who hope to survive in the cold darkness of the deep hive. In some hives, the agents of the Promethium Guild are almost a religious Order, worshipping the eternal flame as an aspect of the Emperor. This flame is kept alight, sometimes by the same family for generations, and carried with them on their nomadic journey. When such a flame is brought into a settlement, it is a great occasion for the inhabitants, it being a great honour to light furnaces or engines from its perpetual fire.

The major rivals of the Promethium Guild are the Electro Guilds, who control electricity, geo-thermal heat and even sunlight. Within each hive one or the other of these Guilds will usually be in ascendancy, determining whether the inhabitants use electricity or liquid fuel to keep their domes alight. Within Hive Primus, the Promethium Guild long ago ousted the other power Guilds by restricting the use of other kinds of energy to the Great Houses and specific manufactoria sectors. This, combined with the abundance of promethium within the Palantine Cluster, has ensured their dominance for decades. Power in all its forms, whether created by burning promethium or tapping into a hive's great heat sink is controlled by the Pyrocaen Lords of the Promethium Guild.

BENEFITS

Helmawr's Radiance: While the gang is allied with the Promethium Guild, any plasma or flame weapons (i.e., plasma pistol, plasma gun, plasma cannon or any combi-weapon with a plasma component, or any weapon with the Blaze trait) owned by the gang lose the Scarce Trait, or, if they did not have the Scarce Trait, gain the Plentiful Trait.

Pyromantic Conclave: While the gang is allied with the Promethium Guild, in the pre-battle sequence the gang may attempt to add Guild Representatives ([see page 458](#)) in the form of a Pyromantic Conclave ([see page 452](#)) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
 - If the total is 11 or below, the Pyromantic Conclave deigns to aid their allies on the battlefield.
 - If the total is 12 or more, the Guilders decide the gang can cope alone.
- This group of fighters does not cost a gang allied to the Torch Bearers any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty below) then a Pyromantic Conclave must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 11 or below, the gang is glad of this aid.
- If the total is 12 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission, and take on the role of the defender. On a 4+, they can choose any scenario as normal. Alternatively, instead of making this roll, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Power Tap: During the post-battle sequence, if the gang gained any credits as a scenario reward, the gang must give up a portion of this to their Guild allies:

- The gang must give D3x10 credits to the Guild. If the amount rolled is greater than the amount gained, the gang must give the full amount gained to their allies and the Alliance is automatically tested.
- Alternatively, the gang can choose to keep all of its rewards, but if they do they must Test the Alliance.

PYROMANTIC CONCLAVE

By flickering flame or glowing orb, the Pyrocaen Lord moves through the darkness of the underhive. Power in all its forms is controlled by the Promethium Guild in the underhive, with severe punishments dispensed upon those who presume to steal promethium. Pyrocaen Lords are both merchants and murderers, offering settlements trade in the form of burnable fuel or sanctioned thermal taps, but also holding executions by flame and electrocution for those who have been taking more than their due. With excessive promethium at their fingertips, Pyrocaen Lords favour ostentatious flame weapons, overpowered examples of common hive ordnance, designed not just to destroy but also to intimidate. These powerful individuals are also often held aloft on roaring flame and jet-driven palanquins, never setting foot on the soiled ground of the underhive as they have the fuel to waste for both their comfort and protection.

Alongside the Pyrocaen Lords are the Pyromagir and Cynders. The former are the bearers of the eternal flames, which they carry on their backs in huge burning cauldrons of promethium. It is from this flame that symbolic fires are lit or that the lord dispenses the gift of heat and light to the less fortunate. Then there are the Cynders, surgically altered bodyguards who cast fire in the path of the Pyrocaen Lord, heralding their coming or immolating their enemies.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Pyrocaen Lord (Guild Procurator)	4"	3+	4+	3	3	2	4+	1	7+	7+	7+	6+
Pyromagir (Guild Factorum)	4"	4+	5+	3	3	1	4+	1	7+	8+	7+	7+
Cynder (Bodyguard)	4"	4+	5+	3	3	1	4+	1	8+	8+	7+	7+

COMPOSITION

A Pyromantic Conclave consists of one Pyrocean Lord, one Pyromagir and two Cynders.

SPECIAL RULES

Light In Dark Places: If the player controlling the Pyromantic Conclave chooses, they may announce during the pre-battle sequence, after crews have been chosen but before deployment, that the battle will be fought using the Pitch Black rules. Additionally, they may choose during any End phase that these rules will no longer apply.

Finally, if any member of the Pyromantic Conclave is removed from play, immediately before removing the fighter, resolve a photon flash grenade attack centred on the fighter.

A Band Apart: Members of the Pyromantic Conclave take care of their own, especially valued representatives and their favoured attendants. The Guild Representatives will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If a Pyromantic Conclave goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

"Here to Help": Unlike other fighters, a Pyromantic Conclave is not counted during the Choose Crews step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and in some cases must) be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

PYROCEAN LORD SPECIAL RULES

Pyromantic Conclave Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Pyromantic Conclave fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield. Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Pyromantic Conclave fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

PYROMAGIR SPECIAL RULES

Pyromantic Conclave Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Pyromantic Conclave fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield. Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Pyromantic Conclave fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

CYNDER SPECIAL RULES

Bodyguard: If the Guild Procurator is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Bodyguard within 2" of the Guild Procurator.

Indentured Fighters: If both the Guild Procurator and Guild Factotum are removed from play for any reason, any Bodyguards, without guidance, will automatically behave as if the crew they are part of has failed a Bottle test, regardless of how many fighters in total have been removed from play.

EQUIPMENT

The Pyrocaen Lord is armed with a shock stave and laspistol, and is equipped with a refractor field.

The Pyromagir is armed with a flamer and stub gun, and is equipped with a refractor field and a cult icon.

A Cynder is armed with either a laspistol and an axe or a laspistol and a maul (club). Both Cynders must be armed in the same way.

All three are equipped with photon flash grenades.

SKILLS

The Pyrocaen Lord has the Evade and the Make a Leadership check for this fighter each time another friendly fighter within 6" gains a point of Experience. If the check is passed, the other fighter gains two Experience instead of one.

Overseer skills. They may, however, only use the Overseer skill to Order another member of the Pyromantic Conclave.

The Pyromagir has the Nerves of Steel skill.

Both Cynders have the Spring Up skill.

SLAVE GUILD

Within the brutal hierarchy of the hive there are those who are not fortunate enough to be born into servitude to one of the Clan Houses. These people are little more than serfs, resources with no more rights than a servitor. They are bought and sold by the million, claimed as the spoils of war, ownership of them sometimes changing without them even realizing. The Slave Guild oversees all such transactions, from the selling of individual chained-gangs, enslaved gangers who do only their master's bidding, to trading ownership of entire manufactorums – which come with their workers included!

The rattle of chains and cages heralds the arrival of the Slave Guild, its agents always carrying hefty lengths of chain or complex shackle webs with which to transport their goods. When a ganger is sold to the Guilders it is to the Slavers they go, the Guild specialising in finding the right buyer for such merchandise – whether it is working the forge, fighting in the pits or sold to an uphiver as a curiosity.

The Slave Guild also holds dominion over much of the hive's gambling and gladiatorial combat. Some Houses, most notably House Goliath, have heavy stakes in such enterprises, but even they must deal with the Slavers if they want to see their champions reach the arena. Pit slaves are a highly valuable commodity in most hives, each one augmented with cyber-weaponry, psycho-conditioning and extensive combat training.

Most hive settlements have an arena or fighting pit, ranging from the gleaming gladatoriums of the upper hive to actual pits lined with rusting spikes in the depths of the underhive. These locations make for the focal points of a community, people gathering to watch executions and bloody pit fights. And the Guild is always there to take their cut.

BENEFITS

Law Abiding Allies: Any gang may form an Alliance with the Slave Guild provided it is a Law Abiding gang. The Guilds of Necromunda have no interest in collaborating with the criminal classes.

Strong Alliance (House Goliath): The first time a gang belonging to House Goliath is required to Test the Alliance, do not roll. Instead, count the result as Disquiet.

Weapon Training: While the gang is allied with the Slave Guild, in the pre-battle sequence they can choose any one of their gang's Champions, or their gang's Leader, provided the fighter chosen is available for the upcoming battle, as a candidate for extra training. For the duration of the battle, the chosen fighter counts as having one extra skill (chosen by the controlling player) from their Primary Skill list.

Slaver Entourage: While the gang is allied with the Slave Guild, in the pre-battle sequence the gang may attempt to add Guild Representatives ([see page 458](#)) in the form of a Slaver Entourage ([see page 456](#)) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
 - If the total is 10 or below, the Slaver Entourage deign to aid their allies on the battlefield.
 - If the total is 11 or more, the Guilders decide the gang can cope alone.
- This group of fighters does not cost a gang allied to the Slave Guild any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty below) then a Slaver Entourage must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 10 or below, the gang is glad of this aid.
- If the total is 11 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission, and take on the role of the defender. On a 4+, they can choose any scenario as normal. Alternatively, instead of making this roll, the gang can choose to play any scenario, but if they do, they must Test the Alliance.

Slaves for the Pit: During the post-game sequence, if the gang has any Captured fighters, these must be given immediately to the Slave Guild. The gang can instead choose to keep their Captives or sell them to the Guilders for credits as normal, but if they do they must Test the Alliance. Alternatively, and instead of allowing the Captive's gang to attempt a Rescue Mission, the gang may accept a ransom of half the Captive's value, rounded up to the nearest 5 credits, but if they do, then the Alliance is immediately broken.

GUILD REPRESENTATIVES: SLAVER ENTOURAGE

Slavery is so common on Necromunda as to be utterly banal to its inhabitants – after all, for those born into the servitude of the Clan Houses, what sympathy is there for those who must live their lives in chains? Chain Lords and their Shaklemen are the bloated fight masters and slave drivers of the Merchants Guild, readily dealing in both human flesh and human misery. The greatest Chain Lords trade in entire domes, settlements or manufactorums of slaves, sealing the fate of thousands with a single sweep of their hand. For most though, they bring their merchandise with them, dragging lines of bent-backed men and women to market. Chain Lords are often huge and idle souls, who have never had to lift a finger for their own comfort, their needs constantly seen to by a gaggle of servants, while their Shaklemen enact their will. Hung with chains and trinkets, Chain Lords are nonetheless dangerous adversaries, their wealth affording them many hidden weapons and fiendish augmentations.

Of course, it is rare a Chain Lord would ever need to defend themselves. Principal among the Chain Lords' charges are pit slaves, often heavily augmented so that they might better entertain the crowds of the arenas. These warriors, often psycho-conditioned for maximum aggression and loyalty, are as hounds upon the leash, ready to be loosed should a word be spoken or gesture be made. Other slaves also act as personal attendants to the Chain Lord, and more than a few captured gangers have found themselves reluctantly serving at the side of a Chain Lord with a compliance collar around their neck.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Chain Lord (Guild Procurator)	4"	3+	6+	4	4	2	4+	2	7+	6+	7+	9+
Shakleman (Guild Factorum)	4"	4+	5+	3	3	2	4+	1	8+	7+	7+	8+
Pit Fighter (Bodyguard)	5"	4+	6+	3	3	1	4+	2	8+	7+	8+	10+

COMPOSITION

A Slaver Entourage consists of one Chain Lord, one Shakleman and two Pit Fighters.

SPECIAL RULES

A Promising Fighter: During the Wrap-up step of the post-battle sequence, roll a D6 for one randomly determined Ganger or Juve in the gang that the Slaver Entourage fought for that took an enemy fighter Out of Action with either a close combat attack or a Coup de Grace. On a 1, the Chain Lord is impressed by what has been seen and claims that fighter for a career in the fighting pits. The fighter and all of their weapons and Wargear are immediately deleted from the gang roster. On a 6, the Chain Lord rewards that fighter for their entertaining display of fighting prowess. The gang immediately adds D3x10 credits to its Stash. On any other result, nothing happens.

A Band Apart: Members of the Slaver Entourage take care of their own, especially valued representatives and their favoured attendants. The Guild Representatives will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If a Slaver Entourage goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

"Here to Help": Unlike other fighters, a Slaver Entourage is not counted during the Choose Crews step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and in some cases must) be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

CHAIN LORD SPECIAL RULES

Slaver Entourage Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Slaver Entourage fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Slaver Entourage fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

SHACKLEMAN SPECIAL RULES

Slaver Entourage Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Slaver Entourage fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Slaver Entourage fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

PIT FIGHTER SPECIAL RULES

Bodyguard: If the Guild Procurator is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Bodyguard within 2" of the Guild Procurator.

Indentured Fighters: If both the Guild Procurator and Guild Factotum are removed from play for any reason, any Bodyguards, without guidance, will automatically behave as if the crew they are part of has failed a Bottle test, regardless of how many fighters in total have been removed from play.

EQUIPMENT

The Chain Lord is armed with either a chain glaive or a shock whip and chain axe, and is equipped with light carapace armour, a bio-booster and a stimm-slug stash.

The Shackleman is armed with a shock stave and a harpoon launcher, and is equipped with flak armour and a cult icon.

A Pit Fighter is armed with a chain glaive. Both Pit Fighters are equipped with flak armour and a stimm-slug stash.

SKILLS

The Chain Lord has the Hurl and Make a Leadership check for this fighter each time another friendly fighter within 6" gains a point of Experience. If the check is passed, the other fighter gains two Experience instead of one.

Overseer skills. They may, however, only use the Overseer skill to Order another member of the Slaver Entourage.

The Shackleman has the Disarm skill.

Both Pit Fighters have the Rain of Blows skill.

WATER GUILD

Water is an incredibly valuable commodity on Necromunda, from the imported quantum-spun ice water sipped by the nobles to the vast quantities of sluice run-off that are essential to many of the bulk industrial processes. In between this is the recycled water that most of the populace survive on, and no one wants to think too long on where that comes from. The Water Guild, known colloquially as the Guild of Thirst or Nauticans, controls every drop of drinkable liquid to drip down the hive beneath the spire. It also falls to the Guild to maintain the great cisterns of Hive Primus. These vast tanks are filled with billions of litres of water to slake the thirst of the hive, and meet the cooling and cleaning needs of the manufactoria.

Maintaining and defending these cisterns falls to the Water Guild. Guilders encased in heavy dive suits enter these flooded chambers to test the invariably mixed quality of the water, repair leaks (which, if left unattended, could drown entire domes) and clear out the inevitable infestations of creatures.

Water Guild agents and caravans are festooned in bottles and canisters, their precious cargo sloshing about as they traverse the hive. In the underhive, where locals must often survive on the meagre output of their water stills, the Water Guild is a lifeline. Some settlements, especially those surviving out in the Badzones, rely completely on the Guild for their survival, and the delay of a water caravan by even a few days can spell disaster. Pipes and cisterns are of special concern to the Water Guild, many bearing their symbol, warning away water thieves on pain of surgical dehydration. Woe to the settlement that crosses the Water Guild, lest they find their dome cut off to die in a desert of rust and ash

Water, one of the great resources of a hive, and it falls to the Water Guild to procure it, divide it and profit from it – not necessarily in that order.

BENEFITS

Pure Water Supply: While the gang is allied with the Water Guild, they gain a free Slopper Hanger-on, representing an agent of the Guild ([see page 381](#)). If the gang already has a Slopper in its employ then their fighters will come out of Recovery on a dice roll of 5 or 6 instead of just 6.

Nautican Syphoning Delegation: While the gang is allied with the Water Guild, in the pre-battle sequence, the gang may attempt to add Guild Representatives ([see page 458](#)) in the form of a Nautican Syphoning Delegation ([see page 458](#)) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
 - If the total is 10 or below, the Nautican Syphoning Delegation deigns to aid their allies on the battlefield.
 - If the total is 11 or more, the Guilders decide that the gang can cope alone.
- This group of fighters does not cost a gang allied to the Water Guild any credits to hire, but if chosen, they must be included in the gang's crew, even if crew selection is normally random.

If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty below) then a Nautican Syphoning Delegation must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 10 or below, the gang is glad of this aid.
- If the total is 11 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission, and take on the role of the defender. On a 4+, they can choose any scenario as normal.

Alternatively, instead of making this roll the gang can choose to play any scenario, but if they do they must Test the Alliance.

Water Levies: During the post-battle sequence, if the gang gained any credits as a scenario reward, the gang must give up a portion of this to their Guild allies:

- The gang must give D3x10 credits to the Guild. If the amount rolled is greater than the amount gained, the gang must give the full amount gained to their allies and the Alliance is automatically tested.
- Alternatively, the gang can choose to keep all of its rewards, but if they do, they must Test the Alliance.

NAUTICAN SYPHONING DELEGATION

On Necromunda, water is squeezed from every available source, the precious liquid gathered, refined and traded by the Merchants Guild. Master Nauticans are the representatives of the Water Guild when it comes to the procurement of drinkable water, their entourages travelling the hive bedecked in piped harnesses, sloshing tanks and esoteric exsanguination devices. Invigorated by a concentration of clean water and purifying chems, the eyes of a Master Nautican burn with drug-induced purpose, while their muscles twitch underneath a forest of tubes, each one connected to a tank or bottle.

While a Water Harvester might enlist the aid of a gang for protection (and as a ready supply of recyclable fluids), they are seldom seen without their own personal attendants. These include Syphonites who carry bladed exsanguination staves to bleed water from their victims or the hulking Subnautican Behemoths in armoured diving suits. Syphonites both oversee the harvesting and refining of water, speaking the litanies of the Guild to bless the water in the name of the God-Emperor by invoking the names of the 'Ancient Sees', believed to have been things once looked upon by the Emperor. The Subnauticans are the divers that keep the cisterns and reservoirs of Hive Primus functioning, but also double as able and heavily armoured bodyguards for the Master Nautican should the need arise.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Master Nautican (Guild Procurator)	4"	4+	4+	3	3	2	4+	1	7+	7+	6+	6+
Syphonite (Guild Factorum)	4"	5+	4+	2	3	1	4+	1	8+	8+	6+	6+
Subnautican (Bodyguard)	4"	3+	5+	5	5	3	4+	2	8+	6+	7+	7+

COMPOSITION

A Nautican Syphoning Delegation consists of one Master Nautican, one Syphonite and one Subnautican.

SPECIAL RULES

Water Harvest: Add +1 to the roll to determine if an enemy fighter is Captured at the end of a battle if the Master Nautican has not gone Out of Action.

Add an additional +1 for each other member of the Nautican Syphoning Delegation not gone Out of Action. If an enemy fighter is Captured, they may be sold to the Guilders for their full value in credits immediately, before the Captured fighter's gang can attempt a Rescue Mission. The controlling player of the Captured fighter's gang may prevent this by agreeing to pay the Captured fighter's full value in credits as an immediate ransom.

A Band Apart: Members of the Nautican Syphoning Delegation take care of their own, especially valued representatives and their favoured attendants. The Guild Representatives will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If a Nautican Syphoning Delegation fighter goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

"Here to Help": Unlike other fighters, a Slaver Entourage is not counted during the Choose Crews step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and in some cases must) be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

MASTER NAUTICAN SPECIAL RULES

Nautican Syphoning Delegation Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Nautican Syphoning Delegation fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Nautican Syphoning Delegation fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.

- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

SYPHONITE SPECIAL RULES

Nautican Syphoning Delegation Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Nautican Syphoning Delegation fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Nautican Syphoning Delegation fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

SUBNAUTICAN SPECIAL RULES

Bodyguard: If the Guild Procurator is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Bodyguard within 2" of the Guild Procurator.

Indentured Fighters: If both the Guild Procurator and Guild Factotum are removed from play for any reason, any Bodyguards, without guidance, will automatically behave as if the crew they are part of has failed a Bottle test, regardless of how many fighters in total have been removed from play.

EQUIPMENT

The Master Nautican is armed with a needle pistol and stiletto knife, and is equipped with mesh armour, a bio-booster and a stimm-slug stash.

The Syphonite is armed with a needle rifle and stiletto knife, and is equipped with mesh armour and a cult icon.

The Subnautican is armed with Open Fists (the same as a Goliath 'Zerker – [see page 389](#)). The Subnautican is equipped with a hazard suit and an armoured undersuit.

SKILLS

The Master Nautican has the Step Aside and the Make a Leadership check for this fighter each time another friendly fighter within 6" gains a point of Experience. If the check is passed, the other fighter gains two Experience instead of one.

Overseer skills. They may however only use the Overseer skill to Order another member of the Nautican Syphoning Delegation.

The Syphonite has the Dodge skill.

The Subnautican has the Berserker skill.

THE RECIDIVISTS

In a world of savage gang leaders, rogue psykers and unsanctioned bounty hunters, only the most exceptional criminals stand out. Like the families of the Merchants Guild, crime bosses lay claim to a region of the hive or one of its resources, and as far as the locals are concerned, are little different from the sanctioned scum who normally rule over them. Criminal networks vary depending on their location within the hive. In the rarefied heights of the spire, clandestine cabals of nobles provide their fellow wastrels with illegal vices. Some of these might style themselves as crime lords though, when one has the power of the Great Houses at one's call and few restrictions on your actions, such titles are largely for show. The rank of crime boss becomes more meaningful when one moves down into the heart of the hive, where criminal enterprises lurk within the structures of the Clan Houses. Gangs of thieves and murderers, operating without the sanction of Guild or Clan, roam the streets of most domes. Gathered around an outcast or ex-ganger, they target hardworking citizens from the dome's labyrinth of shadows. In larger sectors these gangs might report to a single individual, though such men and women are careful not to draw too much attention, as the Enforcers are swift to smash apart any criminal enterprises that become too organised.

The underhive, by contrast, is a far more natural environment for the criminal element. Here, crime bosses will run entire settlements, the Merchants Guild accepting them as a necessary evil and dealing with them despite their lack of official status. In such a lawless place as the depths of the underhive, sometimes it takes those who do not follow the law to keep order. Thus, even in the underhive, criminal networks cling to settlements and other outposts of civilisation, leaving the true lawlessness of the badzones in between settlements, the hive bottom and the outlands to mutants and heretics. Hive Primus, as the capital hive of Necromunda, has more than its share of would-be crime lords. Some, such as the Gentlemen of Ash, provide for the needs of the Great Houses, their grey-clad agents tolerated by the Imperial House for the useful connections they provide to the

underworld. Others make themselves empires in the heart of Hive City, like the Cogminsilica. A conclave of corrupted adepts and manufactorum overseers, they control scores of manufactorums and hold shadow contracts with most of the Houses, relying on the rivalry of the clans to keep them safe.

As the teeming domes of Hive City give way to the underhive, criminals and crime lords also become more brazen and open in displaying their power. In Hive Primus, the most feared of these ruthless individuals is undoubtedly Balthazar Van Zep, leader of the Black Network. Balthazar's Hive Primus crime empire extends out across the badlands and claims dozens of settlements from Dust Falls to Sumptown, each one ruled over by one of Balthazar's lieutenants. There are few restricted enterprises that Balthazar does not have one of his podgy fingers in, and his activities are not limited solely to the Palatine Cluster – the tendrils of the Black Network reaching out to far distant hives and ash waste towns. A large part of the crime lord's power can be attributed to his main enforcer, the terrifying Lothar Hex. Hex is a bogeyman of the underhive, rumoured to have single-handedly decapitated the criminal leadership of Dead End Pass when they thought to go it alone from the Black Network. Anyone who dares move against Balthazar is likely to get a visit from the masked assassin, and even the leaders of the local Merchants Guild have learned that it is better to work with Balthazar and his cronies rather than wake up with one of Hex's bolt pistols pressed against their temple.

Despite the power and influence of underhive crime lords such as Balthazar, Necromunda remains a vast world of uncounted hives and wasteland settlements, far larger than any one criminal could hope to control – though it does not stop some, such as Balthazar, from trying. Adding to the complexity of the thousands upon thousands of individual criminal networks is the sheer diversity of crimes, and though many are represented, at least to a degree, in every hive, the exact scale depends entirely on the skill and strength of particular crime lords.

RECIDIVIST ALLIES

Recidivists, to use a common Necromundan term for the criminal elements, are sometimes indistinguishable from the gangs and outlaws of the underhive. Where they differ is in the scope and subversion of their actions, running crime empires to rival the power of the Merchants Guild or the Clan Houses. During their career a gang will deal with scores of Recidivist organisations, whether it is buying illegal goods from the Black Market or taking shady jobs outside of the remit of their House masters. Gangs might also find themselves actively recruited by Recidivists, falling into alliances with them as muscle or hitmen. Of course, there are almost as many kinds of Recidivists as there are crimes on Necromunda and each criminal organisation offers its own rewards and perils.

COLD TRADERS

On Necromunda, as on most worlds of the Imperium, there will always be a market for forbidden artefacts. Spire nobles, weary of genecraft delicacies and arcane techno-baubles, covet the thrill of owning a genuine alien relic or restricted life form. Equally, wealthy criminal cartels and powerful gang lords eagerly spend their coin on proscribed military hardware to increase their power, caring little about its origins. Even simpler items, such as clean water and naturally grown food, are rare enough on Necromunda to warrant their own clandestine black markets, and men and women willing to risk their lives to profit from them. This collective underground dealing in illegal offworld goods is known as the Cold Trade. All trade on and off Necromunda is heavily monitored, and merchant vessels are only allowed into Necromundan orbit while under the guns of the Eye of Selene. For this reason, getting goods onto or off the planet is no mean feat. Some Cold Traders rely upon a winding trail of bribed officials and corrupted ship captains to move things through the Eye of Selene and down to Hive Primus, where it can then be moved quietly out into the surrounding hives. These traders fight a constant battle against the Imperial House and the Adeptus Terra, who keep a close eye upon Necromunda's output and tithe. Gangs living in the depths of the Eye of Selene are on the front line of this conflict, hunting down or aiding the trade depending on who is paying their way.

Other Cold Traders, especially those dealing in alien goods or dangerous xenofauna, use orbital dead drops to get their goods past Lord Helmawr's blockades. Heat-shielded cargo containers, old shuttle craft or repurposed saviour pods are used to throw contraband down into the ash wastes. To avoid detection, some craft will release their cargo millions of kilometres from Necromunda, the containers tumbling silently through the void for months, or even years, before crashing down to the planet's surface.

There are many xenos smugglers and relic traders who call Necromunda home, some existing to cater to the needs of the planet's decadent elite, others with more nefarious agendas and seditious connections. The disgraced Rogue Trader Yargoth Hurne and his network, the so-called Tenebrous Way, is perhaps the most well-known of these to trade within the Palatine Cluster. A quivering mountain of a man, Hurne lost his writ and his fleet to the treachery of his siblings, his own sister leaving him stranded on Necromunda and making off with his flagship. Broken by the betrayal, Hurne instead turned his efforts to building an empire within the hives. Thus was the Tenebrous Way born, Hurne using his contacts and remaining authority to create an underground market in offworld goods and, for the more discerning customer, xenos artefacts and weaponry. It is rumoured that when the Matriarch of Greim sought to rid herself of a troublesome suitor (and his extended family), it was Hurne who procured her the extraordinarily dead

BENEFITS

Xenos Artefacts: While the gang is allied with the Cold Traders reduce the Legality of Black Market Xenos weapons and Wargear by 2. In addition, when the alliance is formed, the gang's Leader can select a random Xenos weapon from the Black Market and add it to their Fighter card. If the alliance is ever broken, this weapon is immediately removed from the Leader's Fighter card.

Void-born Bounty Hunters: In the pre-battle sequence the gang may add a Smuggler Shore Party (see page 463) to their gang for the game. These Hired Guns do not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random. However, when selecting the crew for a battle, the Smuggler Shore Party counts as only one fighter, effectively allowing the crew to include two or three more fighters than the crew size may allow.

If the gang is playing The Hit, Escort Mission or the Last Stand scenario as a result of the Press Ganged rule (see below) then a Smuggler Shore Party must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Press Ganged: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On 1, 2 or 3, the gang must choose The Hit, Escort Mission or Last Stand and take on the role of the attacker. On a 4+, they can choose any scenario as normal. Instead of rolling, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Imperial Entanglements: During the post-battle sequence, if the gang fielded a Smuggler Shore Party, they must randomly select one of their fighters who is not In Recovery to be subjected to investigation. This fighter is lying low and must miss the next game. Instead of choosing a fighter the gang can choose to ignore this drawback, but if they do they must Test the Alliance.

SMUGGLER SHORE PARTY

The Cold Trade deals with all manner of alien and void-born scum. These vile individuals normally cling to the fringes of the Imperium for fear of extermination or imprisonment. However, the Imperium is vast and even on a populous world such as Necromunda, renegades and smugglers can be found lurking in the shadows.

A Smuggler Shore Party is a gathering of renegades centred on a powerful Cold Trader. This could be anything from a disgraced Rogue Trader or Chartist Ship Captain to an Alien Corsair or Xenos Void Lord. The Shore Party itself comprises every kind of spacer scum that can be imagined, including Imperial Navy deserters, feral stowaways and abhuman adventurers, all of which have thrown their lot in with the Cold Trader for the promise of fortune and glory.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Cold Trader	4"	4+	3+	3	3	2	4+	2	7+	6+	6+	6+
Bosun	4"	5+	4+	2	3	1	4+	1	8+	7+	6+	6+
Void-born Scum	4"	3+	4+	5	5	3	4+	2	8+	7+	7+	7+

COMPOSITION

A Smuggler Shore Party consists of one Cold Trader, one Bosun and two Void-born Scum.

SPECIAL RULES

A Band Apart: Members of the Smuggler Shore Party take care of their own, especially valued representatives and their favoured attendants. The Guild Representatives will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If a Smuggler Shore Party fighter goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

"Here to Help": Unlike other fighters, a Smuggler Shore Party is not counted during the Choose Crews step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and in some cases must) be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

COLD TRADER SPECIAL RULES

Smuggler Shore Party Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Smuggler Shore Party fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield. Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Smuggler Shore Party fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

BOSUN SPECIAL RULES

Smuggler Shore Party Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Smuggler Shore Party fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Smuggler Shore Party fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

VOID-BORN SCUM SPECIAL RULES

Bodyguard: If the Cold Trader is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Void-Born Scum within 2" of the Guild Procurator.

Indentured Fighters: If both the Cold Trader and Bosun are removed from play for any reason, any Void-Born Scum, without guidance, will automatically behave as if the crew they are part of has failed a Bottle test, regardless of how many fighters in total have been removed from play.

EQUIPMENT

The Cold Trader is armed with a sling gun and a stiletto knife, and is equipped with armourweave armour and a bio-booster.

The Bosun is armed with a shotgun with solid and scatter ammo and a fighting knife, and is equipped with mesh armour.

A Void-born Scum is armed with either an autopistol and a fighting knife or a laspistol and a fighting knife – each may be armed differently. Both are equipped with flak armour.

SKILLS

The Cold Trader has the Step Aside and the Make a Leadership check for this fighter each time another friendly fighter within 6" gains a point of Experience. If the check is passed, the other fighter gains two Experience instead of one.

Overseer skills. They may, however, only use the Overseer skill to Order another member of the Smuggler Shore Party.

The Bosun has the Dodge skill.

FALLEN HOUSES

Over ten millennia of Imperial rule many noble houses have risen and fallen on Necromunda. Most have been long forgotten, any trace of their existence buried deep beneath the constantly shifting ash wastes. Some live on as fragmented bloodlines within the current ruling Houses, or as cautionary tales told to disobedient spire children. Then there are those who do not yet know they are dead and cling doggedly to the tattered remains of their oncegreat empires. These are the Fallen Houses, gangs of criminal nobles who may or may not have any true claim to the names they bear, but have chosen to use what power is left to them to strike back at Lord Helmawr's rule. Unlike rebels, cults or common criminals, a Fallen House conducts itself with the nobility of its claimed station. All that matters to them is reclaiming their place among the Great Houses. In the minds of the fallen nobles, they are righteous outcasts, wronged by their peers – it is the tyranny of Lord Helmawr who is responsible for their downfall, not the excesses of themselves or their ancestors.

Setting up courts in dingy underhive settlements or remote badlands camps – where their adversaries cannot easily move against them – a Fallen House musters its strength and cultivates resources. The fading wealth and influence afforded them give them an edge over other criminal organisations, and some displaced nobles are part of exile networks that span Necromunda. The Fated Sons and Daughters are an example of this kind of hidden union. Made up of men and women of noble birth who, for whatever reason, have found themselves expelled from their own families or who carry names that once meant something, the Fated support each other's claims to a place among the Great Houses. A shadow underclass of the nobility, they demand respect wherever they go, many within other criminal gangs or Guilder families secretly pledging their allegiance to their cause. Lord Helmawr has a special hatred for organisations like the Fated and what they stand for, as unlike imposters or crime bosses they possess the most dangerous weapon of all: a claim to his throne

BENEFITS

Rebellion: While the gang is allied with a Fallen House, if they win a game against a Law Abiding gang, they gain an additional D6x10 credits. If their opponent was an Enforcer gang or a gang allied with the Merchants Guild or the Imperial House, they gain an additional 2D6x10 credits and 1 point extra of Reputation instead.

Rebel Lords: In the pre-battle sequence the gang may add a Rebel Lord Hired Gun ([see page 465](#)) to their gang for the game. This Hired Gun does not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If the gang is playing against an Enforcer gang, or a gang allied with the Merchants Guild or the Imperial House then a Rebel Lord Hired Gun must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

For the Cause: In a campaign, when challenged for a Racket, Territory or similar, if the opponent is an Enforcer Squad gang or is in an Alliance with the Imperial House or the Merchants Guild, you must accept. Alternatively, the gang can opt to refuse the challenge, but if they do they must Test the Alliance.

Ancient Oaths: During the post-battle sequence, the gang must give up D3x10 credits to the Fallen House. If the gang will not, or cannot, give this tithe to the Fallen House, they must instead Test the Alliance.

REBEL LORD

The Noble Lords of Necromunda are powerful individuals of a kind to rival the elite of the Imperium. Hundreds of generations of selective breeding and genetic manipulation, combined with access to almost limitless wealth, has transformed them into living demi-gods cloaked in mortal form. When a Great House falls these mighty lords are almost always hunted to extinction, lest they escape into the wilds of Necromunda and become rebels. The bounties placed on the heads of these fantastically dangerous souls are often enough to raise a common ganger up from the brutality of the underhive and give them a life of privilege and plenty in the upper reaches of Hive City. This is how dangerous they are considered to the continuance of the ruling Houses and their masters.

Each Rebel Lord is a deadly adversary of the Imperial House who might come to their allies' aid if it serves their interests; usually if it involves the restoration of their personal glory. Augmented with bionics or biometrics their bodies are more resilient, while the faded opulence of their clothes hide an armourer's vault of digi-weapons and rarefied combat-tech. More dangerous than their masterwork firearms or energy blades, however, is their will. A Rebel Lord is more than a mere villain – for they are among the last of their line and burn with vengeance to see the Imperial House brought down.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Rebel Lord	4"	3+	3+	3	3	3	3+	2	7+	6+	6+	6+

SPECIAL RULES

A Band Apart: A Rebel Lord will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If the Rebel Lord goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

“Here to Help”: Unlike other fighters, a Rebel Lord is not counted during the Choose Crews step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and in some cases must) be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

EQUIPMENT

All Rebel Lords are armed with four digi lasers. Additionally, a Rebel Lord may be armed with either a pair of Master-crafted laspistols and a stiletto sword, or a bolt pistol and a thunder hammer. A Rebel Lord is equipped with light carapace armour and either a displacer field or a refractor field.

SKILLS

A Rebel Lord may have two skills of your choice, chosen from the Agility, Combat, Cunning or Shooting skill sets.

IMPERIAL IMPOSTERS

The Imperium is an unbelievably convoluted bureaucracy layered over an ossified society built upon thousands of years of unbroken tradition. In such a civilisation, titles and ancestry have immense power, with nobles enduring for centuries upon the strength of their name, while generations of workers toil away bearing the designation of their forebears. On Necromunda, the greatest example of this is the Imperial House, and the title Lord Helmawr, one that has held the hive world together for over seven millennia.

In such a society, one of the greatest crimes is the falsifying of ancestry or the impersonation of a member of a Noble House or the great Adeptus Terra. Criminal enterprises exist solely for this purpose, and at various points in Necromundan history entre fictitious Houses have appeared to exploit the byzantine nature of the planet's governance. More commonly, individuals will trade in counterfeit documentation or identities, the latter especially desirable for criminals seeking to vanish into Necromunda's sea of humanity. Counterfeiters and imposters then set themselves up in the privileged strata of hive society, usually stealing as much as they can before discovery. Some might even use their stolen power to start conflicts between noble families for their own twisted amusement. Quite rightly both the Imperial House and other Great Houses consider the imposter's crime among the greatest a citizen of Necromunda can commit.

Perhaps of more concern to the nobility than those who merely impersonate them, are those who seek to erase them from existence. Revisionist assassins do not kill their targets with blades or bullets but rather by destroying the records of their existence and their connections to their peers. This kind of crime is only possible because of the diffuse nature of the Noble Houses themselves, each one containing thousands of individuals scattered across hundreds of bloodlines and living in hives across the vast surface of Necromunda. Often, a noble will have rarely or never met their own siblings, let alone those of other families, and if the Adeptus Terra claim a brother or sister is long dead, their holdings passed on to other parties and their wealth forfeit, who are they to argue? The stripping of a noble of their wealth and title is an especially heinous fate for one raised in a spire and unused to the cruel realities of daily life in the depths of the underhive.

Faux nobility are well-versed in the mechanisms of power that run Necromunda, and the aid of an Imperial Imposter can elevate a gang to unheard-of levels of 'opportunity' – provided they don't get caught.

BENEFITS

An Honourable Word: While the gang is allied with an Imperial Imposter they can protect themselves or another gang from being outlawed (**see page 269**). At the start of a Campaign week choose a gang (this can be the player's own gang). For the duration of this Campaign week the selected gang can ignore any one action that would result in them becoming an Outlaw gang.

FAQ 2019: If a gang that is allied with an Imperial Imposter changes alignment in a Law and Misrule campaign, it must Test the Alliance but does not add 3 to the dice roll.

Uphive Ambassadors: In the pre-battle sequence the gang may add a Master Charlatan (**see page 467**) to their gang for the game. This Hired Gun does not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If the gang is playing the Murder Cyborg, Shoot-out or Escort Mission scenario then a Master Charlatan must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Noble Ambitions: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On 1, 2 or 3, the gang must choose Looters, Forgotten Riches or Caravan Heist. On a 4+, they can choose any scenario as normal. Instead of rolling, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Guilt by Association: During the post-battle sequence, if the gang fielded a Master Charlatan they must roll a D6. On a 6, their association has been discovered and the gang is outlawed (**see page 269**). Instead of rolling, the gang can dissociate itself from the Imperial Imposters, but if they do they must Test the Alliance.

MASTER CHARLATAN

Master Charlatans blend seamlessly into Necromunda high society. Dressed as nobles and adopting their affectations they work towards their own ends – which is usually robbing the Noble Houses mercilessly. Some have deeper agendas, often because they are in the employ of other Noble Houses or vengeful renegades, though these are the exception rather than the rule. Then there are those who find their way down into the underhive. These duplicitous individuals play off the locals’ ignorance of noble conventions to live comfortably or manipulate those around them – though the price of discovery is usually being hung from the settlement walls or thrown down the deepest, darkest hole around.

A Master Charlatan might aid a gang by offering unique talents such as disguising themselves as the gang’s rivals on the battlefield or spreading disinformation before or after confrontations. Sometimes, they might even appear as specific members of their allies’ own gang, such as a noteworthy leader or champion, fooling the enemy long enough for them to be ambushed. Should the Master Charlatan be revealed, they are still a deadly prospect to face, their lifestyle having afforded them a wealth of concealed weapons and wargear.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Master Charlatan	5''	3+	3+	3	3	3	4+	2	7+	5+	6+	6+

SPECIAL RULES

A Band Apart: A Master Charlatan will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If the Master Charlatan goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

“Here to Help”: Unlike other fighters, a Master Charlatan is not counted during the Choose Crews step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and in some cases must) be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

EQUIPMENT

A Master Charlatan is armed with a needle pistol, a stiletto sword and four digi lasers, and is equipped with mesh armour, a holochromatic field and a Falsehood.

SKILLS

A Master Charlatan has the Evade, Infiltrate and Step Aside skills.

NARCO LORDS

Chems in all their forms are an integral part of Necromunda. Without stims, gruelling work quotas might not be met; without their speciality meds, the ruling elite could not extend their lifetimes; and without the Ghastrade, the coffers of Lord Helmawr would be significantly lighter. House Escher in particular is responsible for the majority of Necromundan stim manufacturing, its products produced to the high standards of the House's Alchemyst Covens under sanction by the Imperial House. Other Houses also have their own specialised chem industries, such as the Lho trade of the Orlocks or the Cerebrum dens of the Delaqua, though none are quite as large or widespread as those of the Escher. The Merchants Guild too has its own pharmacy cabals, though these usually deal in the fungal narcotics of the underhive, created in the homemade synth stills of holesteaders, or by badzone hedge-chemysts.

Despite the tangled web that is the Necromundan chem trade, there is still ample room for crime lords to stake their claims. So-called Narco Lords and Narco-gangs trade in stolen or counterfeit chems, taken from official Escher shipments, House stockpiles or Guilder caravans. There is always a ready market for those not willing to pay the high prices set by the Merchants Guild, whether it is medicine for a kind-hearted rogue doc, or the next fix for an underhive degenerate. Narco Lords savagely defend their territories and are in almost constant conflict with other criminals, the Guilds and the Clan Houses. The most powerful of these criminals lord over multiple settlements and regions, with an income to rival a prosperous Guilder family, but only do so as long as they can maintain their authority. House Goliath relies upon chems for its very existence, and those they cannot gain by legal means, they make up for by using their extensive connections to the hive Narco Lords

Narco Lords are equally callous when it comes to the muscle they hire to protect their interests. Bounty hunters and scum gravitate towards these criminals for the large sums of creds they can offer, while desperate gangs sign up to be paid in product. Grimmiest of all are the indentured militia, scraped together from those deep in debt to a Narco Lord. These poor souls are driven into battle against the criminal's rivals with frenzon collars or similar chem-shackles fixed around their necks, the price of failure often a fatal overdose.

Amongst the numerous Narco-gangs, of special note are Malifixers. It is unclear where these criminal agents take their name, though on the world of Necromunda they have become synonymous with the Narco Lords. Hardened hired guns, Malifixers are especially prevalent in the subversion of the Ghastrade, being among the only members of a Narco Lord's organisation cunning enough to raid the Ghastrade stockpiles of Lord Helmawr and live.

There are countless Narco-gangs and bosses on Necromunda, their numbers constantly rising and falling in between bouts of violence. In the Palatine Cluster one of the largest criminal chem networks is the Narcozium Alliance, a league of narco-bosses and rogue gangs. Like a swarm of ripperjacks, each time the Enforcers smash apart one of the Narcozium's gangs, another springs up in its place. Even Balthazar's own Black Network has had little luck destroying the Narcozium, the crime boss often fuming over the trade the alliance has stolen from him. It is unclear who actually commands the Narcozium, though gutter town whispers say its leadership, like its membership, is in constant flux to confound the efforts of its enemies to destroy it. Some believe that the Narcozium is a front for a corrupted Enforcer Proctor, which would explain its continued survival. If this is, in fact, true, it would make the Narcozium one of the most powerful organisations in Necromunda's planetspanning underworld.

BENEFITS

Criminal Allies: Any gang may form an Alliance with the Narco Lords provided it is an Outlaw gang. The nature of their operations makes the Narco Lords deeply distrustful of Law Abiding gangs.

Strong Alliance (House Goliath): The first time a gang belonging to House Goliath is required to Test the Alliance with this ally, do not roll. Instead count the result as Disquiet.

Abundant Supply: While the gang is allied with the Narco Lords, the Rarity and Legality of all chems are reduced by 2. In addition, the gang does not need to check to see if their supplier has run out ([see page 101](#)) as long as the alliance lasts.

Narco Scum: In the pre-battle sequence the gang may add D3+2 Hive Scum Hired Guns ([see page 409](#)) to their gang for the game. These Hired Guns do not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If the gang is playing the Downtown Dust-up, Ghastrade Harvest or The Hit scenario then these Hive Scum Hired Guns must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Courier Work: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played roll a D6. On 1, 2 or 3, the gang must choose Downtown Dust-up, Ghastrade Harvest or The Hit scenario and take on the role of the attacker. On a 4+, they can choose any scenario as normal. Instead of rolling, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Payment Due: During the post-battle sequence, if the gang gained any credits as a scenario reward, the gang must give up D3x10 credits to the Narco Lords. Instead of rolling, the gang can choose to keep all its rewards, but if they do they must Test the Alliance.

PSI-SYNDICA

The line between crime and heresy remains a narrow one, especially on a world as violent and corrupt as Necromunda. However, no offense to the Imperial House, and by extension the Imperium, is greater than trafficking in psykers and psychic foci. Broadly, these are known to the Palanite Enforcers and Lord Helmawr's bounty hunters as the Psi-Syndica, cabals of criminals who care little for sedition or the worship of dark powers, only the coin they can make by trading in psykers. Most other criminal organisations keep well clear of the Psi-Syndica if they ever encounter them, as they are dangerous individuals indeed, supported by thrall wyrds. Even Balthazar's Black Network, that claims dominion over the underworlds of the Palatine Cluster, goes to great lengths to avoid contact with these unusual Recidivists – even to the point of purging whole subsections of the Black Network should it be revealed to contain, or even just be dealing with, a member of the Psi-Syndica. Partly this is because confrontation with psykers is always unpredictable and dangerous, but mostly it is because any criminal with a modicum of common sense doesn't want to draw the attention of those who hunt the Psi-Syndica. Savage psi-hounds, the hardest of Necromunda's bounty hunters, and specially trained and equipped units of Subjugators are among some of those the Imperial House uses to root out these criminals. The Imperium demands all citizens with the merest spark of psychic potential be identified and controlled, and it is Lord Helmawr's duty to oblige.

These terrible consequences and sanctions, however, have not stopped the rise of the PsiSyndica. More a hidden network of powerful individuals than a true organisation, they have perfected the arts of finding and capturing those of a psychic nature, to train, sell or use in the creation of more psykers. Many members of the Psi-Syndica are psykers themselves, powerful enough to evade detection, and use their gifts to subdue other, weaker, examples of their kind. Often hidden inside the ranks of other organisations, they perfect their skills in psychosurgery and psychic enhancement. Rumour has it that there are Psi-Syndica within the networks of the Clan Houses, concealed within the governorship of underhive settlements and even among the Guilder families who traverse the hives.

As one might expect from such a clandestine and illegal criminal practise, the identities of Psi-Syndica members are often little more than rumour and legends – such as the tales told of the mysterious Church of Esoterica. Despite its name, the Church of Esoterica is neither a splinter religion of the Imperial Creed or a subversive cult. Its leaders carefully cultivate the illusion of faith and dedication to an absent god to hide their true purpose. Initiates are inducted under the guise of joining a cult dedicated to the Emperor then psychically awakened via various methods – often involving the dangerous and illicit drug Ghast. Those who survive the process inevitably find themselves imprisoned and offered up for sale.

BENEFITS

Psychic Awakening: When the gang allies with the Psi-Syndica, they may generate a random Wyrd Power ([see page 102](#)) for one of their fighters. The fighter permanently gains the use of the power as well as the Unsanctioned Psyker special rule ([see page 49](#)).

If the gang breaks their alliance with the Psi-Syndica, they must pay the fighter's value in credits to their former allies or remove the fighter from their gang roster.

Mind-locked Wyrd: In the pre-battle sequence, the gang may add a Mind-locked Wyrd Hired Gun to their gang for the game ([see page 471](#)). This Hired Gun does not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If the gang is playing the Ghast Harvest scenario then the Mind-locked Wyrd must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Dark Dreams: During the pre-battle sequence, before the Choose Crews step, randomly select one of the gang's fighters who is not in Recovery. The selected fighter must immediately make a Willpower check. If they fail, they cannot be chosen to be part of the gang's crew for this game. Alternatively, the gang can decide not to choose one of their fighters and instead Test the Alliance.

Psykanarium Attention: During the post-battle sequence, if the gang used any psychic powers during the game there is a chance they might have drawn unwanted attention from the Imperial House's own tame psykers. Roll a D6, adding 1 for each fighter with the Unsanctioned Psyker rule who fought on their side during the battle. If the result is 7+, randomly choose one of the gang's fighters and make a roll for them on the Lasting Injury table. The gang can choose not to make this roll, in effect giving up a member of the Psi-Syndica to cover themselves, but if they do, they must Test the Alliance.

MIND-LOCKED WYRD

The penalty for harbouring rogue psykers on Necromunda is swift and brutal. That the psykers themselves are quietly taken away even as those around them are being executed says more about Lord Helmawr's laws than it does about those of the Imperium. After the tithes to the Imperium, and the culling of those psykers deemed too dangerous to even transport off-world, there remains a substantial quantity that slip between the cracks. Many of these end up collared and conditioned in the employ of the Imperial House, but many more escape into the underhive. Those that survive their 'gifts' might even make something of themselves.

Mind-locked Wyrds are unsanctioned psykers who have been broken to the will of the Psi-Syndica. Via various means of psychic modification and cranial implants the wyrd's will is subsumed by their new masters, transforming them into foot soldiers for the criminal lords. This also allows the Psi-Syndica to send the rogue psykers to aid their allies, confident the wyrds will not betray them. Mind-locked Wyrds are also deeply unsettling individuals, even by the standards of the underhive, and gangers tend not to enjoy spending much time with them. The edge they can bring to battle, however, is undeniable; after all, who wouldn't want the ability to look inside their enemy's minds and pluck out their battle plan, project protective force fields to defend their fighters or simply sweep an enemy away with a wave of telekinetic force!

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Mind-locked Wyrd	4"	5+	3+	3	3	2	4+	1	8+	6+	4+	9+

SPECIAL RULES

A Band Apart: A Master Charlatan will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If the Master Charlatan goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

"Here to Help": Unlike other fighters, a Master Charlatan is not counted during the Choose Crews step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and in some cases must) be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

Wyrd: A Mind-locked Wyrd may choose three of the following psychic powers:

Pyromancy: Scouring

Telekinesis: Assail, Force Blast

Telepathy: Maddening Visions, Hypnosis, Unbreakable Will

EQUIPMENT

A Mind-locked Wyrd is equipped with mesh armour.

SKILLS

A Mind-locked Wyrd has the Fearsome and Unsanctioned Psyker skills.

ROGUE FACTORIA

Technology is a heavily ritualised aspect of the Imperium; each lumen, ration packet or lasgun constructed from ancient plans to exacting standards. Only the sacred Adeptus Mechanicus is permitted to deal in Standard Template Construct (STC) printouts, the basis upon which all Imperium technology is derived. These are considered holy relics by the Cult Mechanicus, and even on a world as prolific in its manufacturing as Necromunda, representatives from the Adeptus Mechanicus will oversee the production of all goods. Some criminals, not content to merely steal the output of these manufactoria, instead turn to the creation of their own machinery, wargear or weaponry, often using stolen Mechanicus Archprints. Obviously, from the point of view of the Adeptus Mechanicus, any such organisation is not merely an affront to Mars, but are heretics in the eyes of the Omnissiah. It is a constant thorn in Lord Helmawr's side that the Adeptus Mechanicus must carefully assess each portion of Necromunda's output for goods not bearing the indelible mark of the Machine God. In many ways, the Imperial House considers Archprint thieves to be worse than true hereteks. The work of a heretek is easy to identify, being a profane perversion of the technologies of the Adeptus Mechanicus that has been modified in unsettling ways. By contrast, a lasgun created from a stolen Archprint might seem much the same as one turned out by the hive factories, and only the exacting eye of a Tech-Priest might be able to tell the difference.

Rogue Factoria survive in the depths of the underhive, their workers toiling away under the cruel lash of their criminal masters. Ancient manufactoria domes are restored to temporary working order by the Archprint thieves who turn out a load of weapons before the Merchants Guild detects the drain on the hive's power supply. These are then sold to corrupt Guild families and hive officials eager to meet the punishing quotas set by the Houses, or to desperate gangs and settlers who care little for a weapon's origins provided it works. Rogue Factoria bosses also deal in the Archprints themselves, selling copies or allowing others to use them for a suitable price. They are also less discerning than the Great Houses when it comes to choosing their customers, and will happily trade with true hereteks if their coin is good.

The Archwerks dominates the Rogue Factoria enterprises of the Palatine Cluster. Its boss, the renegade Van Saar Cornalis Gar, oversees dozens of secret manufactorums throughout the underhive turning out guns, machinery and gear crafted from dozens of stolen Archprints. Gar is hunted by both the Imperial House for endangering its obligations to the Adeptus Mechanicus, and his former Clan House after he absconded with prototype designs extracted from the Van Saar STC. The Archwerks have been so prolific that millions of weapons and items of wargear bearing his secret maker's mark (the broken cog) have found their way into hundreds of Necromundan hives and even out into the wider Imperium. An architectural genius, Gar has managed to evade his many enemies by creating logic traps and optical pitfalls in the badzones surrounding his hideouts. One story tells of how an Escher gang, sent by their House to claim Gar's head, became lost in a labyrinth of seemingly identical corridors for days. In fact, the fighters were covering the same few hundred metres again and again, convinced by a cunning illusion of intersecting perspective to turn back the way they had come each time they reached the way out.

BENEFITS

Bargain Ordnance: While a gang is allied with the Rogue Factoria, it gains access to counterfeit weaponry. When the gang visits the Black Market, it can purchase a counterfeit version of any weapon. Counterfeit weapons have their Rarity reduced by 2 and their cost lowered by 20%, rounded down to the nearest 5 credits (i.e., a Grav-gun which normally costs 120 credits and has a Rarity of 11 would cost 95 credits and have a Rarity of 9). Counterfeit weapons are not as reliable as normal weapons, and either have the Reckless trait (if they also possess the Melee trait) or the Unstable trait (if they do not possess the Melee trait), and count as illegal equipment ([see page 306](#)) with a Legality equal to their modified Rarity.

Hedge Armourers: While the gang is allied with the Rogue Factoria, they count as having an Ammo-jack Hanger on working for their gang ([see page 376](#)). This Ammo-Jack does not count against the gang's normal limit of Hangers-on.

Factoria Work Gangs: In the pre-battle sequence the gang may add a Factoria Work Gang ([see page 473](#)) to their gang for the game. These Hired Guns do not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random. However, when selecting the crew for a battle, the Factoria Work Gang counts as only one fighter, effectively allowing the crew to include two or three more fighters than the crew size may allow.

If the gang is playing The Hit, Escort Mission or the Last Stand scenario then a Factoria Work Gang must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Eye of the Omnissiah: In the pre-battle sequence, during the Choose Crews step, if the gang has included any fighters carrying Counterfeit weapons as part of its crew then their opponent may include a Bounty Hunter without having to pay their hiring fee. Fighters armed with Counterfeit weapons are worth their full value when sold to the Guilders.

Factoria Workers: If the gang includes any Counterfeit weaponry, they must include a Factoria Work Gang ([see page 473](#)) as part of their crew or instead choose to Test the Alliance.

FACTORIA WORK GANGS

Factoria work gangs are motley groups of miscreants gathered from wherever their Rogue Factoria masters can scrounge them. Some are criminals working off debts to their underhive bosses, while others are escapees from uphive who came to the underhive seeking freedom and wealth but found a life much like their old one.

These irregular fighters are armed with a wide array of cheap counterfeit weaponry, often taken from the cast-offs of the factory line. So armed, they are then pressed into service as ad hoc militia for their masters. The life of a Rogue Factoria worker is of little consequence to the Factoria's crime lords and they are often used as fodder to protect the manufactoria plants. Sometimes, should it be required, they might be loaned out to allied gangs to act as expendable troops in Necromunda's endless intergang warfare.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Factoria Overseer	4"	4+	3+	3	3	2	4+	2	8+	7+	6+	6+
Work Party Boss	4"	5+	4+	2	3	1	4+	1	7+	6+	6+	6+
Factoria Workers	4"	5+	5+	3	5	1	4+	1	8+	8+	8+	8+

COMPOSITION

A Factoria Work Gang consists of one Factoria Overseer, one Work Party Boss and three Factoria Workers.

SPECIAL RULES

A Band Apart: Members of the Factoria Work Gang take care of their own, especially valued representatives and their favoured attendants. The Guild Representatives will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If a Factoria Work Gang fighter goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

"Here to Help": Unlike other fighters, a Factoria Work Gang y is not counted during the Choose Crews step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and in some cases must) be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

FACTORIA OVERSEER SPECIAL RULES

Factoria Work Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Factoria Work Gang fighters that are within 12" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Factoria Work Gang fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

WORK PARTY BOSS SPECIAL RULES

Factoria Work Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Factoria Work Gang fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Factoria Work Gang fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all the fighter who will be activated in this way before any of them is activated.

- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually, groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

FACTORIA WORKERS SPECIAL RULES

Bodyguard: If the Factoria Overseer is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Factoria Workers within 2" of the Factoria Overseer.

Indentured Fighters: If both the Factoria Overseer and Work Party Boss are removed from play for any reason, any Factoria Workers, without guidance, will automatically behave as if the crew they are part of had failed a Bottle test, regardless of how many fighters in total have been removed from play.

EQUIPMENT

The Factoria Overseer is armed with a combi-pistol (autopistol and plasma pistol) and a shock baton, and is equipped with mesh armour.

The Work Party Boss is armed with a laspistol and a shock whip, and is equipped with mesh armour.

A Factoria Worker is armed with either a reclaimed autogun or a reclaimed autopistol and a fighting knife. Each may be armed differently.

SKILLS

The Factoria Overseer has the Commanding Presence and the Make a Leadership check for this fighter each time another friendly fighter within 6" gains a point of Experience. If the check is passed, the other fighter gains two Experience instead of one.

Overseer skills. They may, however, only use the Overseer skill to Order another member of the Factoria Work Gang.

The Work Party Boss has the Iron Will skill.

NOBLE HOUSE ALLIANCES

Gangs may also ally with the Noble houses of Necromunda.

HOUSE GREIM

House Greim is one of the seven Great Houses of Necromunda, standing shoulder to shoulder with the likes of House Ulanti, Ran Lo and even House Helmawr itself. Based in the spire of Hive Primus, the House owns huge portions of the planet's weapons manufacturing capacity, and has built itself up as the 'military' House of the hive world. That the vast majority of its members have never seen a battle hasn't stopped it from proclaiming itself the preeminent military family of all Necromunda. Resplendent in campaign medals and ornamental weaponry, the lords of House Greim march about the spire conducting business like they are waging war. And perhaps they are. In the struggles between the Great Houses, the scions of Greim have survived for centuries, using one stratagem or another to outwit their foes. It also helps that Greim claim ownership of the titles and structures of the Necromunda Militia regiments, from which the Astra Militarum draws troops to serve the Imperium. This means many militia commanders, as well as representatives for the Imperial Guard, owe House Greim for their commission and their position on Necromunda.

Lord Ludwig Greim, Krieger-Lord of the Palatine Cluster, and Marshal of Helmawr's Ash Militias, rules over his kin with military precision. Ordnance turned out by the Clan Houses is inspected and tested by the Great House's agents, the finest selected to bear the mark of House Greim itself, and gifted to their prize battalions and companies. It is a form of blatant favouritism that Lord Helmawr willingly tolerates, much like the affected military titles and puffed-up personalities of House Greim. The Lord of Necromunda knows that by allowing Ludwig and the nobles of Greim to play at soldier, they will support him against the other Houses, their loyalty bought with a few shiny medals.

House Goliath, renowned for the strength of their gangers and the quality of their steel, has been a close ally of House Greim for many generations. The Goliaths enjoy the favours that the Great House can bestow, along with lucrative Astra Militarum weaponry contracts, while the Greim entertain notions of one day raising a regiment comprised entirely of Goliaths. Only the sanction of Lord Helmawr, and the Imperium's distrust of abhumans, has so far stymied House Greim, though the time might yet come when the Goliaths march to war.

BENEFITS

Noble Intrigues: Any gang may form an Alliance with House Greim. In addition, House Greim does not care if a gang is Law Abiding or Outlaw – what matters is that the Alliance benefits House Greim.

Strong Alliance (House Goliath): The first time a gang belonging to House Goliath is required to Test the Alliance with this ally, do not roll. Instead count the result as Disquiet.

The Finest Ordinance: While the gang is allied to House Greim, they can benefit from a higher grade of bullets, explosives and other ordnance. The fighters in the gang can re-roll any Ammo checks they are required to take.

Military Attaché: During the pre-battle sequence, the gang may add a House Greim Military Attaché to their gang. If the gang is facing an enemy with a higher Gang Rating than their own, they must include a House Greim Military Attaché, unless they choose to Test the Alliance.

DRAWBACKS

Martial Pride: If the gang loses a battle, they must second one of their fighters with the Gang Fighter (X) special rule to the Militia. The fighter must immediately roll on the Lasting Injury table, counting a roll of 61-65 Critical Injury as a roll of 66 Memorable Death. If the fighter survives, they gain D6 Experience. If the fighter went into Recovery they must miss the next battle. If the fighter was killed, House Greim will compensate the gang with credits equal to the deceased fighter's cost. The gang may choose not to do this and keep all of its fighters, but if they do, they must Test the Alliance.

Military Draft: During the post-battle sequence, if the gang contains any fighters with the Gang Fighter (Juve) special rule, roll a D6 for each. On a roll of 1, the fighter is drafted to serve in the militia. The fighter and all their weapons and Wargear are immediately deleted from the gang roster. The gang may choose to ignore this roll and keep all of its fighters, but if they do they must Test the Alliance.

HOUSE GREIM MILITARY ATTACHÉ

While the upper echelons of House Greim would never countenance setting foot on an actual battlefield – even from the relative safety of an Astra Militarum Leviathan command transport – they have no qualms about sending their lower-ranked sons and daughters down-hive to experience a bit of ‘real’ warfare. Krieg Mesters are lesser nobles of the House who keep an eye on their parents’ investments. No less pompous for their lower standing, they dress and act like officers of the Imperial Guard, replete with their own uniforms and fancy weaponry. Competent in combat, if not born for it, they are never seen without their Jagerkin – bonded servants of House Greim, drawn from veterans of the Militia or the Imperial Guard, and tasked with keeping their Krieg Mester alive.

Attached to underhive gangs, Krieg Mesters offer tactical advice and oversee the field testing of House Greim-funded weaponry. Most gang leaders tolerate the presence of a Krieg Mester because of the wealth their Noble House offers, or because their own Clan House has coerced them into cooperation. Occasionally though, the noble officer really knows what they are talking about, and on their advice some gangs have managed to turn the tide against their enemies or win battles that seemed all but lost.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Krieg Mester	5"	4+	4+	3	3	2	4+	1	6+	6+	7+	6+
Jagerkin	5"	4+	3+	3	3	1	4+	2	8+	7+	8+	9+

COMPOSITION

A Military Attaché consists of one Krieg Mester and one Jagerkin.

MILITARY ATTACHÉ SPECIAL RULES

Seconded to the Militia: During the pre-battle sequence, before the Select Crews step, a single fighter with the Gang Fighter (X) special rule is selected at random. The fighter has been recently seconded to the militia by House Greim and must immediately roll on the Lasting Injury table, counting a roll of 61-65 Critical Injury as a roll of 66 Memorable Death. If the fighter survives, they gain D6 Experience. If the fighter went into Recovery they must miss the next battle. If the fighter was killed, House Greim will compensate the gang with credits equal to the deceased fighter’s cost.

The gang may choose to not do this and keep all of its fighters, but if they do they must Test the Alliance.

A Band Apart: Members of the Military Attaché take care of their own, especially valued representatives and their favoured attendants. A Military Attaché will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If a Military Attaché goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

“Here to Help”: Unlike other fighters, a Military Attaché is not counted during the Choose Crews step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and in some cases must) be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

KRIEG MESTER SPECIAL RULES

Military Attaché Hierarchy (Leader): During a battle, once this fighter’s gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Military Attaché fighters that are within 6" of this fighter automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play, this fighter may perform post-battle actions.

An Eye for War: During the DetermineScenario step of the pre-battle sequence, the gang can increase or decrease the result of the roll on the Scenario table by 1. If they do so, however, the Military Attaché must be included in their crew for this game.

JAGERKIN SPECIAL RULES

A Jagerkin’s Duty: If the Krieg Mester is removed from play for any reason, the Jagerkin will automatically behave as if the crew they are part of has failed a Bottle test, regardless of how many fighters in total have been removed from play.

Bodyguard: If the Guild Procurator is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Bodyguard within 2" of the Guild Procurator.

EQUIPMENT

The Krieg Mester is armed with a bolt pistol, a power sword and light carapace armour.

The Jagerkin is armed with a combat shotgun with salvo and shredder ammo, and wears mesh armour.

SKILLS

A Krieg Mester has the Overseer skill (which can be used on any friendly fighter).

Jagerkin have the Marksman skill.

FACTION FAVOURS

Favours represent the beneficence of the gang's overlords, be they criminal bosses, alien monsters, or the Dark Gods of Chaos. At the Arbitrator's discretion, some or all gangs can roll on the Favours table specific to their gang at the start of each campaign week or whenever the Arbitrator decides it is appropriate, to see if their masters are willing to give them aid. Be warned though, while these masters might bestow gifts upon the gang, they might also exact a price for those audacious enough to call upon them.

To use the Favours table, a gang must first determine which table they can roll on:

- Clan House Gangs (Goliath, Cawdor, etc) roll on the general House Favours table, or, if they are Outlaws, they must instead roll on the Outlaw Favours table.
 - House Goliath may roll on their own particular House Favour table.
- Enforcers roll on the Enforcer Favours Table.
- Venator Gangs may roll on either the Outlaw Favours table (even if they are not Outlaws) or, if their Leader has a House Legacy, the corresponding House Favours table (unless they are Outlaws, in which case, roll on the Outlaws table).
- Genestealer Cults gangs and Genestealer Infected gangs ([see page 228](#)) roll on the Genestealer Cults Favours table.
- Corpse Grinder gangs, Chaos Helots Cult gangs, and Chaos Corrupted gangs ([see page 203](#)) roll on the Chaos Favours table.

Any gang in an Alliance may not roll on a Favour table. Similarly, if a gang petitions a House Agent (including named House Agents) in the pre-game sequence, it may not roll on a Favour table that game.

Once a table has been chosen, the owning player rolls 2D6, adding +1 to the result for each gang in the campaign with a Rating greater than their own (up to a maximum of +3). The gang then immediately applies the effects of the favour's result.

HOUSE FAVOURS

House Favours come from the masters of the gang's Clan House, whether they are brutal overlords or enigmatic councils. They represent boons bestowed upon a gang to better help them advance the agendas of the clan

2D6	Result
2	Displeasure: Not only does the gang's House consider their position unworthy of aid, they feel the gang must offer up a tithe. The player must select one of their Juves or Gangers and remove them from the gang.
3-5	No Effect: Despite the gang leader's pleas, their Clan House remains indifferent to the gang's plight. The gang gains no benefits from their House this campaign week, however, they may roll again on this table after their next battle, instead of waiting until the beginning of the next campaign cycle.
6-8	Arms Shipment: The House has seen fit to release a shipment of weaponry from their factories for the gang to better arm themselves. The player may add 2D6x10 credits worth of House List weapons and wargear to their gang.
9-10	New Blood: In every clan factory and hab zone there are droves of young workers looking for the chance to join a gang, and make a name for themselves. The player may add a Juve to their gang – though they still need to buy them equipment as normal.
11-12	House Trainer: The House sends a hardened trainer selected from the clan's fighting cadres to show the gang a thing or two about fighting. The player may choose D3+1 of their fighters to receive D6 experience points each.
13+	Old Pro: A grizzled gang veteran is sent down-hive to help the gang fight for the interests of the Clan House. The player may generate a Ganger with up to 150 credits worth of gear, and 2D6 experience points, to add to their gang.

HOUSE GOLIATH FAVOURS

Goliath House Favours represent the beneficence of the Goliath Over-tyrant, or the Hive Alpha.

2D6	Result
2	Back to the Pit! The House masters see no reason to give the gang aid, and punish them for their weakness in asking for it. One of the gang's fighters, chosen by the player, is permanently removed from their gang roster, along with any of that fighter's equipment.
3-5	Test of Strength: If the gang would ask the favour of the House Masters, they must prove themselves in combat and should they survive, the lessons learned will be reward enough. Randomly select one fighter from your gang. This fighter receives D3+2 XP but must make a roll on the Lasting Injuries table. If a Critical Injury result is rolled, a (Champion) or (Leader) belonging to your gang can immediately make the Medieval Escort post-battle action.
6-8	Barrel of Spud-Jackers: The house masters decide to give the gang a chance to earn their favour through the brutality of close combat. The player can add 2D6x10 credits worth of weapons from the Goliath Forge Tyrant Equipment list to the gang's Stash. These weapons must have the Melee trait.
9-10	Vat Leavings: Strength bleeds strength, and the House masters decide the gang is a good place to train up some of the weaker members of the Clan. The player can add up to two free Goliath Bruisers (Ganger) to their gang for free. These Goliath Bruisers are always Vatborn and do not receive any Gene-smithing Upgrades. However, they must make a roll on the Lasting Injury table for each of these fighters and immediately apply the results (re-roll results of Critical Injury and Memorable Death). Equipment for these fighters must be purchased as normal.
11-12	Cranial Jolt: Goliaths has a unique method of rapidly training up fighters, and the masters have seen fit to share this precious technology with the gang. The player randomly chooses one of their fighters. This fighter then gains a random skill from either a Primary or Seocnsary skill set chosen by the player. If the fighter already has the randomly generated skill, the player may instead choose a skill from that skill set.
13+	Glory for Goliath: Impressed with the strength of the gang, the masters decide to visit their boons upon one of its fighters. The player chooses one of the fighters in their gang. This fighter can choose a Gene-smithing upgrade available to their lineage (Vatborn, Natborn, or Unborn). After gaining this upgrade, the fighter immediately goes into Recovery.

EDITOR'S SUGGESTION: ENFORCER FAVOURS

Enforcer Captains may solicit aid from the nearest Precincts. However, they tempt political decisions from fellow commanders by doing so.

2D6	Result
2-3	Supply Chain Failure: The Enforcers cannot access their House Weapon List this week, and must attempt to Re-Equip only from the Trading Post. If it is Damnation of an Uprising Campaign, they must apply a -1 modifier to any Scavenging rolls they make.
4-5	Little Effect: Despite the captain's pleas, their nearby commandants remain indifferent to their needs. The squad obtains D3x10 credits worth of equipment from their House Weapon list.
6-8	Auxiliary Support: Sensing the challenges facing the squad, a support staff is requisitioned to join them – you may add one Ammo Jack or Rogue Doc Hanger-On to the squad for free, if you have space available for them via reputation. If you do not or cannot, instead, your squad receives either 1 free ammo cache or 1 free medipack.
9-10	Arms Shipment: The nearest commandant sends the beleaguered precinct captain a shipment of arms. The player may add 3D6x10 credits worth of House List weapons and wargear to their gang's Stash.
11-12	CDP: A hardened sergeant-major retrain the weakest members of the squad. The player must choose D3+1 of their fighters with the lowest experience. Each receives D6 experience points each.
13+	Veteran Patrolman: A grizzled patrolman is sent down-hive to help the gang fight for the interests of the Clan House. The player may generate a Palanite Patrolman with up to 150 credits worth of gear, and 2D6 experience points, or a Subjugator Patrolman with up to 140 credits worth of gear, and 2D6 experience points, to be added to their gang.

OUTLAW FAVOURS

Outlaw Favours represent locals and wanderers offering aid to the outlaws, or the benefits of living free among the badzones. Despite not having the support of a Clan House or other master, outlaws never seem to want for support on Necromunda.

2D6	Result
2	A Bad Business: One of the members of the gang has met with an unfortunate 'accident'. The player must choose one of their Juves or Gangers and remove them from the gang. If they are a Venator gang, remove a Hunter or Hunt Initiate instead.
3-5	Treacherous Scum: The player may include a free Hive Scum hired gun (see page 409) as part of their crew in their next scenario. The Hired Gun is far from trustworthy however, and in the End phase of each round the player must make a Leadership check with their Leader. If this check is failed, the hired gun flees the battlefield and is removed from play.
6-8	For the Cause: A like-minded soul has made a donation of arms and equipment to the outlaws. The player can choose up to 2D6x10 credits worth of Common items from the Trading Post and add them to the gang's stash.
9-10	Young Guns: A would-be recruit looking to join up finds their way to the gang. Roll a D6. On a 1-3, the player may add a free Juve if they are a Clan House Gang, or a free Hunt Initiate, if they are a Venator gang, to their roster. On a 4-6, the player may add a free Ganger if they are a Clan House Gang, or a free Hunter if they are a Venator gang, to their roster. This fighter comes with up to 60 credits of equipment from their Gang Equipment list or House Equipment list.
11-12	Badzone Wisdom: Living out in the bad zones the outlaws have learnt a thing or two about survival. The player may choose D3+1 of their fighters to receive D6 Experience points each.
13+	Wasteland Wanderer: A noteworthy badzones wanderer has taken an interest in the outlaws, joining up with them for a while to further their own agendas. The player chooses a Bounty Hunter or Dramatis Personae Bounty Hunter, and may add them to their gang for free for the duration of this campaign week.

GENESTEALER CULTS FAVOURS

Genestealer Cults Favours represent the cult performing psychic rites to establish a connection to the distant being lurking beneath the ruins of Hive Secundus, and taking guidance from its mental commands.

Genestealer-Corrupted and Genestealer Cult gangs roll on this table.

2D6	Result
2	Brood Cull: Weakness within the brood cannot be allowed to fester and grow. The player chooses one of their Neophyte Hybrids (or Ganger) and removes them from their gang. The gang may add the Neophyte's weapons and equipment to the gang's stash.
3-5	Industry of War: The Brood turns its claws to the creation of more weapons for the cause, leading to a temporary increase in firepower. The player may select up to 100 credits worth of weapons and wargear from their House Equipment list. However, the weapons are far from the highest quality, and they all have the Unstable as well as the Reckless trait if they have the Melee trait, if they did not have these traits already (<i>Editor's Suggestion: Use Yaktribe custom to create these custom weapons</i>)
6-8	Alien Evolution: More hybrids are born or drawn to the cult, boosting its numbers with capable fighters. The player must remove a Neophyte Hybrid (or Ganger) from their roster, adding its equipment to the gang's stash. They may then add a Hybrid Acolyte (or Ganger) to their gang for free. The new fighter has no equipment, but may come with a Third Arm.
9-10	Brood Whispers: Psychic whispers from cursed Secundus echo in the minds of the brood. The player chooses a fighter in their gang. This fighter can gain a random skill from either its Primary or Secondary skill groups (gangers obtain a skill from the Specialist traits for their type, even if they aren't a Specialist).

11-12	Psychic Bond: A blessed awakening has occurred and a member of the brood has blossomed into a psychic being under the command of the brood alpha. Choose a Neophyte Hybrid (or Ganger) [<i>Editor's suggestion if using rules for Initiaites</i>] or a Hybrid Initiate (or a Juve) . The chosen fighter is now a psyker, and may choose a single psychic power from the Cult Wyrd Powers. Cult Wyrd Powers is now a Primary skill group for the fighter.
13+	A True Birth: A new generation of Purestrain Genestealers are born to the brood, making for powerful new weapons in the cult's growing arsenal. The player may include a Purestrain Genestealer (<i>see page 620</i>) with the Infiltrate skill in their gang for one battle this campaign week. This creature is, however, too valuable to risk in a protracted battle, and so is removed from play in the End phase of a randomly determined round. Roll a D3 between steps 7 and 8 of the pre-battle sequence. The number rolled indicates the round in which the Purestrain Genestealer is removed from play. However, it is still a Purestrain Genestealer, and cannot be removed from play early by Tactics cards, Campaign Events or similar outcomes.

CHAOS FAVOURS

Chaos Favours represent gifts of the Dark Gods, as well as the warping power of Chaos as it takes root within the gang.

Chaos-Corrupted Gangs, Chaos Helot Cults and Corpse Grinder Cults role on this table.

2D6	Result
2	Devoured by Spawn: Gifts of the Dark Gods are seldom without their price. If the gang has a Chaos Spawn then remove a random fighter from the gang's roster. If the gang does not have a Chaos Spawn, remove a random fighter from the gang's roster then add a Chaos Spawn to the gang.
3-5	Dark Omens: It is a portentous time for the gang to make their rituals to the Chaos gods. If the gang's Cult Demagogue or Leader performs the Lead Ritual post-battle action this cycle then they can choose to re-roll the dice to determine the outcome of the ritual. However, if they do, any doubles rolled count as a double 1 (see page 210).
6-8	Stolen Weaponry: A Guilder shipment of weapons has fallen into the hands of the cult, with the guns soon to be turned upon their creators. The player may add up to 2D6x10 credits worth of items from their House Equipment list to the gang's stash.
9-10	Fresh Converts: Eager new converts to the cult fight for the chance to stand at the side of the demagogue and prove their worth to the Dark Gods. The player can add up to three Helot Cultists (or Gangers in the case of Chaos Corrupted Gangs, or Skinners in the case of Corpse Grinder Cults) to their gang roster. However, for each fighter added beyond the first, all the new fighters must make a roll on the Lasting Injury table (i.e, if two Helot Cultists were added, both would make one roll on the Lasting Injury table, and if three were added each would make two rolls). These new fighters come with no equipment.

11-12	Hour of the Witch: Dark energies swirl around the gang as the power of the Warp waxes. Choose one of the gang's fighters. The chosen fighter is now a psyker, and may choose a single psychic power from the Chaos Cult Wyrd Powers. Chaos Cult Wyrd Powers is now a Primary skill group for the fighter. If the chosen fighter was a Cult Witch, they can instead gain a new psychic skill from the Chaos Cult Wyrd Powers. <i>Editor's Note: For Khornate gangs, the fighter is especially warp-touched, which is indistinguishable to psychic powers after all, who makes wire-wolves but witches?</i>
13+	Eye of the Gods: The gaze of the Dark Gods has fallen upon the gang, and it now falls to them to prove themselves worthy of their master's attentions. During the gang's next game, when one of the gang's fighters takes an enemy fighter Out of Action, roll on the table below.

D6	Result
1	Unimpressed: The kill was not worthy of the attention of the Chaos gods and they punish the fighter by striking it from their memory. The fighter gains no Experience points for taking the enemy fighter Out of Action.
2-3	Growing Interest: The Chaos gods are watching the fighter's progression with interest. The next time in this battle the fighter takes an enemy fighter Out of Action add 1 to the dice result. This result is cumulative.
4-6+	Dark Favour: The Chaos gods see fit to bestow a temporary boon upon the fighter for their actions. For the remainder of the battle the fighter can increase one of their characteristics by 1. This effect is cumulative, though each time it is received the fighter must choose a different characteristic to improve.

HOUSE SUB-PLOTS

The fortunes of a House are often tied invisibly to the rise and fall of its strongest allied gangs – each gang leader is akin to a general in the House’s armies, and each victory earns the House masters much kudos from their peers as well as political capital to further their schemes. For the most part, the gangs are given autonomy to further the interests of the House, largely by the simple act of fighting in its name, and sent to places where they can do the most good (or harm to the House’s foes). Sometimes, however, the nobles of a house will choose to take a more direct hand in matters – one which gang leaders ignore at their peril.

GENERIC SUB-PLOTS

Generic House Sub-plots represent the more direct meddling of the House in the activities of a gang. These side missions can be included in any of the scenarios, and allow a gang to earn some extra Reputation, Credits, Experience or gain additional Tactics cards should they complete them. Player’s should decide during the pre-battle sequence if they want to use House Sub-plots, with both players needing to agree to include them. If they do, they will need a deck of playing cards containing two Joker cards. Each player shuffles the deck and draws a card without letting their opponent see it – starting with the player with the lower Gang Rating, or, if both gangs have the same Gang Rating the player that rolls highest on a D6.

Then they should consult the tables that follow to see what kind of Sub-plot their gang has been given. If a Joker card is drawn, the player should immediately show it to their opponent and draw two new cards (without showing their opponent) giving them two Sub-plots for the game. If one of these cards is also a Joker card then repeat the process, giving the player a total of three Sub-plots. Each Sub-plot contains details on when it is revealed, how to complete it, and the rewards for doing so. Unless otherwise noted, once a card has been revealed, and its effects have been resolved, it is discarded.

HOUSE GOLIATH SUB-PLOTS

House Goliath has its own way of doing things. A Goliath gang which wins its wars through subterfuge is no Goliath gang at all, and the demands of the Clan House reflect these savage beliefs. To this end, House Goliath sub-plots are not so much cunning schemes or uphiver plans as they are chances for Goliath gangs to prove just how tough they really are.

If players are using sub-plots in their games, then a Goliath player may choose to use the Goliath sub-plots table rather than any of the generic ones. Unlike those other subplots, Goliath sub-plots do not use suits (i.e. any Ace drawn will represent the King Hit sub-plot regardless of the Suit).

DESIGNER’S NOTE: DARK MILLENNIUM PLAYING CARDS

We were inspired to create the Sub-plots rules by John Blanche’s Dark Millennium playing card set. The tables that follow have been written to work with any standard set of playing cards, however, if you want to use the Dark Millennium deck, use the following as a guide to match Sub-plots to the Dark Millennium cards: Imperium (Hearts), Chaos (Clubs), Mechanicus (Spades), Xenos (Diamonds).

INDUSTRIAL SABOTAGE (MECHANICUS/SPADES)

Gangs are often ordered to attack the infrastructure of rival Houses, there being no swifter way to force a House out of favour than to bring down their production output.

ACE: SPUDWRENCHING

Attacks against machinery are a quick way for a House to hurt rivals, and many of the ancient technologies of Necromunda are completely irreplaceable. A fighter in your opponent's deployment zone may make the Spudwrenching (Double) action – reveal this card the first time one of your fighters makes this action. Each time this action is successfully made, make a note. If one of your fighters can complete three Spudwrenching actions in a row, they have destroyed something vital to the opposing House and your gang gains D3+1 Reputation.

2: SPREADING UNREST

The House wants to start an uprising among their enemy's workers and has tasked the gang with spreading seditious propaganda. A fighter in your opponent's deployment zone may make the Graffiti (Double) action – reveal this card the first time one of your fighters makes this action. If this is successful, make a note. At the end of the game, if your gang has completed at least three Graffiti actions, then it gains D3 Reputation.

3: SUPERIOR TOOLS

The House has given the gang an experimental weapon for their next battle, eager to see its effects. At the start of the game, reveal this card and randomly choose one of the fighters in your crew – for this game increase the Strength and Damage characteristic of one of their weapons by 1. If your gang wins the game, then the test was a success and the gang gains D3 Reputation.

4: SCORCHED EARTH

If the House can't have it, then no one can. Reveal this card at the start of the game. If this is a Zone Mortalis game, destroy at least three doors. If this is a Sector Mechanicus game, choose a piece of terrain within 6" of the centre of the table and wreck it – count the terrain as having T8 and W8. This terrain is automatically hit by attacks, due to its large size. Wrecked terrain remains on the table but is considered to have been damaged in some significant way. If your gang is successful, they gain D3 Reputation.

5: SHOW OF FORCE

Sometimes winning is not enough, and to really drive home the dominance of a House, its enemies need to be utterly crushed. At the end of the game, if there are at least five enemy fighters Out of Action (not counting those that have fled the battlefield), reveal this card to gain D3+1 Reputation for your gang.

6: THE STITCH UP

Houses routinely frame enemy fighters for crimes in order to bring their rivals into disrepute. Reveal this card at the start of the game and randomly choose a fighter from your opponent's crew. When one of your fighters is in base contact with the chosen fighter, they may make the Plant Evidence (Basic) action. If successful, your gang gains D3 Reputation. If, at the end of the game, the enemy fighter has not been Seriously Injured or taken Out of Action, your gang gains an additional D3 Reputation.

7: DANGEROUS GROUND

A particular patch of turf is vital to your House and must be held at all costs. Reveal this card at the start of the game and choose a piece of terrain or game tile anywhere at least 12" from your deployment zone. If, at the end of the game, there are no enemy fighters within 6" of the piece of terrain or on the chosen game tile, your gang gains D3 Reputation.

8: RIGHT OF WAY

The House needs a clear passage to move its goods through an area and wants the gang to make a path. Reveal this card at the end of the game. If at least four of your fighters are in your enemy's deployment zone, your gang gains D6 Reputation.

9: DECAPITATING STRIKE

Taking out a gang's leadership is a sure way to put a spudwrench in their plans. Reveal this card when one of your fighters takes an enemy Leader or Champion Out of Action. At the end of the game if your opponent has no Leader or Champion models on the board, your gang gains D6 Reputation.

10: MEAT FOR THE MACHINE

The meat harvesters are always offering good sums for fresh meat, and often gather on the levels below a gang fight to gather up the leftovers. If the actions of one of your fighters knocks an enemy down a pitfall, or causes them to fall from a height and be taken Out of Action, reveal this card and gain D3 Reputation. If, at the end of the game, three or more enemies have been knocked down pitfalls or are taken Out of Action by falls, your gang gains an additional D3 Reputation.

JACK: CONTEMPTUOUS TAKEDOWN

A good yarn about a contemptuous takedown is useful propaganda for the House. Reveal this card if one of your fighters takes an enemy fighter Out of Action with an unarmed attack, and gain D3 Reputation for your gang. If the enemy fighter was a Leader or a Champion, gain D6 Reputation instead.

QUEEN: JUVE CULL

Separating the spores from the scum is good for all of the Houses, plus, it keeps the locals in line. Reveal this card if your gang has taken all of the opposing player's Joves Out of Action. If your opponent has no Joves in their crew, reveal it if you take Out of Action the three Gangers with the lowest Credits value. Completing this Sub-plot earns your gang D6 Reputation.

KING: SWIFT VICTORY

A quick victory always impresses the House masters. Reveal this card at the end of the game if you won the scenario within 10 rounds or less and gain D6 Reputation for your gang. If you won the scenario in 5 rounds or fewer, your gang gains 2D6 Reputation instead.

NOBLE WHIMS (HEARTS/IMPERIUM)

Sometimes the personal whims of house nobles play themselves out through gang warfare and strange requests will come down from on-high.

ACE: EXTREME DISPLEASURE

For reasons known only to the noble, one of the enemy fighters has earned their ire. Reveal this card at the start of the game, after your opponent has selected their crew but before deploying any fighters. Your opponent should shuffle their crew deck and randomly select a fighter. If, at the end of the game, the selected fighter has been taken Out of Action, add D6x10 credits to the gang's Stash. If the fighter was taken Out of Action with a Melee weapon, or with the Coup de Grace action, then add 2D6x10 credits instead.

2: NOBLE NEPHEW

News has arrived that one of the gang's fighters is a distant relation to someone powerful and must be protected. Reveal this card at the start of the game and randomly choose one of your Juves, or if your gang does not contain any Juves, randomly select a Ganger instead. If, at the end of the game, the chosen fighter has not suffered any wounds, add 10 credits to the gang's Stash. If they suffered no wounds, but managed to inflict at least one wound on an enemy, add D6x10 credits instead. After the game, it turns out that they were not related at all and that it was a clerical error.

3: LOST HEIRLOOM

Some vitally important object has been lost by the noble and they want the gang to recover it for them – the only problem is the noble is not entirely sure where it is. If you are playing a Zone Mortalis game then the heirloom is in a ductway, if you are playing Sector Mechanicus then it is on one of the upper levels of a piece of terrain – any scenery feature roughly 12" or less across with a raised area counts. At any point during the game any of your fighters may make the Search (Double) action if they are within 3" of a ductway or on the upper levels of a piece of terrain – reveal this card the first time one of your fighters makes this action. When they do this, roll a D6. On a 5+, or if this is the last unsearched ductway or terrain piece, they find the heirloom and gain 2D6x10 credits. Otherwise it is not in this ductway or terrain piece.

4: A WARNING

The gang has a message to deliver and the noble wants to make sure the enemy Leader knows just who it is from. During this game, if one of your fighters makes a successful melee attack against the enemy Leader, you can reveal this card and choose not to roll to wound for any hits scored, ending the attack without effect, and adding D6x10 credits to the gang's Stash. If the fighter that made the attack was your Leader, add 2D6x10 credits instead.

5: CRUEL AND UNUSUAL

The noble likes to hear the piteous screams of their enemies, and has even sent the gang a vox recording device for just that purpose! If, at the end of the game, the actions of your fighters caused at least two enemy fighters to become Broken, reveal this card and add D3x10 credits to the gang's Stash. If three or more enemy fighters were Broken, add D6x10 credits instead.

6: SPYRER STYLE

Appearance is everything for some nobles, and the gang has been told that they must wear the colours of a particular House luminary in their coming battle. Reveal this card at the start of the game. For this battle, your gang has been forced to wear garishly bright coats, huge floppy hats, or some invisible but no less ridiculous ostentation like distilled Phyr Cat scent. Your opponent reduces the penalty to hit your fighters by 1 (i.e., full cover would provide -1 to hit and partial cover would give no benefit). If your gang wins the game, add 2D6x10 credits to the gang's Stash. If they win without any fighters going Out of Action, add 3D6x10 credits instead.

7: RECOVERY JOB

The enemy gang owes someone the noble knows money, and the noble wants the gang to collect. When one of your fighters is in base contact with any enemy fighter, they may make the Shakedown (Basic) action – reveal this card the first time one of your fighters makes this action to gain D3x10 credits. Shakedown actions taken against Champions and Leaders yield D6x10 credits instead.

8: DEATH FROM ABOVE

The noble has a dark sense of humour and wants the gang to deliver his retribution ‘from on high’. If you take an enemy fighter Out of Action by having another fighter (either friendly or enemy) fall on them, reveal this card to gain 2D6x10 credits. If the enemy fighter was a Leader or Champion, gain 3D6x10 credits instead.

9: A SUITABLE SPECTACLE

The more blood the better is often the cry of the House masters. If an attack made by one of your fighters rolls 3 or more Injury dice at once, and at least one of the dice comes up as Out of Action, reveal this card and gain D6x10 credits.

10: NO WITNESSES

Sometimes a quiet kill is just what is required to advance the noble’s plans. Reveal this card when you take an enemy fighter Out of Action, and no enemy models have line of sight to either the enemy fighter, or the fighter that took them out, to gain D3x10 credits. If your fighter took out the model with a melee weapon, your gang gains D6x10 credits instead.

JACK: MAKE SOME NOISE

Some nobles want to set the hive on fire, just to watch it burn! Reveal this card at the end of any round when you have fired five or more weapons with the Blast, Rapid Fire or Blaze Trait, without causing any wounds, to gain 2D6x10 credits.

QUEEN: SHADOWING

A noble wants the gang to keep an eye on an enemy fighter, to see how they fight and just what they are up to. Reveal this card at the start of the game and randomly choose a fighter from your opponent’s crew. Any fighter within 12" of the chosen fighter may make the Shadow (Double) action. A Shadowing fighter makes no other action this turn, but if its target moves it is also moved to remain within 12" of them – unless stopped by impassable terrain or enemy models. If, at the end of the game, you have a fighter shadowing the target your gang gains D6 Reputation.

KING: WORK FOR THE DOCS

The noble has bought a share in a local sawbones holding and wants the gang to drum up business. Reveal this card at the end of the game. For every fighter, friend or foe, that went Out of Action but did not die (a 66 result on the Lasting Injury table), your gang gains D3x10 credits. Any fighters who rolled a Trip to the Docs provide D6x10 credits instead.

UNFORGIVING UNDERHIVE (CLUBS/CHAOS)

Knock-on effects from the great games played by the houses (and constant warfare between gangs) can change the fortunes of a gang even before the first round is fired.

ACE: VOX FAILURE

Gangers must often make do with second rate equipment – whatever the House deigns to give them or what they can scrounge from underhive traders. Reveal this card at the start of the game. For the duration of the scenario, your Leader's Leading by Example range is reduced to 6" and any of your fighters out of line of sight of any friendly models add 1 to their Leadership and Cool characteristics to a maximum of 12+. If your gang wins the game, every fighter that took part gains D3 Experience points in addition to any Experience rewards for the scenario.

2: FAILED ASSASSINATION

There are few rules when it comes to gang warfare, and some fighters are not above evening the odds before the battle has begun. Reveal this card at the start of the game and randomly select one of the fighters from your crew. For the duration of the game, the fighter must reduce their Move, WS, BS and S by 1. If the fighter survives the game without being Seriously Injured or taken Out of Action, they gain D6 Experience points in addition to any Experience rewards for the scenario.

3: WANDERING WATCHMEN

One of the gang's patrols is in the right place at the right time and has heard the sounds of battle. You may reveal this card at the start of any round. Randomly select D3 fighters that are not part of your crew and set them up in your deployment area. These fighters are now part of your crew for this scenario. If you lose the scenario, none of your fighters will gain any Experience for the game.

4: LOADED FOR SUMP SPIDER

Extra ammo rations have reached the gang and every fighter has pockets full of shells, bullets and power packs. Reveal this card at the start of the game. For the duration of the scenario, every fighter in your crew may re-roll failed ammo tests. However, all hits on your fighters from ranged weapons deal an extra point of Damage. Every fighter in your crew that survives the game without being taken Out of Action gains D3 experience points in addition to any experience rewards for the scenario.

5: OUT OF FAVOUR

The gang's House has fallen out of favour with the Imperial House and there is much dissension among the nobles. Lack of strong leadership and news of House gangs getting scragged has everyone on edge. Reveal this card at the start of the game. For the duration of the game, add 2 to the Cool characteristics of all of your fighters, to a maximum of 12+. If your gang wins the game, each fighter gains an additional D3 Experience points in addition to any noted in the scenario. If you win without any fighters going Out of Action, each fighter gains D6 extra Experience points instead.

6: HOUSE SPIES

Your gang's plans have fallen into enemy hands. Reveal this card before either gang has deployed. You must set up before your opponent regardless of the normal rules for the scenario, and your opponent automatically wins the roll for Priority in the first turn. Thereafter, your opponent gains a +1 on all rolls to determine who has Priority. Every fighter in your crew that survives the game without being taken Out of Action gains D3 Experience points in addition to any Experience rewards for the scenario.

7: DOPPELGANGER

One of your Gangers is not what they seem. Reveal this card the first time one of your Gangers (not Juves, Leader or Champions) is taken Out of Action. Instead of removing the model, leave them on the board – any effects, such as being on fire or having run out of ammo, are discarded and they are restored to their starting wounds. They now count as part of the opponent's gang for the remainder of the scenario. If one of your fighters manages to take the imposter Out of Action, they gain D6 Experience points. No Lasting Injury roll is made for the imposter fighter as they were never really part of the battle.

8: A BIT OF PAYBACK

A simmering anger has taken over your gang – maybe one too many stories of comrades getting scragged or their rivals swanning about in their turf has got your fighters riled up. Reveal this card the first time one of your fighters successfully completes a Coup de Grace action to give that fighter an Experience point in addition to any Experience for taking an enemy Out of Action. For the remainder of the game, Coup de Grace actions taken by your fighters will award them an additional Experience point, provided that they have not already gained any Experience as a result of this card.

9: BAD DAY

Every gang boss has their off days; it's just that sometimes it gets people killed. Reveal this card the first time either your Leader or one of your Champions activates – for the duration of the game, that Leader or Champion cannot make group activations. If the chosen fighter survives the game without being taken Out of Action, they gain D3 Experience points if they are a Champion, or D6 Experience points if they are a Leader.

10: ACT OF DEFIANCE

If you're going down, you might as well take as many with you as you can. Reveal this card if one of your fighters moves into base contact with two or more models to gain D3 Experience points for that fighter. If the fighter takes out all enemies in base contact in the same activation that this card is revealed, that fighter gains an additional D3 Experience points.

JACK: GRIM RESOLVE

Only the hard survive in Necromunda. Reveal this card when one of your fighters rallies from being Broken. That fighter gains one Experience point. For the remainder of the battle, every time one of your fighters rallies from being Broken, they will gain an Experience point unless they have already gained Experience as a result of this card.

QUEEN: HAZARD PAY

Overcoming the hazards of the underhive is often a challenge in itself. Reveal this card the first time one of your fighters successfully leaps over the pitfall, survives a fall that inflicts Damage or interacts with a hazard that could damage them and survives. That fighter gains one Experience point. For the remainder of the battle, every time one of your fighters survives a hazard in these ways they gain one experience point, unless they have already gained Experience as a result of this card.

KING: CHEMICAL SOLUTIONS

The gang has been hitting the chems a bit hard, making them less likely to feel injuries but also more reckless! Reveal this card the first time one of your fighters suffers a Flesh Wound. For the duration of the game, your fighters ignore the effects of Flesh Wounds. However, when rolling on the Lasting Injuries table, they must roll twice and accept the higher result. At the end of the game, every fighter in the crew – that is still alive – gains an additional D3 Experience points.

DARK INFLUENCES (DIAMONDS/XENOS)

The Clan Houses are not the only ones that can conscript an underhive gang for their own agendas, and sometimes gang bosses will serve different masters, often without realising. The rewards of these unseen patrons may appear capricious or random, but in the fires of battles are rarely unwelcome.

ACE: OUTLAW VENDETTA

Guilders aren't the only ones to put out bounties. Reveal this card at the end of any round in which four or more enemy fighters suffer a Serious Injury or are taken Out of Action by your gang. If these conditions are met, draw a random Gang Tactics card.

2: STRANGERS IN THE HIVE

Eyes watch from the darkness, waiting for your gang to lure some prey into their grasp. Reveal this card when your gang takes an enemy fighter Out of Action with a melee attack who is out of line of sight and more than 12" from any models in their own gang. If these conditions are met, draw a random Gang Tactics card.

3: DEATHLY SILENCE

In the aftermath of a massacre, dark forces gather. Reveal this card if at least half of your opponent's crew is either Seriously Injured, Out of Action, or held off the table as Reinforcements. If these conditions are met, draw a random Gang Tactics card.

4: MIND SLAVERS

A weak mind is fertile ground for predatory psykers. Reveal this card when an enemy fighter fails a Willpower test with a result of 10+. If these conditions are met, draw a random Gang Tactics card.

5: SCRAP CODE

A mysterious stranger has hired the gang to plant a code in the local cogitator network. Reveal this card at the start of the game and choose three pieces of terrain and/or door consoles at least 6" from your deployment area and at least 8" from each other. Fighters may make the Hacking (Double) action while within 1" of these points. If they do, make an Intelligence test for them – if successful, they have planted the code. If your gang can hack all three locations, draw a random Gang Tactics card.

6: COLD TRADE

An enemy fighter is unwittingly carrying an off-world object of great interest to the Guilders. Reveal this card the first time one of your fighters sends an enemy fighter Out of Action either in melee or as part of a Coup de Grace action – then roll a D6, adding 1 to the result for each enemy fighter previously sent Out of Action in melee or with a Coup de Grace action. If the result is 6+, your gang has found the object and you may draw a random Gang Tactics card.

7: SUPPRESSION ORDER

Keeping an enemy gang kissing the ground is a good way of letting them know their place. Reveal this card at the end of any round in which every enemy fighter on the board is Prone. If these conditions are met, draw one random Gang Tactics card.

8: OFFICIAL SECRETS

Enforcers want some evidence on a gang Leader. When one of your fighters activates within 6" of your opponent's Leader, they may make the Pict Capture (Double) action. If a model that has taken this action begins their activation in your deployment area, you can remove them from the game (they do not count as going Out of Action) and draw a random Gang Tactics card.

9: A LITTLE SURPRISE

The gang has been given an opportunity to help with some urban renewal. Reveal this card at the start of the game and randomly select one of your crew to carry the bomb. The bomb carrier can make the Plant Bomb (Double) action. If the bomb carrier completes this action three times within 6" of the centre of the board, the bomb has been planted and you can draw a random Gang Tactics card. Should the bomb carrier go Out of Action before planting the bomb, work out the effects of a frag trap as if it had gone off centred on the bomb carrier's position.

10: THE PAYOFF

Credits often work as well as bullets to change someone's mind. For this battle, your fighters can make the Bribe (Basic) action if they are in base contact with an enemy Ganger or Juve (though not the Leader or a Champion). Reveal this card the first time one of your fighters makes this action. When an enemy is bribed they must make a Willpower test. If successful, the action has no effect. Otherwise, the enemy gang receives D3x10 Credits and the bribed Ganger is removed from the board. They do not count as being taken Out of Action. As soon as an enemy has been successfully bribed, discard this card and draw a random Gang Tactics card.

JACK: GUILDER PACKET

Guilders like to use gangers as couriers in the underhive, because they don't ask too many questions. Reveal this card at the start of the game and then randomly select one of your crew to be the courier. At the end of any round, if the courier is in the enemy's deployment area, you can discard this card and remove the courier from the board (they do not count as going Out of Action) and draw a random Gang Tactics card.

QUEEN: DARK OFFERING

Dark powers demand their due. Reveal this card at the start of the game and choose a point on the board at least 12" from your deployment area. If, at any time, there are three or more Seriously Injured fighters within 6" of the chosen point, discard this card and draw a random Gang Tactics card.

KING: BAD BLOOD

A strange infection has taken root in one of your fighters that compels them to spread their tainted blood. Reveal this card at the start of the game and randomly choose one of the fighters in your crew. If this fighter is taken Out of Action with a Melee weapon, draw a random Gang Tactics card. If the chosen fighter was a Champion or Leader, you may choose the Gang Tactics card instead.

GOLIATH SUB-PLOTS

If players are using sub-plots in their games, then a Goliath player may choose to use the Goliath sub-plots table rather than any of the generic ones. Unlike those other subplots, Goliath sub-plots do not use suits (i.e. any Ace drawn will represent the King Hit sub-plot regardless of the Suit).

ACE: KING HIT

Reveal this card when one of your fighters takes an enemy fighter Out of Action with an unarmed attack (taking an enemy Out of Action with a Coup de Grace does not count). The fighter immediately earns D3+1 XP. If they were engaged with two or more enemies when this card was revealed, they earn D6+1 XP instead.

2: RAW AGGRESSION

Reveal this card at the end of the game, provided there is still at least one model from your gang on the battlefield. If all of your remaining fighters are in your opponent's deployment area, your gang gains D3 Reputation. Additionally, if the battle ended without any of your fighters going Out of Action, earn instead 2D3 Reputation.

3: STIMMER RAMPAGE

Reveal this card after both crews have deployed but before the first round begins. Every fighter in your crew begins the game under the effects of a stim-slug stash. Unlike a normal stim-slug stash, these effects last until the end of the battle, or when the fighter suffers a Serious Injury. However, the rigours of such high doses of stims mean that when rolling to see if a fighter is overcome by the effects of the chems, they must roll a number of D6 equal to the current round, with any results of 1 forcing them to suffer an Injury dice.

If you win the scenario, your gang earns D6 Reputation, in addition to any scenario rewards. If you lose, your gang's Reputation is decreased by D3 instead.

4: PAID OVERKILL

If, at the start of any of your activations, two or more of your fighters are Engaged with the same enemy fighter, you may reveal this card. If at the end of the activation the enemy has been taken Out of Action, your gang gains D6x10 credits.

5: PIT FIGHT

The first time one of your fighters uses a weapon that does not have the Melee trait, discard this card. If, at the end of the battle, your fighters only used weapons with the Melee trait, reveal this card. Every fighter in your gang gains D3 XP, in addition to any other XP awarded for the scenario.

6: SHOW OF BRAWN

Reveal this card when a fighter in your crew uses a Brawn skill (i.e., Bull Charge, Bulging Biceps, Crushing Blow, Headbutt, Hurl, Iron Jaw), whether their action is successful or not. For passive skills, like Iron Jaw, this card can be revealed when the skill is triggered (i.e., when an opponent makes an unarmed attack against them). The fighter gains +1 XP. If the use of the skill took an enemy fighter Out of Action, they gain +D3 XP instead.

7: EXCESSIVE FORCE

If one of your fighters inflicts 5 or more points of damage to an enemy fighter in a single activation, reveal this card. Your gang gains + 1 Reputation. If the attack resulted in the enemy fighter going Out of Action, your gang gains +2 Reputation instead.

8: PERSONAL VENDETTA

Reveal this card should your gang's Leader take your opponent's Leader Out of Action with either a Shoot (Basic) action, or a Fight (Basic) action. Your gang immediately gains D3 randomly determined Gang Tactics

9: SKY STOMP

Should one of your fighters fall on an enemy fighter, reveal this card. If the enemy fighter was Seriously Injured or taken Out of Action, your fighter gains +1 XP. In addition, if your fighter survived the fall (i.e., they were not Seriously Injured or went Out of Action themselves), they gain an additional +1 XP

10: IMPRESSIVE COMBO

Reveal this card if a Champion or Leader belonging to your gang wounds two or more enemy fighters during a single activation, using a weapon with the Melee trait. Your gang gains +1 Reputation. If three or more enemy fighters were wounded by the Champion or Leader using a weapon with the Melee trait, then your gang gains D3 Reputation instead.

JACK: CONTEMPT FOR THE WEAK

Reveal this card during the Choose Crew step of the pre-battle sequence. You can reduce the size of your crew (as determined by the scenario) by up to half the number of models in your gang, to a minimum crew size of 1. If the scenario allows you to take your entire gang (i.e., Custom Selection without a number in brackets), then your entire gang is effectively your crew, and may be reduced as described above. Should your gang win the scenario, it receives D6x10 credits for each fighter that was removed from your starting crew.

QUEEN: BACK FROM THE DEAD

Reveal this card the second time one of your fighters recovers from being Seriously Injured (i.e., rolling a Flesh Wound when making a Recovery test and becoming Prone and Pinned). Your gang gains +D3 Reputation. If the recovered fighter then goes on to take an enemy fighter Out of Action before the end of the battle, your gang instead earns +2D3 Reputation.

KING: NAKED BRUTALITY

Reveal this card during the Choose Crew step of the pre-battle sequence. Choose one of the fighters in your crew and tuck this card under their Fighter card or otherwise note that they are the subject of this sub-plot. For the duration of this battle the chosen fighter counts as having no weapons, armour or Wargear, regardless of what appears on their model. If the fighter manages to inflict a Serious Injury, or an Out of Action result, on an enemy fighter, and if they are still on the battlefield at the end of the game then they earn 6 XP

CAMPAIGN EVENTS

Mutie invasions, toxic floods, hive quakes and generatorium failures are just some of the random events that make life in a hive dangerous – especially if you are scrapping out a living in the underhive. If they choose, the Arbitrator can roll on the Campaign Events table at the start of each campaign cycle. The generated events is then in effect for the duration of the Cycle. Alternatively, the Arbitrator can choose an event that suits their campaign.

D66	Result	
11	Hive Quake	A mighty quake shakes the hive, collapsing domes and opening up hidden Zones that are quickly exploited by the gangs. Every player rolls 2D6-7, and adds or subtracts (if it is a negative number) this amount from their Turf Size. In addition, at the start of this Cycle all players must roll a dice for each of their Special Territories – on a 6, the Territory has been destroyed and is lost. All players then roll a D3 and randomly generate that many new Special Territories to add to their gang.
12	Rising Sump	Ancient cistern pumps are forcing toxic sludge up from below, flooding areas of the underhive in toxic goo. At the start of each battle this Cycle, the players should roll 2D6 – if the result is 7+, then their game is taking place in a flooded area. In Sector Mechanicus games, count the ground as toxic (any fighters on toxic ground reduce their Toughness by 1, and if they are Seriously Injured go Out Action). In Zone Mortalis games, randomly choose D3+1 tiles and count these as toxic (using the rules above) – players can use tiles with sludge hazards printed on them to represent these toxic areas.
13	Ash Storm	A powerful ash storm is lashing the outside of the hive and plumes of fog are reaching those zones closest to the shell. At the start of each battle this Cycle, the players should roll 2D6 – if the result is 7+, then their game is taking place during an influx of ash cloud. Games fought in the midst of this choking fog use the following rules: Visibility is reduced to a maximum of 24" and all shooting attacks suffer an additional -1 to hit. Fighters cannot make two Move actions during their activation – unless they are equipped with a respirator.
14	Worker Uprising	A manufactory is rebelling over (unusually) brutal production quotas and (especially) oppressive conditions – or maybe some Chaos or xenos cult is stirring them up! During this Cycle, gangs may not visit the Trading Post (they may buy items from their House list as normal), they do not collect income from Turf, Special Territories provide no benefits and fighters may not take the Work Gang's Turf post-battle action.
15	Guilder Tithes	The Guilders demand their due, and compel all 'honest' gangs to pay up or face the Consequences. At the start of the Cycle, roll 3D6x20 – this is the tithe demanded by the Guilders (gangs that can't meet the price may sell weapon and wargear to make up the shortfall). If a gang can't, or won't, pay the tithe they are 'marked' by the Guilders for this Cycle. Marked gangs cannot buy new weapons, wargear, or recruit new fighters or Hire Guns. In addition, the Guilders fund their enemies, and any gang playing against a marked gang can draw an extra Gang Tactics card in addition to those allowed by the scenario (unless they are also a marked gang).
16	Vent Shutdown	One of the massive turbines that pump air around the hive has failed. During this Cycle, the air is thin and stale throughout the Zone and the following rules apply to all games. Fighters may not take two Move actions during their activation and when they Charge, they do not add D3 to the distance moved. In addition, all weapons and special ammo types lose the Blaze trait.
21	Generatorium Failure	The local generatorium is suffering power failures, and the surrounding Zone is experiencing intermittent black-outs. When playing a scenario during this Cycle, the players should roll a D6 at the start of each game round. On a roll of 6, the generatorium has failed and the battlefield is plunged into darkness. Use the Pitch Black rules on page 511. After the lights have gone out, roll at the start of subsequent round – on a 4+, the lights come back on – though they may still go out again in following rounds as detailed above.
22	Increased Quotas	The demands of Lord Helmawr have singled out a specific production quota and the clans are scrambling to meet it. Roll 2D6 to determine a category of item: 2-3 Close Combat Weapons and Pistols, 4-5 Basic Weapons, 6-7 Special Weapons, 8-9 Heavy Weapons, 10 Grenades, 11 Armour and Field Armour, 12 Wargear and Status Items. For this Cycle, all items in this category gain a Rarity of 10+ and may not be purchased from the gang's House list. In addition, gangs selling items from this category at the Trading Post can do so for double its listed cost.

23	Juve Harvest	The Clan Houses are harvesting fresh workers for the manufactories, emptying settlements of the young and (relatively) vital hivers. For this Cycle, gangs may not recruit new Juves, and Settlement territories do not provide Juves. Gangs may, if they wish, sell their Juves to the Clan Houses. Each Juve is worth double their hiring cost (discounting equipment and advance), less 5 credits for each permanent injury they have sustained.
24	Enforcer Sanction	The rule of Lord Helmawr's law lies heavy on the Zone this Cycle and the Palanite Enforcers are about – perhaps there is a mute rebellion brewing, or perhaps one of the Clan Houses has been failing in their tithes. For this Cycle, players must roll a D6 for each of their fighters before choosing a crew, for their games. On a 6, the fighter has been taken away for questioning and will be returned after the game. If the player chooses, they can ignore the result and keep the fighter for their game. If they do so, then the fighter gains a bounty for the rest of the Cycle as the Enforcers are after them! If an enemy takes a fighter with a bounty on their head Out of Action in close combat, the fighter is immediately captured. The gang may try to rescue the captured fighter as normal, but if they fail, or choose not to, the capturing gang may sell them to the Enforcers for credits equal to their value.
25	Sump Stalker	Something has crawled its way up from the sump and is feeding on the denizens of the underhive. For this Cycle, all battles use the Horrors in the Dark special rule from page 515 .
26	Bad Ammo	A batch of faulty power packs, second-hand casings and cast-off rounds has found their way into circulation. For this Cycle, successful Ammo check must be re-rolled. In addition, weapons with the Plentiful trait lose it for the Cycle, while weapons without this trait gain the Scarce trait unless they already have it.
31	Head Hunters	A fresh batch of bounties has been posted, drawing a host of nefarious head hunters to the Zone. At the beginning of this Cycle, each player should randomly select one member of their gang – this lucky fighter has a price on their head! Whenever this fighter is involved in a game, the player's opponent may generate and field a Bounty Hunter for free (see page 417). During the game, the Bounty Hunter will ignore all other fighters to their prey and can only make ranged attack actions against the fighter with the bounty on their head.
32	Corpse-starch Shortage	A shortfall in food production has caused mass starvation and the Zone has become tired and listless. During this Cycle, wounded fighters take longer to return to the battlefield, and when a fighter is In Recovery they must roll a 4+ after missing a game to see if they are fit for the next one. Otherwise, they remain Recovery.
33	Scum Migration	There is an influx of sell-guns, ex-gangers and shankmen looking for work. For this Cycle, all gangs can recruit Hive Scum (see page 409) for half their base cost. These cut-price hirelings however are less reliable than normal, and if their gang fails a Bottle test, the Scum legs it and is removed from the battlefield.
34	Spire Safari	A group of uphive noble scions is on a safari in the underhive, hunting muties and experiencing first-hand the 'exotic' locales. While few gangs would be – foolish enough to kill such well-connected and protected individuals, they are not above making some money off them. During this Cycle, as a post-battle action one Ganger from a gang (though not Leaders, Champions or Juves) can offer their Services to the safari. Roll D6 – on a 1-5, the Ganger shows them sights such as the infamous Filth Pit, or introduces them to notable locals like Mad Molly of Edgetown, and earns D6x10 credits for their troubles. On a 6, the Ganger unwittingly leads the safari into the lair of an underhive horror and must fend it off. The Ganger earns D6x10 credits but must also make a roll on the Lasting Injury table.
35	Cred for the Dead	Raw material for the hive's mortuary cults is running low and body farmers are visiting the local settlements. For this Cycle, gangs may sell their dead. Any fighter that is killed (either from a 66 result on the Lasting Injury table or failure to see or be saved by a Doc) can be sold. The mortuary cults care only for the corpse and so each fighter is worth only their hiring cost and does not include the value of any Advancements or equipment.
36	Hab Purge	A routine purge of an overpopulated hab-zone has freed up space for gangs to expand into, while throngs of orphans provide a ready source of Juves and Gangers. For this Cycle, when a gang would increase their Turf Size (though not through stealing Turf from another gang), add 1 to the Turf gained. In addition, the cost to recruit new Gangers and Juves is reduced by 10.
41	Brainleaf Outbreak	Aggressive flora is invading the zone, bringing with it clouds of brain eating spores! At the start of each game, players should randomly select D3 fighter from their crew. They then make a Leadership test for each one. If they fail, place an Insanity marker on their card and use the rules for Insanity to determine their actions (see page 31). Note that if they manage to overcome the Insanity with a Willpower test, it will not affect them for the rest of the battle.

42	Overproduction	The forges of the Clan Houses have been running hot, and an excess of weaponry and wargear has flooded the hive level. Roll 2D6 to determine a category of item: 2-3 Close Combat Weapons and Pistols, 4-5 Basic Weapons, 6-7 Special Weapons, 8-9 Heavy Weapons, 10 Grenades, 11 Armour and Field Armour, 12 Wargear and Status Items. For this Cycle, any gang visiting the Trading Post reduces the Rarity of items in this category by 2 and can purchase them for half its listed cost.
43	Mutie Cull	The mutants that lurk unseen in the deepest shadows of the underhive are restless and have been organising into gangs and taking over parts of the underhive. The Merchant's Guild has ordered a cull and is offering gangs a bounty for each mutie they kill. During this cycle, as a post-battle action, Gangsters can go on the Cull adding 10 credits to their gang's Stash. Additionally, if any of a gang's fighters are killed during this Cycle (either from a 66 result on the Lasting Injury table or failure to see or be saved by a Doc), they can dress up the corpse and try to pass it off as a mutant. Roll D6 – on a 1-5, the Guilders go for it and pay D6x10 credits, on a 6 they suss out the ruse and fine the gang D6x10 credits for wasting their time.
44	Imperium Holy Day	It is the Feast of the Emperor's Ascension (at least as the inhabitants of the underhive reckon it), and fervent prayers and celebrations can be heard in every settlement. For this Cycle, the abundance of 'slightly better' food grants everyone the benefits of a Slopper (see page 381). If a gang already has a Slopper, the chance for recovery is increased to a 5 or 6, rather than just a 6. In addition, Leaders may choose to Pray as a post-battle action. When a Leader Prays, roll a D6. On a 1-5, the Emperor remains silent, or at least chooses not to lower himself to talk to the scummy underhivers. On a 6, the Leader mistakes some random hive noise or creature for a sign and is inspired with righteousness – for their next game, reduce any Bottle tests the gang takes by 2.
45	Nomad Caravan	An Ash Waste caravan has reached the underhive, bringing with it goods from other hives and a wealth of scavenged items from the wastes. During this Cycle, the Rarity of all Trading Post items is reduced by 1. In addition, items with a Rarity of 7 or less (before reduction) become common and can be bought without the need to make a Trade action.
46	House Feud	A noble blood feud has found its way down into the underhive, the slighted leaders of two Houses offering rewards to any loyal subjects willing to settle the score. Randomly select two different Houses from those present in the campaign. For this Cycle, gangs from these Houses gain an additional 2 Reputation and D6x10 credits in games where they defeat a gang from the rival House.
51	Green Hivers	A group of green hivers has entered the Zone, looking to make a new start. At the start of this Cycle, if they wish, each player may send a fighter to help the green hivers get settled. If they do, the player may add a Settlement Special Territory to their gang. However, the fighter they choose cannot be used in any games this Cycle.
52	Lost Vault	An ancient vault of weapons and wargear has been uncovered in the depths of the Zone and the gangs are fighting to claim it for themselves. Keep track of the Reputation gained by each gang during this Cycle. At the end of the Cycle, the gang that had the largest increase in Reputation claims the vault (in the case of a tie, the gang with the highest Rating is the winner). The winner can choose D3+1 items from the Trading Post up to a combined value of 250 credits and add them to their gang (without spending credits or needing to roll for Rarity).
53	Imperial Tithe	Astra Militarum recruiters are gathering up able bodies for the Imperial Tithe, and are especially interested in any skilled fighters they can find. After any game during this Cycle, players may choose to sell fighters to the recruiters for credits equal to their value (otherwise, it is considered that their gang is keeping a low profile when the recruiters come around).
54	New Blood	A lull in the ongoing warfare between Houses gives some grizzled old gangsters a chance to reflect on their life choices, while new blood arrives excited by the prospect of battles to come. Each player must select their fighter who has the most Lasting Injuries (if there is a tie, they may choose). This fighter is then retired and removed from the gang. The player then gains a Juve to add to their gang with up to 20 credits worth of equipment. If the player has no fighters with Lasting Injuries, this event has no effect on their gang.

- 55 Wandering Chirurgeon** A mysterious doctor is wandering the underhive offering their services to gangs – surely they don't have any ulterior motives? During this Cycle, when a gang takes the Medical Escort post-battle action, it can choose to go to the Wandering Chirurgeon instead of a Rogue Doc or a normal underhive doc. This works exactly as a Trip to the Doc except that it doesn't cost any credits, and the player instead rolls on the table below:
- | D6 | Result | |
|-----|-----------------------|--|
| 1 | Stabilised | The fighter is saved but goes into Recovery. |
| 2-5 | Successful Experiment | The fighter is fully healed. In addition, for their next battle increase the fighter's Strength, Toughness and Wound by 1. |
| 6 | A Perfect Specimen ! | The fighter vanishes and is removed from the gang. The player may not use the Wandering Chirurgeon again this Cycle. |
- 56 Initiation** A hulking figure resplendent in saffron-yellow armour is seen wandering the underhive and watching gang battles from afar; the stranger's piercing gaze judging the fighting prowess of the gangers. At the beginning of this Cycle, a player may offer up a single Juve or Ganger to the stranger for testing. Make a Ballistic Skill, Weapon Skill and Initiative test for the chosen fighter, and then roll D6 against the fighter's Strength and Toughness. For each test that was failed, or each roll against Strength or Toughness that was greater than the fighter's stats (or was a 6), work out a S4 hit against the fighter that deals 1 Damage, counting any results on the Injury dice of Seriously Injured as Out of Action. If the fighter survives (after any rolls on the Lasting Injury table), they receive 2D6 Experience. If the fighter passed every test, then they are judged worthy and removed from the gang, and the player is compensated with credits equal to the fighter's value on their Fighter card.
- 61 Impeding Doom** Portents of the end times are everywhere (apparently) and the hive preachers are even more forthright in their zealotry than normal. It may indeed be the end of days – or perhaps just another Cycle in the underhive – in either case, everyone is acting a bit madder than usual. For the duration of the Cycle, all Cool checks suffer a -1 to the dice roll. Additionally, Broken fighters have a habit of spouting religious invective as the creeping dread overwhelms them. All fighters within 3" of a Broken fighter cannot benefit from Leadership skills or activate as part of a Leader or Champion's activation.
- 62 Dark Dreams** Strange dreams are plaguing part of the underhive as mysterious creatures whisper through the veil between worlds. At the start of each game this Cycle, players must randomly select one fighter from their crew and make a Willpower test for them. If the fighter fails the test, they are shaken by their dreams and reduce their Leadership and Cool by 2 for the remainder of the battle. If they pass, they gain a random ability from the Random Strange Powers table (see page 536) for duration of the game.
- 63 Guilder Scrutiny** Recent gang warfare and its disrupting effect on trade have drawn the eye of the Guild. The gang with the highest Gang Rating (or the highest Reputation in the case of a tie) has been placed under investigation and Guilders agents are nosing around its Turf. For this Cycle, the gang under investigation must halve all income from Special Territories and the Working the Turf post-battle action. Other gangs may take advantage of the investigated gang's situation, and as a post-battle action their Leaders can pass on information to the Guilders – each time a Leader takes this action, make an Intelligence test for them. If it is successful, they are paid 2D6x10 credits for the information.
- 64 Grey Shivers** An outbreak of the Grey Shivers is running amok in the underhive, causing sickness and paranoia. During this Cycle, Settlement, Drinking Hole and Gambling Den Special Territories provide no income or any other benefits. In addition, each player should randomly select D3+1 of their fighters and then roll D6 for each of them. If they roll equal or less than the fighter's Toughness, then they have fought off the disease. If they roll higher (or roll a 6), then the fighter cannot be used for this Cycle, as they recover from the Shivers.
- 65 Promethium Excess** Tons of run-off promethium from spaceport facilities up-hive has been pumped into the lower levels, providing plenty of fuel for fire bombs and flamers. During this Cycle, heavy flamers, flamers and hand flamers gain the Plentiful trait. In addition, when visiting the Trading Post, all gangs may purchase scrap flamers for 60 credits and fire bombs for 30 credits. These weapons are very crudely constructed and not made to last. Remove them from the fighter's cards at the end of this Cycle.
- | Weapon | Rng | | Acc | | Str | AP | D | Ammo | Traits |
|--------------|-----|-----|-----|---|-----|----|---|------|----------------------------|
| | S | L | S | L | | | | | |
| Scrap flamer | - | T | - | - | 3 | - | 1 | 6+ | Blaze, Template, Unstable |
| Fire bomb | - | Sx3 | - | - | 3 | - | 1 | 4+ | Blast (3"), Blaze, Grenade |
- 66 Lord Helmawr Speaks !** The hive trembles as Lord Helmawr makes his will known to the billions of souls under his rule. Generate two results from this table and apply the results of both to this campaign Cycle.

PERPETUAL CAMPAIGNS

The simplest method for running a perpetual campaign is to just keep playing games. In this way the campaign has no end, and the end of each campaign phase signals the start of another. For those following a specific campaign system with dedicated phases, such as the Dominion campaign, a perpetual campaign can be achieved by looping the campaign phases – in this case the Occupation and Takeover phase – separated by Downtime phases.

For example, a perpetual Dominion campaign would have this sequence of phases: Occupation > Downtime > Takeover > Downtime > Occupation > Downtime > Takeover, etc. Each block of Occupation > Downtime > Takeover is known as a campaign cycle, and each cycle is separated by a Cycle Downtime phase. The Cycle Downtime phase is a perfect time to introduce new gangs to the campaign, to form splinter gangs, or for a player to retire their gang (more on this later). Players wishing to carry on their gang unchanged into the next campaign cycle do nothing, and all rules for a Downtime phase apply as normal to all gangs. This method can easily be used for other types of campaign systems as and when they are introduced in future Necromunda supplements.

TERRITORIES AND OTHER CAMPAIGN CARDS

When playing a Dominion campaign, the end of a campaign cycle will likely see multiple gangs in control of several territories each. In the case of a perpetual campaign, players may find that all the territories available are soon controlled, making it difficult for new players to join and make an impact. To combat this, the Arbitrator may decide that territories must be refreshed during Cycle Downtime. If territories are refreshed, players retain a number of territories limited by their Gang Rating. Each player may retain one territory of their choice for each full 1000 credits of their Gang Rating (e.g. a player with a Gang Rating of 2,300 would choose up to two territories they currently control to retain). The rest of the territories are lost, and a new set of territories is determined.

Only new gangs are counted for the purposes of generating territories during steps 1 and 2; existing gangs do not draw a Territory card during step 2. The total number of Territories used still depends on the total number of players – old and new.

If a Necromunda campaign ends and the next campaign is of a different type all cards that are unique to that type of campaign (such as Territory cards in a Dominion campaign) are returned to the Arbitrator. This represents the gangs changing their focus from their current activity to a very different one.

HOUSE PATRONAGE

Everyone loves an underdog story, and a perpetual campaign is the perfect setting for such tales. In Necromunda, Gang Ratings are a measure of the strength and experience of a gang, and as new players join such a campaign they might find themselves playing against gangs with a rating far higher than their own. There's always a chance that, against the odds, the underdog will fight their way to the top and cast down their arch-rivals. Of course, in the Underhive these stories often end differently, with the newcomers ruthlessly gunned down and left for the hive carrion.

At present, scenarios manage differences in Gang Rating or differences in the credits value of starting crews through the use of additional Gang Tactics cards. When the difference is pronounced, one player may end up with a large hand of cards that can be difficult to manage. If the Arbitrator deems it appropriate for their campaign, granting additional Gang Tactics cards in this way can be replaced with the House Patronage rules.

House Patronage represents extra aid and incentives sent by a gang's patron, which could be anyone from a gang's house to an insidious cult leader. These incentives represent a clan house patron cashing in on debts, calling in favours, and sending financial or material support to protect their investment – on Necromunda, life may be cheap, but House's interests must be protected at any cost.

MAXIMUM STARTING CREW SIZES

In a perpetual campaign, as gangs get larger the number of fighters will inevitably increase and this could result in one gang fielding an unmanageable quantity of fighters at once. To combat this, Arbitrators may wish to place a limit on the maximum number of fighters a single player can field in scenarios with unlimited Custom Crew Selection.

A maximum fighter limit can be set through the use of a player's Gang Rating. When a scenario uses the Custom Selection method, a player can choose a maximum number of fighters determined by their Gang Rating as shown in the table below:

GANG RATING	MAXIMUM CREW SIZE
1,001 – 2,000	15
2,001 – 3,000	20
3,001+	25

Hired Guns and fighters recruited as part of House Patronage are not included in this limit and may increase the crew size above the maximum shown on the table.

SEMI-PERPETUAL DOMINION CAMPAIGNS

A semi-perpetual campaign is a method based upon the idea of splinter gangs. After a campaign has ended, victors have been decided, Triumphs have been awarded, and things have settle down, players assemble splinter gangs as described [on page 262](#). Any player that was awarded a Triumph at the end of the previous campaign and founds a splinter gang receives additional benefits based on the Triumphs they were awarded as described in the table below:

TRIUMPH	BENEFIT
Dominator	The gang gains an extra starting Territory, chosen at random from all territories after each player has chosen their starting territory.
Slaughterer	After the gang has been founded, the gang gains 3 additional XP that can be distributed between fighters recruited from an old gang. Only 1 XP can be given to any single fighter.
Creditor	The gang starts with an extra 100 credits, which are added to their starting stash.
Warmonger	The gang starts the campaign with an additional 3 Reputation and can choose to be the attacker or defender in their first battle, regardless of who chose the scenario.
Powerbroker	The gang can choose to start the campaign with one of the following Hangers-on for free: Ammo Jack, Dome Runner, Gang Look-out, Rogue Doc, or Slopper.

These Triumph benefits are only retained for that campaign. At the end of the campaign, Triumphs are assigned as normal and can switch from player to player between campaigns.

HOUSE PATRONAGE BENEFITS

The scenario being played will specify if Gang Rating or starting crew value is used to determine which side is the Underdog. In a perpetual campaign, if one player's Gang Rating or the credits value of their starting crew (whichever the scenario uses) is less than their opponent's, then they receive House Patronage as follows. House Patronage is represented by a number of credits that the player has to spend on benefits, including Hired Guns, temporary fighters, or chosen Gang Tactics cards. Each benefit has a credit cost associated with it as shown in the table below. House Patronage benefits replace any additional random Tactics cards a player may receive during the pre-battle sequence as described in the scenario rules.

The number of credits generated by House Patronage is calculated during the pre-battle sequence after step 5 (choose crews) and before step 6 (announce territory boons). A gang receiving House Patronage receives 100 credits that can be spent on House Patronage Benefits for each full 100 credits of difference between the Gang Rating of their starting crew and their opponent's starting crew.

The list of possible House Patronage benefits is shown in the table below. A player may select any combination of these patronages, adhering to the restrictions outlined in each line of the table (so they may randomly draw up to five Gang Tactics cards, for example):

HOUSE PATRONAGE BENEFITS	CREDIT COST
0-5: Draw a random Gang Tactics card	100 each
0-2: Choose a Gang Tactics card	200 each
0-1: Draw a random House Sub-plot	100
0-1: Choose a House Sub-plot	200
Unlimited: Hire a temporary Hanger-on	Varies
0-3: Temporarily hire a Ganger	Varies
Unlimited: Recruit one ore more Juves*	Varies
0-1: Hire a Dramatis Personae	Varies
0-1: Hire a Bounty Hunter	Varies
0-5: Hire a Hive Scum	Varies

* Note that the standard gang composition rules still apply here

Any fighters hired as a House Patronage benefit are not added to the gang roster, as their services are secured for one battle only. Any Juves hired as a House Patronage benefit are not subject to normal gang composition restrictions. Costs for a fighter can be found in the corresponding section. Gangers are hired from the appropriate House list. Bounty Hunters hired as a House Patronage benefit are not subject to the “We’ll Get Our Bit...” special rule. Weapons and Wargear can be purchased for fighters hired in this way using credits generated by House Patronage. Any credits not spent are lost. Additional weapons can only be purchased for fighters hired as a House Patronage benefit and are lost at the end of the battle.

Any fighters, including hired guns and Hangers-on, hired as a House Patronage benefit are automatically added to a player’s crew regardless of the crew selection method. Such fighters are taken in addition to the usual restrictions (e.g. a gang may include two Ambots as normal and may include additional Ambots as a House Patronage benefit). Any fighter hired as a House Patronage benefit cannot be activated as part of a group activation and dose not count as present at the start of the battle for the purpose of Bottle tests.

GOING OUT IN A BLAZE OF GLORY

You’ve gone and done it. You’ve taken a small group of scrappy newcomers and turned them into a crew of hard-bitten vets. You’ve clawed your way to the top, and now you’re the most powerful gang around. Now that you’re at the top, you might be asking yourself what’s next. A player can retire their gang at any time during the course of a campaign, but simply retiring a large gang built over a long campaign can be anti-climatic. Instead, a gang whose Gang Rating is greater than a predetermined total decided by the Arbitrator at the start of the campaign (a good limit is 4000) can decide to either retire or to go out in a Blaze of Glory.

When going out in Blaze of Glory, the player puts their gang through one last, climactic ordeal and takes part in the ‘Escape the Hive’ scenario. The Arbitrator, or one or more players in the campaign, takes control of the opposing crew in this scenario, the nature of which depends on the game being played. Further publications may explore other Blaze of Glory scenarios.

During a Blaze of Glory scenario, a player uses the entirety of their gang, including Hangers-on. Any Bounty Hunters or Dramatis Personae that are currently hired by the gang (e.g. because of the “We’ll Get Our Bit...”) leave the gang and take no part. Any credits in the gang’s stash may be spent on Hired Guns as usual, with the exception of Bounty Hunters and Dramatis Personae

WHO IS UNDERDOG?

The campaign’s Arbitrator can choose to set a minimum difference in Gang Rating before players receive House Patronage, allowing for small differences between gangs. If using House Patronage rules during a campaign, we suggest that only differences in Gang Rating or starting crew credits value (whichever the scenario uses to determine the Underdog) of 400 credits or more should use the rules presented here. For differences smaller than this, players should gain extra Tactics cards as described by the scenario being played.

PART SIX: SKIRMISH GAMES

Necromunda is a game best played as part of a campaign (see page 239). There is nothing quite like creating a gang and leading it to glory or ignominy over a series of linked games. Characters evolve, stories unfold, and a strong narrative is easily built up around the events that take place on the tabletop.

Unfortunately, not everyone is able to commit the time required to take part in a campaign. Players may not live close to their gaming friends. Work and commitments might contrive to keep us away from our hobby, meaning that often we are only able to enjoy the occasional stand-alone game when time permits. This, however, is no reason to miss out on the fun of many aspects of the game that appear to be designed for campaign play. It is possible to create gangs for stand-alone Skirmish games, complete with extra skills, characteristic increases, access to weird and wonderful Rare Trade equipment and even Hangers-on and Hired Guns. There is a lot of fun to be had in creating a gang for a Skirmish game, deciding what will be included and what will be left out, choosing skills, creating names and backstories for the fighters, and so on.

SKIRMISH RULES

The following section gives a set of guidelines for creating Skirmish gangs. Players who wish to use these rules for a game should decide between themselves on the details. Furthermore, this section aims to give guidance to anyone wanting to run a gaming event such as a tournament, as these rules will help to create more interesting gangs for participants to use, which in turn enhances the gaming experience for everyone involved. At the end of this section, you will even find some recommendations for scoring to use in a tournament, along with a few example rules packs made with the following guidelines, which can be used by players for their own Skirmish games or by event organisers wishing to run a one- or two-day event.

GANG CREATION

This section deals with how to create a gang for Skirmish game. For the most part, this is exactly the same as creating a gang for a campaign, right down. However, there are some distinct differences to be aware of.

FOUNDING A GANG

For stand-alone skirmish games, gangs should be between 1,250 and 2,000 credits. Larger is possible but it is worth bearing in mind that smaller credit limits force hard choices to be made. Sometimes, having to choose whether to include one thing or the other is better than having both as it adds to the challenge of the experience. It may be the case that a minimum and/or maximum number of fighters should be specified. A good rule to follow here is that gangs must be a minimum of ten fighters and a maximum of twenty, and that a gang must contain ten members before Hangers-on or Hired Guns can be added.

As in a campaign, a blank Fighter card must be filled in for each member of the gang and for any Hangers-on and Hired Guns, and all fighters, Hired Guns and Hangers-on must be represented by an appropriate model. Finally, all of the normal rules regarding gang composition must be followed, as described in the gang list.

Credits not spent when a Skirmish gang is founded are not added to a gang's Stash, they are simply lost and not added to its Wealth.

LEADERS AND CHAMPIONS: As normal, the Leader and Champions should gain a free starting skill when founding the gang (or an ability, depending upon the gang being used) and, as always, this extra skill should be noted on the fighter's Fighter card.

EQUIPMENT: Gangs should be equipped from their own House Equipment Lists following the usual rules with regard to weapon types and total number of weapons available to a fighter of each type. Additionally, gangs may be allowed to purchase any item from the Rare Trade chart at the cost specified, in effect building a Stash of Rare items that can then be given to the fighters they are hiring when founding the gang, provided, of course, that they follow the normal rules with regards to how individual fighters can be equipped.

A Rare (X) level should be determined beforehand. For example, players may be allowed to select items up to Rare (10) but not above. In a Skirmish game, players should agree this between themselves. For an event, the event organiser should specify this in the rules pack.

HIRED GUNS AND HANGERS-ON: In Skirmish games, Hired Guns may be recruited when the gang is founded. However, if there is a minimum number of fighters required, Hired Guns and Hangers-on will not count towards this. For example, if gangs must contain a minimum of ten fighters, they must contain ten fighters drawn from the gang list before any Hired Guns or Hangers-on can be included. They will however count towards the maximum number of fighters if a maximum is in effect.

Hangers-on can be hired when a Skirmish gang is founded as well, and this is covered in more detail in the Reputation section that follows. Any Hangers-on included in a gang must be represented by appropriate models, even those that may not spend much time on the table.

GANG ATTRIBUTES

In a stand-alone Skirmish game or during an event or tournament, Gang Attributes work differently. Gang Rating, for instance, is predetermined and will not fluctuate, whilst Wealth might have more importance in a tournament than a stand-alone game.

REPUTATION: For Skirmish games, rather than starting with the usual 1 Reputation, gangs may be given a Reputation of 5, 10, or 15 when founded. At an event or tournament, this should be the same for every gang present. Players should decide before the game how much Reputation their gangs will have, whilst event organisers should include this information in the rules pack.

The Reputation of Skirmish gangs serves a twofold purpose; firstly it will determine how many Hangers-on and Brutes can be included when the gang is founded. In addition, Reputation provides an ideal tiebreaker in tournaments.

In the case of events and tournaments that use Reputation gain and loss as described in the scenarios as a tiebreaker (as follows), then loss of Reputation between games does not mean that purchased Hangers-on or Brutes are lost.

WEALTH: This can be very useful to record during an event or tournament, as it can provide a good tie-breaker. For simplicity, gangs should start with 0 Wealth, recorded on their gang roster sheet and will record Wealth based on the rewards of the scenarios played. Any credits not spent when the gang is founded are lost.

FIGHTER ATTRIBUTES

During stand-alone Skirmish games, fighters do not gain Experience, so there is no obvious way for them to gain Advancements the way their counterparts in a campaign will. The following section deals with how to add extra skills and characteristic increases to fighters within a Skirmish gang.

ADDITIONAL SKILLS: In Skirmish games, it is a good idea to allow certain fighters to start with some free additional skills as well as the free starting skills given to the Leader and any Champions. This works well with the increased credits players have to found a gang and the access to Rare Trade items and Hangers-on to create the feel of an established, veteran gang that can be used in a stand-alone game.

There are many ways to do this, and both players and event or tournament organisers should feel free to experiment, but as a general rule it is recommended that gangs be allowed to choose a number of additional skills as follows based on the credits value of the gang:

Up to 1,300 credits:	Five Primary skills.
1,301 to 1,500 credits:	Six Primary skills
1,501 credits or above:	Five Primary skills and one Secondary skill.

Skills should be distributed amongst Leaders, Champions and Junes. Skills may also be allocated to Gangers who are nominated as Specialists. The number of Specialists included should be decided beforehand by the players or specified by an event or tournament organiser.

There should, however, be a sensible limit on the number of skills each fighter can take. As a good rule of thumb, fighters should be allowed a number of skills based on their type as follows:

LEADER: One free starting skill and up to two additional skills

CHAMPION: One free starting skill and up to one additional skill.

JUVES: One additional skill.

SPECIALIST GANGERS: One additional skill.

Skills given to fighters in a Skirmish gang in this way do not increase the Gang Rating. Free means free!

CHARACTERISTIC INCREASES: In addition to extra skills, gangs should be allowed a number of free characteristic increases. Again, there are many ways to do this, and players and event or tournament organisers are encouraged to experiment, but a good rule to follow is that the number of characteristic increases should be half the number of extra skills rounded down, which makes two or three the norm.

No fighter should be allowed more than one characteristic increase. As is usual during campaign play, characteristic increases may be given to Gangers as well as Leaders, Champions, Junes and Specialists. As with additional skills, these free characteristic increases do not increase Gang Rating.

PLAYING SKIRMISH GAMES

Once gangs have been created for a Skirmish game, it is a simple matter of getting stuck into the action. This following section contains some useful advice on scenarios and victory conditions for anyone playing a Skirmish game, and some in-depth advice for event or tournament organisers regarding scenario selection, scoring, tie-breakers, and so on.

SCENARIOS: Any scenario can be used for to a skirmish game, but there are some important things to consider with a few of them. What follows are some general advice for players and event organisers to consider when choosing scenarios to play in a Skirmish game.

When playing a simple stand-alone Skirmish game, players should ensure that the entire gang they have founded can be used. This might mean ignoring the crew size recommended by the scenario – after all, the two gangs being used will be well-matched due to how they have been created. If players feel that one side outnumbering the other by too many fighters is a disadvantage, this is best addressed early on when founding the gang. You can be quite specific when agreeing minimum and maximum numbers of fighters should you wish.

In an event or tournament environment, however, the event organiser should not be afraid to use scenarios that specify various crew sizes – part of the fun lies in selecting the best crew ahead of a game. Event organisers also have the luxury of knowing that their players will be playing several games over the course of a day or two, meaning that whatever mix of crew sizes the chosen scenarios specify, from as few as six fighters up to using the entire gang, players can be almost guaranteed to get the most use out of every fighter they have hired.

ZONE MORTALIS VS SECTOR MECHANICUS: Terrain type should also be given some thought. Players sitting down to play a Skirmish game have the freedom to play over either Zone Mortalis or Sector Mechanicus terrain as they wish, but event organisers may have to consider the logistics a bit more.

As a general rule of thumb, if space is limited at a venue, Zone Mortalis might be the better choice. In combination with a lower credits limit for gangs, event organisers can focus on smaller set-ups and quicker games, allowing for an extra game or two to make up for the smaller sized games.

Similarly, if an event organiser wishes to hold four or more games in a single day, the fast and frenetic pace of Zone Mortalis games suits this well. If an event is to be run over two days, and if resources are available, event organisers may wish to consider having one day be dedicated to Zone Mortalis games, and the other dedicated to Sector Mechanicus games. Doing this gives the greatest amount of time possible to change tables and set up anew for the following day, whereas trying to change dozens of tables from Zone Mortalis to Sector Mechanicus over lunch time is perhaps best avoided!

HOME TURF AND RESCUING CAPTIVES: Finally, some scenario rules need consideration.

In the case of scenarios that specify a Home Turf Advantage, players should roll off to determine which player is fighting on their home turf. Likewise, if players choose to play a Rescue Mission scenario, roll off to see who the rescuer is and who the captor is. The rescuer should then either randomly determine which of their fighters is the Captive, or choose a fighter to be the Captive.

ARBITRATED GAMES AND CAMPAIGN EVENTS: Skirmish games are not limited just to two players building a gang and fighting out a simple scenario. Groups of three or more players are encouraged to experiment with the rules presented elsewhere in this book for Arbitrated Campaigns alongside Skirmish games. There is a lot of fun to be had playing out a stand-alone game under the watchful eye of an Arbitrator, who may control certain elements within the game, such as terrain effects, groups of hive denizens or wandering monsters.

TOURNAMENT PLAY

There are a few things that make tournament play distinct from any other type of play. Contrary to what many players might think, outrageous competitiveness is rarely one of them! Tournaments give us as players an excuse to get together and play several games over the course of a day or a weekend, catching up with old friends and making new ones. It is certainly true that around the top tables, towards the end of the event, the action can become quite intense as players compete for the eternal fame and glory associated with a tournament win, but for the most part, games are played in a spirit of friendly competition. It is nice to win, of course, but as the games follow a 'Resurrection' format (see below), they are often free from the emotion associated with seeing a beloved Champion fatally wounded and lost in campaign play. Tournament games, as with any Skirmish game, can often be played with much more abandon than players may dare in a campaign game, and it can be tremendous fun to play so boldly, unconcerned about a fighter's long term health.

RESURRECTION FORMAT

In Skirmish games, the normal campaign rules are suspended for the most part. Gangs are founded as described previously and gain Advancements in a predetermined way. But what about casualties suffered during a game at an event or tournament? Well, these too are handled in a different way. When a fighter is taken Out of Action during a game, there no need to roll on the Lasting Injuries table. Instead, it is assumed that all fighters are (12-26) Out Cold and return healthy with all of their skills and characteristics intact for the next game. This is referred to as 'Resurrection format' or 'Resurrection play'.

Note, however, that this in no way should stop players rolling to determine the Lasting Injury for their own amusement!

THE DRAW

At events it is always important that attendees know who they are playing in each round. There are several ways of doing this, for example, in campaign events (as follows) players might be grouped by gang type and drawn randomly against players of another gang type. However, in tournament play, it is important that players on an equal number of wins and/or losses face-off in each round.

The first round of a tournament should be a random draw. Event organisers may wish to interfere with it to avoid 'mirror matches' when a player is drawn against a gang of the same type as theirs, or to try to avoid players whom they know to be regular opponents or players who have travelled together facing one another in the first round. It largely doesn't matter, but the first round should ideally always be a fun game against someone new.

From the second round onwards, however, the draw should be done using the Swiss pairing system, meaning that players will play opponents on an equal tournament score and/or number of wins, draws or losses as them in each round. Eventually, this will lead to two, or sometimes more, potential winners, all of whom are equally matched facing off on the top tables, whilst elsewhere in the field players are facing off against opponents on a similar score to them. Not only does this ensure that the final standings are a sound reflection of performance, but it tends to ensure that players will be having enjoyable games against those opponents who are most similar to them, something which in turn enhances experience for everyone present.

SCORING

This section deals with how to score a tournament. When playing a stand-alone Skirmish game, the winner and loser will be determined quite simply by following the scenario rules, and whilst this is true of tournament games as well, event organisers will need a way to keep track of how well players are doing over the course of the event.

TOURNAMENT SCORING: as mentioned previously, each individual game is won or lost as determined by the scenario. How this should convert into Tournament Points (TPs) is quite simple:

Win	3TPs
Draw	1TP
Loss	0TPs

Additionally, event organisers may wish to award bonus TPs if certain criteria are met. For example, if the victor wins by a large margin, they may be awarded +1TP. However, if they win by only the narrowest of margins, the loser may be awarded +1TP. What these margins should be is for the event organiser to decide, but a good guide would be a win by 5 or more VPs versus a loss by only 1 VP.

Further bonuses may be awarded for taking Captives, as this is an integral part of campaign play and should be recognised in tournament play. For

example, a player may earn +1TP whenever they take an enemy fighter Captive in the post-game wrap-up. It certainly helps to capture the feel of Necromunda if players follow at least one of the wrap-up steps from campaign play at the end of their games, and rolling to see if any enemy fighters are taken Captive is a great example.

TIEBREAKERS: Finally, event organisers should be aware that there will be ties, and that at the end of any tournament there will be players on an equal number of TPs throughout the field. For the most part this doesn't matter, coming equal 24th is better than coming 25th after all! But when faced with a tie between the top two players, we need a way to break it. To help with this, players will be required to adjust their Reputation and Turf Size post-game when checking to see if any Captives have been taken. Once again, this step helps to capture the

feel of a Necromunda Campaign in a Skirmish game event.

The first tiebreaker should be Reputation. A bonus of giving players a higher than usual Reputation when founding a gang is that, over the course of an event, that figure can go both up and down, meaning that it works very well as a tiebreaker, and it is the most important Gang attribute, the one that should be considered above all others. Without a good reputation, a gang is destined to be forgotten!

The second tiebreaker should be Wealth. As mentioned previously, for simplicity, gangs start with 0 Wealth recorded on their gang roster, but this will increase as they earn rewards from the scenarios played over the course of an event, which makes it an ideal second tiebreaker. Between these two factors, ties in a tournament should be quite rare.

CAMPAIGN EVENTS

Not all events must be competitive tournaments, and there is a lot of fun to be had from running campaign-based events. However, organisers may wish to consider using Skirmish gangs for such, events as a way to speed things along between games, ensure that all participants are on an equal footing and allow them to focus on the unique elements of the event they have envisioned. The organiser of a campaign event takes on the role of Arbitrator for the attendees, and it is up to them to ensure that the focus is on the games and the narrative that those games drive, because if players spend too much time on developing their gangs or focussing on individual results, this narrative feel can be lost.

What follows are a couple of suggestions, but this section is deliberately brief. Event organisers wishing to run a campaign event are encouraged to let their imagination run riot with the narrative, whilst hopefully these rules for creating Skirmish gangs will prove of use.

HOUSE WAR Event organisers may wish to run a campaign event where participants are grouped together into teams decided by the gang they wish to play. From there, it is possible to ensure that gang from the same House do not face each other, instead focussing their efforts on destroying their mutual enemies. Doing this may require handling the draw each round to ensure the desired match-ups happen, possibly even to the extent of manually creating the draw each round. This should not matter, though, as players should understand that House honour is more important than individual pride!

MAP-BASED EVENTS: Another option, and an expansion of the above, might be to group players into smaller clans who control an area of a map. Over the course of an event, a clan's territory can shrink or grow based on its members' wins and losses, so that eventually a winner will emerge with the largest territory. This is an idea that can work incredibly well as a event, where entrants sign up as a team of three or more players and compete together for glory. A map-based team event like this can be quite diverse, with draws being done Swiss style based on overall team performance working surprisingly well to combine both tournament and campaign-based events into a package to suit all.

EXAMPLE RULES PACKS

Below are a couple of example rules packs event organisers might build for simple one or two-day events, and which players are encouraged to try for their own entertainment.

ONE-DAY EVENTS

FOUNDING A GANG

Players have 1,250 credits with which to found their gang, using the Gangs' lists. Gangs must consist of between eight and twelve fighters, of which three Gangers may be designated as Specialists:

LEADERS AND CHAMPIONS: as normal, the leader and champions should gain a free starting skill when founding the gang.

EQUIPMENT: gangs should be equipped from their house weapons list, following the usual rules. Additionally, gangs may purchase any item from the Rare Trade chart at the cost specified that is Rare (9) or below, including all items listed as Common, to be distributed amongst fighters.

HIRED GUNS AND HANGERS-ON: these may be included. Hired Guns do not count towards the minimum number of fighters, but both Hired Guns and Hangers-on do count towards the maximum number of fighters. Models and Fighter cards are required for all Hangers-on.

GANG ATTRIBUTES

All gangs start with the following Attributes:

REPUTATION: gangs have a reputation of 5. Note this will mean that only one Hanger-on per gang is permitted.

WEALTH: all gangs begin with 0 Wealth.

FIGHTER ATTRIBUTES

Fighters may be given additional skills as detailed below :

ADDITIONAL SKILLS: you may choose an additional five Primary skills to distribute between your fighters as well as the free starting skills given to the Leader and Champions. No fighter may have more than one skill, other than the Leader who may have two in total.

CHARACTERISTIC INCREASES: two of the fighters in your gang may be given a single characteristic increase.

TWO-DAY EVENTS

FOUNDING A GANG

Players have 1,750 credits with which to found their gang, using the Gangs' lists. Gangs must consist of between ten and twenty fighters, of which four Gangers may be designated as Specialists:

LEADERS AND CHAMPIONS: as normal, the leader and champions should gain a free starting skill when founding the gang.

EQUIPMENT: gangs should be equipped from their house weapons list, following the usual rules. Additionally, gangs may purchase any item from the Rare Trade chart at the cost specified that is Rare (11) or below, including all items listed as Common, to be distributed amongst fighters.

HIRED GUNS AND HANGERS-ON: these may be included. Hired Guns do not count towards the minimum number of fighters, but both Hired Guns and Hangers-on do count towards the maximum number of fighters. Models and Fighter cards are required for all Hangers-on.

GANG ATTRIBUTES

All gangs start with the following Attributes:

REPUTATION: gangs have a reputation of 15. Note this will mean that only three Hanger-on per gang is permitted.

WEALTH: all gangs begin with 0 Wealth.

FIGHTER ATTRIBUTES

Fighters may be given additional skills as detailed below :

ADDITIONAL SKILLS: you may choose an additional five Primary skills to distribute between your fighters as well as the free starting skills given to the Leader and Champions. No fighter may have more than one skill, other than Champions who may have two in total, and the Leader, who may have three in total.

CHARACTERISTIC INCREASES: three of the fighters in your gang may be given a single characteristic increase.

PART SEVEN: PLAYING A GAME

Here, players will find details of the various scenario rules mentioned throughout the scenarios themselves.

GENERAL SCENARIO RULES

These rules apply to all scenarios.

PREPARING FOR A BATTLE

BATTLEFIELD SET-UP

The section that follows presents rules for setting up a battlefield, using either Zone Mortalis or Sector Mechanicus terrain, along with scenarios for gangs to fight out. These range from brief but bloody encounters between two gangs to full-scale raids onto a rival's territory.

BATTLEFIELD SET-UP

Some scenarios have special instructions for terrain. The default methods are as follows:

ZONE MORTALIS

Starting with the defender, or the winner of a roll-off (if there is no defender), players take turns to select and place a 12" square Zone Mortalis tile complete with walls. Each tile after the first must be placed so that at least half of the length of one edge is touching an existing tile. Both players continue to place tiles until the maximum number are placed, as described by the scenario.

Next, doors are added. Starting with the defender or the winner of a roll-off (if there is no defender), each player may place as many doors and door terminals as they wish. Once at least three doors have been placed, either player may choose to place no more. The other player may then place one final door.

Then, starting with the defender, or the winner of a roll-off (if there is no defender), players take turns to place D6 obstacles (to a maximum of three each) anywhere on the battlefield. After which, each player may place one ductway.

Finally, if the scenario does not give special instructions for loot caskets, each player, starting with the winner of a roll-off, places one anywhere on the battlefield that is not within 6" of an edge of the battlefield.

SECTOR MECHANICUS

The battlefield should measure roughly 4'x4'. Larger or smaller battlefields are possible. The available terrain should be divided into obstacles (any terrain measuring no more than 2" high and no more than 2" across) and structures (any terrain feature measuring more than 2" high and more than 2" across). Players should decide between them if any terrain features are difficult, dangerous or impassable (and therefore solid for the purposes of measuring and line of sight). Then, starting with the defender or the winner of a roll-off (if there is no defender), players take turns placing large terrain pieces anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

Then, obstacles are added. Starting with the defender or the winner of a roll off (if there is no defender), players take turns to place scatter terrain anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

Finally, if the scenario does not give special instructions for loot caskets, each player, starting with the winner of a roll-off, places one anywhere on the battlefield that is not within 6" of an edge of the battlefield.

BADZONES BATTLEFIELDS

If players agree, they can choose to have their gangs fight it out in one of a Badzones, adding an extra challenge and more fun to their game. Badzones are compatible with most scenarios, either adding 'invisible' environmental effects or providing guidelines for how to set up the battlefield. Badzones also provide players with lots of exciting modelling opportunities, and they can convert their own terrain pieces or even build entire boards to represent these perilous depths of the underhive. In Zone Mortalis scenarios, players can use tiles from the Badzone Delta-7 tile set to represent some of these environments, while Badzones Terrain provides guidelines for the kinds of Citadel scenery pieces appropriate to a Badzone.

CHOOSE CREW

Each player chooses a starting crew for the scenario, using one of the following methods or a bespoke method, as determined by the scenario:

RANDOM SELECTION (X)

When a scenario instructs players to use Random Selection (X) to choose their starting crew, the following method is used. When Random Selection (X) is in use, there will always be a number shown in brackets:

- The player makes a deck of their Fighter cards.
- The deck may not include any fighters unable to take part in the battle.
- The deck may only contain one randomly selected card for a fighters who have multiple Fighter cards.
- This deck is then shuffled and a number of cards equal to the number shown in brackets is dealt out. This is the player's starting crew.

CUSTOM SELECTION (X)

When a scenario instructs players to use Custom Selection (X) to choose their starting crew, the following method is used. Where no number is shown, there is no limit to how many fighters make up the starting crew:

- The player chooses their crew, selecting the Fighter cards of the fighters they wish to use, equal to the number shown in brackets.
- Where no number is shown in brackets, the entire gang may be used, should the player wish.
- If any fighters have multiple Fighter cards, the player chooses which equipment load-out the fighter will use for the battle.
- The crew cannot include any fighters unable to take part in the battle.

Editor's Suggestion 1: Brutes count as 2 fighters for the purposes of crew selection. If drawn last for random selection, return to the deck and draw another fighter.

Editor's Suggestion 2 When doing custom or random selection, there can only be one fighter with the Special Rule 'Gang Hierarchy (Leader)/(Champion)' or of the Brute class for every other three fighters (either of the Gang Fighter (X) class or normal Hangers-On). If doing random selection and you draw an extra fighter of these characteristics, please return them to the pile - unless there are no other suitable fighters (normal hangers on, gangers and juves). Hired guns do not count for this ratio.

TACTICS CARDS AND UNDERDOG BONUSES

TACTICS CARDS

Each scenario details how many Tactics cards each player gets and how they are selected, with players either choosing the cards they want or drawing them at random.

Each player prepares their deck of Tactics cards – by default this is one of each Gang Tactics card, plus any House Tactics cards relating to their gang's House (for example, an Escher gang would take one of each Gang Tactics card and one of each House Escher card). If players have any additional Gang Tactics or relevant House Tactics cards (for example, any from the expansion packs or which have been made available separately, such as event exclusive cards), these are also added to their decks.

Any cards marked as Zone Mortalis are left out of the deck if this is a Sector Mechanicus game, and vice versa (for example, the Rigged Door and Hidden Passage cards are for Zone Mortalis and should be left out of the deck prior to a Sector Mechanicus battle).

UNDERDOG BONUSES

In addition, a player's gang is classed as an Underdog if their Starting Crew is less than their opponent's. Where a scenario says a player may draw additional Tactics cards when facing an opponent with a higher rating, you may choose to use instead the credit difference to buy Underdog bonuses, which include hired guns, tactics cards and Underdog cards, up to the value of their credit difference – if a gang's crew is 223 credits below the value of their opponent's, they may pay for up that value from the following list, for example.

UNDERDOG BENEFITS	CREDIT COST
0-5: Draw a random Gang Tactics card	100 each
0-2: Choose a Gang Tactics card	200 each

0-5: Draw a random Underdog tactics card	200 each
0-2: Choose an Underdog tactics card	400 each
0-1: Hire a Dramatis Personae	True Cost
0-1: Hire a Bounty Hunter	True Cost
0-5: Hire a Hive Scum	True Cost

UNDERDOG TACTICS CARDS

Underdog Tactics cards are the following. You may only draw or choose each once, with the exception of Wandering Stranger.

Number	Name
1	Decoy
2	Giant Killer
3	Grateful Trader
4	Hard Training
5	Miraculous Recovery
6	Old Wound
7	Paid in Full
8	Secret Stash
9	Sudden Death
10	Survivalist
11	Wandering Doc
12	Welcome Stranger
13	Welcome Stranger

See page 625 for Underdog Card rules.

All fighters hired for the battle are not added to the gang roster, as their services are secured for one battle only, nor do they affect the gang's gang rating. Bounty Hunters hired as an Underdog bonus are not subject to the "We'll Get Our Bit . special rule.

DEPLOYMENT

Many scenarios detail the size and location of deployment zones. For those that do not, the standard methods are as follows

ZONE MORTALIS

Starting with the defender, or the winner of a roll-off (if there is no defender), players set their crews up. The defender/winner of the roll-off sets up first. Their deployment area is either one full tile of their choice, or a 3" area that runs along one edge of the battlefield.

The attacker/loser of the roll-off deploys their entire crew in either one full tile that is at least one full tile away from the other player's deployment zone, or in a 2" area that runs along the opposite edge of the battlefield.

A fighter may not be deployed, either during deployment nor as a reinforcement, in an area of battlefield which is entirely blocked off by walls. Unless there is a ductway placed allowing fighters into and out of such areas, no fighters may ever be deployed in blocked-off corners.

SECTOR MECHANICUS

Draw a line dividing the battlefield into two equal halves. Starting with the defender, or the winner of a roll-off, players select one half of the battlefield in which to set their crews up. The defender/winner of the roll-off sets up first. All fighters in both players' crews must be set up at least 12" away from the dividing line.

ENDING A BATTLE

FLEEING THE BATTLEFIELD

In a Campaign, it is often wise for a gang to quit a fight whilst they are still ahead. This is especially true in ambushes, and when smaller crews find themselves taking on larger and more dangerous ones!

A gang's controlling player can choose to automatically fail any Bottle test the gang is required to make.

Once a gang has bottled out (either voluntarily or by failing a Bottle test), the controlling player can declare that the gang will flee the battlefield at the start of any Action phase. Any Active and Pinned fighters immediately flee the battlefield.

Engaged fighters must attempt to break away from combat – make an Initiative check for each. If the check is passed, they flee the battlefield. If the check is failed, they are Seriously Injured.

Once the gang that has declared it will flee has only Seriously Injured fighters on the battlefield, the battle ends. Roll to see if the Seriously Injured fighters succumb to their injuries during the Wrap-up as usual.

Editor's Suggestion: Q: What happens in a scenario in which I have to find objectives on the board, and my opponent flees the field - do I automatically claim the objectives? A: This is a perennial problem, which can lead to players just shooting to claim objectives if you automatically do claim objectives. We found an answer by suggesting it was not guaranteed. We suggest therefore:

If there are objectives unclaimed at the end of a battle, roll a D6 for each fighter who remains at the end of the battle on the field who is not broken, seriously injured, out of action or subject to another debilitating condition. On a 1-4, the fighter does not claim the objective. On a 5+ the fighter does claim the objective.

LEAVING THE BATTLEFIELD

In certain scenarios, fighters leave the battlefield voluntarily. Fighters removed from the board by escaping as part of these scenarios are ignored for the purposes of making Bottle Tests (i.e. they do not count as part of the crew)

CAMPAIGN REWARDS AND SCENARIOS

Each scenario provides rewards, such as experience, credits or reputation for the gangs playing it. At the end of the game players should consult the scenario and see if they qualify for any of its rewards, adding them to their gang rosters if they do. When using any of the scenarios in this book, some of the rewards might need to be altered depending on the type of campaign being played.

CAMPAIGN REWARDS IN A DOMINION CAMPAIGN

In a Dominion Campaign these scenarios will work as written, with the winner either taking a territory from their opponent or keeping hold of one if under attack.

CAMPAIGN REWARDS IN A LAW & MISRULE CAMPAIGN

In a Law or Misrule Campaign, reputation is earned as normal and contributes either to the gang's Law Reputation or Misrule Reputation.

CAMPAIGN REWARDS IN AN UPRISING CAMPAIGN

In an Uprising Campaign, if the scenarios are played during the Damnation phase, then any credit rewards are ignored. Instead, players will gain 1 portion of Meat for each enemy fighter they took Out of Action, and 1 Scavenging roll if they are the winner. In a scenario using loot counters or loot caskets, each one of these is also worth 1 Scavenging roll to the gang who claims it.

SPECIAL SCENARIO RULES

The following rules apply only for certain scenarios.

REINFORCEMENTS

If a gang has Reinforcements available, the scenario will describe how to create a Reinforcements deck from the Fighter cards not in their starting crew:

- Reinforcements always arrive at the end of the End phase. The scenario will state the round(s) on which reinforcements arrive and how many arrive.
- Reinforcements are randomly drawn from the Reinforcements deck and a D6 rolled. On a 3+, the controlling player deploys them. On a 1-2, the enemy player deploys them.
- Unless instructed otherwise by the scenario, Reinforcements are deployed on any battlefield edge, not within 6" of an enemy fighter.

FAQ 2019: Q. When Reinforcements arrive, does their presence count towards a Bottle Test? A. No. When making a Bottle Test it is only the number of fighters in your Starting Crew that matter, regardless of how many Reinforcements have since turned up.

SNEAK ATTACKS

In some scenarios, the defender may not initially be aware of the presence of the attacker. In these scenarios, the following rules are used:

SENTRIES

Sentries are deployed as described in the scenarios. Sentries never gain Ready markers before the alarm is raised:

- When it is the defender's turn to activate a fighter, they shuffle together the Fighter cards for their sentries into a deck and randomly draw one, returning it after the activation is complete. Note that a sentry can be activated several times in the same turn in this way.
- Once the attacker has activated their last fighter, the defender activates one more sentry and then the Activation phase ends.
- When a sentry is activated, both players roll a D6. If the rolls are the same, the sentry turns to face a random direction determined by a scatter dice and the defending player makes one Move (Simple) action with them. If the rolls are not the same, the player who rolled the highest can make one Move (Simple) action with the sentry.
- Once the sentry has moved, the player who moved them will decide which way they are facing.

Sentries may open or close any door within 1" of them before or after making their Move action.

SPOTTING ATTACKERS

After a sentry has moved, roll 2D6. If there are any attackers within that many inches of any sentry and within their vision arc, they may be spotted. Roll a D6 and consult the table below, subtracting 1 from the result if the attacker is Prone:

Attacker Position	Dice Roll
Within 3", regardless of the sentry's facing	2+
In the open, regardless of the sentry's facing	2+
Partial cover and more than 3"	4+
Full cover and more than 3"	6+

If an attacker moves to Engage a sentry, the attacker is immediately spotted by that sentry.

ALERTED SENTRIES

Should a sentry spot an attacker:

- That sentry immediately gains a Ready marker and their card is not returned to the sentry deck.
- If the sentry is Engaged when they gain a Ready marker, they may make Retaliation attacks.

- If the sentry is not Engaged, make an Initiative check for the sentry. If it is passed, they can immediately make a ranged attack against the spotted enemy fighter.

RAISING THE ALARM

The alarm is raised if:

- Any sentries have a Ready marker when it is the defender's turn to activate a fighter.
- If an attacker fires a ranged weapon, roll 2D6 and add the weapon's Strength after the attack has been resolved. If the weapon has the Blast trait, add 2 to the result. If the total is 10 or more, the alarm is raised.
- From the fifth round onwards, if the attacker rolls a 1 or 2 for their Priority roll, the alarm is raised.

Once the alarm is raised, all sentries immediately gain Ready markers, the Sentries rules are no longer used, and the defender's fighters follow all the normal rules.

HOME TURF ADVANTAGE

If a scenario indicates that one gang has the Home Turf Advantage, they gain the following benefits:

- When making a Bottle test, roll 2D6 and discard the highest.
- Fighters add 1 to the result of any Rally tests.

PITCH BLACK

Some battles may be fought across battlefields plunged into darkness. If both players agree, the following special rules may be used to represent this.

All fighters are subject to the Hidden condition unless they are wearing a Refractor field, are subject to the Blaze condition, or become Revealed (see below).

Ranged attacks may not be made against targets more than 3" away unless the target has replaced the Hidden condition with the Blaze condition or Revealed condition (see below), or is wearing a Refractor Field. Fighters with photo goggles or infra- scopes extend this range to 12". In addition, models may not make a Charge (Double) action against enemies who they cannot see (for example, their target must be within 3" or have a Blaze or Revealed marker on them, or be wearing a Refractor Field).

If any fighter subject to the Hidden condition makes a ranged attack (with the exception of weapons that have the Silent Weapon Trait), or makes a close combat attack using a weapon with the Power trait, remove from them the Hidden condition and replace it with the Revealed condition. In the End phase of each turn, Revealed fighters become Hidden once more unless they are also subject to the Blaze condition.

LOOT CASKETS

There will always be at least two loot caskets placed on any battlefield, as described previously, but many scenarios include far more. Loot caskets can contain anything from food supplies to valuable munitions – their exact contents will not be known until they are opened. Standing and Active fighters within 1" of a loot casket may perform actions to open or carry a loot casket, as described **on page 29**.

OPENING LOOT CASKETS

If a loot casket is opened by a fighter, roll a D6 on the table below to determine its contents:

D6 Result

1 Dangerous Goods: The loot casket has been booby trapped. Replace it with a Frag trap (**see page 90**).

2-3 Nothing Much: The casket contains some sundry items of small value that someone will have a use for. Add D6 credits to the gang's Stash.

Editor's Suggestion: Add D3x10 credits to the gang's Stash, or 1 portion of Meat during Damnation of an Uprising Campaign.

4-6 Ammo Cache: The loot casket contains a number of commonly used ammo clips, weapon parts and loose munitions. Replace the loot casket with an Ammo Cache.

AMMO CACHE

Before an Ammo check is made for any fighter within 1" of an ammo cache, the controlling player can declare that the fighter will ransack the ammo cache. Add 2 to the result of the Ammo check. Additionally, a fighter with a weapon with the Scarce trait may ignore that trait if they are within 1" of an ammo cache. However, should a natural 6 be rolled in either case, the ammo cache is exhausted and removed from play.

THE BEAST'S LAIR

Dangerous creatures lurk in the underhive, ready to prey on careless gang fighters. If both players agree, the following special rules may be used to represent the presence of such a creature.

After both gangs have been deployed, the defender, or the winner of a roll-off (if there is no defender), may deploy a Beast's Lair (such as the one found in the Necromunda: Underhive boxed set or something similar, modelled on a 32mm base) anywhere on the battlefield that is not within 6" of any fighter.

If any fighter ends their activation within 6" of the Beast's Lair, they risk rousing the beast within. To see if the beast is roused, roll a D6. If the result is a 6, or if the result is higher than the number of inches between the fighter making the test and the Beast's Lair, the fighter is immediately attacked by the beast. The beast has the following profile:

M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
-	4+	-	6	4	3	-	1	-	-	-	-

Weapons: Beast's Tentacles:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Beast's tentacles</i>	E	6"	-	-	S	-2	3	-	Knockback, Melee, Versatile

The Beast's Lair is not a fighter. It is always considered to be Standing and can never become Prone or be moved by any means. Fighters can move within 1" of the Beast's lair and may move into base to base contact with it without needing to perform a Charge (Double) action. Fighters can attack the Beast's Lair with ranged or close combat attacks. If the Beast's Lair is reduced to 0 Wounds, it is removed from play.

HORRORS IN THE DARK

You may use the Horrors in the Dark rules in any scenario. When a fighter is activated, and they are not within 8" of any other fighters (from either side), roll a D6 on the following table:

D6	Result
1	The fighter suffers a Strength 6 hit, with an AP of -1 and a Damage of 2. If they are Seriously Injured as a result, they are dragged away into the darkness and taken Out of Action.
2-3	A nightmarish creature emerges from the shadows, seeking easy prey. The fighter cannot make any actions this turn as they are too busy driving the creature away.
4-5	The fighter hesitates, hearing a noise in the darkness. They can only make one action this turn.
6	The fighter goes unnoticed and can act normally

PART EIGHT: SCENARIOS

ZONE MORTALIS SCENARIOS

SCENARIO 1: TUNNEL SKIRMISH

The stakes are high when two gangs face-off in unclaimed turf, fighting for control of the surrounding area.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of four or six Zone Mortalis Tiles

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (6) method if the battlefield consists of four tiles or Custom Selection (10) if the battlefield consists of six tiles.

TACTICS CARDS

Each player may select two Gang Tactics cards.

If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference

DEPLOYMENT

This scenario uses the standard rules for Deployment.

OBJECTIVE

Each gang's aim is simple: take out as many of the enemy as possible! Each gang scores points for each opposing fighter that goes Out of Action or flees the battlefield. They score three points for a leader, two points for a Champion and one point for any other fighter.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

If one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw

REWARDS (CAMPAIGNS ONLY)

CREDITS

The gang that has the most points receives 2D6X10 Credits. The loser receives D3X5. In the case of a draw, both gangs receive D6X10.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

REPUTATION

- The gang that the most points gains 2 Reputation.
- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 2: THE TRAP

Although gangs usually prefer a fair fight, there are times when an enemy just needs taking down.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who choose this scenario is the attacker. In a skirmish, players roll off and the winner decide whether they will attack or defend.

BATTLEFIELD

In this scenario, the defender places the first tile. This tile marks the centre of the battlefield. Players then take turns placing four more tiles, two each, adjacent to the first tile, forming a cross. In this scenario, the defender may place all the barricades.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

TACTICS CARDS

The attacker can choose two Tactics cards. The defenders shuffles their Tactics cards deck and draw two cards at random

If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference

DEPLOYMENT

The defender sorts their Fighter cards (however they wish) into piles of two or more, each pile representing a group of defenders. The defender then chooses one group and sets up one of its fighters in the centre of the central tile, then sets up the rest of the fighters in that group within 2" of the first.

Then the attacker sets up their entire crew. Fighters can be deployed within 6" of the edge of the battlefield, on any of the outer tiles, however they wish.

Finally, the defender sets up the rest of their crew. First they nominate a group, then roll a D6. On a 1-5, the fighters in that group must be set up within 2" of the fighters already deployed in the central tile. On a roll of 6, they may be set up anywhere on the battlefield that is not within 2" of an enemy fighter.

SURPRISE ATTACK

The defender rolls a D6 and adds 1 to the result for each fighter they were able to set up outside their deployment zone. If the result is 7 or higher, they automatically take the Priority marker in the first round. Otherwise, the attacker automatically takes it instead.

Additionally, during the first round, make a Cool check for each fighter when they are activated. If the check is failed, the fighter can only make one action in this round, instead of two.

OBJECTIVES

The attackers are attempting to take out as many of the defenders as possible; the defenders are trying to either return the favour or escape. Both gangs score 3 points for a Leader, 2 points for a Champion and 1 point for any other fighter that is taken Out of Action

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus points.

VICTORY

If one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw

REWARDS (CAMPAIGNS ONLY)

CREDITS

The gang that scored the most points receives D6X10 Credits. The loser receives D3X5. In the case of a draw, both gangs receive D3X10.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

REPUTATION

- The gang that the most points gains 2 Reputation.
- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 3: FORGOTTEN RICHES

Sometimes, just the rumour of a newly discovered tunnel sprawl packed with discarded riches attracts looters.

BATTLEFIELD

This scenario uses the standard Battlefield Set-p rules and consists of seven Zone Mortalis tiles. The winner of a roll-off places the first tile. The first tile placed marks the centre of the battlefield. Players then take turns placing the six more tiles, three each, adjacent to the first tile.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (X) method. However the number of fighters available is determined by rolling 2D6 on the table below:

2D6	Maximum Crew Size
2-3	5
4-5	6
6-8	7
9-10	8
11-12	9

TACTICS CARDS

Each player may select three Gang Tactics cards.

If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference

DEPLOYMENT

The winner of a roll-off places a loot casket on the central tile. Players then take turns to place a loot casket in any tile that does not already contain one. Loot caskets must be placed at least 6" from any other loot caskets on the board. Players take turns doing this until five have been set up. Loot caskets cannot be set up in areas that are cut off from the rest of the map (for example, the small areas in the bottom corners)

Once all of the caskets have been set up, the players roll off again. The winner picks one of the numbered tiles that does not contain a loot casket to be their territory, then sets up their entire crew on that tile, within 3" of the edge of the map. The other player then does the same on the other remaining numbered tile – if the two tiles are adjacent, they cannot set up any of their fighters within 6" of an enemy.

OBJECTIVES

Both gangs are attempting to get away with as much loot as they can carry and prevent their enemies from doing the same. Each gang scores 1 point for each enemy fighter that goes Out of Action. In addition, each gang scores 2 points for each loot casket secured (not including ammo caches on their starting tile and within 3" of the board edge when the battle ends.

HORRORS IN THE DARK

Finding such a sizeable stash of untouched loot should have been suspicious, and sure enough this seems to be the hunting ground for one or more unknown, mutated monstrosities.

When a fighter is activated, and they are not within 8" of any other fighters (from either side), roll a D6 on the following table:

D6	Result
1	The fighter suffers a Strength 6 hit, with an AP of -1 and a Damage of 2. If they are Seriously Injured as a result, they are dragged away into the darkness and taken Out of Action.
2-3	A nightmarish creature emerges from the shadows, seeking easy prey. The fighter cannot make any actions this turn as they are too busy driving the creature away.
4-5	The fighter hesitates, hearing a noise in the darkness. They can only make one action this turn.
6	The fighter goes unnoticed and can act normally

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus points.

FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. The winning gang claims any loot caskets left on the battlefield at the end of the battle

VICTORY

If one gang has secured more loot caskets than the other at the end of the battle, they are victorious. If both gangs have secured the same number, or if neither gang has secured any loot caskets, the battle ends in a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Gangs earn D6X10 credits for each loot casket they secured at the end of the battle.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

REPUTATION

- The gang that secured the most loot caskets gains 2 Reputation.
- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 4: THE MARAUDER

Starting a fight in an enemy's territory takes guts. Winning it builds a gang's reputation!

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a Skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of six Zone Mortalis tiles.

CREWS

The attacker uses the Custom Selection (6) method to choose their crew. The defender uses the Random Selection (D3+2) method. After the defender has dealt out their starting crew, the rest of their deck is set to one side to form their Reinforcements Deck.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment.

OBJECTIVES

Each gang scores 1 point for each enemy fighter that goes Out of Action. In addition, the attackers have a special objective, determined by rolling a D3 on the table below:

D3	Result

1	Bushwhack: The attacker scores one additional point for each enemy Champion taken Out of Action, and two additional points if the enemy Leader is taken Out of Action.

2	Scrag: After deployment, the attacker nominates one enemy fighter in the enemy's starting crew. If this fighter is taken Out of Action, the attackers score one extra point, two if the enemy fighter was taken out by a Coup De Grace section.

3	Mayhem: Once an attacking fighter has Seriously Injured an enemy fighter, the attacking fighter can leave the battlefield – if they end an action within 1" of either short edge of the battlefield, they are removed from play and the attacker scores 1 point and counts as being Out of Action from now on for the purposes of Bottle tests.

If the attackers bottle out, they cannot score any more points for the above objectives.

SPECIAL RULE: DESPERATION

In this battle, the defenders automatically pass any Bottle tests. The defender may still voluntarily bottle out.

REINFORCEMENTS

At the start of each End phase, the defender rolls a D3 and receives that many Reinforcements. In this scenario, Reinforcements are deployed by the controlling player anywhere that is within 1" of the edge of the battlefield and not within 12" of an attacking fighter.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus points.

VICTORY

If one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

The gang that scored the most points receives D6X10 credits. The loser receives D3X5 credits. In the case of a draw both gangs receive D3X10 credits.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

REPUTATION

- The gang that scored the most points gains 2 Reputation.
- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 5: SNEAK ATTACK

A gang that really wants to make itself known may raid deep into an enemy territory hoping to steal goods and defile something sacred.

ATTACKER AND DEFENDER

This scenario uses the Sneak Attack rules. In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of seven Zone Mortalis tiles. The defender places the first tile. This tile marks the centre of the battlefield. Players then take turns placing six more tiles, three each, adjacent to the first tile.

CREWS

The attacker uses the Custom Selection method to choose their crew. The defender's starting crew are their sentries. They use the Random Selection (5) method, but before drawing their crew, they can declare any number of fighters unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the starting crew has been drawn, then the rest are returned to the deck after the starting crew has been drawn, then the rest of the deck is set to one side to form their Reinforcements deck.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

TACTICS CARDS

The attacker can choose up to three Tactics cards. The defender shuffles their deck and draws two cards from it at random – however, they cannot be played until the alarm has been raised.

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender sets up their sentries anywhere on the battlefield, and a gang relic anywhere within 6" of the battlefield. The attacker then sets up each of their fighters entirely within 4" of any edge of the battlefield and must be within 4" of another member of the crew. The attacker is free to use all edges.

OBJECTIVES

The attacker is trying to defile a gang relic important to the defenders. The defenders are trying to stop them.

GANG RELICS

The defender sets up a gang relic. This can be a generic token or a small terrain feature. Add 2 to the result of any Cool checks and Leadership checks made for friendly fighters within 6" of the gang relic.

DEFILE THE RELIC

If any enemy fighter is able to get within 1" of the defender's gang relic, they can make a Defile Relic (Double) action.

Once a Relic has been defiled it no longer offers any bonuses to Cool checks and Leadership checks, and cannot be defiled again. In a campaign, a fighter who defiles a Relic gains D3 XP.

REINFORCEMENTS

At the start of each End phase, the defender rolls a D3 and receives that many Reinforcements. In this scenario, Reinforcements are deployed by the controlling player anywhere that is within 1" of the edge of the battlefield and not within 12" of an attacking fighter.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario. Additionally, the leader of the winning gang is considered to have defiled the losing gang's relic.

VICTORY

If the defender has any fighters on the battlefield – not including Seriously Injured fighters – at the end of the battle, and their gang relic has not been defiled, they are victorious.

If the attacker has any fighters on the battlefield – not including Seriously Injured fighters – at the end of the battle, and the defender's gang relic has been defiled, they are victorious.

Any other result is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

If the attacker defiles the defender's Relic it gains D6X10. Otherwise, it gains D3X10 credits.

If the defender's Relic was not defiled, it gains D6X10 credits. Otherwise, it gains D3X10 credits.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If the defender's relic was defiled, the defender loses 2 Reputation and the attacker gains 2 Reputation
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 6: SMASH & GRAB

One gang is moving valuable merchandise for a Guilder contact. The other gang wants the loot!

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the person who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of six Zone Mortalis tiles.

CREWS

The attacker uses the Custom Selection (10) method to choose their crew. The defender uses the Random Selection (D6+3) method.

BATTLEFIELD

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment. Additionally, the defender sets up five loot crates within their deployment zone, at least 4" away from the edge of the battlefield. Without the attacker seeing, three are set up with the ammo side facing up, one will be set up with the blank side facing up, and one will be set up with the blank side facing up and a frag trap inside. All are set up with the lids on, keeping the contents secret until opened.

OBJECTIVES

The attackers want to steal the Guilders' loot crates. The defender is determined to drive off the attacker empty-handed.

SPECIAL RULE: LOOT CASKET

The defender cannot open any loot caskets, they will not be paid for any that are tampered with.

If the attacker opens a loot casket, do not roll to see what the contents are. Instead, remove the lid. If ammo is showing, this is an ammo casket/ If nothing is showing, the casket has no value. If it contains a frag trap, the trap is triggered immediately and the casket removed from play.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. If the attacker wins in this way, they earn rewards for the remaining loot caskets with no risk of detonating a frag trap. If the defender wins in this way, they gain rewards for unopened loot caskets at the end of the battle.

VICTORY

The attacker wins if, at the end of the battle, they have opened more loot caskets containing ammo than are left unopened on the battlefield. Otherwise, the defender wins.

REWARDS (CAMPAIGNS ONLY)

CREDITS

The attacker gains D6X10 credits for each loot casket they open that contains ammo.

The defender gains 2D6X10 credits for each loot casket which contained ammo that was not opened

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If at least two loot caskets which contained ammo were opened by the attackers, their Leader gains an additional 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- The defender loses 1 Reputation and the attacker gains 1 Reputation for each loot casket which contained ammo the attacker opened.
- If the attacker opened a loot casket that contained a frag trap, they lose 1 Reputation.
- If either gang bottled out, they lose 1 Reputation.

SECTOR MECHANICUS SCENARIOS

SCENARIO 1: STAND-OFF

Two gangs meet in neutral territory and a firefight ensues.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

TACTICS CARDS

Each player may select two Gang Tactics cards.

If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment.

OBJECTIVES

Each gang's aim is simple: take out as many of the enemy as possible! Each gang scores points for each opposing fighter that goes Out of Action or flees the battlefield. They score 3 points for a Leader, 2 points for a Champion and 1 point for any other fighter.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

If one gang has fighters on the battlefield at the end of the battle, they are victorious. If neither gang has fighters, the battle ends in a draw.

REWARDS (CAMPAIGN ONLY)

CREDITS

The gang that scored the most points receives D6X10 credits. The loser receives D3X5 credits. In the case of a draw, both gangs receive D6X5 credits.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains 1 XP (regardless of whether they took part in the battle or not). – in the case of a draw, neither Leader gets this bonus.

REPUTATION

- The gang that scored the most points gains 2 Reputation.
- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 2: LOOTERS

A gang launches an all-out attack on a rival's home turf in the hope of raiding their stash.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection method, while the defender uses the Random Selection (D3+4) method. After the defender has dealt out their starting crew, the rest of their deck is set to one side to form their Reinforcements deck.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards from it at random.

If during the pre-battle sequence one player's Gang Rating is less than their opponent's then they may randomly draw an additional Tactics Card for each full 100 credits of difference.

DEPLOYMENT

The defender places up four loot caskets anywhere on the battlefield. Then they set up their crew. Each fighter must be within 3" of one of the loot caskets.

The attacker then picks one edge of the battlefield – this is their escape route. They set up their entire crew within 6" of that edge.

OBJECTIVES

The attackers are attempting to secure the four loot caskets and move them off via their escape route. The defenders are attempting to stop them. The caskets are valuable whether or not they have been opened, even if they have been converted into an ammo cache – however, if the ammo cache is exhausted it cannot be claimed by the attacker. Note that only those four loot caskets can be claimed; any others that are introduced cannot be claimed.

CLAIMING CASKETS AND ESCAPING

If one of the four loot caskets (or ammo caches) is within 1" of the escape route at the start of any End phase, it is claimed and removed from the battlefield. In addition, any attacking fighters within 1" of the escape route at the start of any End phase can escape (even if they are Seriously Injured) if the controlling player wishes – they are removed from the battlefield and count as being Out of Action from now on for the purposes of Bottle tests.

If the attacking gang bottles out, they can no longer claim loot caskets, but fighters can still escape.

REINFORCEMENTS

At the start of each End phase, the defender receives Reinforcements. One random fighter arrives at the start of the first End phase, two at the start of the second End phase, and so on.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario and may claim all the loot caskets.

VICTORY

The attacker wins if, at the end of the battle, they have claimed more caskets than there are left on the battlefield. Otherwise, the defender wins.

REWARDS (CAMPAIGN ONLY)

CREDITS

Roll a D3 for each casket that was claimed by the attackers, and multiply the result by 10. That many credits are moved from the defender's Stash to the attacker's Stash (note that the attacker's gains cannot exceed the defender's losses).

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If at least two caskets were claimed by the attackers, their Leader then earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- The attackers gain 1 Reputation for each loot casket that they claimed. The defenders gain 1 Reputation for each loot casket still on the battlefield when the battle ends. If all four loot caskets were claimed by the attacker, the defenders lose 2 Reputation; if all four were still on the battlefield, the attackers lose 2 Reputation.

SCENARIO 3: AMBUSH

A gang sets a trap for their rivals, hoping to catch them unawares...

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules, with the following exceptions:

No large terrain can be placed within 12" of the centre of the battlefield. Scatter terrain can still be placed in this area, however in this scenario the defender may place all of the scatter terrain. The defender's deployment zone is anywhere within 6" of the centre of the battlefield

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection method, while the defender uses the Random Selection (D3+5) method.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender goes through the fighters in their crew one at a time, in an order of their choosing, rolling a D6 for each. On 1-5, they set up that fighter in their deployment zone. On a 6, the fighter is set aside.

The attacker then sets up their crew anywhere on the battlefield. Attacking fighters must be set up at least 12" away from any defenders, or at least 6" away from any defenders if no defenders can draw a line of sight to them.

After the attackers have set up, the defender sets up any of their fighters who were previously set aside. These fighters can be set up anywhere on the battlefield, as long as they are not Engaged with an enemy fighter.

OBJECTIVES

The attackers are attempting to take out as many of the defenders as possible; the defenders are trying to either return the favour, or escape.

SURPRISE ATTACK

The attackers take the Priority marker in the first round of the game. In addition, before activating their first fighter in the first round, the attacker rolls a D3 – they can activate that many fighters before the defender activates their first fighter.

Additionally, during the first round, make a Cool check for each fighter when they are activated. If the check is failed, the fighter can only make one action this round instead of two.

SLIPPING THE NET

Any defending fighter that is within 1" of an edge of the battlefield at the start of the End phase can escape if their controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests. In a campaign, each defender who escapes in this way earns 1 XP.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

The attacker wins if, at the end of the battle, more defenders were taken Out of Action than escaped – defenders that fled the battlefield do not count. Otherwise, the defender wins.

REWARDS (CAMPAIGN ONLY)

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If none of the defenders escaped, the attacker's Leader earns 1 XP (regardless of whether they took part in the battle).

REPUTATION

- If more defenders went Out of Action than escaped, the attackers gain 1 Reputation. If more defenders escaped than went Out of Action, the defenders gain 2 Reputation.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 4: BORDER DISPUTE

A disagreement over contested ground escalates into a full-blown engagement.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

Both players use the Random Selection (D3+3) method. After dealing out their starting crew, the rest of each player's deck is set to one side to form their Reinforcements deck.

TACTICS CARDS

Unless one player has a lower Gang Rating than their opponent, as follows, neither player has any Tactics cards at the start of the battle. Instead, at the start of each round after the first, each player draws a random Tactics card from their deck, building a deck of cards as they progress and using them as they wish during the game.

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment, with the following exceptions:

The players roll off and the winner picks one half of the battlefield to be their turf, then draws a card at random from their starting crew and sets up that fighter in their turf, 1" away from the centre of the battlefield. The other player then does the same in the opposite half of the battlefield (their turf).

Then, starting with the player that set up the first fighter, the players take turns setting up the remaining fighters in their starting crew using the standard rules for deployment.

Finally, each player places a gang relic in their own turf. This can either be a generic token or a small terrain feature. The gang relic must be set up at least 5" away from any edge of the battlefield.

OBJECTIVES

Each gang is seeking to secure their Turf and drive off the other gang – and the best way to do this is to defile the other gang's relic.

GANG RELICS

Both gangs set up a gang relic.

Add 2 to the result of any Cool checks and Leadership checks made for friendly fighters within 6" of the gang relic.

DEFILING A RELIC

If an enemy fighter is able to get within 1" of an enemy gang's gang relic, they can make a Defile Relic (Double) action.

Once a relic has been defiled, it no longer offers any bonuses to Cool checks and Leadership checks, and cannot be defiled again. In a campaign, a fighter who defiles a relic gains D3 XP.

REINFORCEMENTS

At the start of each End phase, each player rolls a D3 and receives that many Reinforcements. These are deployed one at a time, starting with the player that has the Priority marker and alternating until all Reinforcements are deployed.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If a gang voluntarily Bottles out and flees the battlefield, their opponent automatically wins. Additionally, the Leader of the winning gang is considered to have defiled the losing gang's gang relic.

VICTORY

If one gang has fighters on the battlefield at the end of the battle – not including Seriously Injured fighters – at the end of the battle, and their gang relic has not been defiled, they are victorious. If both gangs' gang relics have been defiled, the battle ends in a draw.

REWARDS (CAMPAIGN ONLY)

CREDITS

If a gang's relic was not defiled, it gains D6x10 credits. Otherwise, it gains D3x10 credits.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If one gang had fighters on the battlefield at the end of the battle, their Leader then earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If one gang's Relic was defiled and the other was not, the gang with the defiled Relic loses 2 Reputation and the other gang gains 2 Reputation.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 5: SABOTAGE

A gang sneaks onto a rival's turf, hoping to put one of their territories out of commission.

ATTACKER AND DEFENDER

This scenario uses the Sneak Attack Rules. In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

THE TARGET

In a campaign, the attacker chooses their target – either one of the other gang's Special Territories, or their Turf in general. They must decide this before the battlefield is set up.

BATTLEFIELD

The defender places a piece of terrain, which should be at least 2" square, to represent the attacker's target. It is recommended that this is set up as close to the centre of the battlefield as possible. Then, the battlefield is set up using the standard Battlefield Set-up rules.

DESIGNER'S NOTE: ADDING SOME FLAVOUR

This scenario is a good opportunity to put together some themed terrain, based on the territory that the attackers are targeting. For example, players could create an Underhive medical centre to represent a Friendly Doc, or a servitor-drawn trader caravan representing a Guilder contact. For something more wide-ranging, such as a Settlement or Spore Cave, it could be assumed that the entire battle takes place within the territory – so the target could be something that the territory relies on, such as a plasma generator or refinery.

CREWS

The attacker uses the Custom Selection method to choose their crew. The defender's starting crew are their sentries. They use the Random Selection (5) method, but before drawing their crew, they can declare any number of fighters unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the starting crew has been drawn, then the rest of the deck is set to one side to form their Reinforcements deck.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

TACTICS CARDS

The attacker can choose up to three Tactics cards. The defender shuffles their deck and draws two cards from it at random – however, they cannot be played until the alarm has been raised.

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender sets up their sentries anywhere on the battlefield. The attacker then sets up each of their fighters within 2" of any edge of the battlefield, and is free to use all edges.

OBJECTIVES

The attackers are attempting to destroy their target and deal a blow to their target's territory. The defenders are trying to stop this at all costs!

DESTROYING THE TARGET

The target has a Toughness of 6 and a 5+ save roll. As it is large and stationary, any Ranged attacks made against it have a +2 modifier to the hit roll, and any close combat attacks hit automatically. If the target suffers 4 Wounds, it is destroyed.

In a campaign, any attacking fighter who wounds the target gains 1 XP for each Wound they cause, plus 1 if they destroy it.

TAKING FLIGHT

Once the attackers have destroyed the target, they can disappear back into the shadows. Any attacking fighter that is within 1" of an edge of the battlefield at the start of the End phase can take flight if the controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

REINFORCEMENTS

In the round that the alarm is raised, and in each subsequent round, D6 Reinforcements arrive until the entire gang has arrived.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

The attacker wins if, at the end of the battle, they have destroyed the target and fewer than half of their crew have been taken Out of Action. If they have not destroyed the target, the defender wins. Otherwise, the battle ends in a draw.

REWARDS (CAMPAIGN ONLY)

CREDITS

If the attackers destroyed the target, they gain D6x10 credits. If they do not, the defender gains D6X10 credits.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If the target was destroyed, the attackers Leader earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If the attackers destroyed the target, their Reputation increases by 3 and the defender's Reputation decreases by 1.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 6: RESCUE MISSION

With one of their number in the hands of their rivals, a gang launches a daring rescue...

ATTACKER AND DEFENDER

This scenario uses the Sneak Attack rules. In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

THE TARGET

In a campaign, this scenario can only be played if one or more of the attacker's fighters has been captured by the defender. These fighters are the Captives. In a skirmish battle, the attacker picks one of their fighters at random to act as the Captive.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

The attacker uses the Custom Selection method to choose their crew. The defender's starting crew are their sentries. They use the Random Selection (5) method, but before drawing their crew, they can declare any number of fighters unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the starting crew has been drawn, then the rest of the deck is set to one side to form their Reinforcements deck.

TACTICS CARDS

The attacker can choose up to three Tactics cards. The defender shuffles their deck and draws two cards from it at random – however, they cannot be played until the alarm has been raised.

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

CAPTIVE FIGHTERS

Captive fighters never gain Ready markers, and cannot be activated or attacked by either player.

Non-Captive attackers can make the following action:

FREE CAPTIVE (BASIC) – Pick a Captive within 1" and roll a D6. If the result is a 3 or higher, the Captive is freed. On a 1 or 2 however, the Captive is not freed from their shackles and remains Captive. In a campaign, the fighter who frees a Captive gains D3 XP.

In addition, in the End phase of each round, the attacking player may declare that one or more Captives will attempt to escape their bonds. For each Captive that does so, roll 2D6 and add their Strength. On a 13 or more, they break loose and are freed; on a 6 or less, however, they injure themselves and suffer a Flesh Wound.

Freed Captives gain a Ready marker in the following Priority phase and can be activated as normal from then on. Their rescuers immediately return their equipment to them.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

DEPLOYMENT

The defender sets up their sentries and Captive(s) anywhere on the battlefield. The attacker then sets up each of their fighters within 2" of any edge of the battlefield, and is free to use all edges.

OBJECTIVES

The attackers are attempting to rescue the Captive(s) – preferably without the defender noticing.

TAKING FLIGHT

Once the attackers have freed their Captive(s) they can disappear back into the shadows. Any attacking fighter that is within 1" of any edge of the battlefield at the start of the End phase can take flight if the controlling player wishes, even if they are Seriously injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

REINFORCEMENTS

In the round that the alarm is raised, and in each subsequent round, D6 Reinforcements arrive until the entire gang has arrived.

ENDING BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario and the Captive is Freed.

VICTORY

The attacker wins if, at the end of the battle, all of their fighters held Captive were freed and have taken flight.

If no Captives took flight, the defender wins.

Otherwise, the game is a draw.

REWARDS (CAMPAIGN ONLY)

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If a Captive is freed and takes flight, they earn 1 XP.
- If all of the Captives were freed and took flight, the attacker's Leader earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- For each Captive that was freed, the attacker gains 2 Reputation and the defender loses 1 Reputation.
- If either gang bottled out, they lose 1 Reputation.

NARRATIVE SCENARIOS

SCENARIO 1: LAST STAND

The Guilders are gunning for a gang and will take them down at any cost !

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

The attacker uses Custom Selection (D3+6) to choose their crew – the remainder of their Fighter cards become their Reinforcement deck. The defender uses Random Selection (D3+5) to choose their crew.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender deploys their entire crew within 6" of the centre of the board. Then the attacker deploys their entire crew within 2" of any board edge – the attacker's fighters need not be set up together and can be spread out to surround the defenders if they wish

OBJECTIVES

The defender must hold out as long as they can, while the attacker must wipe them out.

SPECIAL RULE: OUTNUMBERED

The attacker has assembled a large assault force to bring down the defender and will stop at nothing to take them out. At the end of the first round, and each round thereafter, the attacker may bring on D6 Reinforcements, using the rules for Reinforcements on **page 509**. Additionally, when one of the attacker's fighters goes Out of Action, instead of rolling on the Lasting Injury table, remove the model from the battlefield and place their fighter card in the Reinforcement deck – allowing them to return to the battle later. Fighters returned in this way are considered to be fresh combatants and any Conditions they may have been subject to when removed no longer apply.

REINFORCEMENTS

At the start of each End phase, the attacker receives D6 Reinforcements.

ARBITRATING THE SCENARIO

If this is an Arbitrated scenario, the Arbitrator can take on the role of the attacker, and create their own gang of watchmen or hired thugs using roughly the same credits total as the defender's gang. Alternatively, this scenario can be run as a multi-player game, with two or more gangs, possibly with the aid of the Arbitrator's own watchmen, attacking the defender. If this is a multi-player game (and the total Rating of the combined attacking gangs is at least double that of the defender's), do not use the Outnumbered special rule.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

If the defender has any fighters on the battlefield (who are not Prone and Seriously Injured or Broken) by the start of round seven then they are the winner. Otherwise, the attacker is victorious.

REWARDS (CAMPAIGN ONLY)

The rewards for this scenario depend upon how long the defenders were able to hold out before being wiped out or fleeing the battlefield:

Round	Defender	Attacker
1-2	-3 Reputation, 0 credits	+3 Reputation, 2D6x10 credits
3-4	+1 Reputation, D3x10 credits	+2 Reputation, D6x10 credits
5-6	+2 Reputation, D6x10 credits	+1 Reputation, D3x10 credits
7+	+3 Reputation, 2D6x10 credits	-3 Reputation, 0 credits

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- Defending fighters (who are not Seriously Injured or Broken) still on the battlefield by round seven gain an additional D3 XP.

SCENARIO 2: ESCAPE THE PIT!

Gangs are looting the depths of the hive when ancient machinery grinds to life.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

After the battlefield is set up, the players should mark the centre point of the battlefield – this is the elevator or ladder that marks the escape point for the scenario and can be represented by an appropriate piece of scenery. If the battle is being fought over Sector Mechanicus terrain, and an appropriate piece of terrain is available, the escape point should be on an elevated platform – the higher the better!

CREWS

Both players use the Random Selection (D3+4) to choose their crew.

TACTICS CARDS

Each player may select two Gang Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

Before deploying their crews, players alternate placing loot caskets on the board, rolling off to see who will place the first casket. Loot caskets may be placed anywhere on the board at least 8" from any edge, 8" from an already deployed loot casket and 12" from the escape point. The players then roll off again, with the winner deploying first, choosing any board edge and putting down their entire crew within 6" of the edge. The other player then sets up their entire crew on the opposite board edge within 6" of the edge.

OBJECTIVES

The gangs are trying to grab as much loot as they can and then escape the battlefield via the escape point at its centre.

ARBITRATING THE SCENARIO

If this is an Arbitrated Scenario, the Arbitrator might like to choose when the walls close in, rather than rolling randomly. In addition, the Arbitrator can introduce creatures also trying to escape the closing walls. At the start of each round, the Arbitrator can place a Beast's Lair anywhere on the table to force fighters to risk its attacks or find an alternative route to the escape point. If the Arbitrator has any appropriate monsters in their collection, they could also introduce these, giving them profiles and having them also making for the escape point.

SPECIAL RULE: THE WALLS ARE MOVING!

Ancient machinery is slowly shrinking the battlefield as chambers are sealed and walls come grinding together. At the start of round three, the player with priority should roll a D6 – on a 3+, the walls close in. If battling over Zone Mortalis terrain, randomly select one of the edge-most tiles and remove it from the board (note that the tile with the escape point is always the last tile to be removed). If battling over Sector Mechanicus terrain, randomly choose a board edge and remove all terrain within 6" of both this edge and the opposite edge – these areas are now no longer part of the battlefield.

Fighters caught on a removed tile or in a vanishing part of the battlefield should make an Initiative check. If they pass, move them to the nearest tile or part of the board that is still part of the battlefield, otherwise they are taken Out of Action. Continue rolling at the start of each round to see if the walls close in until the scenario ends or there are no more tiles or battlefield left.

ESCAPING THE BATTLEFIELD

A fighter that is within 1" of the escape point may leave the battlefield at the start of any End phase, even if they are Seriously Injured. Fighters that have escaped are removed from the table and take no further part in the battle. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately. The battle also ends if, at the start of any round, the walls close in to their fullest, leaving no battlefield to fight over!

FLEEING THE BATTLEFIELD

If one gang voluntarily Bottles out and flees the battlefield, their opponent automatically wins the scenario. The winning gang claims any loot caskets left on the battlefield at the end of the battle.

VICTORY

The gang that carried the most loot caskets off the battlefield via the escape point is the winner (if both gangs recovered the same amount then the winner is the player who moved the most fighters off the table via the escape point) – otherwise the game is a draw.

REWARDS (CAMPAIGN ONLY)

CREDITS

Each loot casket taken off the table via the escape point adds D3x10 credits to the gang's Stash.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- Any fighter that moves off the table via the escape point earns 1 XP, and if they are carrying a loot casket they earn an additional 1 XP.

REPUTATION

- Each gang gains 1 Reputation if at least one of their fighters moves off the table via the escape point.
- Each gang earns an additional 1 Reputation for each loot casket they carry off the table.

SCENARIO 3: DOWNTOWN DUST-UP

Rival gangs fight it out for control of a settlement and its people.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

DESIGNER'S NOTE: SETTING UP THE BATTLEFIELD

This scenario represents gangs fighting it out in the middle of a crowded settlement; perhaps in the tunnels of a drinking hole, a shanty town main street or an underhive marketplace. If the players have any appropriate settlement scenery (such as saloon tables, market stalls or shanty dwellings), they can set up the battlefield to represent one of these locales.

CREWS

Players use the Random Selection (D3+4) to choose their crew – representing two crews that have stumbled into each other while letting the locals know who is in charge.

TACTICS CARDS

Each player may select two Gang Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

Players roll off to see who deploys first. Players alternate placing their fighters anywhere on the battlefield, provided that they are at least 6" from an already deployed fighter (either friend or foe).

The players should then place D6+6 Hive Dwellers (represented with appropriate models or counters), taking turns to place one anywhere on the battlefield at least 6" from the edge.

OBJECTIVES

The players' goal is to run their opponent's gang out of town, without getting too many of the locals caught in the crossfire.

ARBITRATING THE SCENARIO

If this is an Arbitrated scenario, the Arbitrator controls the hiver dwellers. After the players have deployed all of their fighters, the Arbitrator can place D6+6 Hive Dwellers anywhere on the battlefield. Whenever the actions of the fighters would cause a Hive Dweller to activate, instead of rolling a dice, the Arbitrator chooses what the Hive Dweller's reaction will be.

If the Arbitrator wants to make the scenario more challenging for the players, they might even create a Guilder Watchmen gang to show up on round three and try to restore order – or just crack some heads!

SPECIAL RULE: HIVE DWELLERS

This scenario should include D6+6 Hive Dwellers, deployed as described below and as detailed **on page 441**.

For all intents and purposes, the Hive Dwellers are treated like fighters and use the rules for movement, stray shots, being Engaged and pinning as normal. However, if they are reduced to 0 wounds, they are automatically taken Out of Action without rolling any Injury dice.

Hive Dwellers do not activate normally and instead react to the actions of nearby fighters. Hive Dwellers are triggered by the following actions:

- A fighter makes a Shoot action within 12"
- A fighter makes a Fight action within 6"
- A Blast marker is placed (after scatter) within 6"
- A fighter or hiver is hit by a ranged attack within 6"

After working out the effects of the action that triggered the Hive Dweller, roll a D6 on the table below. Note that if there is more than one Hive Dweller triggered by the action, roll a separate D6 for each one:

D6	Result
1-2	Damn Gangers messing up my Town! The local pulls a gun and takes a single Shoot action with a stub pistol at the nearest fighter (even if they didn't trigger the local).
3-4	OK, take it Easy Fella: The local stands their ground, taking no action.
5-6	I'm getting outta here! The local legs it, becoming Broken (they may rally in the End phase as normal by passing a Cool check).

During the End phase, players should take turns moving the Hive Dwellers. Roll the Scatter dice for each one – on a hit, the player moves the Hive Dweller its full Move in a direction of their choice, otherwise they move it a full Move in the direction indicated (stopping if it contacts terrain or comes within 1" of another model).

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

A gang is the winner if it is the only one with any fighters left on the battlefield and no more than half the Hive Dwellers have been taken Out of Action or are Broken – otherwise, it is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Hive authorities don't like it when people start shooting bystanders and the Guilders inevitably demand recompense for damage done to their holdings.

For every Hive Dweller a gang was responsible for sending Out of Action, they must pay D3x10 credits – if they can't pay, or won't pay, they instead lose D3 Reputation.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If, at the end of the battle, at least half of the Hive Dwellers are not Out of Action or Broken, the victorious gang's fighters that participated in the battle each gain an additional 1 XP – if no locals are Out of Action or Broken, increase this to 2 XP.

REPUTATION

- Each gang that took part in the battle gains 1 Reputation (the Hive Dwellers will at least remember their name).
- If the gang is the only one with fighters left on the battlefield, and no more than half of the hivers have been taken Out of Action or are Broken, it gains D3+1 Reputation.

SCENARIO 4: SHOOT-OUT

The Quick and the Dead!

BATTLEFIELD

The battlefield for this scenario represents a long tunnel, settlement main street or narrow gantry. For Zone Mortalis battlefields, use three tiles to create a straight corridor, with a clear line of sight from one side to the other. For Sector Mechanicus battlefields, the table size should be roughly 36" long and 12" wide, with no terrain that blocks line of sight from one short end to the other.

CREWS

Both players use the Random Selection (D3+1) method to choose their crew.

TACTICS CARDS

Neither side uses Tactics cards for this scenario.

DEPLOYMENT

Players roll off to see who deploys first, placing all of their fighters 10" from one short edge of the battlefield, on ground level and within 1" of at least one other friendly fighter. Both crews should have line of sight to each other.

SPECIAL RULE: QUICK DRAW

Fighters are considered to have their weapons holstered or stowed as they stalk toward their adversaries, both sides waiting to see who will draw first.

When a fighter activates, make a Cool test for them – if they fail, place a generic marker on their Fighter card to represent their nerve starting to crack (the number of failed Cool tests can also be represented by a dice). As soon as one crew has failed a total of six Cool tests, they go for their guns (see below)!

Until one side draws and starts shooting, the only action a fighter may take during their activation is a single Move (Simple) action. This move must be taken toward the opposing crew, may be no more than 3", and may not take the fighter into cover. If their movement would take a fighter closer than 4" to an enemy fighter, they take no action instead.

When a crew's fighters go for their guns, all fighters on the board become Ready, then each player makes an Initiative test for each of their fighters – adding +1 if they are using a weapon with the Sidearm trait and subtracting -2 if they are using an Unwieldy weapon. Fighters that passed the test activate in order of their Initiative, from lowest to highest. Those that are tied go at the same time (for example, I2+ goes first, followed by I3+, etc). Then, those that failed the test activate in order of their Initiative characteristic, from lowest to highest. Those that are tied go at the same time. For fighters activating simultaneously, players should work out any Shooting actions before any Move or Charge actions. Once the quick draw has been

worked out, the following rounds are played as normal.

OBJECTIVES

Both gangs are trying to keep their cool, hoping nerves don't cause them to make fatal mistakes.

ARBITRATING THE SCENARIO

The Arbitrator can use this scenario to represent a Bounty Hunter having a showdown with their prey. In a one on one game, the Arbitrator takes the place of one of the players, creating a Bounty Hunter and two Hive Scum to accompany them and selecting one of their opponent's crew as the fighter with the bounty on their head. In a multi-player game, the Arbitrator takes one Bounty Hunter and two Hive Scum for every gang they are facing, and chooses a fighter from each opposing crew to have a bounty on their head.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

A gang is the winner if it is the only one with any fighters left on the battlefield at the end of the battle.

REWARDS (CAMPAIGNS ONLY)

CREDITS

The winning gang gains D6x5 credits for each enemy fighter taken Out of Action, representing the pockets of fallen foes being rifled through.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- Any fighter that didn't fail a Cool test before the shooting started gains an additional 1 XP.

REPUTATION

- Each gang that took part in the battle gains 1 Reputation
- The gang that drew second (i.e., did not fail six Cool tests) gains a number of Reputation equal to the difference between the number of Cool tests they failed and six (for example, a gang that failed three Cool tests would gain 3 Reputation).

SCENARIO 5: CARAVAN HEIST

A gang makes a daring raid against a Guilder caravan.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a Skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules. However, the battlefield must be set up in such a way that the caravan can travel from where it is deployed to the opposite edge of the battlefield. There can be no structures or impassable terrain completely blocking its path.

CREWS

Both players use the Custom Selection (10) method to choose their crew.

TACTICS CARDS

Each player may select two Gang Tactics cards. If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender deploys first, placing the caravan (see opposite) so that it is touching one of the edges of the battlefield. They then place their fighters so that they are on the caravan or within 12" of the caravan. The attacker then sets up their fighters within 6" of any board edge, except the one the caravan is touching.

OBJECTIVES

The attacker wants to steal the Guilders' loot. The defender is determined to drive off the attacker empty handed.

DESIGNER'S NOTE: GUILDER CARAVANS

Creating your own caravan can be a fun modelling project. Guilder caravans come in all shapes and sizes, and can be tracked behemoths, large-tired all-terrain vehicles, huge mutie pack animals or even rattling scrap-wagons dragged along by teams of slaves. If there are weapons modelled on the caravan, players may allow fighters riding the caravan to operate them by taking a Shoot action (ignore the Unwieldy trait for mounted weapons).

ARBITRATING THE SCENARIO

In this scenario, the Arbitrator can either run a gang tasked with defending the caravan, or make up a gang of Guilder Watchmen to work alongside the defending gang. The Arbitrator can also take control of the caravan itself, deciding where it moves.

SPECIAL RULE: THE CARAVAN

The target of the attacker's heist is a Guilder caravan traversing this stretch of the underhive on its way to the great cargo yards far uphive. The caravan can be represented by a large token or marker, or any suitable vehicle model in the players' collection.

At the start of each round, before rolling for Priority, the defender moves the caravan up to 6" toward the edge of the battlefield opposite its starting position. While the caravan must avoid structures and impassable terrain and remain on ground level, it is not slowed or stopped by anything. Fighters on the caravan are moved with it, while fighters in its path are moved the minimum distance necessary to avoid the caravan's advance – any obstacles that are run over by the caravan are removed.

The caravan cannot be attacked, blocks line of sight and provides partial cover to fighters riding on it (they are considered to be crouched down behind piles of goods or firing from hatches).

A fighter may climb onto, or off, the caravan by performing an Embark/Disembark (Simple) action. Attackers that are Standing and Active and are within 1" of the caravan may loot it by performing a Loot Caravan (Simple) action. Each time a fighter takes this action, their player should place a Loot marker on the fighter's card – the number of Loot markers will determine how successful the heist has been. If an attacking fighter goes Out of Action, any Loot markers they have are discarded.

SPECIAL RULE: GUILDER HIRED GUNS

As Guild appointed protectors of the caravan, the defender's gang wouldn't dare run off, and so need not take Bottle tests for this scenario. They may, however, voluntarily bottle out and flee the battlefield to prevent catastrophic losses. Additionally, if the defender is missing fighters due to injuries in a campaign, they may hire free of charge sufficient Hive Scum to even the odds. For example, if the defender has ten fighters in their gang, but three are currently In Recovery, the defender may hire three Hive Scum for free.

ENDING THE BATTLE

The battle ends when either the caravan reaches the far table edge, or if either gang has no fighters left on the battlefield at the end of any round.

FLEEING THE BATTLEFIELDS

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. If the attacker wins in this way, they may place D3 extra Loot counters on the Fighter card of each fighter in their crew that is not Prone and Seriously Injured or Out of Action at the end of the battle.

VICTORY

The attacker wins if they can gather ten Loot markers; otherwise the defender is the winner.

REWARDS (CAMPAIGN ONLY)

CREDITS

At the end of the battle the attacker counts up the number of Loot markers they have, discarding those on fighters that went Out of Action, but counting those on fighters that fled the battlefield. For each Loot counter, add D6x10 credits to the gang's Stash. The defender's gang receives D6x10 credits regardless of the outcome, with a bonus 3D6x10 credits if the attacker recovered less than five Loot counters.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- Any fighter that gathered a Loot marker and did not go Out of Action gains 1 XP.
- Any defending fighter that took an enemy fighter carrying one or more Loot markers Out of Action gains 1 XP.

REPUTATION

- Each gang that took part in the battle gains 1 Reputation.
- If the attacker took ten or more Loot counters, they gains D3+1 Reputation.
- If the defender moved the caravan off the far battlefield edge before the attacker could gather ten Loot counters, then their gang gains D3+1 Reputation.

SCENARIO 6: GHAST HARVEST

Gangs scour the underhive for raw ghastr.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

Both players use Custom Selection (D3+4) to choose their crew.

SPECIAL RULE: HARVESTING SPOOK

Something is not quite right about this place. Fighting in a dome full of unrefined ghastr can do weird things to a fighter, not to mention the dangers of harvesting it. After setting up the battlefield, players should take turns (starting with the player who has priority) to place four ghastr deposits. A ghastr deposit can be represented using suitable obstacle-sized terrain features (such as the Warhammer 40,000 Shardwrack Spines Deathworld terrain). The entire terrain feature counts as a marker for purposes of harvesting.

A Standing and Active fighter that is in base contact with a ghastr deposit may make a Harvest Ghastr (Double) action. Make an Intelligence test for the fighter – if they pass, place a Loot marker on their card to represent a bag of unrefined ghastr. After successfully harvesting, roll a D6. On a 6+, the ghastr deposit is exhausted and removed from the battlefield. If a fighter goes Out of Action, any Loot markers they have are discarded.

When a fighter attempts to harvest ghastr (whether they were successful or not), make a Toughness test for them, adding 2 if they are wearing a respirator. If they fail, or simply choose to eat some of the unrefined ghastr they are harvesting, roll a D6 on the table below:

D6	Result
1-3	Oh God! Oh God! Oh God! - The fighter is activated again immediately, but is controlled by your opponent.
4-5	It's like the Universe is in my Mind! - The fighter becomes a psyker (see page 48) and gains the Unsanctioned Psyker skill for the rest of the battle. They gain a random Wyrd Power (see opposite). If they already are a psyker and have a Wyrd Power, this result has no effect.
6	Today, I am the Emperor! - The fighter adds 2 to all dice rolls for the remainder of the battle. Additionally, the fighter becomes a psyker (see page 48) and gains the Unsanctioned Psyker skill for the remainder of the battle. They gain a random Wyrd Power (see opposite). If they already are a psyker and have a Wyrd Power, this result has no effect.

TACTICS CARDS

Each player draws two Gang Tactics cards at random from their decks. When playing these cards, the player should roll a D6. On a 4+, the card takes effect as normal, otherwise it has no effect, is discarded, and the player draws another random card from their deck to replace it.

DEPLOYMENT

This scenario uses the standard rules for deployment.

OBJECTIVES

The gangs are out to gather as much unrefined ghastr as possible, and take out any enemy fighters that get in their way.

WYRD POWERS

Fighters that become a psyker during this battle follow all of the rules for psykers (see page 48). To determine the fighter's Wyrd Power, roll a D6 on the table below. A fighter may only ever have one Wyrd Power from this table:

D6	Power
1	Telekinesis – Assail (Basic): Immediately make a ranged attack against an enemy fighter or an obstacle within 12" and line of sight. If hit, move the enemy D3" in any direction.
2	Pyromancy – Flame Blast (Basic): Continuous Effect: For as long as this Wyrd Power is maintained, one ranged weapon carried by this fighter gains the Blaze trait.
3	Chronomancy – Freeze Time (Double): All fighters, friend and foe, within 12", may only take a single action when activated for the remainder of this round
4	Technomancy – Weapon Jinx (Simple): Choose an enemy fighter within 18" of this fighter. The enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter.
5	Telepathy – Terrify (Double): Choose an enemy fighter within 18" of this fighter. The enemy fighter must make a Nerve test with -3 to the roll or become subject to the Broken condition.
6	Biomancy – Quickening (Basic): Continuous Effect: For as long as this Wyrd Power is maintained, increase this fighter's M by 3 and their WS, BS and I by 1 (to a maximum of 2+).

ARBITRATING THE SCENARIO

The Arbitrator can add defences, sentries and locked doors to the scenario, so that the area represents one of Lord Helmawr's ghastr farms. The Arbitrator should place the ghastr deposits and may place more than four, making sure to put them behind locked doors. Appropriate models can then be set up to represent point defence turrets – count these as either heavy stubbers or heavy bolters with BS 5+, T5 and 2 Wounds. Defence turrets have the Overwatch skill and always count as being Standing and Active and subject to the Ready condition.

Sentries can be added, either pitting the Arbitrator's watchmen against a single gang, or as an additional challenge for the fighting gangs. This allows the Arbitrator to set up using the Sneak Attack rules.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. The winner may place D3 extra Loot counters on the Fighter card of each fighter in their crew that is not Prone and Seriously Injured or Out of Action at the end of the game, without any risk of them being affected by the unrefined ghastr.

VICTORY

The gang with the most Loot markers at the end of the battle is the winner – otherwise the game is a draw.

REWARDS (CAMPAIGN ONLY)

CREDITS

Each Loot marker carried by a fighter that didn't go Out of Action adds D6x10 credits to the gang's Stash. Alternatively, gangs may hang onto any or all of their ghastr for use in future battles. For each Loot marker not converted into credits, record one bag of unrefined ghastr in the gang's Stash. A bag of unrefined ghastr may be given to any fighter during the Distribute Equipment step of the post-battle sequence of any game.

During any activation, a fighter with a bag of unrefined ghastr may consume it as a simple action, rolling on the Harvesting Ghastr table to see what happens.

EXPERIENCE

- Each fighter that took part in the battle gains 1 XP.
- A fighter that harvested at least one bag of unrefined ghastr and didn't go Out of Action gains 1 XP.
- The first successful use of a Wyrd Power also awards a fighter 1 XP.

REPUTATION

- Each gang that took part in the battle gains 1 Reputation.
- If a gang successfully harvested five or more bags of unrefined ghastr, they gain an additional 3 Reputation.

SCENARIO 7: ARCHAEO HUNTERS

Gangs fight over ancient technology deep in the underhive.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

Both players use Custom Selection (D3+7) to choose their crew.

TACTICS CARDS

Each player can choose two Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment

OBJECTIVES

The gangs are trying to crack open a vault they believe to contain an archaeo-hoard before their rivals.

SPECIAL RULE: THE AUTOMATA

Gangs are hunting for a rumoured archaeo-hoard – but to find it, and crack it open, they need to use an abandoned mining automata. After setting up the battlefield, randomly select one of the edges that is not part of either player's deployment area. Place a door on this edge as close to the midpoint as possible. This is the entrance to the vault. Next, place a marker or suitable model in the centre of the battlefield to represent the automata. The automata has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	5+	5	5	5	6+	3	12+	2+	6+	10+

The automata is equipped with light carapace armour and is armed with a meltagun and a heavy rock cutter. The automata cannot be Pinned.

At the start of the battle, the automata is in a powered-down state. To power up the automata, a fighter from either gang that is within 1" of it can perform a Power Up (Simple) action. The fighter makes an Intelligence check and, if passed, the automata becomes powered up. Once powered up, the automata immediately becomes Ready and will act as a part of the gang who powered it up until it powers down.

In the End phase, the automata returns to a powered down state.

Only the automata can open the vault. If the automata is powered up and activates within 1" of the door to the vault, it can perform a Destroy Door (Double)

action. Thereafter, fighters from either gang may move off the table and into the vault via the doorway.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, including fighters that have entered the vault, the battle ends immediately.

FEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. The winner gains an additional D6x10 credits for each of their fighters that are still on the battlefield and not Seriously Injured at the end of the battle.

VICTORY

The gang with the most fighters in the vault at the end is the winner. If both players have the same number of fighters in the vault, or there are no fighters in the vault, the game is a draw.

ARBITRATING THE SCENARIO

The Arbitrator can take control of the automata, or introduce more than one automata, to make the scenario more challenging. An Arbitrator- controlled automata begins the scenario powered up, and fighters must move into base contact with them and make Intelligence tests to take control of them for a round. Unless controlled by a gang, each automata will fight to defend the vault. The Arbitrator can also include a variety of automata, armed with different weapons or with differing profiles.

REWARDS (CAMPAIGNS ONLY)

CREDITS

A gang adds D6x10 credits to their Stash for each fighter in the vault at the end of the battle.

EXPERIENCE

- Each fighter that took part in the battle gains 1 XP.
- Fighters gain an addition 1 XP if they entered the vault.
- In an Arbitrated scenario, fighters that send an automata Out of Action gain D3 XP

REPUTATION

- Each gang that took part gains 1 Reputation.
- The gang with the most fighters in the vault at the end gains an additional D3 Reputation.

SCENARIO 8: ESCORT MISSION

Gangs fight over the fate of an uphive agent.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

The attacker uses the Custom Selection (D3+5) method to choose their crew. The defender uses the Random Selection (D3+7) method to determine their crew. The remainder of the attacker's deck is set to one side to form their Reinforcements deck. The agent is an addition to the defender's crew.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment.

OBJECTIVES

The defender is trying to guide an uphive agent to safety. The attacker is trying to prevent this.

SPECIAL RULE: THE AGENT

The agent can be represented by any appropriate model in your collection and, if possible, should look suitably different to the rest of your gang, so that the attacker can clearly tell it apart. For the duration of the game, the agent is considered to be part of the defender's crew, and uses the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	5+	4+	3	3	2	4+	1	7+	6+	7+	7+

The agent is equipped with mesh armour and a displacer field and is armed with a laspistol.

SPECIAL RULE: EXTRACTION

The defender's goal is to get the agent to the extraction point, and protect them until they can make their escape. Once the agent has reached the board edge closest to the attacker's deployment area, in the End phase, the defender rolls a D6. On a 5+, the agent has been extracted and the game ends. If the agent is

not extracted, roll again in each subsequent End phase, adding a cumulative +1 each time (i.e., the second roll for extraction will be on a 4+, then a 3+, etc).

ARBITRATING THE SCENARIO

In a game that pits the Arbitrator against one or more players, the Arbitrator takes control of the agent and creates an extraction team to ferry them to safety. Use the guidelines for creating watchmen gangs to represent a Guilder hit squad sent to protect the agent.

Alternatively, the powerful organisation that the agent works for might send a potent bodyguard to defend their interests, and the Arbitrator could create a small group of elite Bounty Hunters to protect the agent.

REINFORCEMENTS

During the End phase of the second round, and each round thereafter, one random Reinforcement will turn up for the attacker.

ENDING THE BATTLE

The battle ends when the agent has been extracted from the battlefield, or if they have been taken Out of Action. Otherwise, if either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario.

VICTORY

If the agent is extracted, the defender wins. Otherwise, the attacker is victorious.

REWARDS (CAMPAIGN ONLY)

CREDITS

If the defender extracts the agent, add D6x10 credits to their Stash.

If the attacker takes the agent Out of Action, add D6x10 credits to their Stash.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If a fighter takes the agent Out of Action, they earn D3 XP.

REPUTATION

- If the defender extracts the agent, they gain D3 Reputation.
- If the attacker takes the agent Out of Action, they gain D3 Reputation.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 9: FIGHTER DOWN

A gang searches for a lost companion before the underhive gets them for good!

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a Skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

Both players use the Random Selection (D3+2) method to choose their crew, with the exception that the attacker randomly chooses one of their Gangers or Juvies to be the wounded fighter (as follows) before choosing the rest of their crew. The remainder of each player's gang is held off the table as Reinforcements.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment. The attacker should place the wounded fighter face-down within 8" of the centre of the board.

OBJECTIVES

The attacker wants to recover their wounded comrade. The defender has other plans for the fallen fighter.

SPECIAL RULE: THE WOUNDED FIGHTER

For the purposes of this scenario, the wounded fighter is considered to have suffered a Serious Injury, one which they cannot recover from – do not roll to see if they recover in the End phase as you would normally. Instead, they remain Seriously Injured until they either go Out of Action or are carried off the board. They may still make Crawl (Double) actions as normal.

The wounded fighter may be taken Out of Action with the Coup de Grace action as normal. Friendly fighters may make the Carry (Double) action if they activate within 1" of the wounded fighter, allowing them to move up to their movement and taking the wounded fighter with them. If the wounded fighter begins their activation within 1" of the board edge closest to the attacker's deployment area, they may move off the board.

SPECIAL RULE: CARRION CREATURES

In the underhive, there are countless predators skulking in the shadows – all on the lookout for easy prey. Carrion Creatures represent mutated rats, murder-pedes, rust vultures and other vile creatures.

Use the following profile to represent these critters:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	5+	6+	3	3	1	3+	1	9+	7+	9+	11+

Carrion creatures may be armed with various beaks, claws, mandibles and so forth, but they count as being unarmed and make unarmed attacks.

Carrion creatures can be represented by any suitable models. After the wounded fighter and both gangs have been deployed, the player with Priority rolls D6+3 to find out how many carrion creatures are present. Players then take turns, starting with the player with Priority, to place these creatures on the battlefield at least 12" from any fighters – including the wounded fighter. In each End phase, players take turns moving the carrion creatures, starting with the player that has Priority. Any carrion creature that ends its movement in contact with a fighter will make a Melee (Basic) action against it – after this action has been resolved, move the creature D3" directly away from the fighter. The fighter may not make Reaction attacks.

REINFORCEMENTS

During the End phase of the second round, and each round thereafter, D3 random Reinforcements will turn up for each gang. In this scenario, Reinforcements are deployed by the controlling player anywhere that is within 1" of the edge of the battlefield and not within 12" of an attacking fighter.

ARBITRATING THE SCENARIO

If this is an arbitrated scenario, the Arbitrator can take control of the carrion creatures or introduce their own underhive predators. The Arbitrator may also place the creatures anywhere on the board, and may even opt to keep secret what the carrion creatures are, marking their position with tokens and only revealing what they are when they come within 3" of a fighter.

Alternatively, the Arbitrator might take on the role of the defender, creating a cannibal cult that is hunting for the wounded fighter. The Arbitrator may even wish to model a cannibal cult using the Chaos Cults rules.

ENDING THE BATTLE

The battle ends when the wounded fighter is either taken Out of Action or escapes the board. If either player has no fighters on the board at the end of a round, the game also ends.

VICTORY

If the wounded fighter is taken Out of Action, then the defender is victorious. Otherwise, the attacker is the winner.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If a fighter takes the wounded fighter Out of Action, they earn 1 XP.

REPUTATION

- The attacking gang earns D3 Reputation if they get the wounded fighter off the board.
- The defender gains 1 Reputation if they take the wounded fighter Out of Action.
- If either gang bottles out, they lose 1 Reputation.

SCENARIO 10: MURDER CYBORG

A Cyborg Assassin is masquerading as a ganger.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

Both players use the Custom Selection method to choose their crew.

TACTICS CARDS

Each player may select two Gang Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment.

SPECIAL RULE: THE CYBORG

Until the assassin is placed on the board, whenever a fighter suffers a wound as a result of a hit from a weapon with a Damage characteristic other than '-', the owning player should roll a D6. On a 5+, the cyborg assassin is revealed.

Remove the wounded fighter from the board (they do not count as having been Seriously Injured or taken Out of Action) and replace them with an appropriate model to represent the cyborg assassin.

The assassin uses the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	2+	4	5	3	4+	3	8+	3+	5+	8+

WEAPONS: two bolt pistols (with las-projectors), shotgun (with execution shells)

WARGEAR: carapace armour, displacer field, frag grenades, krak grenades, photo goggles

SKILLS: Fast Shot, Gunfighter, Iron Jaw

The assassin is unaffected by the Coup de Grace action and treats any Out of Action results on the injury dice as a Serious Injury instead. While Seriously Injured, the cyborg does not roll Injury dice in the End phase. Instead, they will recover (suffering a Flesh Wound as normal) if they can roll equal to or less than their Toughness value. Once the assassin reaches 0 Toughness, as a result of Flesh Wounds, it cannot recover – though it may still make a Crawl (Double) action – and can now be removed from the board with a Coup de Grace action.

The cyborg assassin ignores the effects of the Flash, Gas and Toxin traits and cannot be Pinned. The cyborg assassin may be subject to the Blaze condition, but unlike other fighters, it may still perform actions.

OBJECTIVES

Unknown to the gangs, an augmented hive assassin is operating in secret from contested territory. Masquerading as a member of one gang, an otherwise unremarkable skirmish between rivals becomes a battle for survival when the assassin is revealed.

SPECIAL RULE: THE CYBORG'S MISSION

When the cyborg is first revealed the player with Priority should roll a D6 on the following table to find out what its mission is. The player who has Priority controls the cyborg as if it were one of their fighters, although it must follow its directives as detailed below. The assassin never counts as a friendly model for either gang.

CYBORG'S MISSION

D6 Result

1-2 Extermination Directives: The cyborg must kill everyone. If it is Engaged, it take Fight actions, if not, it will target the closest model with a Shoot action. If it can see more than one model, it must divide its Shoot actions between them as evenly as possible, starting with the closest model and moving outward (it must take Cool tests as normal to target models other than the closest). If it cannot see any models, it must move toward the nearest model.

3-4 Decapitation Subroutines: The cyborg must kill the Leaders. The assassin acts as above. However, it will only target Leader models, only fighting other models if they are either Engaged with it, or blocking its path to a Leader.

5-6 Preservation Protocols: The cyborg must return to its masters. When the assassin is revealed, the player who has Priority picks a point on the board edge farthest from the assassin – this is the cyborg's escape point. If the assassin ends any round in base contact with the escape point, it is removed from the board. While escaping, during each activation, the cyborg must make at least one Move action that takes it closer to the escape point if possible, though it can shoot at the closest targets as detailed above, at the controlling player's discretion.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

If, at the end of the round, the cyborg has been removed from the board, the game also ends.

ARBITRATING THE SCENARIO

For an especially challenging encounter, the Arbitrator can run a Rise of the Servitors scenario, with the Arbitrator running a force of servitors and Cyborg Assassins against one or more players' gangs. Using appropriate models in their collection, the Arbitrator should place a number of servitors on the board, using the Hive Dwellers rules, for example, equal to at least three times the number of opposing fighters. The Arbitrator can only take Move actions with the servitors as they go about their pre-programmed duties. The attackers' mission is to find the three Cyborg Assassins posing as servitors. When a servitor is taken Out of Action, roll a D6. On a 4+, they become a Cyborg Assassin as above, and roll to see what their mission is. Once three Cyborg Assassins have been revealed, no more are added to the board. The Arbitrator can make Attack actions with any servitors that activate within 12" of a Cyborg Assassin as the Assassin overrides their simple machine functions for its own ends.

VICTORY

The player who destroyed the cyborg assassin is the winner. If neither player destroyed the cyborg, then the game is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Taking out the assassin nets the gang a healthy bounty. The gang that delivered the Coup de Grace to the assassin gains 3D6x10 credits.

EXPERIENCE

- Fighters that took part in the battle gain 1 XP.
- Any fighter that inflicted a wound on the cyborg earns 1 XP.

REPUTATION

- The gang that delivered the Coup de Grace on the cyborg gains D3 Reputation.
- If either gang bottles out, they lose 1 Reputation.

SCENARIO 11: THE HIT

A gang sneaks into enemy territory to take out a leader.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a Skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

The attacker uses the Custom Selection (D3+5) method to choose their crew. The defender's crew includes their Leader, while the rest of their crew is determined using the Random Selection (D3+5) method. The remainder of the defender's gang is then held off the table as Reinforcements.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender deploys first, placing their Leader and two other fighters within 12" of the centre of the battlefield. Then, the defender rolls a D6 for each of the remaining fighters in their crew. On a 5+, the defender may place them anywhere on the board – otherwise they must deploy within 8" of the Leader. The attacker then deploys their fighters within 2" of any battlefield edge and at least 6" from any enemy models.

OBJECTIVES

The attacker wants to remove an enemy gang leader. The leader of the defending gang has other thoughts!

REINFORCEMENTS

During the End phase of the second round, and each round thereafter, one random Reinforcement will turn up for the attacker.

SPECIAL RULE: THE TARGET

The attacker is gunning for the defender's Leader and has sent in a team to get the job done – but they had

best be quick before the rest of the enemy gang show up to stop them! In this scenario, the attacker has Priority for the first round. In the first round, the defender's fighters may only take a single action each during their activation.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

If the defender's Leader is Seriously Injured or taken Out of Action, the attacker is victorious. Otherwise, the defender is the winner.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- Any attacking fighter that wounds the defender's Leader earns D3 XP.
- If the defender's Leader is not Seriously Injured or Out of Action at the end of the game they gain D3 XP.

REPUTATION

- The attacker gains D3 Reputation if the defender's Leader is Seriously Injured. If the defender's Leader is taken Out of Action, they earn D6 Reputation instead.
- If the defender's Leader is still on the board at the end of the game, their gang gains D3 Reputation.
- If either gang bottles out, they lose 1 Reputation.

ARBITRATING THE SCENARIO

Sometimes a gang leader will cross the wrong people and get a bounty put on their head. The Arbitrator can use this scenario to represent an assassin squad sent after the player's Leader, or if it is played as part of a campaign it could represent retribution from one of the uphove noble houses for the gang leader's misdeeds. The Arbitrator can create a watchman hit squad or assassin gang. Alternatively, the forces gunning for the Leader might unleash a nest of murder servitors or monsters to take them out, allowing the Arbitrator to draw upon any models in their collection when creating the attacking crew.

SCENARIO 12: THE GAUNTLET

Get ready to run !

RUST TOWN RUN

For those who think the horror-infested depths of the underhive aren't dangerous enough – there's the Rust Town Run! This special scenario utilises the Necromunda Badzone Delta-7 tile set to create a twisting maze of death – pitting runners against hunters as one player tries to guide their gangers to glory, while the other tries to knock them into giant fans and blazing furnaces!

The Rust Town Run is legendary among the underhive inhabitants of Hive Primus. Every sump-scraper, dome runner and ripper herder has heard the tales of Bald Bryen's path of perils, and when news spreads of a gang willing to take on the Mayor of Rust Town's maze, hivers flock to see the action. Spectators cram themselves into vent shafts and drain irises, or gather around flickering pict-screens for a good view of the action. Fistfuls of scrip change hands as they bet on the runners, getting good odds on who is most likely to be eviscerated or the number of Juvies who fall into the grinder. For a gang, the run is a chance to prove their worth and win glory for their House, plus maybe even snag one of Bald Bryen's 'chrono crystals' – rare gems worth a Guilder's ransom in creds.

Of course the Rust Town Run is more than just a dungeon of deadly perils and when a gang takes up the challenge, the call goes out for skilled killers to oppose them. There is no shortage of gangers willing to don the mantle of one of Bryen's hunters, the chance to stop a run in its tracks almost as prestigious as completing one.

No one knows for sure when Bald Bryen's Rust Town Run started or where the crazed mayor got the idea, though more than one Guilder has made the comparison between the Rust Town Run and stories of Helmawr's Gauntlet. When the great wheels of industry complete their long and prodigious revolution, Helmawr's scribes descend upon the Clan Houses to count the fruits of their labour and measure it against the hive tithe quotas. When these vast tallies are reckoned, one House stands at the top of the production output and another at the bottom. In his beneficence, Helmawr allows the lowly House a chance to reclaim its honour by sending its champions to complete his Gauntlet – a maze of punishment chambers designed to torment both mind and body. The other Houses can send their own champions to see that the lowly House stays in its place, and so take on a role not unlike Bald Bryen's hunters. If the lowly House can defeat Helmawr's Gauntlet then the Lord of Necromunda might grant them his forgiveness and a measure of the top House's output – all the more

reason for the other Houses to make sure they fail. So it is for the Rust Town Run, and if a gang can win their way through, their fortunes will swell, almost always at the expense of the gang that failed to stop them.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker (known as the runners) and the other is the defender (known as the hunters). In a campaign, the player who chose this scenario is the attacker. In a skirmish, players should roll off and the winner decides whether they will attack or defend.

SPECIAL RULE: FROM THE SHADOWS

Bald Bryen likes to make sure the odds are stacked against the runners, and the Gauntlet is filled with hidden tunnels and hatches only the hunters have access to. At the start of the battle, the defender can set up their crew of hunters anywhere on the battlefield (with the exception of the Unlit Crossroad tile) or can choose to have them Lurking in the Shadows. Fighters that are Lurking in the Shadows take no part in the battle until they are deployed. When it is the defenders' turn to activate a fighter, they can choose to either:

- Pass (taking no action).
- Activate a Ready fighter as normal.
- Move a fighter that is Lurking in the Shadows onto the battlefield (placing it anywhere on the battlefield at least 3" from an enemy fighter).
- Remove a Standing and Active or a Prone and Pinned fighter from the battlefield to Lurk in the Shadows once more.
- When a fighter that was Lurking in the Shadows is placed on the battlefield, they are not given a Ready marker; they are considered to have used their activation to enter the Gauntlet. At the beginning of the following round, the fighter is given a Ready marker and may be activated to take actions as normal.

SPECIAL RULE: SOMETHING TO PROVE

Once the run begins, it is all or nothing! In this scenario neither side need to make Bottle tests. However, if at the start of any round, half of the attacker's Crew (rounding fractions up) are Seriously Injured or Out of Action, the attacker may voluntarily bottle out.

CREWS

The attacker uses Custom Selection (D6+4) to choose their crew of runners. The defender uses Random Selection (D3+4) to choose their crew of hunters.

DEPLOYMENT

The attacker deploys first, placing their crew of runners anywhere within 6" of the centre of the Unlit

Crossroad tile. The defender then deploys their crew of hunters as described by the From the Shadows special rule above. The attacker has priority for the first round.

BATTLEFIELD

The Gauntlet has been set up by Bald Bryen so it is especially dangerous for the runners taking part (not to mention entertaining for the paying spectators). The battlefield is set up as shown on the map below, using the Badzone Delta-7 tiles: Once the tiles have been placed, four doors are added as follows:

1. One double door on the Unlit Crossroad tile, in the lit gap closest to the bridge tile.
2. One single door on the Ventilation Turbine tile, where the one square gap is between wall and tile edge closest to the bridge.
3. One double door on the Ventilation Turbine tile where the hazard stripes are.
4. One double door at the entrance to the vault on the Secure Vault tile.

Finally, a single loot casket should be placed in the Vault (the grey room).

After the doors have been placed, the defender may add up to four barricades anywhere on the battlefield. At the beginning of the battle, all doors are closed but not locked, with the exception of the Vault door which is of course locked!



TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If during the pre-battle sequence the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

OBJECTIVES

The attacker's objective is to break into the Vault and open the loot casket (retrieving the chrono crystal). The defender's objective is to stop all the runners by taking them all Out of Action.

ENDING THE BATTLE

The battle ends either when one of the runners opens the loot casket in the Vault, or if at the start of any round all of the fighters in either crew have gone Out of Action.

VICTORY

If the attacker claimed the chrono crystal, they are the winner. Otherwise, the defender is the winner.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Both sides are assumed to be involved in gambling over the outcome of the run and so both gangs will get 10 credits for each opposing Ganger or Juve taken Out of Action, 20 for each opposing Champion taken Out of Action and 40 if the opposing Leader is taken Out of Action. The attacker can also sell the chrono crystal (if they get it) for 2D6x20 credits, or hold onto it as it might be useful at some point in the future...

EXPERIENCE

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

- All fighters in the defender's crew gain an additional
- 1 XP for each attacker they take Out of Action.
- All fighters in the attacker's crew gain D3 XP if they reach the Vault tile.

REPUTATION

- Each gang gains 1 Reputation simply for taking part.
- The defender gains 1 additional Reputation if they win, while the attacker gains 3 additional Reputation if they are the winner.

SCENARIO 13: MONSTER HUNT

A bounty has been posted for a massive underhive beast

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. Players use Random Selection (D3+7) to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment.

TACTICS CARDS

Each player may choose two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional card for each full 100 credits of difference.

SPECIAL RULE: THE SUMP HORROR!

The gangs are trying to bag a massive Sump Horror (as well as scrag each other), though first they must flush the creature out. The Sump Horror is attracted to wounded prey. Whenever a fighter suffers a Flesh Wound or is Seriously Injured, the player whose fighter was injured places a Beast's Lair marker (or similar token) within D6" of their fighter. These markers follow all of the rules for the Beast's Lair (see page 512), with the exception that they cannot be targeted by Shooting actions from more than 6" away.

Once six markers have been destroyed, the Sump Horror will emerge. Replace the final destroyed marker with a large token or appropriate model. The Sump Horror has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
3"	5+	6+	7	6	8	4+	4	9+	2+	6+	12+

The Sump Horror has a 5+ save, cannot be Pinned, and its attacks are Strength 7 and inflict 2 Damage with a save modifier of -3. Coup de Grace actions cannot be taken against the monster. At the start of the End phase of each round, the Sump Horror fights any fighters in base contact, or if there are no fighters in base contact, it moves, or charges (if in range) toward the nearest fighter.

ARBITRATING THE SCENARIO

The Arbitrator controls the Sump Horror in an Arbitrated scenario, and can place Beast's Lair markers anywhere on the board at the start of the round. When the Sump Horror emerges, the Arbitrator moves and fights with it at the start of the End phase. Alternatively, the Arbitrator could include multiple creatures (choosing appropriate models and giving them profiles) instead of using the Sump Horror rules. These creatures wander the battlefield attacking gangers in the End phase, with the gang that can take out the most creatures being the winner.

ENDING THE BATTLE

The battle ends when either the Sump Horror is killed or one gang has no fighters left on the board.

VICTORY

If the gang that killed the Sump Horror is the winner, otherwise the scenario is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

The gang that slew the Sump Horror can claim the bounty and add 3D6x10 credits to its Stash.

EXPERIENCE

- Each fighter that took part in the battle gains 1 Experience.
- Fighters gain an additional 1 Experience if they destroyed a Beast's Lair maker.
- The fighter that deals the killing blow to the Sump Horror gains D6 Experience.
- In an Arbitrated scenario, fighters that send a monster Out of Action gain D3 Experience.

REPUTATION

- Each gang that took part gains 1 Reputation.
- The gang that killed the monster earns D6+1 Reputation.

BADZONES SCENARIOS

Fighting in the wilds of the Badzones brings its own perils and only the toughest gangs regularly traverse them looking for trouble. However, despite the dangers, there are plenty of rewards to be claimed for a bold gang, such as delving into the heart of an overgrown fungal wilderness, riding an ancient conveyer down into the abyss to find lost riches or claiming a tollway between two settlements and shaking down travellers for coin. Wherever a gang goes looking for creds, they'd better be prepared to accept that their rivals might be ready to fight them for anything they find.

The following scenarios incorporate the themes of the Badzones, such as carnivorous plantlife, roving bands of zombies, toxic rivers and lost domes. They can be used with or without the Badzones Environments and Events tables, though most are well suited to the kinds of hazardous elements these introduce. Some of the scenarios, such as the Manufactorum Raid especially, are intended to showcase the additional terrain rules for Industrial Terrain detailed **on page 53**.

DESIGNER'S NOTE: BADZONES ENVIRONMENTS

Many of the Badzones Environments, such as the Sump Sea or the Stygian Depths, can have a big impact on how a scenario plays out. Sometimes, this will mean a little bit of planning on the part of the players to decide how the hazardous environment fits in with the scenario and how they set up the battlefield. For instance, when playing the Toll Bridge scenario over a Sump Sea, the bridge is most likely a central gantry between two structures and the 'river' below it represents an especially deep part of the sea or an especially toxic one. In scenarios which use specific terrain or markers, such as the Manufactorum Raid or Fungal Horror, if an area of the board is impassable or hazardous, such as the ground in Stygian Depths, then the terrain or markers should be put in places where the fighters can reach and interact with them.

SCENARIO 1: ESCAPE THE BADZONE

Two crews must escape the Badzone.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules. Additional guidelines might apply depending on the kind of Badzone Environment that the gangs are traversing (see page 68). After setting up terrain, players take turns placing four loot caskets anywhere on the battlefield at least 8" from any board edge.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method to choose their crews.

DEPLOYMENT

This scenario uses the standard rules for deployment.

A PATH TO SAFETY

Both gangs are attempting to find a path through the Badzone, while stopping the other from doing the same. Use the Badzones Events table (see page 70) or Badzones Environments Events cards to determine the Environment that the scenario is taking place in and adjust the battlefield depending on the guidelines. Each gang must get its fighters off the board edge closest to their opponent's deployment area.

If in the End phase a fighter is within 1" of their opponent's board edge and not Engaged, they may be removed from the battlefield and count as having escaped the Badzone. Fighters within 1" of a loot casket may choose to take the casket with them when they leave the board. Fighters removed in this way are ignored for the purposes of making Bottle tests (i.e., they do not count as part of the crew size but also do not count as having been taken Out of Action).

DANGEROUS GROUND

The battle is taking place in an especially hostile Badzone. For the duration of the game, Badzone Events are discarded after they have been in play for one round even if their Discard Trigger is not rolled (see page 70).

ARBITRATING THE SCENARIO

If this is an Arbitrated scenario, the Arbitrator can take control of the Environment and Events. The Arbitrator begins by choosing an Environment they want the game to take place in and setting up the board to match. This could mean creating a broken gantry network over a Sump Sea or a Carnivorous Plant-choked tunnel network with only a few safe paths from one side to the other. Then, as the game progresses, the Arbitrator chooses Events to introduce, rather than them being chosen at random. This allows the Arbitrator to swing the battle from one side to the other or foil both players' plans by having toxic fogs descend, swarms of rats appear or sudden shutdowns locking doors and putting out the lights, just when the gangs think they might be on the verge of victory.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends. If one player's gang bottles out and flees the battlefield and their opponent gang's does not then any of their opponent's remaining fighters count as having escaped the Badzone.

VICTORY

The gang with the most fighters who escaped the Badzone is victorious. If both gangs had an equal amount of fighters escape the Badzone then the game is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Each loot casket a gang carries off the board adds 2D6x10 credits to their Stash.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP. Any fighter who escapes the Badzone earns 1 XP.

REPUTATION

- If at least half of a gang's crew escaped the Badzone, they gain D3 Reputation.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 2: MANUFACTORUM RAID

A raid against a rival House's manufactorum.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

CREWS

This scenario uses the standard rules for choosing a crew, as described. The attacker uses the Custom Selection method to choose their crew. The defender uses the Random Selection (D3+5) method to choose their crew. Any defending fighters not on the board at the start form the defender's Reinforcements.

DEPLOYMENT

This scenario uses the standard rules for deployment.

BOMBS

The attacker's crew are carrying a collection of homemade explosives to blow up machinery vital to the rival House. After both crews are deployed, the attacker should place three markers on the table (suitably industrial-looking terrain or tiles are especially appropriate locations to place these). Each marker must be at least 16" from the attacker's deployment area and no closer than 12" to another marker. These are the points where the attacker must plant their bombs.

Any fighter in the attacker's crew makes the Plant Bomb (double) action if they are in base contact with one of the markers to plant a bomb. Players should indicate that the bomb has been planted by flipping over the marker or placing a frag trap or similar marker on it. Once the bomb has been planted, it remains on the table until the end of the game. Place a dice next to the bomb with the number 1 face-up – this is its counter.

During the End phase, the attacker rolls a D6 for each bomb, adding the result on its counter to the roll. On a 7+, the bomb explodes, otherwise increase the number on its counter by 1. If the bomb explodes, count it as if it were a frag trap ([see page 105](#)), except it has a Strength of 6 and inflicts D3 Damage.

Defending models may try to disarm bombs once they have been planted. To disarm a bomb, a fighter must be in base contact with it and make the Disarm Bomb (Double) action and pass an Intelligence check. A disarmed bomb must be rearmed by an attacker following the same procedure as planting a bomb, and

has its counter reduced to 1. If the Intelligence check to disarm a bomb fails and is also a double, then it explodes, as detailed above.

FUNCTIONING MANUFACTORUM

The Industrial Terrain in this scenario is fully functioning. When seeing if a piece of Industrial Terrain activates, or is activated, this occurs on a 3+ rather than a 6 (see Smokestacks, [page 58](#)).

REINFORCEMENTS

The defender use Reinforcements, At the end of the second round, and each round thereafter, D3 random fighters will arrive in the End phase.

ARBITRATING THE SCENARIO

Manufactorums are often heavily fortified as they are the lifeblood of a House's wealth. In this scenario, the Arbitrator can take on the role of the defender, creating a factory militia to defend the machinery. Militias can be created using the guidelines for Watchmen gangs found [page 440](#).

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends. The game also ends if all three bombs explode.

VICTORY

If the bombs all go off, the attacker is the winner, otherwise the defender is victorious.

REWARDS (CAMPAIGNS ONLY)

CREDITS

If the defender wins, they get paid for the successful defence and they can add 2D6x10 credits to their Stash.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP. Any attacking fighter that successfully plants or rearms a bomb earns 1 XP.
- Any defending fighter that successfully disarms a bomb earns D3 XP.

REPUTATION

- If all of the bombs go off then the attacker earns D3 Reputation.

- If none of the bombs explode then the defender gains D6 Reputation. If only one or two of the bombs explode, the defender earns D3 Reputation instead.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 3: THE CONVEYER

A battle between gangs as they descend through the hive.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This may either be played as a Zone Mortalis or a Sector Mechanicus game. When setting up the board, the defender begins by placing a tile of their choice or a piece of terrain roughly 12" in diameter in the centre of the table. This tile or piece of terrain is the platform. The attacker then sets up the rest of the board around the platform. After setting up the terrain, the attacker places four loot caskets or markers on the battlefield within 12" of the edges of the platform.

CREWS

This scenario uses the standard rules for choosing a crew. Players use the Custom Selection (10) method to choose their crew.

DEPLOYMENT

The defender deploys all of their fighters on the platform. The attacker deploys their crew anywhere on the table at least 16" from the platform.

THE PLATFORM

In each End phase, the defender rolls a dice to see if the platform moves. Roll a D6, adding a cumulative +1 to the result for each turn the platform has remained stationary. On a 6+, the platform moves. When the platform moves, remove any tiles or terrain from the board with the exception of the platform. Fighters not on the platform are removed from the board and any conditions on them are removed, though they do not count as having gone Out of Action. The attacker now sets up the table around the platform in any configuration they choose, placing four new loot caskets or markers (as detailed in the Battlefield section of this scenario) and deploys any of their fighters (with the exception of any on the platform and any that have been taken Out of Action) within 12" of the platform.

CHANGING ENVIRONMENTS

If players are using the Badzones Environments and Events, each time the platform moves, randomly choose a new Environment for the battlefield. If the Dome Collapse Event is generated, the Platform immediately moves (as detailed above). Conversely, while the Shutdown Event is in play, do not test to see if the platform moves.

ARBITRATING THE SCENARIO

In this scenario, the Arbitrator could take on the role of the attacker creating a gang of watchmen, cultists or similar foes to oppose the defender – perhaps the platform is passing through a region controlled by a Genestealer Cult, or an area infested with sump spiders, the creatures drawn to the prey slowly descending through their lair. The Arbitrator, either as the attacker or Arbitrating a game between players could also control the environments that the platform passes through, designing specific battlefields beforehand to create the most interesting or challenging levels possible. These can be based on the Badzones Environments or of the Arbitrator's own devising.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends if either there are no defenders left on the board, or the players have played nine complete rounds.

VICTORY

If the defender has no fighters on the board at the end of a round, the attacker is the winner. If the players play all nine rounds, the defender is victorious.

REWARDS (CAMPAIGNS ONLY)

CREDITS

If the defender wins, each loot casket or marker on the platform at the end of the game adds D6x10 credits to their gang's Stash.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP. Any attacking fighter that is on the platform when it moves earns 1 XP.
- Any defending fighter still on the platform at the end of the game gains 1 XP.

REPUTATION

- The attacker gains D3 Reputation if the game ends before round nine.
- The defender earns D3 Reputation if all nine rounds are played.

SCENARIO 4: FUNGAL HORROR

Gangs fight to survive a rapidly growing jungle.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

CREWS

This scenario uses the standard rules for choosing a crew. Players use the Custom Selection (10) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment.

GROWING HORROR

The battlefield is rapidly becoming overgrown by a fungal horror, and with each round, the Carnivorous Plant spreads. At the beginning of the game, place a marker in the centre of the board – if playing a Zone Mortalis game, choose the central-most tile. This marker represents the fungal horror and can be a token, piece of themed terrain or anything else appropriate. The marked tile, or the area within 12" of the marker, is overgrown with writhing questing vines, and any fighters either beginning or ending their activations in it risk being coated in flesh-eating spores – treat this the same as catching on fire just as if they had been hit by a weapon with the Blaze Trait. In addition, due to clouds of spores, line of sight through overgrown areas is limited to 6", and fighters within the area may not take more than one Move action during their activation unless they are equipped with a respirator. Fighters that are Seriously Injured in overgrown areas go Out of Action.

In each End phase, there is a chance that the fungal horror will spread. The player with Priority should roll a D6 for each Fungal Horror marker already on the board. On a 4 or more, the player then rolls a Scatter dice to determine the direction that the horror spreads in. In a game of Zone Mortalis, the closest tile to the marker in the direction indicated becomes overgrown – place a new marker on it. In a game of Sector Mechanicus, place a new marker 12" from the existing marker. If this would cause the marker to be placed off the board, place it in contact with the board edge instead.

ARBITRATING THE SCENARIO

In an Arbitrated scenario, the Arbitrator can take on the role of the fungal horror as it tries to spread throughout a dome, facing off against one or more players and their gangs. Use the rules "Growing Horror" for the spread of the fungal horror, but instead of markers representing the centre of overgrown area, use Carnivorous Plants instead (see page 63), thus when the fungal horror spreads to a new area, fresh Carnivorous Plants will spring up. The players must attempt to contain the spreading horror, destroying the plants (see page 63) before they overwhelm the board. For an additional challenge, when each new Carnivorous Plant is placed, set up D6 carrion-eaters within 6" of it (profiles for carrion-eaters can be found on page 540). These beasts will then attack the gangs as they desperately try to escape the spreading fungal horror.

TACTICS CARDS

Each player may choose two random Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends. The game also ends if there are nine or more Fungal Horror markers on the board at the start of the End phase.

VICTORY

If one gang has fighters on the board at the end of the game, they are the winner. Otherwise, the game is a draw.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.

REPUTATION

- If one gang has fighters on the board at the end of the game, they earn D3 Reputation.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 5: TOLL BRIDGE

Gangs fight over a vital bridge in the underhive.

BATTLEFIELD

This scenario uses the Battlefield set-up guidelines, and may either be a Zone Mortalis or a Sector Mechanicus battlefield. When creating the battlefield, players should leave a 12" wide corridor with no terrain or tiles down the middle of the board – this is the toxic river. The river can be represented either by a gap, or a suitable piece of scenery. Only a single bridge crosses the river, which can be represented by a gantry or similar piece of narrow long terrain – this is the toll bridge.

CREWS

This scenario uses the standard rules for choosing a crew. Players use the Custom Selection (10) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment. Crews must start the game on opposite sides of the river.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

THE TOXIC RIVER

The two gangs are fighting to control a valuable toll bridge spanning a toxic river. Fighters cannot voluntarily enter the river, and its sludgy waters are so dangerous that those who fall into the river are immediately taken Out of Action. If both players choose, they can add flotsam and jetsam to the river, represented by barrels, face-down barricades, loot caskets or even ramshackle boats if they have these in their terrain collection. These pieces of debris can be spread out across the river within a few inches of each other or collected along the edges of the river.

Fighters can use debris to cross the river, leaping from one to the other, or as a makeshift boat, standing on the piece of debris and moving it up to their Strength in inches as a Row (Double) action. In both cases, at the end of their activation, they must make an Initiative check to see if the debris they are standing on capsizes or sinks. If they fail, they fall into the river. Fighters who become Pinned or Prone while standing on debris must also make an Initiative check to see if they fall into the river.

ARBITRATING THE SCENARIO

In a game that pits the Arbitrator against one or more players, the Arbitrator can take on the role of the defender of the bridge. The bridge itself might be fortified with barricades, or perhaps even a powerful brute or monster acting as its guardian. Meanwhile, a gang of Guilder Watchmen ([see page 440](#)) might be covering the river from the far bank, protecting the Guild of Coin's interests. In this kind of scenario, the players are attempting to get across the river at all costs, either clearing the bridge or using crude boats to brave its toxic depths, and every fighter who reaches the far side can escape off the enemy board edge to earn their gang D6x10 credits.

THE BRIDGE

The bridge over the toxic river uses an ancient mechanism to swing open or closed. At the beginning of the battle, its ends are connected to the shore and it spans the river. In the End phase of the third round, and each round thereafter, roll a D6. On a 5, the bridge pivots 90 degrees to the right, while on a 6 it pivots 90 degrees to the left. On any other result, the bridge remains stationary.

When the bridge pivots, fighters within 1" of its ends must make an Initiative check or fall from the bridge – if the ends were touching the shore before it moved, fighters fall onto the shore and become Prone, otherwise they fall into the river and are taken Out of Action.

If their gang has failed a Bottle test, fighters on the bridge do not need to make Cool tests to see if they flee the battlefield – provided that the bridge is not connected to the shore, they have nowhere to go! However, as soon as the bridge connects to the shore, they must make tests as normal.

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends. The game also ends if, after the end of the third round, one gang has at least one fighter within 12" of the centre of the bridge and their opponent does not.

VICTORY

If only one gang has fighters on the board at the end of the game or they are the only gang with fighters within 12" of the centre of the bridge, they are the winner – otherwise the game is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

The gang who won the scenario, and thus claimed the bridge, adds 3D6x10 credits to their Stash.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- Any fighter that crossed the river earns D3 XP.

REPUTATION

- Each gang gains 1 Reputation for taking part in the battle.
- The gang who won the scenario earns an additional D3 Reputation.

HOUSE OF CHAINS SCENARIOS

House Goliath has its own unique way of doing things – which usually involves lots and lots of brute force. Sometimes this kind of unsubtle, fist-to-the-face style can get lost in the general mayhem of underhive gang war. Other times, however, their love of bare knuckle, hands-on brutality shines like a beacon through the murky chaos of the hive, leaving no doubt as to the gang behind it. Goliaths tend to favour not just excessive violence but extreme odds, and taking on larger, more powerful gangs, calling out rival gang leaders for one-on-one throwdowns and even turning on each other for a good fight are all part of the Goliath way.

The following scenarios are designed to encapsulate House Goliath's way of waging gang war. They cover some of the broad themes common to the Goliaths, such as the random brutality of a barehanded beating to the carnage of the Feast of the Fallen – House Goliath's own festival of violence. When a Goliath player has the option of choosing the scenario for their game they can, with the permission of the Arbitrator, choose one of the following scenarios. Where one player is the attacker and the other is the defender this will be detailed in the scenario.

DESIGNER'S NOTE: BEATDOWNS FOR ALL

While the scenarios presented here have been designed specifically for House Goliath gangs, there is no reason that, with the permission of the Arbitrator, they might not be used for any gang. Some of them also lend themselves well to multi-player scenarios – such as the Beatdown where multiple gangs might have found themselves in a tense stand-off, perhaps after randomly running into each other in a seedy drinking hole, and now must prove their might without things getting 'too' out of hand. Other scenarios, like the Feast of the Fallen, can also make for interesting Arbitrated games. Perhaps instead of having a random ganger become empowered by an ancestor, the ancestor-driven ganger could be controlled by the Arbitrator with the gangs trying to take them down – or for added mayhem, why not have gangs face-off against all five ancestors at once!

THE BEATDOWN

Wrong place, wrong time...

BATTLEFIELD

This scenario uses the standard Battlefield Set-up guidelines.

CREWS

This scenario uses the standard rules for choosing a crew. Both gangs use the Random Selection (D3+4) method to determine their crew.

DEPLOYMENT

The gangs are passing each other in the underhive when the violence starts. Players roll off to see who places a fighter first. This fighter can be placed anywhere on the board provided they are not in impassable terrain. Players then alternate placing fighters within 12" of this first fighter, until both crews are deployed. If a fighter cannot be deployed within 12" of the first fighter, either because there is no room, or they would have to be placed within 1" of an enemy fighter, they may be deployed further away, though only just far enough from the fighter so there is space to place them.

YOU LOOKING AT ME?

Two gangs have chanced upon each other in the underhive, and may well have gone on their way if one of the fighters hadn't decided they didn't like the way their rivals were looking at them. After both gangs have been deployed, each player receives a Ready marker. This Ready marker is then placed onto a randomly determined fighter. In the Priority phase of the second round, and in each subsequent Priority phase, each player receives a number of Ready markers equal to the current round. These may be placed onto any fighter. This can mean a fighter who was given a Ready marker last round may not receive a Ready marker this round. However, the more fighters a player activates, the lower their rewards will be at the end. From the second round onwards players may also choose not to give Ready markers to any of their fighters, effectively conceding defeat. Fighters without Ready markers take no part in the game (it can be imagined they are spectating), provide no benefits (such as Leading by Example) and cannot be targeted by attacks or damaged by area effect weapons. They do, however, count for Bottle tests. In addition, enemy fighters must still stay more than 1" away from them.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine one additional gang tactic for each full 100 credits of difference (or other Underdog bonuses as well).

ENDING THE BATTLE

The battle ends if, after the Priority phase, only one gang has fighters with Ready markers remaining on the battlefield.

VICTORY

The side with at least one fighter with a Ready marker when the game ends is the winner.

REWARDS

EXPERIENCE

- Each fighter who took part in the battle earns 1 XP.
- If only one fighter was Readied during the game, that fighter gains D3 XP.
- If only two fighters were Readied during the game, those fighters gain 1 XP.

REPUTATION

- The victorious gang gains 2D3 Reputation if they didn't Ready more than one fighter each round, D6 if they didn't Ready more than two fighters on any round, and D3 Reputation if they Readied three or more fighters on any round.

SOMETHING TO PROVE

A newly minted gang must learn fast – or die!

BATTLEFIELD

This scenario uses the standard Battlefield Set-up guidelines.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. The player whose gang has the lower rating is the attacker. If both gangs have the same rating, players roll off and the winner decides whether they will attack or defend.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the Necromunda Rulebook. The attacker uses the Custom Selection (D3+7) method to choose their crew. The defender uses the Random Selection (D3+7) method to determine their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment, as described in the Battlefield Set-up & Scenarios section of the Necromunda Rulebook.

GIANT KILLERS

The attacker is an underdog with something to prove, hoping to bloody the nose of a stronger gang and not get too smashed about in the process. With such a prize on the line, the gang is fighting even more recklessly than normal. To determine the effects of this extra motivation, work out the difference in rating between the two gangs (i.e., how much more the defender's gang is worth than the attacker's) and consult the Giant Killer table.

All the effects on the Giant Killer table are cumulative.

Gang Rating Difference	Effect
0-100	The attacker's gang does not need to make Bottle tests.
101-250	The attacker's Leader can ignore the effects of Flesh Wounds. However, from the second round onwards one of their actions each activation must be a Shoot or Fight action. If they cannot take either of these actions, they can only take one action during their activation
251-500	The attacker's fighters can re-roll one Injury dice when injuring enemy fighters. However, when making Recovery tests, the attacker's fighters must roll an extra Injury dice and choose an Out of Action result if one is rolled
501+	The attacker's fighters automatically pass any Cool checks they are required to take

GANG TACTICS

Each player may choose two gang tactics from those available to their gang. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when only one gang has fighters remaining on the battlefield.

VICTORY

The side with fighters remaining on the board at the end of the game is the winner.

REWARDS

CREDITS

The attacker adds D6x10 credits to their stash for each defender taken Out of Action. The defender adds D3x10 credits to their stash for each of their fighters still on the battlefield at the end of the game.

EXPERIENCE

- Each fighter who took part in the battle earns 1 XP.
- Each of the defender's fighters still on the battlefield at the end of the game earns 1 XP.

REPUTATION

- If the attacker is victorious, they gain D3 Reputation.
- If either gang bottled out, they lose 1 Reputation.

FEAST OF THE FALLEN

Awaken the ancestors!

BATTLEFIELD

This scenario uses the standard Battlefield Set-up guidelines

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (D3+7) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment.

GODS OF THE UNDERHIVE

Two gangs honour the hardest fighters to ever walk the underhive by attempting to beat one another to death. The gangs are inviting these legendary ancestors to empower them by offering up acts of violence, and when one does, it falls to their rivals to bring them down – for while becoming a god is glorious, killing one is even better!

Each time a fighter suffers a wound from a weapon with one or more of the following traits; Blast, Blaze, Gas, Toxin, Melee, Shock or Versatile, before rolling any Injury dice, check to see if they become empowered by one of their ancestors (while there might be something supernatural going on, it is just as likely the fighter is suffering from homicidal hysteria).

Roll a D6. On a 4+, the fighter becomes empowered, and no further tests for empowerment are made during this battle. The fighter is immediately restored to their starting number of Wounds, and any additional effects from the wound they have just suffered are ignored. The nature of the empowering depends on the kind of wound inflicted:

- If the wound was inflicted by a weapon with the Melee or Versatile traits, the fighter becomes the **God of Blood**. For the remainder of the battle, the fighter's unarmed attacks become Damage 5.
- If the wound was inflicted by a weapon with the Blaze trait, they become the **God of Fire**. For the remainder of the battle, the fighter's unarmed attacks gain the Blaze trait, and they themselves ignore the effects of the Blaze trait.
- If the wound was inflicted by a weapon with the Toxin or Gas traits, they become the **God of Poison**. For the remainder of the battle, the fighter's unarmed attacks gain the Toxin trait.
- If the wound was inflicted by a weapon with the Shock trait, they become the **God of Pain**. For the remainder of the battle, the fighter's unarmed attacks gain the Shock and Versatile traits and they gain a Long range of 6".
- If the wound was inflicted by a weapon with the Blast trait, they become the **God of Fury**. For the remainder of the battle, the fighter's unarmed attacks gain the Blast (3") trait, while the fighter ignores the effects of the Blast trait, either from their own attacks or those of other fighters.

In addition to the benefits above, the empowered fighter cannot be Pinned, ignores Flesh Wounds and counts Serious Injuries inflicted by ranged weapons (i.e., those without the Melee or Versatile traits) as Flesh Wounds.

It now falls to the gang with the empowered fighter to inflict as much damage as possible with them, while their rivals must try to kill the empowered fighter.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when only one gang has fighters remaining on the battlefield. **VICTORY** If the gang with the empowered fighter still has that fighter on the board at the end of the game they are the winner, otherwise their opponent is victorious.

REWARDS

EXPERIENCE

- Each fighter who took part in the battle earns 1 XP.
- A fighter who takes the empowered fighter Out of Action earns D3 XP. If the empowered fighter is still on the board at the end of the game, they earn D3+1 XP.

REPUTATION

- The victorious gang gains D3 Reputation.
- If either gang bottled out, they lose 1 Reputation

MULTI-PLAYER SCENARIOS

SCENARIO 1: GANG MOOT

A gang parlay gets bloody!

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew, with the exception that players must include their Leader in their crew. The rest of their crew is created using Random Selection (D3+5).

TACTICS CARDS

Each player should shuffle their Tactics Card deck and randomly draw two cards.

DEPLOYMENT

Players place their Leaders within 6" of the centre of the board. Use Priority to determine the order in which the Leaders are placed. Each player then takes turns placing their fighters anywhere on the board, at least 12" from a Leader and 6" from any already deployed fighter (friend or foe).

OBJECTIVES

The gangs are meeting to hammer out a treaty or settle some other kind of business – when suddenly, someone goes for a gun!

SPECIAL RULE: PARLAY

At the start of the game, only the Leaders are Ready, all other fighters are unaware that their allies are about to become enemies. When a fighter makes any Shoot action (unless their weapon has the Silent trait) all other fighters within 12" that are not Ready can make an Intelligence test. Those that pass immediately become Ready. Fighters attacked in close combat or hit with a shooting attack also become Ready (as long as they survive). In the End phase, each player may move their fighters that are not Ready 6" in any direction.

ARBITRATING THE SCENARIO

The Arbitrator can field their own gang of watchmen to add to the carnage, the Leader of the watchmen might be taking part in the parley or adjudicating it.

Alternatively, the commotion of the moot going south might summon lawmen, and they could turn up using the Reinforcement rules with a mission to arrest the Leaders and make them pay for disturbing the peace.

ENDING THE BATTLE

If only one gang has fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

One gang wins if, at the end of the battle, their Leader is still on the battlefield and is not Seriously Injured. Any other result is a draw between all of the participants.

REWARDS (CAMPAIGN ONLY)

EXPERIENCE

- Each fighter gains 1 XP for taking part, and an additional 1 XP for each enemy fighter that they take Out of Action. The last Leader on the board gains D6 XP.

REPUTATION

- Each gang gains 1 Reputation for showing up, plus 2 extra Reputation if one of their fighters takes an enemy Leader Out of Action.
- The gang whose Leader is the last Leader standing earns an additional 3 Reputation.

SCENARIO 2: PITFIGHT

Chosen champions fight for the honour of their gang.

BATTLEFIELD

This scenario uses the standard Battlefield Set- up rules. It is advisable to make the battlefield no larger than 24" x 24" – alternatively, players can use the interior of the Necromunda: Underhive box to represent a deadly fighting pit.

CREWS

Each player chooses one of their Champions.

TACTICS CARDS

Each player may choose one Tactics card from their deck.

DEPLOYMENT

Players take turns placing their Champions in contact with one of the battlefield edges and at least 12" from an already deployed Champion.

OBJECTIVES

Champions have been selected to fight for their gang's honour. The last Champion standing will be declared victorious.

SPECIAL RULE: IT'S ONLY A SCRATCH !

No one likes a quick fight, and the Champions know that they need to put on a show with lots of blood. For this scenario, fighters ignore Flesh Wound results on the Injury dice and treat Seriously Injured results as Flesh Wounds instead. Fighters cannot take the Coup de Grace action – no easy deaths!

SPECIAL RULE: ROUND ONE...

Pitfights have rules... after a fashion. For the first two rounds, no Ranged weapons or Grenades may be used. In rounds three and four, no Ranged weapons with the Unwieldy trait or Grenades may be used. From round five onwards, all weapons may be used.

ARBITRATING THE SCENARIO

The Arbitrator can act as arena overseer, setting up the battlefield and controlling its perils. In addition to the placement of doors, gantries and barricades, during the End phase, the Arbitrator can add pitfalls, frag or melta traps, ducts or other features to the battlefield.

ENDING THE BATTLE

The battle ends when only one Champion remains on the battlefield. If, at the end of any round, all of the Champions have gone Out of Action, the battle will end.

VICTORY

The gang with the last Champion standing is the winner. If there are no Champions left at the end of the game, it is a draw between all the participants.

REWARDS (CAMPAIGN ONLY)

CREDITS

The victorious Champion wins D6x5 credits for each other Champion that took part in the fight.

EXPERIENCE

- Each Champion gains 1 XP for taking part, and an additional 1 XP for each enemy they take Out of Action. The victorious Champion gains D3 XP.

REPUTATION

- Each gang gains 1 Reputation for showing up, plus 2 extra Reputation if their Champion survives to round six.
- The gang whose Champion wins earns an additional 4 Reputation.

BLAZE OF GLORY SCENARIOS

SCENARIO 1: ESCAPE THE HIVE

Having outgrown life in the Underhive, a powerful gang has decided to follow rumours of a more bountiful home amongst the stars. Their many long-time enemies decide that now is their last chance to settle some scores in this exclusive scenario – Escape the Hive.

ATTACKERS AND DEFENDERS

In this scenario, the gang going out in a Blaze of Glory is the attacker; the defender is either the Arbitrator or another player or players. This scenario is ideal as a multiplayer game, in which case it is the retiring gang versus everyone else!

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules for Sector Mechanicus, with key points shown on the diagram below. The spaceport walls should be impossible to cross except by using the two doors (which begin the game locked) and should have access terminals placed next to them on both sides. Ladders can be placed on the inside of the wall to allow defenders to scale onto the top of the walls. The defender then places a ship, represented by a marker on appropriate model, anywhere on the battlefield more than 6" from a board edge and more than 12" from Spaceport Walls.

Players then take turns placing other items of terrain as normal, with the exception that the only items that can be placed on the access road are barricades, crates, and the like. No large structures (such as buildings) may be placed within 12" of the ship.



Access Road

CREWS

The gang going out in a Blaze of Glory uses the Custom Selection method using the entirety of their gang, including those In Recovery and Hangers-on. The defender uses Random Selection (10) to choose their crew – these are the Lookouts. If playing a multiplayer game, each defender uses the Random Selection (5) to choose their crew instead. The rest of the defender's crew is set to one side to form their Reinforcements. See below for guidelines on choosing the defender's crew.

TACTICS CARDS

The attacker can choose up to two Tactics cards.

DEPLOYMENT

The defender sets up the Lookouts anywhere on the battlefield more than 12" from the access road and more than 3" from an already-deployed fighter. The attacker then deploys their entire crew within 3" of the access road board edge.

STOLEN ACCESS CODE

The attackers have obtained the access code for the starport doors, but there is always an outside chance these are out of date or simply false. When making the Access Terminal (Basic) action to attempt to open a door, the player should roll a D6. On a roll of 1, the codes for that door are of no use and the only way of opening it is by making a Force Door (Basic) action. On a 2+, the codes for that door are good and it is opened without the need to make an Intelligence test.

OBJECTIVES

The attacker is attempting to board the ship and escape Necromunda for a new life somewhere in the stars. The defender is trying to stop them.

REINFORCEMENTS

In the third round, and in each subsequent round, D3 Reinforcements arrive until the defender's entire gang has arrived. In this scenario, Reinforcements are deployed by the controlling player.

SPECIAL RULE: BLASTING OFF

A transport ship sits in the hanger, fully fuelled and just begging to be stolen. The only problem is there's an army of defenders in the way and few, if any, of the gang have ever seen a ship before, yet alone know how to pilot one.

Any attacking fighter that is within 1" of the ship at the start of any End Phase can board the ship if their controlling player wishes, even if they're Seriously Injured. At the start of any round, the defender can pick a fighter that has boarded the ship; make an Intelligence check for that fighter with a -5 modifier, and a +1 modifier for every three additional friendly fighters who have boarded the aircraft. If the check is passed, the ship is powered up and blasts off during the End Phase of that turn.

SPECIAL RULE: HANGER DOORS

From the moment the first ganger boards the ship, the defenders know the situation has slipped outside their control and order the Hanger Doors to close, wishing to capture as many of the thieves alive as they can. The first time an attacking fighter boards the ship, the closure procedures are activated. During the End Phase, including the round in which the closure procedures were activated, place a token next to the ship, representing the hanger doors beginning to close. Once three tokens have been placed next to the ship, the Hanger Doors are sealed and the ship cannot take off. All fighters who have previously boarded the ship are placed on the battlefield anywhere within 2" of the ship – they have nothing left to do but fight to the end.

SPECIAL RULE: GUARD IT WITH YOUR LIFE

The defender automatically passes any Bottle tests they have to make for their gang.

ENDING THE BATTLEFIELD

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately. The battle also ends immediately if the ship blasts off.

ASSEMBLING THE DEFENDER'S CREW

This scenario is best played as a multiplayer game, with the defenders make up of a (most likely temporary) alliance of the attacker's many enemies.

The defenders have bribed or bullied their way into a position to defend the starport, ensuring that the usual shift of guards is replaced by themselves so as to place their own fighters between attackers and freedom. In this case, the defending side is made up of as many gangs as are available to play, and so the attacker may find themselves seriously outmatched. This is key to the challenge – no one said victory would be easy!

The scenario can also be played with the defenders being a single gang of starport guards, in which case the defending gang can be put together by the Arbitrator or the defending player or players using any gang list available (the Venators list is especially appropriate, however).

VICTORY

The attacker wins if the ship blasts off with one or more of their fighters on board. Otherwise, the defender wins.

REWARDS (CAMPAIGNS ONLY)

There is only one reward – escape. If the attacking gang is victorious, they'll blast off, hoping to evade the guns of the Eye of Selene above Necromunda. If not, the survivors will be hunted down and brought to justice, not matter how far they run. This is the end for the gang, for good or for ill.

UPRISING SCENARIOS

When subversive forces take control of a hive city, the ancient structures of Necromunda begin to break down. Only too late do citizens realise the yoke Lord Helmawr placed around their necks was not just a means of control, but intended to shield them against something much worse. As civil unrest increases in bloody tempo to the sound of gunfire and screams, the rules of warfare observed by the Great Houses cease to apply. Isolated and attacked from all sides, gangs and hive dwellers face a new struggle, one of simple survival.

Presented over the following pages are a collection of scenarios to add to your games of Necromunda. These scenarios have been designed to represent the mayhem of a hive war, and complement the Uprising Campaign found in Necromunda: Dark Uprising— however they can be used either as standalone Skirmish games or in any of the published Necromunda campaigns.

CHOOSING A SCENARIO

Players can include any of the scenarios in this section when Determining a Scenario if either player has the option to choose any scenario. Alternatively, if players want a degree of randomness they can instead make a D36 roll on the table below. A D36 roll is when a D3 is rolled as the 10s and a D6 is rolled as the 1s; for instance if the D3 roll was 2 and the D6 roll was 3 then the result would be 23.

D36	Result
11	Show of Force
12	Hit and Run
13	Search and Destroy
14	Meat Harvest
15	Propaganda
16	Scavenge
21	Public Execution
22	Takeover
23	Hunt them Down
24	Ritual
25	Blood Rites
26	Slaughter
31	Meeeeeeeeeat!
32	Daemonic Possession
33	Meat for the Grinder
34	Urban Renewal
35	War in the Shadows
36	End Times

UPRISING SCENARIO 1: SHOW OF FORCE

The enemy gang must be crushed without mercy!

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses Custom Selection (D3 + 7) method to choose their crew. The defender uses the Random Selection (D3+5) method to determine their crew. The remaining fighters in the attacker's gang are held off the table as Reinforcements.

DEPLOYMENT

Players place their Leaders within 6" of the centre of the board. Use Priority to determine the order in which the Leaders are placed. Each player then takes turns placing their fighters anywhere on the board, at least 12" from a Leader and 6" from any already deployed fighter (friend or foe).

SHOCK AND AWE

The attacker is seeking to make an example of their enemies and the best way to do that is with a substantial body count – ideally where their comrades can witness the price of heresy. Every defender taken Out of Action is worth 1 Victory point or 2 Victory points if they were taken Out of Action within 6" of another member of the defender's crew.

BACK INTO THE SHADOWS

The defender has been brought to battle before they are ready and must escape before they are all wiped out – hopefully taking some of their foes down in the process. The edge of the battlefield opposite the defender's deployment zone is their escape area. In the End phase, if a defender is within 2" of the escape area, and they are not Engaged then they may be removed from the battlefield. Fighters removed in this way do not count as having been taken Out of Action, though are also not counted as part of the crew when making Bottle tests.

Each fighter who escapes the battlefield is worth 1 Victory point for the defender. In addition, every fighter taken Out of Action is worth 1 Victory point.

REINFORCEMENTS

The attacker can use Reinforcements. At the end of the second round, and each round thereafter, one random fighter will arrive in the End phase.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when only one gang has fighters remaining on the battlefield.

VICTORY

The gang who scored the most Victory points (see under **Shock and Awe**) is the winner. If both gangs have the same number of points and the battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS

CREDITS

The attacker adds D6x10 credits to their Stash for each defender taken Out of Action.

STARVATION (DAMNATION PHASE ONLY)

The gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGE (DAMNATION PHASE ONLY)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

- Each fighter who took part in the battle earns 1 Experience point.
- Each defender who escapes the battlefield earns 1 Experience point.

REPUTATION

- The victorious gang gains D3 Reputation.
- If either gang bottled out, they lose 1 Reputation.

UPRISING SCENARIO 2: HIT AND RUN

A gang strikes from the shadows hoping to take down a powerful foe.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses Custom Selection (D3 + 7) method to choose their crew. The defender uses the Random Selection (D6+7) method to choose their crew. The attacker uses the Custom Selection (D3+7) method to determine their crew.

DEPLOYMENT

The defender deploys their entire crew within 6" of the centre of the battlefield. After the defending crew has been set up, the attacker sets up their fighters anywhere on the battlefield at least 8" from any enemy models.

MAKE THEM PAY

Both sides are looking to cut down as many enemies as possible. A gang scores 1 Victory point for each enemy fighter taken Out of Action, and an additional 2 Victory points if the enemy gang's Leader is taken Out of Action.

I HAVE A SENSE OF FOREBODING

Only a fool wanders the hive wilderness without being on the lookout for danger. After both crews have been deployed, the defender checks to see if any of their fighters have line of sight to any attacking fighters. If a defending fighter can see an enemy model, make a Spotting check for them by rolling equal to or higher than the fighter's Intelligence with the following modifiers applied to the dice roll:

Modifier	Spotting Check
-1	The enemy fighter is in Partial Cover
-2	The enemy fighter is in Full Cover
-2	The enemy fighter is more than 12" away

If they successfully spot the enemy model, they may make a single Shoot or Move action. If there is more than one fighter in the defender's crew with line of sight to an enemy model, the defending player may choose the order in which the Spotting checks are made. Fighters may only make a single Spotting check regardless of the number of enemy models they can see.

BUTCHER AND BOLT

The attackers are trying to inflict as much damage as they can without being drawn into a protracted firefight. In

this scenario, attacking fighters may make the **Vanish (Double) action**:

VANISH (DOUBLE) ACTION: This action may only be made if the fighter is out of line of sight of any enemy fighters and at least 6" from any Active enemy fighters. Make an Intelligence check for the fighter. If successful, remove the fighter from the battlefield. Fighters removed in this way do not count as having been taken Out of Action, though do not count for Bottle tests.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when only one gang has fighters remaining on the battlefield.

VICTORY

The gang who scored the most Victory points is the winner. If both gangs have the same number of points and the battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS

CREDITS

The attacker adds D6x10 credits to their Stash for each enemy fighter taken Out of Action.

STARVATION (DAMNATION PHASE OF AN UPRISING CAMPAIGN ONLY)

The gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGE (DAMNATION PHASE OF AN UPRISING CAMPAIGN ONLY)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

- Each fighter who took part in the battle earns 1 Experience point.
- Each defender who takes an enemy leader Out of Action earns 1 Experience point.

REPUTATION

- The victorious gang gains D3 Reputation.
- If either gang bottled out, they lose 1 Reputation.

UPRISING SCENARIO 3: SEARCH AND DESTROY

Gangs seek to clear an area of their enemies.

BATTLEFIELD

This scenario uses the Battlefield Set-up rules.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection (10) method to choose their crew. The defender uses the Random Selection (D3+3) method to determine their crew. The remaining fighters in the defender's gang are held off the table as Reinforcements.

DEPLOYMENT

This scenario uses the standard rules for deployment.

SWEEP AND CLEAR

Divide the battlefield into four equal-sized areas. A weapon cache has been hidden in each area and must be discovered and either destroyed by the attacker or recovered by the defender. At the start of each round, a player may declare that one or more of their fighters are searching one or more areas. For a fighter to be eligible to search an area, they must be in the area to be searched, Standing and Active, and more than 6" from any board edge. Fighters selected to search lose their Ready status and may not be activated this round.

In the End phase, a player rolls for each area their fighters are searching to see if they have found something. If both the attacker and defender are searching the same area then the gang with Priority searches first. Roll a D6 for each searching fighter in an area being searched, provided the fighter is still Standing and Active. On a 5 or 6, the cache has been found. When a weapon cache is revealed, place a loot casket on the battlefield next to the fighter who found it.

WEAPON CACHES

Once a weapon cache has been found, it must either be carried off the battlefield by the defender or safely destroyed by the attacker. A defender who moves a cache into their deployment zone may remove it from the battlefield in the End phase, provided that they are Active. Caches moved off the battlefield are worth 2 Victory points to the defender.

An attacking fighter may attempt to destroy any one cache they are in base contact with as a Double action. Make an Intelligence check for the fighter, adding 1 to the dice result for each friendly fighter within 2". If successful, the cache is destroyed and the attacker earns 1 Victory point.

In addition to the rules above, weapon caches also count as loot caskets (see page 511).

REINFORCEMENTS

The defender uses Reinforcements. At the end of the second round, and each round thereafter, a random fighter will arrive in the End phase.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when all the weapon caches have been moved off the battlefield or have been destroyed, or if only one gang has fighters remaining on the battlefield.

VICTORY

The gang who scored the most Victory points (see previously) is the winner. In the case of a tie, if this battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS

CREDITS

The attacker adds D3x10 credits to their stash for each weapon cache they successfully destroy.

The defender adds D6x10 credits to their stash for each weapon cache they successfully remove from the battlefield.

STARVATION (DAMNATION PHASE OF AN UPRISING CAMPAIGN ONLY)

The gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGING (DAMNATION PHASE OF AN UPRISING CAMPAIGN ONLY)

The gang adds one Scavenging roll to their Stash for each weapon cache they successfully destroy.

The defender adds two Scavenging rolls to their Stash for each weapon cache they successfully remove from the battlefield.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience points.

Each attacker who destroys a Weapon Cache earns 1 Experience points.

Each defender who removes a Weapon Cache from the battlefield earns D3 Experience points.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

UPRISING SCENARIO 4: MEAT HARVESTING

Meat for the grinder!

BATTLEFIELD

This scenario uses the Battlefield Set-up rules.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. If only one player has a Corpse Grinder, Helot Chaos Cults or Chaos Corrupted gang then they are the attacker regardless of who chose the scenario.

CREWS

This scenario uses the standard rules for choosing a crew. Both attacker and defender use the Random Selection (D3+2) method to choose their crew. The remaining fighters in both gangs are held off the table as Reinforcements.

DEPLOYMENT

This scenario uses the standard rules for deployment.

A BLOODY HARVEST

The attacker is out on the search for fresh meat. After both crews have deployed, place 12 Hive Dwellers ([see page 63](#)) on the battlefield. Starting with the attacker, both players take turns placing the hivers anywhere on the battlefield more than 8" away from a board edge. Hivers do not have a profile – as they are unarmed shell-shocked survivors of the uprising merely trying to get to safety – but they can be affected by some weapons.

If a Blast marker or a template touches a hiver, roll a D6. On a 5 or 6, remove the hiver from the battlefield, otherwise they are unharmed.

If a hiver is hit by a ranged attack, roll a D6. On a 5 or 6, remove the hiver from the battlefield, otherwise they are unharmed.

If a hiver is hit by a Melee attack, roll a D6. On a 3, 4, 5 or 6, remove the hiver from the battlefield, otherwise they are unharmed and are moved D6" directly away from the attacker. Hivers removed from the battlefield in this way by an attacking fighter count as being harvested.

In each End phase, roll a Scatter dice for each hiver who is more than 2" from any defenders. Move the hiver 2D6" in the direction indicated by the dice, coming to a halt if they contact impassable terrain or come within 1" of a fighter.

Each hiver who is harvested is worth 1 Victory point to the attacker's gang.

SALVATION FOR THE WORTHY

The defender is attempting to guide the hivers to safety before the attacker's gang harvests them for Meat. In this scenario, the defender's fighters can use the Shepherd (Basic) action.

SHEPHERD (BASIC) ACTION: Make a Leadership check for the fighter. If successful, any hivers within 8" immediately move 2D6" directly toward the fighter. In the End phase, any hivers in the defender's deployment zone and also within 2" of a defending fighter may be removed from the battlefield. Each hiver removed from the battlefield is worth 2 Victory points to the defender.

DESIGNER'S NOTE: HIVE DWELLERS

Hive dwellers represent the common populace of the hive who have been thrown together by the uprising and are desperately trying to survive. The scenario has been designed so that these survivors can be represented by tokens, dice or other markers depending on what the players have to hand. However, players might also choose to use appropriate models from their miniatures collections to represent these disparate souls, or even convert their own from the large range of Citadel miniatures.

REINFORCEMENTS

Both the attacker and defender use Reinforcements. At the end of the second round, and each round thereafter, a random fighter for each gang will arrive in the End phase.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when all the hivers have been removed from the battlefield or only one gang has fighters remaining on the battlefield.

VICTORY

The gang who scored the most Victory points (see previously) is the winner. If both gangs have the same number of points and the battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS

CREDITS

The attacker adds D3x10 credits to their stash for each hive dweller harvested.

The defender adds D6x10 credits to their stash for each hive dweller guided to safety.

STARVATION (DAMNATION PHASE)

A gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

The attacker adds one portion of Meat to their Stash for each hive dweller harvested.

SCAVENGING (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

The defender adds one Scavenging roll to their Stash for each hive dweller guided to safety.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation

UPRISING SCENARIO 5: PROPAGANDA

Gangs seek to sway the other gangers to their cause.

BATTLEFIELD

This scenario uses the Battlefield Set-up rules

CREWS

This scenario uses the standard rules for choosing a crew. Both gangs use the Custom Selection (4) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment..

HEARTS AND MINDS

As the hive descends into madness, both sides seek to turn gangers and gangs to their cause. The players should select 12 fighter models to represent Houseless Gangers ([see page 65](#)). After both crews have deployed, players take turns, starting with the player who has priority, placing these models anywhere on the battlefield more than 12" from an edge or within 3" of another fighter.

Both gangs are trying to turn the Houseless Gangers to their cause and then use them against their foes. In this scenario each player's fighters can use the **Coerce (Basic) action**:

COERCE (BASIC) ACTION: Choose a Houseless Ganger within 3" and make a Leadership check for the coercing fighter. If the check is successful, place a token next to

the Houseless Ganger to indicate that it is now part of the coercing fighter's gang. Houseless Gangers coerced into joining a fighter's gang become part of that fighter's gang for all intents and purposes and will gain a Ready marker at the beginning of the following round.

DON'T BELIEVE THEIR LIES

Once a Houseless Ganger has chosen their side, it's unlikely they will change sides again... though not impossible. A fighter may make a **Coerce (Basic) Action** against an enemy Houseless Ganger. If the fighter's Leadership check is successful then the other player should make a Willpower check for their Houseless Ganger, adding 1 to the dice result for each friendly fighter within 3" of the Houseless Ganger. If the Houseless Ganger passes their Willpower check, they may immediately take a free **Shoot (Basic) action** at the fighter who tried to coerce them. If the Willpower check was failed then the Houseless Ganger becomes part of the coercing fighter's gang as normal and loses any Readied marker if they have one.

Houseless Gangers can be turned from one side to the other multiple times during a battle.

DESIGNER'S NOTE: HOUSELESS GANGERS

Houseless Gangers are loners and orphans from other gangs and can be represented by any appropriate model – players may choose to use the portions of their gangs who have been left out of the scenario. For simplicity, Houseless Gangers should use the following profile:

HOUSELESS GANGER

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	8+	7+	7+	8+

WEAPONS AND WARGEAR: AS MODEL

Houseless Gangers are armed and equipped as depicted on their models, and both players should take a moment at the beginning of the game to agree on what weapons and wargear each Houseless Ganger is carrying. Remember that both gangs have a chance of taking control of the Houseless Gangers and so the inclusion of heavily armed models is entirely reasonable provided both players accept these more deadly fighters might be used against them.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, then they may

randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when only one gang has fighters remaining on the battlefield.

VICTORY

If only one gang has any fighters left on the battlefield at the end of the battle, that gang is the winner. If neither gang has fighters left on the battlefield at the end, the battle ends in a draw.

REWARDS

CREDITS

Both gangs add D3x10 credits to their stash for each Houseless Ganger under their control at the end of the game.

STARVATION (DAMNATION PHASE)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action.

SCAVENGE (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

A fighter who successfully coerces a Houseless Ganger away from the opposing gang earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

UPRISING SCENARIO 6: SCAVENGE

Desperate for supplies, gangs loot the battlefield.

BATTLEFIELD

This scenario uses the Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. Both gangs use the Custom Selection (D3+7) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment.

LOOTING THE BATTLEFIELD

Gangs are out for loot and will steal anything that's not nailed down – and some things that are! Players should roll 2D6 to determine the number of lootable objects. These can be loot caskets, barrels, consoles or any other small pieces of terrain. Players then take turns placing these objects on the battlefield, starting with the player who has Priority. Loot objects must be at least 6" from a board edge, and at least 3" from a battlefield object. .

A fighter within 1" of a loot object can make a **Loot (Double) action** to see if it contains anything useful. Roll a D6. On a 4, 5 or 6, the fighter finds something useful and their gang gains 1 point of loot. On a 1, the fighter has discovered a booby trap and the loot object explodes like a frag trap (**see page 105**). Regardless of the result of the roll, once a loot object has been interacted with, remove it from the battlefield.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when there are no more loot objects on the table or only one gang has fighters remaining on the battlefield.

VICTORY

The gang that gathered the most loot points (see Looting the Battlefield) is the winner. If both gangs have the same number of points and the battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS

CREDITS

Gangs add D3x10 credits to their stash for each point of loot they have.

STARVATION PHASE (DAMNATION PHASE)

A gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action

SCAVENGE (DAMNATION PHASE)

Gangs add one Scavenging roll to their Stash for each point of loot they have.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

UPRISING (RESCUE) SCENARIO 7: PUBLIC EXECUTION

The gang must save one of their own before time runs out.

Public Execution may be played as a normal scenario, or as a Rescue scenario for captured fighters.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

ATTACKER AND DEFENDER

If this scenario is not played as a rescue scenario, one gang is the attacker and the other is the defender. The player who chose this scenario is the attacker. If only one player has a Corpse Grinder, Helot Chaos Cults or Chaos Corrupted gang then they are the attacker regardless of who chose the scenario.

If played as a rescue scenario, then the player attempting to save their captured fighter(s) is automatically the attacker.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection (D3+7) method to choose their crew. The defender uses the Random Selection (D3+5) method to determine their crew. The remaining fighters in the defender's gang are held off the table as Reinforcements.

DEPLOYMENT

The defender deploys their crew first, starting by placing the prisoner (see The Prisoner) in the centre of the battlefield, and then their fighters within 6" of the prisoner. The attacker then deploys their crew within 2" of any battlefield edge.

EXECUTION CLOCK

The attacker only has a short time before the prisoner meets their end. Place a D6 next to the prisoner or on the edge of the battlefield with the number six face-up. This dice represents the Execution Clock and counts down the prisoner's last moments.

In the End phase of any round, the clock is temporarily halted until the next End phase if:

- The attacker has at least one Standing and Active fighter within 3" of the prisoner.
- No fighter in the defending gang can draw a line of sight to any fighters in the attacker's gang.
- One of the attacking fighters is in possession of and able to use a chrono crystal (see page 106).

In the End phase of a round in which the clock was not temporarily halted, turn the dice to reduce the number shown by one for each of the following:

- IF the defender has at least one Active fighter within 3" of the prisoner.

- If one or more defenders were taken Out of Action this round. If the defending gang's Leader was taken Out of Action.

When the dice would count down to 0 or less, roll an Injury dice for the prisoner. On any result other than a Flesh Wound, they are removed from the battlefield and the execution is successful. On a result of a Flesh Wound, they are taking their time to die. Roll for them again in the following End phase, adding another Injury dice to the roll for each round they have been dying.

THE PRISONER: NON-RESCUE MISSIONS

The prisoner in this case is a NPC affiliated with the attacking gang, who they wish to rescue. They are well-restrained and consigned to their fate. A prisoner can be represented by a token or any appropriate model in either players' collection. Until freed by the attacker, the prisoner takes no part in the battle, cannot be targeted by attacks and is unaffected by area effect attacks such as Blast makers. An attacking fighter may free the prisoner as a Double action if they begin their activation within 1" of them. Once freed, the prisoner will attempt to flee the battlefield. Once the prisoner has been freed, the Execution Clock rules no longer apply – the prisoner has slipped the noose!

In the End phase, the attacker moves the prisoner 3D6" toward the nearest board edge, remaining at least 1" away from enemy fighters. The fleeing prisoner counts as a fighter for all purposes and can be targeted by the defending gang (use the Ganger, or equivalent, profile from your gang's House List). The prisoner never gains a Ready marker and will flee again in each End phase as detailed above. As soon as the prisoner reaches the board edge, remove them from the table.

THE PRISONER: RESCUING GANGERS

If the attacker wishes to rescue any captured fighters, this scenario is played in place of the Rescue Mission scenario to recover a fighter who has been Captured. The prisoner is replaced with the Captured fighter. If they are freed, they do not automatically flee the battlefield; instead they become Ready and join the attacker's crew armed with the weapons on their Fighter card (it can be assumed the attackers brought some extra guns with them).

If the attacker does not manage to save the Captive fighter, however, they are removed from the attacker's gang roster.

REINFORCEMENTS

The defender uses Reinforcements. At the end of the second round, and each round thereafter, a random fighter will arrive in the End phase.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when the prisoner is removed from the battlefield or only one gang has fighters remaining on the battlefield.

VICTORY

If the prisoner was executed then the defender wins, if the prisoner escaped the battlefield, the attacker is victorious. If the prisoner was still on the battlefield at the end of the battle and the battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS

CREDITS

The attacker adds 2D6x10 credits to their gang's stash if they successfully save the prisoner.

The defender adds D6x10 credits to their gang's stash if they successfully execute the prisoner.

STARVATION (DAMNATION PHASE)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action.

SCAVENGE (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

The fighter who frees the prisoner earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

UPRISING SCENARIO 8: TAKEOVER

By order of Lord Helmawr, I seize this territory!

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, with the exception of placing three landmarks (see below).

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection (10) method to choose their crew while the defender uses the Random Selection (10) to select their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment with the exception of the Surprise Assault rule (see below).

SURPRISE ASSAULT

The attacker is making a prepared assault against the defender's territory. In this scenario the attacker always deploys first.

LANDMARKS

In this scenario the attacker is attempting to capture a number of key points – or landmarks – to take control of the local area. When setting up the table the defender should designate three landmarks. This can be any point on the battlefield, and can be represented by either a token or piece of terrain. Landmarks should be placed no further than 18" from the centre of the battlefield and no closer than 12" to another landmark (if the landmark is a piece of terrain, measure these distances from its centre). Landmarks cannot be placed within or surrounded by impassable terrain.

At the beginning of the battle the defender is considered to control all landmarks. For the attacker to take control of a landmark, they must have more fighters than the defender within 3" of the landmark (or 3" of the landmark's centre point if it is a piece of terrain) in the End phase. Once a landmark has been captured, it remains in the control of the attacker.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle finishes at the end of round 10, at the end of any round in which the attacker has captured all three landmarks, or if at the start of any round only one gang has fighters remaining on the battlefield.

VICTORY

If the attacker captures all three landmarks or there are only attacking fighters left on the battlefield at the end of any round, the attackers are victorious, otherwise the defender wins.

REWARDS

CREDITS

The attacker adds D6x10 credits to their gang's stash for each landmark they capture.

The defender adds 2D6x10 credits to their gang's stash if they are the winner.

STARVATION (DAMNATION PHASE)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action.

SCAVENGE (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

A fighter who participates in the capture of a landmark earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation

UPRISING SCENARIO 9: HUNT THEM DOWN

Run for your lives!

BATTLEFIELD

This is a Zone Mortalis scenario. The attacker sets up the battlefield by placing Zone Mortalis tiles so that it is two tiles wide and three tiles long. When setting up the tiles, it should be possible for fighters to traverse the battlefield from one short edge to the other.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker.

CREWS

This scenario uses the standard rules for choosing a crew. The defender use the Random Selection (D3+3) method to choose their crew. The attackers uses the Custom Selection method to choose their crew, however, their fighters will enter the battlefield as detailed in the Relentless Hunters rules (see below)

DEPLOYMENT

At the beginning of the game the defender deploys their fighters in base contact with either short battlefield edge. The edge they choose is known as the Trailing edge, while the opposite short edge is known as the Leading edge (see the Freedom Road rule). The attacker does not deploy any fighters on the table at the start of the game.

FREEDOM ROAD

The defenders have been discovered trying to sneak through the attackers' turf and now must make their escape. In the End phase if there is a defending fighter within 2" of the Leading edge, the two tiles closest to the Trailing edge are removed. Attacking fighters on these tiles are placed to one side, and may return using the Relentless Hunters rule. Defending fighters on these tiles are considered to have gone Out of Action and, in a campaign game, a single roll on the Lasting Injuries table is made.

The attacker then places two tiles in contact with the Leading edge, effectively extending the battlefield but maintaining the battlefield's two tile width and three tile length. These do not need to be the two tiles that have just been removed, but the tiles chosen and the way they are placed must still allow fighters to traverse them, as described previously. The attacker can then set up doors and terrain on these tiles. These tiles now contain the Leading edge, while the edge furthest from them becomes the new Trailing edge.

RELENTLESS HUNTERS

The attackers have discovered enemies in their territory and are going to make them pay! At the beginning of the second round, the attacker rolls D3+3 and randomly chooses that many fighters from their fighter deck. These are placed in contact with the defender's edge of the battlefield, though may not be placed in base contact with an enemy fighter. These fighters gain Ready tokens and may activate as normal. At the start of each round thereafter the attacker may place D3 additional fighters on the battlefield until their entire gang has been deployed. These can be placed either in contact with the defender's edge of the battlefield or any edge of the battlefield within 8" of an already deployed friendly fighter.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends at the end of round 9 or if at the start of any round only one gang has fighters remaining on the battlefield.

VICTORY

If at the end of any round there are only attacking fighters left on the battlefield, the attacker is victorious, otherwise the defender wins.

REWARDS

STARVATION (DAMNATION PHASE)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action.

SCAVENGE (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

An attacking fighter who takes one of the defender's fighters Out of Action earns 1 Experience point. Any defending fighter on the battlefield at the end of the game earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

UPRISING SCENARIO 10: RITUAL

A tear in the veil.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. If only one player has a Corpse Grinder, Helot Chaos Cults or Chaos Corrupted gang then they are the defender regardless of who chose the scenario.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection (10) method to choose their crew while the defender uses the Random Selection (10) method to choose their crew.

DEPLOYMENT

The defender deploys their fighters anywhere within 12" of the centre of the battlefield. The attacker then deploys their fighters in base contact with any edge of the battlefield.

RITUAL LEADER

After deploying their fighters, the defender chooses one of their fighters to be the Ritual Leader – this can be any member of their crew. The Ritual Leader must not be disturbed if they are to complete the ritual and as long as they are the leader, they will not activate and can take no actions. If the Ritual Leader is Seriously Injured or taken Out of Action, the defender can nominate a different fighter as the Ritual Leader at the start of the following round.

Editor's Suggestion: The Ritual Leader may not be possessed by a daemon.

DAEMONIC ENERGIES

As the ritual nears completion, daemononic energies begin to ravage the battlefield. In the End phase if there is an Active Ritual Leader on the battlefield, the defender places a Ritual token. As soon as there is at least one Ritual token in play, the defender then rolls on the Daemononic Ritual table below, adding the number of Ritual tokens to the result. Note that the results on the ritual table are cumulative – so for instance, if the Dancers on the Threshold result was generated, then the Screams from the Beyond and the Tendrils of Madness effects would also be applied.

DAEMONIC RITUAL

D6 + Ritual	Result
3 or less	The Veil Weakens: Eerie noises and ethereal lights fill the battlefield but otherwise there are no additional
4-6	Tendrils of Madness: All fighters on the battlefield, with the exception of the Ritual Leader gain the Insanity condition (see page 31).
7-9	Screams from the Beyond: All fighters suffer a -2 penalty to Willpower and Cool checks, and group activations cannot be taken.
10-12	Dancers on the Threshold: Randomly select one of the fighters on the battlefield. This fighter becomes possessed by a Daemon (see Daemononic Possession scenario, page 586). <i>Editor's Suggestion: The daemon is controlled randomly by the players (preventing the daemon playing for 'one team').</i>
13+	The Warp Vomits Forth: All attackers on the battlefield must make a Willpower check. Those that fail must roll an Injury dice and apply the results. The game then ends.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends if a The Warp Vomits Forth result is rolled on the Daemononic Ritual table. The game also ends if at the start of any round one side has fighters on the battlefield and their opponent does not.

VICTORY

If the defender generates a The Warp Vomits Forth result on the Daemononic Ritual table, they are victorious. Alternatively, if at the start of any round one side has fighters on the battlefield and their opponent does not then they are the winner.

REWARDS

STARVATION (DAMNATION PHASE)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action.

SCAVENGE (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Any fighter still on the battlefield at the end of the game earns 1 Experience point.

Any fighter who destroys a Daemon earns D3 Experience points.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation

UPRISING SCENARIO 11: BLOOD RITES

A dark offering for the gods.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. If only one player has a Corpse Grinder, Helot Chaos Cults or Chaos Corrupted gang then they are the attacker regardless of who chose the scenario.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection (10) method to choose their crew while the defender uses the Random Selection (D3+3) method. The defender's remaining fighters are held off the table as Reinforcements.

DEPLOYMENT

This scenario uses the standard rules for deployment.

SACRIFICES

The attacker is seeking to stain the ground with a blood offering. When a fighter is taken Out of Action, roll on the Lasting Injuries table as normal, but do not remove them from the battlefield. Instead they are placed face-down if they were not already and become a 'downed fighter'. The fighter is still considered to have been taken Out of Action and will no longer gain Ready markers or be able to take actions for any reason. Fighters can move downed fighters with a **Drag (Double) action**, moving both themselves and the downed fighter up to their Movement value.

Attacking fighters in base contact with a downed fighter can take the **Blood Ritual (Double) action**. Each time this action is taken, the attacker gains a Blood token (this can be represented by a dice or appropriate marker). The downed fighter must then immediately make a Toughness check. If this check is passed, the downed fighter remains on the battlefield, otherwise remove the fighter.

REINFORCEMENTS

The defender uses Reinforcements. At the end of the second round, and each round thereafter, a random fighter will arrive in the End phase.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends at the end of round 9 or if at the start of any round only one gang has fighters remaining on the battlefield.

VICTORY

If the attacker has 5 or more Blood tokens when the battle ends, or if at the end of any round there are only attacking fighters left on the battlefield, the attacker is victorious. Otherwise, the defender wins.

REWARDS

STARVATION (DAMNATION PHASE)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action.

SCAVENGE (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Any attacking fighter who generates a Blood token earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

UPRISING SCENARIO 12: SLAUGHTER

Hack, savage, murder, kill!

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Random Selection (D3+7) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment.

BLOODLUST

Daemonic fury saturates the battlefield, driving fighters insane with bloodlust. All ranged attacks suffer a -2 to hit in addition to any other modifiers. In addition, after a fighter declares they are making a ranged attack action, they must make a Willpower check. If the check is successful they may take the action as normal. However if it fails, the action is wasted and no ranged attack is made.

Whenever a fighter activates, they must roll 2D6 and add their Strength. If the result is 10 or more, they must either charge the nearest enemy (if possible) or use both their actions to get as close as possible to the nearest enemy. If the result is 14 or higher, they will charge the closest fighter (friend or foe) and attack them. If there is no one within their charge range, roll an Injury dice for them instead and apply the results.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends if at the start of any round only one gang has fighters remaining on the battlefield.

VICTORY

If at the start of any round one gang has fighters left on the battlefield and their opponent does not then they are the winner.

REWARDS (UPRISING CAMPAIGNS ONLY)

STARVATION (DAMNATION PHASE)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action.

SCAVENGE (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Any fighter who takes an enemy Out of Action with a melee weapon earns 1 Experience point.

Each fighter still on the battlefield at the end of the game earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

UPRISING MULTI-PLAYER SCENARIOS

Sometimes multiple gangs meet to settle their differences at the same time. This could be because they are abiding by the unwritten laws of the underhive and offering up chosen champions to fight for their honour, or because external forces have thrown fighters from different gangs together, and they must now fight to survive (as well as each other). Sometimes it is simple dumb luck that sees several gangs converge on the same prize at the same time or blunder into each other in the dark. In these instances gang skirmishes can turn rapidly into pitched battles, with firepower to rival any battlefield in the 41st Millennium. The only thing that can be sure is any confrontation between multiple gangs will be a bloody and brutal affair.

These scenarios focus on the influence of dark powers and the savage nature of cults on Necromunda, in which gangs may find themselves struggling to survive or simply joining in on the mayhem.

DESIGNER'S NOTE: SETTING UP MULTI-PLAYER GAMES

Multi-player games can be a great way to kick off a Necromunda campaign, or bring one to a close. These kinds of games are also a good way to introduce new players and gangs into existing campaigns, as it allows weaker gangs and more inexperienced players to fight it out without being the sole focus of their opponent. When setting up a multi-player game, the Arbitrator should consider the relative strengths of the different gangs involved, and potentially adjust the scenario to suit. This could mean placing the strongest gangs in the most exposed place on the battlefield – or farthest from the objective – or even having the stronger gangs randomly select their crews while the weaker gangs get to choose their fighters.

UPRISING MP SCENARIO 1: MEEEEEEEEEEAT!

A group of survivors is surrounded by crazed cannibals!

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

CREWS

This scenario uses the standard rules for choosing a crew. Players use the Random Selection (D3) method to choose their crew.

DEPLOYMENT

The players deploy their crews within 12" of the centre of the battlefield, starting with the player who has priority.

After each player has deployed their crew, players take turns placing Cannibals on the battlefield – once again starting with the player with priority. Cannibals can be represented by tokens or any suitable models (Warhammer Age of Sigmar Crypt Ghouls are particularly appropriate). At the start of the game there should be three times as many Cannibals as there are other fighters. When placing Cannibals, they must be placed within 6" of a battlefield edge.

CRAZED CANNIBALS

Fighters from several gangs find themselves thrown together in the midst of a cannibal feeding frenzy! Cannibals have the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	5+	3	4	1	4+	1	9+	4+	6+	10+

WEAPONS AND WARGEAR: Claws and Teeth (count as unarmed attacks)

SKILLS: True Grit, Unstoppable, Nerves of Steel

SPECIAL RULES

Cannibals are treated as fighters in all respects. However they will only activate in the End phase and cannot choose not to use their skills if able. In the End phase players take turns controlling each Cannibal, starting with the player who has priority. Cannibals can take any action normally allowed to a fighter, though must adhere to the following rules:

- They must charge a fighter controlled by one of the players if they are able
- If they are Engaged they must take Fight actions

If neither of the above apply, they must use their actions to move toward the closest fighter controlled by one of the players. Players should keep track of how many Cannibals their fighters take Out of Action as this may be a victory condition.

DRAWN TO THE SCENT OF DEATH

As the battle progresses, more and more Cannibals are drawn to the fight by the smell of blood. At the start of the End phase, before moving any Cannibals, players take turns placing D3+3 Cannibals anywhere within 6" of the edge of the battlefield, starting with the player who has priority. These Cannibals cannot be placed within 1" of an already deployed fighter, though they may activate this round as normal.

TACTICS CARDS

The defender may select two Tactics cards from their Tactics deck in the normal method. The player or players with the lowest total crew rating may draw an additional random Tactic card.

ENDING THE BATTLE

The battle ends at the end of round 9, or if at the start of any round only one gang has fighters remaining on the battlefield.

VICTORY

If only one gang has fighters on the battlefield at the end of the battle, they are the winner. Otherwise, the winner is the gang who took the most Cannibals Out of Action.

REWARDS

EXPERIENCE

- Fighters that took part in the battle gain 1 Experience point.
- Any fighter still on the battlefield at the end of the game gains an additional D3 Experience points.

REPUTATION

Any gang with fighters on the battlefield at the end of the game earns 1 Reputation for their gang.

UPRISING MP SCENARIO 2: DAEMONIC POSSESSION

A Daemon is loose within the hive.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

CREWS

This scenario uses the standard rules for choosing a crew. Each player uses the Random Selection (6) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment.

THE DAEMON

One of the fighters is secretly harbouring a daemonic entity that will manifest fully and take possession of that fighter, before leaping from fighter to fighter to spread havoc and evade destruction.

At the beginning of the battle, before deployment, each player should roll a D6. The player that rolls the lowest (re-rolling ties) has a Daemon hiding within

their crew! To determine which fighter harbours the Daemon, that player should shuffle their Fighter cards together and draw one at random.

In the End phase of each round, the player who controls the fighter that harbours the Daemon rolls a D6. On a 5+, the Daemon manifests and takes possession of the fighter. If the Daemon has already manifested, it will leap to another fighter and take possession of them.

When the Daemon leaps to another fighter, it will leap to the closest Standing fighter and immediately take possession of them. If two Standing fighters are equally close, roll a D6 to determine which becomes possessed. Once the Daemon has leapt to another fighter, its previous host becomes subject to the Insanity condition (see page 31).

POSSESSED FIGHTERS

Whilst possessed, a fighter improves their Strength, Movement, Attacks and Willpower characteristics by 3. The fighter cannot make use of any ranged weapons they carry but, for as long as the Daemon has possession of the fighter, will become a Psyker. The possessed fighter has the Non-Sanctioned Psyker skill and knows the Psychic Vomit Wyrd Power.

Possessed fighters automatically pass any Cool checks they are required to make and cannot be Pinned. Finally, should a possessed fighter become Seriously Injured or be taken Out of Action as the result of a ranged attack, the Daemon immediately leaps to another fighter, as described above.

Psychic Vomit (Basic): Corrupt energy erupts from the possessed fighter's eyes or outstretched hands, engulfing the enemy. Immediately make a ranged attack with the following weapon:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Psychic Vomit	-	T	-	-	2	-	1	-	Blaze, Cursed, Template

Creature of the Warp: When rolling on the Perils of the Warp table, a Possessed fighter treats a roll of 9-12 as Warp Surge! – being already possessed by a Daemon, they can not suffer Daemonic Possession.

UNDERHIVE EXORCISM

Should a possessed fighter become Seriously Injured or be taken Out of Action as the result of an attack made by a weapon with the Melee trait or by a **Coup De Grace (Simple) action**, there is a chance the Daemon will be exorcised. Roll a D6. On the roll of a 5 or 6, the Daemon has been exorcised. On any other result, the Daemon immediately leaps to another fighter, as described previously.

BLOOD FOR THE WARP

The Daemon thirsts for the blood of mortals! Each time that the player controlling the Daemon takes an enemy fighter Out of Action, they will score 1 Victory point. The player who exorcises the Daemon scores 6 Victory points.

TACTICS CARDS

The defender may select two Tactics cards from their Tactics deck in the normal method. The player or players with the lowest total crew rating may draw an additional random Tactic card.

ENDING THE BATTLE

The battle ends immediately once an Underhive Exorcism is performed. Alternatively, if either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

The gang with the most Victory points (see Blood for the Warp) is the winner. If two or more gangs have the same number of Victory points then the gang with the most fighters on the battlefield at the end of the battle is the winner.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Any fighter who is possessed by the Daemon and still on the battlefield at the end of the game earns 3D3 Experience points.

The fighter who destroys the Daemon earns 2D6 Experience points.

REPUTATION

The victorious gang gains 1 Reputation.

If any gang bottled out, they lose 1 Reputation.

UPRISING MP SCENARIO 3: MEAT FOR THE GRINDER

The weak become meat.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

CREWS

This scenario uses the standard rules for choosing a crew. Each player uses the Custom Selection (3) method to choose their crew. However, the three fighters they choose must be the three members of their gang with the lowest cost.

DEPLOYMENT

This scenario uses the standard rules for deployment.

DESPERATION

To prove their worth in a society turned even more savage and ruthless, the weakest members of the gang must fight it out. For this initiation the fighters are desperate to prove themselves and will go to great lengths to stay in the fight. For the duration of this scenario all fighters are considered to have the True Grit, Iron Jaw and Unstoppable skills if they do not already possess them. In addition, fighters may use weapons not normally allowed to them, but suffer penalties (see Scavenged Weaponry).

SCAVENGED WEAPONRY

Fighters in this scenario begin the game without any of their weapons or wargear – these are considered to be safely back in the gang's Stash. Instead they must scavenge weapons from the battlefield. After both sides have deployed their crews, but before the first round begins, each player takes turns – starting with the player who has priority – to place two loot caskets or tokens on the battlefield. These caskets or tokens cannot be placed within 10" of a fighter or within 4" of another casket or token.

A fighter in base contact with one of these caskets or tokens can take a **Loot (Basic) action** to remove it to gain a random weapon. Roll on the table below to see what kind of weapon it is. If a fighter with a weapon is taken Out of Action, make a note of what weapon they were carrying and place a marker on the spot they were killed on. Other fighters may then pick up this weapon with a **Loot (Basic) action**:

2D6	Result
2	Heavy Stubber
3	Flamer
4	Autogun
5	Shotgun with Solid and Scatter Ammo
6	Autopistol
7	Stubgun
8	Axe
9	Stiletto Knife
10	Sword
11	Power Axe
12	Heavy Rock Cutter

If a fighter with a weapon is taken Out of Action, make a note of what weapon they were carrying and place a marker on the spot they were killed on. Other fighters may then pick up this weapon with a **Loot (Basic) action**.

Note: Scavenged Weapons are of the poorest quality and are considered to have automatically failed an Ammo check after they are used, regardless of the result of the Firepower dice. For close combat weapons, common close combat weapons gain an ammo roll of 2+, and shock and power weapons gain a roll of 4+. Roll the firepower dice when used and roll if the fail result occurs.

DESIGNER'S NOTE: SCAVENGED WEAPONS

To help remember which fighters are armed with which scavenged weapons, players can replace their models with those carrying appropriate equipment. Alternatively, if players have spare weapons from their bits box, these could be placed on or next to the fighter's base to denote they are carrying the weapon. Spare weapons can also be left on the battlefield in place of a marker if the fighter is killed, allowing other fighters to pick it up.

TACTICS CARDS

Each player may draw two random Tactics cards from their Tactics deck. The player or players with the lowest total crew rating may draw an additional random Tactics card.

ENDING THE BATTLE

The battle ends at the end of any round in which only one gang has fighters left on the battlefield.

VICTORY

If only one gang has fighters left on the battlefield at the end of the battle, they are victorious. If more than one gang has fighters left on the battlefield at the end of the battle and the battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

The victorious player can sell off the scavenged weapons (otherwise they are lost) for 2D6x10 credits. These credits are immediately added to their gang's Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Any fighters that are still on the battlefield at the end of the battle earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If any gang bottled out, they lose 1 Reputation.

UPRISING MP SCENARIO 4: URBAN RENEWAL

Bring it down!

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines. When setting up the battlefield, players should place a large piece of terrain in the centre of the table. In a game of Zone Mortalis, this piece of terrain can be represented by a pillar or similar piece of hive structure. This piece of terrain is known as the Structure.

CREWS

This scenario uses the standard rules for choosing a crew. Players use the Custom Selection (6) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment.

DESTRUCTIBLE TERRAIN

In this scenario the gangs are attempting to be the first to bring down a dome, ideally while causing lots of damage to their rivals. Fighters can attack the Structure with either ranged or melee attacks just as if it were another fighter. Melee attacks automatically hit. Ranged attacks cannot be made against the Structure from further than 12" away as they need to hit precise locations. The Structure has a Toughness of 9 and 10 wounds. When it loses its last wound, it is destroyed and removed from the battlefield.

Once the Structure has been destroyed, the dome will start to collapse and the fighters must run for their lives! In the End phase, if the Structure is destroyed measure out an area 6" from the centre of the battlefield. This area is now counted as impassable terrain and any fighters in this area are removed from the battlefield and must roll an Injury dice. In each subsequent End phase this radius will increase by 6" (i.e. 12", then 18", etc), until the entire battlefield is impassable.

Once the Structure has been destroyed, fighters may move off the battlefield via any edge. Fighters who leave the table in this way count as being Out of Action but do not need to roll on the Lasting Injuries table.

COLLATERAL DAMAGE

Each time the Structure takes damage, the whole battlefield shudders and debris rains down from above. All fighters on the battlefield must make an Initiative check or become pinned (potentially falling if they are within 1" of a ledge). If a natural dice roll of 1 is rolled for this check, the fighter takes a Strength 3 hit in addition to being Pinned.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. The player or players with the lowest total crew rating may draw an additional random Tactics card.

ENDING THE BATTLE

The battle ends once the entire battlefield becomes impassable, or if at the start of any round there is only one gang that has any fighters remaining on the battlefield.

VICTORY

The gang with the most fighters to escape the battlefield is the winner, provided they did at least 1 point of damage to the Structure. If more than one gang had the same number of fighters escape the battlefield, the gang who dealt the most damage to the Structure is the winner. Otherwise, the battle ends in a draw.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Each fighter who dealt damage to the Structure earns 1 Experience point.

Each fighter who successfully escaped the battlefield earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

Any gang who had at least one fighter escape the battlefield gains 1 Reputation.

If any gang bottled out, they lose 1 Reputation.

UPRISING MP SCENARIO 5: WAR IN THE SHADOWS

Scouts fight it out to gain a toehold for their gangs.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

CREWS

This scenario uses the standard rules for choosing a crew. Players use the Custom Selection (1) method to choose their crew. The chosen fighter may not be their Leader or a Champion, and may not have a Wounds characteristic of more than 1. The remaining fighters in each player's gang are held off the table as Reinforcements.

DEPLOYMENT

Fighters do not begin the battle on the battlefield, but will move onto the battlefield after the battle has begun using the Forward Scouts rule.

FORWARD SCOUTS

The purpose of the player's starting crew is to act as scouts, infiltrating the battlefield and taking out any enemy scouts they encounter. In the first turn, starting with the player who has priority, each player takes turns placing one of their fighters anywhere on the battlefield. These fighters cannot be placed in base contact with another fighter and must be out of line of sight of all enemy fighters. Once placed, the fighter becomes Ready and may immediately activate and perform a single (Simple) or (Basic) action.

REINFORCEMENTS

Players use Reinforcements. In the End phase of the second round, and each round thereafter, a random fighter will arrive on the battlefield. This fighter must be deployed within 2" of a friendly fighter.

Reinforcements cannot be deployed in line of sight of any enemy fighters. If there are no friendly fighters on the battlefield or if there are no places they cannot be placed outside of enemy line of sight then they may not be deployed.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. The player or players with the lowest total crew rating may draw an additional random Tactics card.

ENDING THE BATTLE

The battle finishes at the end of round 10 or if only one gang has any fighters remaining on the battlefield at the end of any round.

VICTORY

The gang with the most fighters on the battlefield at the end of the battle is the winner. If two or more gangs have the same number of fighters on the battlefield at the end of the battle, the gang who Seriously Injured or took Out of Action the most enemy fighters is the winner.

REWARDS

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If any gang bottled out, they lose 1 Reputation.

UPRISING MP SCENARIO 6: ENDTIMES

And so the world ends...

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

CREWS

This scenario uses the standard rules for choosing a crew,. Players use the Custom Selection (10) method to choose their crews.

DEPLOYMENT

This scenario uses the standard rules for deployment.

IT'S THE END OF THE WORLD

The last hours of the hive are at hand and all that remains is for the remaining survivors to battle it out to the bitter end. At the start of each round, players should consult the End Times table and apply the results depending on the round number. All effects are cumulative.

END TIMES

Round	Effect
1-3	Insanity Reigns: At the beginning of the round each fighter on the battlefield must make a Willpower check or gain an Insanity marker.
4-6	4-6 Spontaneous Mutation: Roll a D6 for any fighter suffering from the Insanity condition and apply the following random characteristic bonus for the duration of the round:

D6	Result
1	+2 Strength
2	+2" Movement
3	+1 Attacks
4	+1 Initiative
5	+2 Toughness
6	+3 Attacks
7+	Daemonic Incursion: When a fighter is taken Out of Action, place the 5" Blast marker on them before removing them from the battlefield. Any fighter touched by this marker becomes possessed by a Daemon (see page 586). Note that unlike the Daemonic Possession scenario, these Daemons will not jump between bodies and remain in play until they are exorcised by an Underhive Exorcism or the battle ends.

THE LAST STRATOPLANE

What little hope survives for the gangs is to reach the last stratoplane fleeing the dying hive. In the End phase of round 3, and in each subsequent round, the players should roll a D6. On a 5+ the transport arrives. When it arrives, place a marker in the centre of the table to represent the transport's cargo ramp (alternatively if players have an appropriate aircraft model they could place that on the battlefield instead). Then roll the Scatter dice and move the marker 12" in the direction indicated (moving the marker or model so it is not touching any impassable terrain).

Fighters can embark on the transport, and be removed from the battlefield, if they end their movement in base contact with the marker. Fighters may also disembark the transport by being placed in contact with the marker at the start of any round. A fighter may not both embark and disembark in the same round. In the End phase, a single embarked fighter can make an Intelligence check to make the transport depart. If two or more players have fighters on the transport, each player with at least one embarked fighter must roll a D6 and add the number of their embarked fighters, re-rolling any ties. The player who rolled highest is currently in control of the transport and can choose either to attempt to take off or remain grounded this round.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when the transport departs or if at the start of any round only one gang has any fighters remaining on the battlefield.

VICTORY

The gang with the most fighters on the transport when it departs is the winner. If more than one gang has the same number of fighters on the transport then the gang with the most surviving fighters on the battlefield is the winner.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

Each fighter that made it to the transport earns 3D3 Experience points.

Any fighter who destroys a Daemon earns 3D3 Experience points.

REPUTATION

The victorious gang gains D3 Reputation.

If any gang has fighters on the transport at the end of the game, they gain 1 Reputation.

GANG RAID SCENARIOS

As an alternative to scenarios, players may play Gang Raid Scenarios.

When a gang leader orders an attack on a rival, it's invariably part of a bigger picture, their goals ranging from taking turf to killing a valuable target. Sometimes, this can be achieved with just a handful of fighters, a small, crack team sent out to a job better kept quiet. Neither is every conflict a well-planned operation, as at times small groups of gangers will stumble across an opportunity that's too good to miss. Whether shaking down an ammo stall or just roughing up some local thug-lord who looked at them wrong, such conflicts are isolated instances involving only a few members of a gang. Often, these are fights committed to on a whim, the victors retuning to their gang afterwards to brag about their actions while the defeated slink away in shame. Regardless of the results, these small battles create quite the stir wherever they occur.

GANG RAID SPECIAL RULES

Due to the relatively small size of Gang Raids scenarios the following rules apply to them, in addition to any special rules listed in the scenario.

BOTTLE TESTS

To make a Bottle test during a Gang Raids scenario, the player rolls a D3 instead of a D6 before adding the result of the total number of fighters that are Seriously Injured or Out of Action.

BENEATH MY NOTICE

It is rare for a gang leader to lead small scale operations, instead giving these task to their most trust champions. To represent this, the following restrictions apply when a player is choosing their crews for Gang Raids scenarios.

- A player may not include a Leader as part of their crew. When using Random Selection, do not include their Fighter Card(s) in the Fighter Crew deck.
- The player may only include one Champion as part of their crew. For Random selection, the player may choose the Champion card, which is shuffled into the deck as normal.
- The player may not include Hangers-On, Brutes or Hired Guns as part of their crew. For Random selection, do not include the Fighter cards in the Fighter Card deck.

A MINOR AFFAIR

Territories and Rackets cannot be staked on a Gang Raids scenario – delivering a blow to their opponent's pride is enough reward here.

DEPLOYMENT

These follow the normal rules; the only exception is that Fighters may not use the Infiltrate skill during Gang Raids scenarios. The fighter instead deploys like any other fighter unless stated otherwise.

LOOT CASKETS

Unless otherwise specified, no Loot Caskets are placed upon the battlefield in Gang Raids scenarios.

GANG RAID SCENARIO 1: DAYLIGHT ROBBERY

A small group of gangers come across a lightly defended warehouse, and attempt to loot it before they're caught!

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

Starting with the Defender, players take it in turns to deploy six Zone Mortalis Floor tiles (either card tiles or plastic terrain) in a 3'x2' rectangle. The defender then deploys one tile adjacent to a tile along either short edge – this is the vault in which the defender keeps their Stash. The short edge opposite the stash is the escape route. In this scenario, the defender may place all of the barricades.

CREWS

The defender uses the Random Selection (6) method to choose their crew. After the defender has dealt out their Starting crew, they shuffle the selected cards and randomly select three fighters – the remaining three cards are set to one side to form their Reinforcement deck. The attacker uses the Custom Selection (3) method to choose their crew.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

TACTICS CARDS

The attacker can choose up to two Tactics cards. The defender shuffles their deck and draws two at random. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender deploys their entire crew within the Stash vault. They then give one of their fighters the Stash marker.

The attacker then deploys their fighters anywhere on the battlefield more than 6" away from an enemy fighter.

OBJECTIVES

The attacker is attempting to escape with their pilfered loot. The defender is trying to stop this from happening.

REINFORCEMENTS

At the start of the fourth turn's End phase, all of the defender's Reinforcements arrive. In this scenario,

Reinforcements are deployed by the controlling player anywhere within 1" of the escape route and not within 2" of an attacking fighter.

CLAIMING THE STASH AND TAKING FLIGHT

Any attacking fighter that is within 1" of the escape route at the start of the End phase can Take Flight if their controlling player wishes, even if they are Seriously Injured. The fighter is removed from the battlefield, and counts as being Out of Action from now on for the purposes of Bottle tests. In addition, if the Stash marker is within 1" of the escape route when a fighter Takes Flight, it is claimed and removed from the battlefield.

SPECIAL RULE: GO THROUGH THEM

For the attackers there's only one way out – through the opposing gang. The attacker does not take Bottle tests during this scenario. The attacker cannot voluntarily flee the battlefield.

ENDING THE BATTLE

If either gang has no fighters left on the field at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, their opponent automatically wins and claims the Stash marker.

VICTORY

The attacker wins if one or more of their fighters has Taken Flight and the Stash Marker has been claimed. Otherwise the defender wins.

REWARDS

CREDITS

The attacker earns D6x10 credits if the Stash Marker is claimed.

EXPERIENCE

- Each fighter who took part in the battle earns 1 Experience point.
- The leader of the victorious gang earns 1 Experience point, regardless of not taking part in the battle.

REPUTATION

- The victorious gang gains 2 Reputation if the Stash marker is claimed.
- The defender gains D3+1 Reputation if they victorious.

GANG RAID SCENARIO 2: MERCATOR STOREHOUSE HEIST

Two gangs send infiltration teams into an abandoned Guild storehouse, intent on claiming a supposedly valuable object.

ATTACKER AND DEFENDER

In this scenario, neither gang is the defender.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules. The winner of a roll off places a 1'x1' Zone Mortalis floor tile down (either cards or plastic terrain). This tile represents the centre of the battlefield. Players then take it in turns to place four more tiles adjacent to the first, forming a cross. There must be a clear route from the centre tile to each battlefield edge furthest from the central tile.

CREWS

Each player uses the Custom Selection (4) method to choose their crew.

TACTICS CARDS

Neither side uses Tactics cards for this scenario.

DEPLOYMENT

A marker representing the auction item is placed in the centre of the central tile. The winner of a roll off then deploys a defence servitor (see below) within 1" of this marker. Next, the winner of a roll-off chooses a floor tile that does not contain the auction item and deploys their entire crew within 3" of the floor tile edge furthest from the central tile. The other player then deploys their entire crew within 3" of the edge of the battlefield directly opposite the first player's deployment zone. The escape routes are on the remaining two tiles, represented by the floor tile edges furthest away from the central tile.

OBJECTIVES

Both gangs are attempting to escape with the auction item.

THE AUCTION ITEM AND ESCAPING

The auction item is rumoured to be something highly valuable, and both gang crews have been ordered to be especially careful with it. If a fighter is within 1" of the abandoned item, they may make the Carry (simple) action to carry the item. No fighter may carry the abandoned item until the defence servitor is Out of Action. A fighter carrying the abandoned item cannot use a weapon with the Unwieldy trait unless they have the Bulging Biceps skill. If a fighter carrying the abandoned item is taken Out of Action, they drop the item – replace the fighter with the abandoned item.

If the fighter who is carrying the abandoned item is within 1" of an escape route at the start of the End phase, they can escape with the item – they are removed from the battlefield, and counts as being Out of Action from now on for the purposes of Bottle tests.

In addition, any fighter that is within 1" of the escape route at the start of the End phase can escape if their controlling player wishes, even if they are Seriously

Injured. The fighter is removed from the battlefield, and counts as being Out of Action from now on for the purposes of Bottle tests

OVERWATCH ROUTINE

The Defence Servitor does not activate like a normal fighter. Instead, whenever a fighter ends their activation within line of sight of the servitor, and the servitor is not engaged, the opposing player makes an initiative check for the servitor. The check is automatically passed if it is the fight time a fighter has moved within line of sight of the servitor this round, or if the fighter has made an attack against the servitor.

If the check is passed, the servitor makes a Shoot (Basic) action. This can happen several times in the same round. If the servitor is Engaged, they can make Reaction attacks as normal.

HOLE IN THE WALL

Once per game, instead of activating fighters, each player may place a ductway anywhere on the battlefield

ENDING THE BATTLE

If either gang has no fighters left on the field at the end of any round, and the Defence Servitor is Out of Action, the battle ends immediately. If one gang is absent, but the Servitor is still active, the remaining gang may attempt to take it Out of Action to win the game.

FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, and the Defence Servitor is Out of Action, their opponent automatically wins and claims the Stash marker. If one gang is absent, but the Servitor is still active, the remaining gang may attempt to take it Out of Action to win the game.

VICTORY

The gang which claims the abandoned item is victorious. If neither gang claims the item,

REWARDS

EXPERIENCE

- Each fighter who took part in the battle earns 1 Experience point.
- The Leader of the winning gang earns 1 Experience.

REPUTATION

- The gang that claims the Abandoned Item earns 2 Reputation.
- Each gang earns 1 Reputation if this is their first game against this opponent.
- If either gang bottled out, they lose 1 Reputation.

RARE ITEM

The gang that secured the auction item rolls a D66 on the table that follows in the post-battle sequence, Claim Rewards, to see what they have found. Any item is immediately added to the gang's Stash.

D66	Item
11	Useless tat: The gang earns D3x10 credits.
12-46	Valuable to Someone: The gang earns D6x15 credits.
51-53	Arms Trade The gang adds a single weapon with a Rarity or Legality of (10) or lower to their Stash. The item cannot be worth more than 100 credits.

54-56	Exotic Gear The gang adds a piece of Wargear (not including Status items or Exotic Beasts) with a Rarity or Legality of (10) or lower to their Stash. The item cannot be worth more than 100 credits.
61-63	Valuable Haul The gang adds a weapon or piece of Wargear (not including Status Items or Exotic Beasts) of their choice with a Rarity or Legality of (11) or lower to their Stash. The item cannot be worth more than 125 credits.
64-66	Rare Find The gang adds a weapon or piece of wargear (including Status Items and Exotic Beasts) of their choice with a Rarity or Legality of (12) or lower to their Stash. The item cannot be worth more than 150 credits.

DEFENCE SERVITOR

The Defence Servitor is an immobile automaton left behind by the item's owners to protect their treasure during the Uprising. The Defence Servitor cannot move, has a 360 degrees vision arc, and is equipped with a grav-gun, Editor's Suggestion Autoslugger¹¹¹, Servo-Claw, and light carapace armour.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
-	5+	4+	5	5	1	3+	2	7+	5+	9+	8+

SPECIAL RULES

Mindless Automaton: The Defence Servitor counts any injury roll as a Flesh Wound – it can only be taken Out of Action by being reduced to Toughness 0. In addition, the Defence Servitor cannot be pinned and automatically passes any Cool tests it is required to take.

¹¹¹ Editor's Suggestion: A grav-gun is a good weapon for the servitor, but I thought the guilders might give it a solid-shot backup. This adapts the rules from NCE:

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
<i>Autoslugger</i>	8	24	+1	-	3	-	1	4+	Rapid Fire (2)

GANG RAID SCENARIO 3: CLANDESTINE RENDEZVOUS

Rival gangs interrupt a surreptitious meeting between a gang and a corrupt official.

BATTLEFIELD

This scenario uses the Battlefield Set-up rules and consists of a 2'x2' square battlefield.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. Any Enforcer gang will automatically be the Attacker.

CREWS

The attacker uses Custom Selection (5). The defender uses Custom Selection (4) as well as a Corrupt Enforcer (worth 160 credits for the purposes of gang rating).

TACTICS CARDS

The attacker can choose up to two Tactics cards. The defender shuffles their deck and draws two at random. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender sets up the Corrupt Enforcer in the centre of the battlefield. They then set up the rest of their crew within 4" of the Corrupt Enforcer.

The attacker they deploys their crew anywhere on the battlefield, more than 4" away from any Enemy fighter. .

OBJECTIVES

The Attacker's objective is to kill the Corrupt Enforcer and, if possible, wipe out their rivals in the process.

The Defenders are attempting to escort the Corrupt Enforcer to safety, aware that saving their life will aid them in the future!

AMBUSH

The attacker automatically takes Priority in the first round. Additionally, during the first round, the defender must make a Cool check for each fighter when they are activated. If the check is failed, the fighter can only make one action this round instead of two.

SPECIAL RULE: TO SAFETY

The defender's goal is to get the Corrupt Enforcer to safety. If the Corrupt Enforcer is within 1" of the edge of the battlefield at the start of any End phase, they can take flight if their controlling player as long as the Corrupt Enforcer is not currently Engaged. The Corrupt Enforcer is removed from the battlefield.

ENDING THE BATTLE

The battle ends when the Corrupt Enforcer has been escorted safely from the battlefield or taken out of action. Otherwise, if either gang has no fighters on the battlefield, the battle ends immediately.

VICTORY

If the Corrupt Enforcer is escorted safely off the battlefield, or all the Attackers are taken Out of Action or flee the battlefield, the Defender wins. If the attacker takes the Corrupt Enforcer Out of Action, they are victorious. Any other result is a draw.

REWARDS

EDITOR'S SUGGESTION: CORRUPT CONNECTIONS

If the gang successfully escorts the Corrupt Enforcer off the battlefield, they count as having a free Agitator or Propagandist Hanger-On as part of the gang, if they have the Reputation to accommodate them.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience points.

A fighter that takes the Corrupt Enforcer Out of Action earns 1 experience.

The Leader of the gang that wins earns 1 experience.

REPUTATION

If the defender escorts the Corrupt Enforcer to safety, they gain 1 Reputation.

If the attacker takes out the Corrupt Enforcer Out of Action, they gain D3 Reputation.

If either gang is bottled out, they lose 1 Reputation.

CORRUPT ENFORCER

The Corrupt Enforcer is on the Defender's payroll and is determined to ensure their secret stays quiet.

Corrupt or not, the Enforcer is a formidable fighter, following the rules for the profile below. The Enforcer is controlled by the Defender and counts as part of their crew. The Enforcer cannot be activated as part of a Group Activation

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
5"	4+	4+	3	3	1 ¹¹²	4+	1	7+	6+	6+	7+

Wargear: The Corrupt Enforcer is equipped with an Enforcer shotgun (with Salvo and Shredder rounds), stubgun, shock stave, magnacles, layered flak armour and an armoured undersuit.

SPECIAL RULES

Corruption: The Corrupt Enforcer will suffer from **Hate** for any Enforcers that are the Attackers in the scenario. Similarly, any Attacking Enforcers will **hate** a Corrupt Enforcer.

Editor's Suggestion: Hanger On: If the gang successfully escorts the Corrupt Enforcer to safety, it obtains a free Agitator or Propagandist Hanger-On for free, representing the officer's connections and broader criminal enterprise. This Hanger On is in addition to the Reputation limits for Hangers On, but may be lost if the Hanger On is ever injured during a Home Turf Advantage scenario.

¹¹² Editor's Suggestion: increase W to 2.

GANG RAID SCENARIO 4: BAR BRAWL

Even amidst the collapse of the Prospect, gangers and dwellers will seek out local drinking holes. But tensions run hot and things can get heated.

Editor's Note: This is an excellent quick multiplayer scenario.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules, and consists of up to two Zone Mortalis tiles (either card or plastic tiles), the playmat contained in *Necromunda: Dark Uprising*, or the *Necromunda: Underhive* box lid. The players each place a tile, starting with the winner of a roll-off.

CREWS

Both players use custom selection (4).

TACTICS CARDS

Neither player has any tactics cards.

DEPLOYMENT

The winner of a roll-off can choose to deploy first or second. The player who deploys first chooses one of their fighters and deploys them anywhere on the battlefield. Players then take it in turns to deploy a fighter more than 3" away from an already deployed fighter until both crews have been deployed.

Starting with the winner of a roll-off, the players should then place D3+3 Hive Dwellers (represented with appropriate models or counters), taking turns to place one anywhere on the battlefield at least 1" away from either player's fighters.

This scenario uses the standard rules for deployment.

OBJECTIVE

Both gangs are attempting to be the last gang standing.

SPECIAL RULE: A NIGHT OF REVALRY

Both gangs' fighters consumed several rounds of drinks each before trouble started, making them mean drunks indeed! No fighter can take part in a Group Activation in this scenario. In addition, all fighters are suffering from the Intoxicated condition, with the following effects:

- Each fighter's Movement, Weapon Skill and Ballistic Skill is reduced by 1.
- Intoxicated fighters automatically pass any Cool checks they are required to make.
- The first time a fighter is activated each round, roll a D6. On a 6+, or a 4+ from the second round onwards, the fighter is no longer Intoxicated.

SPECIAL RULE: CHECK YOUR GUNS AT THE DOOR

Most sensible saloon owners enforce a "no-guns policy", to avoid situations like rapidly escalating. No ranged weapons, no grenades, nor any close combat weapons worth more than 20 credits from the Trading Post, a fighter possesses can be used during this scenario. If this wound leave a fighter with no usable weapons, they are assumed to be equipped with a maul (representing a bar stool, table leg or other improvised weapon) until the end of the battle.

SPECIAL RULE: PATRONS

The scenario should include D3+3 Hive Dwellers deployed as described previously. For all intents and purposes, the Hive Dwellers are treated like fighters and use the rules for movement, stray shots, being Engaged and Pinning as normal. However, if they are reduced to 0 wounds, they are automatically taken Out of Action, without rolling any Injury Dice.

Hive Dwellers do not activate normally, and instead react to the actions of nearby fighters. Hive Dwellers are triggered by the following actions:

- A fighter makes a Fight action within 3".
- A fighter ends a Move or Charge action within 2".

After working out the effects of the action that triggered the Hive Dweller, roll a D6 on the table below. Note that if there is more than one Hive Dweller triggered by the action, roll a separate D6 for each one.

D6	Result
1-2	"Oh yeah?" Roll a D6: 1-3: The patron picks up a piece of furniture and flings it at the fighter. They take a single Shoot action at the nearest fighter (even if they didn't trigger the local). Resolve the attacks with a BS 5+, S2 and D1 4-6: The patron charges the nearest fighter (even if they didn't trigger the local). They attack with a maul or fighting knife.
3-4	"Ok, take it easy fella!" The patron stands their ground, taking no action.
5-6	"I'm getting out of here" The patron flees the building. Remove them from the battlefield.

Unless triggered (or unless controlled by the Arbitrator), a Hive Dweller takes no action.

DESIGNER'S NOTE: HIVE DWELLERS

Hive dwellers represent the common populace of the hive who have been thrown together by the uprising and are desperately trying to survive. The scenario has been designed so that these survivors can be represented by tokens, dice or other markers depending on what the players have to hand. However, players might also choose to use appropriate models from their miniatures collections to represent these disparate souls, or even convert their own from the large range of Citadel miniatures.

Hive Dwellers

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
5"	5+	5+	3	3	1	4+	1	7+	8+	9+	9+

Wargear: Maul (representing an improvised weapon) or Fighting Knife

ENDING THE BATTLE

The battle ends if either gang has no fighters left on the battlefield at the end of any rounds.

VICTORY

If one gang has fighters left on the battlefield at the end of the battle, they are victorious. If neither gang does, the game is a draw.

REWARDS

EFFECTS

After the battle, one randomly determined fighter from the loser's crew is locked up for causing trouble – that fighter goes into Recovery as if they had rolled the Grievous Injury result on the Lasting Injury table. If the fighter had suffered a Critical Injury result on the Lasting Injury table, it is assumed they have undergone a Medical Escort post-battle action, without the need for the Controlling player to pick another fighter to escort them or pay any credits.

ITEMS

The winning gang wins 2D3 bottles of Wildsnake and/or Second Best. You may choose a mix of both alcohols.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience points.

The Leader of the victorious gang gains an additional 1 Experience points. In the case of a draw, neither Leader gains the bonus.

REPUTATION

The victorious gang gains 2 Reputation.

Each gang gains 1 Reputation if this was their first battle against this opponent.

ARBITRATING THE SCENARIO

IF this is an Arbitrated scenario, the Arbitrator controls the Hive Dwellers. After the players have deployed all of their Fighters, the Arbitrator can place any number of Hive Dwellers anywhere on the battlefield. Whenever the actions of the fighters would cause a Hive Dweller to activate, instead of rolling a dice, the Arbitrator chooses what the Hive Dweller's reaction will be.

If the Arbitrator wants to make the scenario more challenging, they might want to create a gang of one or two Guilder Watchmen or perhaps a single Palanite Enforcer to represent the local law showing up to crack some heads – and they can actually wield guns!



PART NINE: BESTIARY

The following section recalls the original bestiary of *Necromunda: Outlanders*, including various flora and fauna in the Underhive.

HUMAN CHARACTERS

HIVE DWELLERS

Any number of Hive Dwellers may be introduced into a scenario and deployed by the players and/or Arbitrator as they wish. They are controlled by the Arbitrator or a third player, and are activated in the End phase, making actions determined by the controlling player, using the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
5"	5+	5+	3	3	1	4+	1	7+	8+	9+	9+

Wargear: Hive Dwellers may be equipped with Common weapons that match what the models are equipped with as much as possible, up to a value of 50 credits. They will not wear armour.

UPHIVE/RECIDIVICT/GUILDER AGENT

Agents represent the influences and requirements of the cabals, guilds and houses in the Underhive. In a scenario in which a corrupt Enforcer or Guild Agent is required, the following profile may be substituted instead:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	5+	4+	3	3	2	4+	1	7+	6+	7+	7+

Wargear: An agent is usually equipped with mesh armour, a displacer field, laspistol, power knife, and 4x digi-lasers

CRAZED CANNIBALS

Fighters from several gangs find themselves thrown together in the midst of a cannibal feeding frenzy! Cannibals have the following profile

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	5+	3	4	1	4+	1	9+	4+	6+	10+

WEAPONS AND WARGEAR: Claws and Teeth (count as unarmed attacks)

SKILLS: True Grit, Unstoppable, Nerves of Steel

SPECIAL RULES

Cannibals are treated as fighters in all respects. However they will only activate in the End phase and cannot choose not to use their skills if able. In the End phase players take turns controlling each Cannibal, starting with the player who has priority. Cannibals can take any action normally allowed to a fighter, though must adhere to the following rules:

- They must charge a fighter controlled by one of the players if they are able
- If they are Engaged they must take Fight actions

If neither of the above apply, they must use their actions to move toward the closest fighter controlled by one of the players.

HOUSELESS GANGERS

Houseless Gangers are loners and orphans from other gangs and can be represented by any appropriate model – players may choose to use the portions of their gangs who have been left out of the scenario. For simplicity, Houseless Gangers should use the following profile:

HOUSELESS GANGER

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	4+	3	3	1	4+	1	8+	7+	7+	8+

WEAPONS AND WARGEAR: AS MODEL

Houseless Gangers are armed and equipped as depicted on their models, and both players should take a moment at the beginning of the game to agree on what weapons and wargear each Houseless Ganger is carrying. Remember that both gangs have a chance of taking control of the Houseless Gangers and so the inclusion of heavily armed models is entirely reasonable provided both players accept these more deadly fighters might be used against them.

CORRUPT ENFORCER

The Corrupt Enforcer is a kind of additional fighter representing the criminal connections gangs make into the Enforcers network, or the way that Precinct captains connect with and influence the gangs. While used in the Gang Raids scenario, Clandestine Rendezvous, it may be used in other scenarios.

Corrupt or not, the Enforcer is a formidable fighter, following the rules for the profile below. The Enforcer is controlled by the gang they are affiliated to, and counts as part of their crew. The Enforcer cannot be activated as part of a Group Activation

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
5"	4+	4+	3	3	1	4+	1	7+	6+	6+	7+

Wargear: The Corrupt Enforcer is equipped with an Enforcer shotgun (with Executioner rounds as well as Salvo and Shredder rounds), stubgun, shock stave, **magnacles**, layered flak armour and an armoured undersuit.

ASTARTES

The following rules allow Arbitrators to represent powerful characters who are more than a match for most gang fighters. This represents a basic Astartes character, superior to mortal humans in the way that Astartes were in *Inquisitor* to other human characters. These should not be faced lightly.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
6"	2+	2+	5	5	3	3+	3	4+	4+	4+	4+

Weapons: An Astartes can use up to five weapons, one of which may be Unwieldy and counts as two weapons. A loyalist or renegade Astartes will most often be equipped with an Enforcer Boltgun and Enforcer Bolt pistol, as well as a fighting knife. A Heretic Astartes might wield the same or utilise a Warpstorm Bolter instead. Alternatively, instead of their boltguns, Astartes might commonly be equipped with special weapons such as a Storm Bolter, Flamer, combi-boltgun, combat shotgun or even a heavy weapon. They might also wield various close combat weapons, such as swords, axes, two-handed weapons, chainswords, chain axes, chain glaives, shock weapons, power weapons, or (if renegade or heretical) even xenos or corrupted weapons.

Wargear: Astartes commonly fight in astartes power armour – in *Necromunda*, this is represented by a 4+ save rolled on 2D6, which can be modified by Armour Modifiers as normal. Astartes armour incorporates a bioscanner, biobooster, photogoggles, industrial respirator and any other wargear as the arbitrator deems appropriate. A model wearing astartes power armour adds +1 to their Strength, Toughness and Wounds.

Alternatively, an Astartes might fight without their power armour. They will always be equipped with an armoured bodyglove, and might also wear Carapace Armour, Archaeo-Carapace, Mantle Malifica, Hardened Layered Flak Armour, Mesh Armour or even just robes – whatever suits the model. In addition, they will utilise whatever wargear is deemed appropriate to the model.

Skills: True Grit, Combat Master, Marksman.

SPECIAL RULES

Never Pinned: Astartes can never be Pinned.

Superior Ammunition: Astartes add +2 to any dice roll if required to make an Ammo Tests.

GUNSLINGER

Gunslingers are desperadoes, violent men and women with a taste for gunplay. They love nothing more than excessively skilled displays of lethal force and are a common sight in the markets and dens of Necromunda's hives and settlements. While many are loners, some end up working for the Guilds or Watchmen or other powerful agents, but many, seeking coin or their next bottle of wildsnake, offer their deadly skill with bullet, laser, plasma, or flame to gang leaders with coin to spare.

Editor's Note: Gunslingers are attempts to create rules that combine the original Necromunda hive scum with the skills and abilities suggested both by *Inquisitor* and the new rules.

Gunslinger..... 50 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
5"	4+	3+	3	3	1	3+	1	8+	5+	8+	8+

Equipment: A gunslinger may be armed with the following equipment:

Flak Armour, Fighting Knife & 2 stubguns, each with dum dum ammo (30 credits worth)

Flak Armour, Fighting Knife & 2 autopistols (30 credits worth).

They may also be equipped with rad rounds or manstopper rounds for both (20 credits for both, but once you fail an ammo check for the rounds for either pistol, you have run out of rounds for both for that battle).

Flak Armour, Fighting Knife & 2 las pistols (30 credits). One or both may be equipped with hotshot power packs (10 credits each)

Flak Armour, Fighting Knife, Plasma Pistol & Laspistol (80 credits worth)

Flak Armour, Fighting Knife, Plasma Pistol & Autopistol (80 credits worth)

Flak Armour, Fighting Knife & 2 Bolt Pistols (100 credits worth)

Flak Armour, Fighting Knife, Bolt Pistol & Hand Flamer (105 credits worth)

They may also be equipped with a respirator (15 credits), and may swap their flak armour for boiler plate armour (free), a gutterforged cloak (free), hazard suit (free) or mesh armour (5 credits).

Skills: Roll a D6 to determine a Gunslinger's particular skill: 1: Fast Shot, 2: Gunfighter, 3: Hip Shooting, 4: Marksman, 5: Precision Shot, 6: Trick Shot (all *Shooting Skills*)

SPECIAL RULES

Desperado

Gunslingers are born survivors and mercenaries at heart. If a gunfighter is captured, they will buy their freedom by fighting for their capturers for 1 battle for free. After that battle, the capturing gang may then choose to retain the gunslinger's services by paying their hiring fee, or they leave the gang.

Firefight

The gunfighter treats a hand flamer as a sidearm when shooting, meaning they can shoot it and another sidearm during the shooting phase. They may not use it in close combat, however. If shooting another pistol, they still roll -1 to hit with that one, unless they have the *Gunfighter* Skill.



ESCAPED PITSLAVE

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 mannequin 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.



Any gang can hire up to five Escaped Pit Slaves, though there may be a risk of becoming an enemy of the Guilds or being outlawed!

An arbitrator may allow a gang to hire an Escaped Pitslave if they desire. This is an adaptation of the original Ratskin rules. Alternatively they may be opponents or NPC in other scenarios.

Escaped Pitslave 60 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
5"	4+	4+	3	3	1	4+	2	7+	7+	7+	7+

Equipment: Pitslaves are armed with a fighting knife (free) and/or scrap shield (15 credits).

They may have one pistol from the following list:

- Stub Gun with Dum-Dum Bullets (10 credits)
- Autopistol (10 credits)
- Laspistol (10 credits)

They **must** also have one close combat weapon from the following list, which is cybernetically attached to them, and is wielded single-handed (even if it has unwieldy):

- Arc Welder (135 credits)
- Heavy Chain Cleaver (70 credits)
- Heavy Rock Cutter (135 credits)
- Heavy Rock Drill (90 credits)
- Heavy Rock Saw (120 credits)
- Hammer (counts as Two-Handed Hammer) (20 credits)
- Servo-Claw (35 credits)
- Shock Whip (25 credits)

They may also be equipped with any of the following:

- Furnace Plates (10 credits), Flak Armour (10 credits), Light Carapace Armour (80 credits), or Plate Mail (10 credits)
- Stimm Stugg Stash (30 credits)
- Bio-Booster (35 credits)
- Filter Plugs (10 credits)
- Photo Goggles (35 credits)
- Frenzon (20 credits)

Advancements: Each Pit Slave has four 'advances' which are either bonuses on their profile or skills. Roll a D6 four times and consult the table below, noting down the increases and skills as you go along. Note a Pit Slave's characteristics can each be increased to a maximum of +3 – this is because their crude cybernetic adaptations can give them superhuman durability and strength. If you roll the same skill twice or a characteristic a fourth time, re-roll the result.

D6 Roll	Advance
1	+1 Weapon Skill
2	+1 Attacks
3-4	Roll a further D6: 1-3: +1 Strength, 4-5: + 1 Toughness
5	Roll a further D6: 1-2: +1 Wounds, 3-4: +1 Initiative, 5-6: +1 Leadership
6	Roll a further D6:
	1: Step Aside (<i>Combat skill</i>) 2: Iron Jaw (<i>Brawn skill</i>) 3: True Grit (<i>Ferocity skill</i>) 4: Impetuous (<i>Ferocity skill</i>) 5: Crushing Blow (<i>Brawn skill</i>) 6: Bull Charge (<i>Brawn skill</i>)

ESCAPED PITSLAVE SPECIAL RULES

Outlaw

Escaped Pitslaves are often Outlaws, but not always. If a Law-Abiding gang hires an Escaped Pitslave, it must role for alignment after each battle – rolling 1D6 per Escaped Pitslave it has currently hired. There is no penalty for Outlaw gangs hiring Escaped Pitslaves.

Flight from the Guilders

If a gang is allied to a Guilder faction, it may not hire an Escaped Pitslave.

If a gang has a currently hired an escaped pitslave it cannot not make an alliance with a Guilder faction before a battle.

If a gang ever hires a Pitslave it can *never* again ally with the Slavers Guild, even if its Leader changes.

Hated Enemies

An Escaped Pitslave *hates* fighters from all Guilder factions, and the members of any gang allied with the Slaver Guild (even if a slaver party is not present). All Slaver Guild members *hate* Escaped Pitslaves and the members of any gangs who have ever recruited them.

Hate means that

The fighter increases their Cool by 2 when the subject of their hatred is on the field;

They may reroll any Hit dice against the subject of their hatred in close combat;

They must use their consolidate action after defeating a close combat opponent to move towards a hated enemy they *can see*. They may not use the consolidate action to move away from hated enemies or take cover if there are hated enemies in sight.

RATSKIN SCOUT

Ratskins number among the main groupings of the indigenous inhabitants of the Underhive. They know its ruinous domes, ancient tunnels and labyrinthine passages far better than the ethnic Uphiver communities present throughout the Underhive. Most Ratskins care little for the ways of these settlers who they regard as desecrating the hive's great and noble spirit, so will avoid them. Some adventurous Ratskins hire out to Underhive gangs as guides or trackers. They can be found and hired in the larger settlements such as Dust Falls, Glory Hole and Dead End Pass. There are few expeditions that would venture into unknown zones without the expert aid of a Ratskin Scout.

An arbitrator may allow a gang to hire a Ratskin Scout if they desire. This is an adaptation of the original Ratskin rules. Alternatively they may be opponents or NPC in other scenarios.

0-1 Ratskin Scout..... 60 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
5"	4+	4+	3	3	1	4+	1	7+	7+	6+	7+

Equipment: Ratskins may have a Blindsnake Pouch (60 credits). In addition, they can be armed with up to 60 credits of weapons and equipment in any combination from the following:

Fighting Knife (free)	Shotgun (solid and scatter shells) (30 cr)
Stiletto Knife (20 credits)	Autogun (15 credits)
Maul (10 credits)	Lasgun (15 credits)
Axe (10 credits)	Blunderbuss (10 credits)
Throwing Knives (10 credits)	Hand Bow with Poisoned Arrows (15 cr)
Laspistol (10 credits)	Bow with Poisoned & Hunting Arrows (40 cr)
Autopistol (10 credits)	Flak Armour (10 credits)
Stubgun with Dum Dum Bullets (10 cr)	Scrap Shield (10 credits)
Musket (5 credits)	Drop Rig (10 credits)

Advances: A Ratskin Scout has 3 'advances' which are either bonuses on his profile or skills. When the scout is first hired, roll a D6 three times and consult the chart below, noting down the increases and skills as you go along. A Ratskin Scout may not improve M, WS, BS, I, Ld, Cl, Wp and Int by more than +2, nor S, T, W and A by +1; if an increase is rolled for a third or second time for the respective characteristic, re-roll the result. Similarly, if you roll the same skill twice re-roll to get another.

D6 Roll	Advance
1	+1 Weapon Skill
2	+1 Initiative
3	Roll a further D6: 1: +1 Ballistic Skill, 2: +1 Strength 3: +1 Toughness, 4: +1 Wound 5: +1 Attack, 6: Roll a further D6: 1: +1 Leadership, 2-3: +1 Cool, 4-5: +1 Willpower, 6: +1 Intelligence
4-6	Roll a further D6:
	1: Dodge (<i>Agility skill</i>); 2: Mighty Leap (<i>Agility skill</i>); 3: Sprint (<i>Agility skill</i>) 4-6: Roll a Further D6:
	1: Step Aside (<i>Combat skill</i>); 2: Rain of Blows (<i>Combat skill</i>); 3: True Grit (<i>Ferocity skill</i>); 4: Nerves of Steel (<i>Ferocity skill</i>); 5: Infiltration (<i>Stealth skill</i>) 6: Backstab (<i>Stealth skill</i>)

SPECIAL RATSKIN SCOUT RULES

Ratskins are expert guides and trackers, and this is represented by the following special rules.

Guide

A gang which includes a Ratskin Scout is able to exploit his knowledge of the Underhive and its countless half-forgotten passages and tunnels. This gives the gang a distinct advantage when it comes to confronting an enemy, permitting the gang to move rapidly to their objective.

To represent this a gang that includes a Ratskin Scout can add or subtract 1 from the Scenario dice roll to determine which scenario the players will fight. If both sides include a Ratskin Scout this ability is cancelled out. If one gang has a Ratskin map, it breaks ties when both gangs have scouts.

Explore

If the Ratskin's gang wins a scenario he is allowed to explore the local area for new territory after the game; this is done prior to working out income. The Gang Leader tells the Ratskin to search for mineral deposits, likely looking places for settlement, fungus caves, and other possibly useful finds.

If the player wishes to send his Ratskin exploring roll a D6:

- 1 The Ratskin disappears and is never seen again.
- 2-4 The Ratskin reports no useful discoveries in this area.
- 5 The Ratskin discovers some fungus. He keeps some but shares D6x5 credits worth of material with the gang during Insurrection, or 1 portion of Meat during Damnation.
- 6 The Ratskin discovers a new territory or racket. Refer to the Territory or Racket table for the campaign, and randomly determine a new territory. This is immediately added to the gang's existing territory. If this occurs during Damnation, the territory is automatically Ruined, but still claimed by the gang.

Underhive Natives

Ratskins have a 5+ unmodifiable save against damage resulting from Underhive Perils or environmental effects. This may be used as an alternative to their armour. Ratskins can also see up to 6" in Pitch Black conditions.

Resilience To Injury

Ratskins are remarkably resilient to injury and have a natural ability to survive in the Underhive. They are less likely to get lost or captured than ordinary fighters and, if hurt, they 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.

Primitivists

Ratskins gain +1 to Hit when using any ranged weapon with the Primitive trait.

Escapists

Ratskin Scouts can never be captured.



UNDERHIVE VERMIN

USING UNDERHIVE VERMIN

As **noted on page 512**, the defender (or winner of a roll off) may choose to include the Beast's Lair or D6 hive vermin in a battle. If both players agree, or if the Arbitrator instructs players, you include other elements of the bestiary, including a Hive Horror, a Cyborg Automata and other inclusions below.

ACTIVATING VERMIN

Unlike normal fighters, Underhive Vermin activate at the start of the End Phase, before Bottle tests are made. Control of Vermin automatically belongs to the Arbitrator. If there is no Arbitrator (or the arbitrator is playing), both players roll a D6, re-rolling ties. The player that rolls the highest takes control of the Vermin for the duration of its Activation.

During its Activation, a Horror of the Underhive can perform Actions just like a normal fighter. However, the Horror of the Underhive treats all fighters on the battlefield as enemy fighters, including those belonging to the player that has control of it.

THE BEAST'S LAIR

Dangerous creatures lurk in the underhive, ready to prey on careless gang fighters. If both players agree, the following special rules may be used to represent the presence of such a creature.

After both gangs have been deployed, the defender, or the winner of a roll-off (if there is no defender), may deploy a Beast's Lair (such as the one found in the Necromunda: Underhive boxed set or something similar, modelled on a 32mm base) anywhere on the battlefield that is not within 6" of any fighter.

If any fighter ends their activation within 6" of the Beast's Lair, they risk rousing the beast within. To see if the beast is roused, roll a D6. If the result is a 6, or if the result is higher than the number of inches between the fighter making the test and the Beast's Lair, the fighter is immediately attacked by the beast. The beast has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
-	4+	-	6	4	3	-	1	-	-	-	-

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
<i>Beast's tentacles</i>	E	6"	-	-	S	-2	3	-	Knockback, Melee, Versatile

The Beast's Lair is not a fighter. It is always considered to be Standing and can never become Prone or be moved by any means. Fighters can move within 1" of the Beast's lair and may move into base to base contact with it without needing to perform a Charge (Double) action. Fighters can attack the Beast's Lair with ranged or close combat attacks. If the Beast's Lair is reduced to 0 Wounds, it is removed from play.

HORRORS IN THE DARK

You may use the Horrors in the Dark rules in any scenario. When a fighter is activated, and they are not within 8" of any other fighters (from either side), roll a D6 on the following table:

D6	Result
1	The fighter suffers a Strength 6 hit, with an AP of -1 and a Damage of 2. If they are Seriously Injured as a result, they are dragged away into the darkness and taken Out of Action.
2-3	A nightmarish creature emerges from the shadows, seeking easy prey. The fighter cannot make any actions this turn as they are too busy driving the creature away.
4-5	The fighter hesitates, hearing a noise in the darkness. They can only make one action this turn.
6	The fighter goes unnoticed and can act normally

BOREWYRM INFESTATION

Ambull larvae are called Borewyrms. They are carnivorous and in a swarm are no less dangerous than adult Ambulls

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	6+	3	4	2	3+	3	5+	7+	9+	11+

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Vicious Jaws	-	E	-	-	3	-	1	-	Rending

SKILL: Infiltrate, Evade

WARGEAR: Chitin armour (4+).

BRAINLEAF ZOMBIES

There are many strange and disturbing things lurking down in the depths of the hive, from brainleaf thralls and sump virus victims, to spider venom madmen and plague zombies. Any of these can be used to represent a zombie horde controlled by the Arbitrator.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
2D6"	5+	6+	3	3	1	6+	1	12+	4+	6+	12+

Weapons: Clubs (or guns used as clubs) or fists and teeth (count as unarmed attacks).

Special Rules

- **Shambling Movement:** Brainleaf Zombies can only take a single action each activation, and move 2D6" when taking a Move action. Should their movement take them into base contact with an enemy, they are considered to have made a Charge action and immediately make an attack.
- **Resilient:** Brainleaf Zombies cannot be Pinned, automatically pass any Cool checks they are required to take and ignore all Injury dice results except Out of Action. A Brainleaf Zombie that has been taken Out of Action is not removed from the board and instead counts as having suffered a Seriously Injured result.
- In the Recovery phase, Seriously Injured Brainleaf Zombies stand back up, recovering from their injuries but taking no other action. The only way to remove a Brainleaf Zombie from the battlefield is by making a Coup de Grace action against it while it is Seriously Injured.
- Brainleaf Zombies subject to the Blaze condition are not automatically Broken and cannot attempt to put out the fire.
- **Brainleaf Spread:** Enemies taken Out of Action by a Brainleaf Zombie are replaced with a Brainleaf Zombie in the End phase. At the end of the game, fighters who became Brainleaf Zombies automatically go into Recovery, though suffer no other adverse effects. **However any fighters who became Brainleaf Zombies that were subsequently taken Out of Action, roll a Lasting Injury as normal.**

CARRION BATS

These large bats live in the runnels of the Underhive, where they hang upside down in seething colonies. If disturbed they flutter down the runnels 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 seem 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	Cl	Will	Int
8"	3+	-	2	2	1	4+	1	10+	8+	10+	9+

Bats are armed with sharp jaws, but they count as being unarmed and make unarmed attacks.

Special Rules

- **Small Target:** Ranged attacks against Carrion are at -1 to hit. In addition, a Bat is never a potential target when working out the effects of a Stray Shot.

- **Fly:** A Carrion Bat ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.
- **Flitter:** Fighters attempting to hit a Carrion Bat in close combat suffer a -2 to hit modifier.
- **Plague:** Carrion Bats potentially carry the Plague. A fighter taken out of action by a bat rolls an additional D6 in addition to rolling on the Lasting Injury table. On a 1-3, they roll on the Plague chart:

D6 roll	Result
1	Clear: After a few tense days, no symptoms of plague have emerged and the gang member is in the clear.
2-3	Sickness: The fighter will be ill for days; the fighter enters in Recovery – even if for Lasting Injury they roll a result which does not include Recovery.
4-6	Plague: The gang member is infected and suffers death. The models weapons, armour and equipment is also infected and counts as destroyed.

CARRION CRITTERS

Use these rules for generic vermin in the Underhive.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	5+	6+	3	3	1	3+	1	9+	7+	9+	11+

Carrion creatures may be armed with various beaks, claws, mandibles and so forth, but they count as being unarmed and make unarmed attacks. Carrion Critters are **small targets**.

GIANT SPIDERS

Many forms of mutant spiders grow to great size in the Underhive – up to several feet in size. These are so common, they have traditionally been associated with Necromunda and the most famous Imperial Guard regiment recruited on Necromunda are known as the Spiders.

Wolf Spider

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
8"	4+	6+	4	3	1	2+	1	9+	6+	6+	12+

Orb Spider

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	4+	6+	3	3	1	2+	1	9+	6+	6+	12+

Weapons: Wolf Spiders are armed with razor sharp talons and venomous bites. Orb spiders are armed with their web spit and venomous bites.

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
<i>Venomous Bites</i> (Both)	-	E	-	-	-	-2	-	-	Melee, Toxin
<i>Web Spit</i> (Orb Spider only)	-	T	-	-	2	-	-	2+	Silent, Template, Web
<i>Razor-Sharp Talons</i> (Wolf Spiders only)	-	E	-	-	S+1	-1	1	-	Melee, Rending

Special Rules

- **Clamber** – When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.
- **Chitin** – Spiders have a 6+ armour save.
- **Fear** – If an enemy makes a Charge action that targets this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their action ends immediately
- **Trail Lines** – Both Orb and Wolf Spider mode counts as being equipped with a Grapnel Launcher.

GIANT RATS

The Underhive contains a warren of disused and decaying tunnels and sewers that are infested by swarms of rats.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	-	3	3	1	3+	1	10+	8+	10+	9+

Giant rats are armed with jaws:

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
<i>Rat Jaws</i>	-	E	-	-	3	-	1	-	Melee, Backstab

SPECIAL RULES

- **Small Target:** Necromunda Giant Rats are quick, making them difficult to target in the perpetual gloom of the underhive. Ranged attacks against Necromunda Giant Rats are at -1 to hit. In addition, a Necromunda Giant Rat is never a potential target when working out the effects of a Stray Shot.
- **Nimble:** Necromunda Giant Rats have almost preternatural reflexes, seemingly sensing danger before they strike. A Necromunda Giant Rat has a save of 4+, which is never modified by Armour Penetration.

MILIASAURS

Miliasaurs 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. Poisonous, they quickly can reduce all but the largest creatures to a helpless state.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	-	1	3	1	4+	1	10+	8+	10+	9+

Weapons: The Miliasaur attacks with its venomous bites:

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
<i>Venomous Bites</i>	-	E	-	-	-	-2	-	-	Melee, Toxin

Special Rules:

- **Small Target:** Ranged attacks against Miliasaurs are at -1 to hit. In addition, a Miliasaur is never a potential target when working out the effects of a Stray Shot.
- **Clamber:** When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

RIPPER JACKS

These are dangerous bat-like creatures which attack by enveloping the heads of their opponents. Unless speedily removed, its victims suffocate or bleed to death.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
8"	5+	-	1	2	1	3+	1	10+	8+	10+	9+

Bats are armed various beaks, claws, mandibles and so forth, but they count as being unarmed and make unarmed attacks.

Special Rules

- **Small Target:** Ranged attacks against Ripper Jacks are at -1 to hit. In addition, a Ripper Jack is never a potential target when working out the effects of a Stray Shot.
- **Fly:** A ripper jack ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.
- **Flitter:** Fighters attempting to hit a Ripper Jack in close combat suffer a -2 to hit modifier.
- **Envelop:** Ripper jacks do not fight in close combat the normal way, instead making the following Envelop attack:

Envelop (single): Roll a D6 for a Ripper Jack; if the roll is lower than the model's initiative, or a roll of 1 in any circumstances, then the Ripper Jack has enveloped its target's head. Models may only be enveloped by one Ripper Jack at a time, though several could attempt to envelop a victim before the rest move onto a new target.

An enveloped fighter becomes **Enveloped** – they are prone, and may not move or shoot until he goes out of action or the Ripper Jack is pulled off. IF the victim is engaged in close combat, they count as being Seriously Injured, but may not make Move actions.

Instead, roll 2D6 for the victim when either the victim or the ripper jack activates. 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 – the victim immediately suffers a S4 hit with no armour save allowed. Models reduced to 0 wounds by a Ripper Jack are automatically taken Out of Action (see below).

During the recovery phase, the model must make the same test, but will not suffer damage.

Models may aid friends being attacked by Ripper Jacks as a (Basic) action during their activation. To do so, they must be in base-to-base contact with the victim; they add their strength to that of their companion when working out if the Ripper Jack is removed.

A model may attempt to hit the Ripper Jack in close combat before it Envelops them, or it may disengage if it is not enveloped – in which case, the Ripper Jack may make unarmed Reaction Attacks against the fleeing fighter.

- **Serious Injuries.** If a model is taken out of action by a Ripper Jack, do not roll on the normal Lasting Injuries chart. Instead, roll on the Ripper Jack Injury chart below:

D66 Roll	Injury
11-16	Survived Against the Odds
21-26	Knocked Out
31-35	Greivous Injury
41-46	Eye Injury
51-53	Head Injury
54-56	Enfeebled
61-66	Memorable Death

SUMPKROCS

Some Krocs live in the wild, living in the sump seas and pools of the Underhive.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	-	4	4	2	6+	2	8+	6+	7+	11+

Sumpkrocs are armed with their Ferocious Jaws:

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
<i>Ferocious jaws</i>	-	E	-	-	S	-1	1	-	Melee, Rending

Special Rules

- **Scaly Hide:** The Sumpkroc has a naturally scaly and resilient hide, granting it a 5+ save roll.

WILD CANIDS

Dogs are everywhere, some are domesticated, others are not.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	3+	-	3	3	2	6+	2	8+	6+	7+	11+

Equipment: Savage Bite

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Savage Bite	-	E	-	-	S	-2	1	-	Disarm, Melee

Special Rules:

- **Small Target:** Ranged attacks against Wild Canids are at -1 to hit. In addition, a Wild Canid is never a potential target when working out the effects of a Stray Shot.
- **Loyal Companions:** Hive dwellers may be accompanied by Canids; in which case they act as an Exotic Beast owned by a Dweller. While the Canid is Standing and either Active or Engaged and within 3" of its owner, enemy fighters may not make a Coup de Grace action against the owner.
- **Combat Master:** The fighter never suffers penalties to their hit rolls for interference, and can always grant assists, regardless of how many enemy fighters they are Engaged with.

UNDERHIVE HORRORS

Many dark things fester and grow within the shadows of the underhive. The hardy denizens of these dark places have become inured to the day-to-day horrors of underhive flora and fauna through constant exposure to the dangers of their home. But other things can lurk in hidden corners and dark places, things that will test the mettle of all but the hardiest of gangers...

HORRORS OF THE UNDERHIVE

The idea of a wandering monster will not be a new one to most gamers. Anyone who has ever played a roleplay game of any type will be familiar with the concept of encountering a Horror of the Underhive on their travels. Indeed, the concept is not a new one to Necromunda either, the Beast's Lair can be considered to be a Horror of the Underhive, albeit one that doesn't wander around looking for trouble so much as it simply tries to defend its home from invaders!

USING HORRORS OF THE UNDERHIVE

If both players agree or at the Arbitrator's discretion, a Horror of the Underhive can be added to any of the core scenarios. Their inclusion should be agreed by the players before battle commences. Alternatively, the Arbitrator can choose to introduce a wandering monster as a surprise element for their players once a battle is underway.

There are six broad types of Horror of the Underhive: Possessed Hivers and Xenos Abominations. These types are further divided into three classes, representing the level of threat the Horror of the Underhive will pose to any that encounter it: Peril Minoris; Peril Secundus and Peril Extremis. A Peril Minoris, for example, can be introduced to a scenario between two relatively inexperienced gangs, complicating matters without rendering a victory for either side impossible. By contrast, a Peril Extremis Horror of the Underhive is best saved as a complication for a battle between two very experienced, well-developed gangs.

DEPLOYING HORROR OF THE UNDERHIVE

From the start of the second round onwards, there is a chance that a Horror of the Underhive will show up. At the start of each round, after rolling for Priority, either the player with priority or the Arbitrator rolls a D6 on the table below. If the wandering monster cannot be deployed as described, it is not deployed this round. Roll again at the start of the next round:

D6	Result
1-3	Nothing Happens
4	A Horror of the Underhive appears and is placed either by the player with priority or the Arbitrator within the deployment zone of the player with Priority, but not within 6" of any fighter.
5	A Horror of the Underhive appears and is placed either by the player with priority or the Arbitrator within 6" of the centre of the battlefield, but not within 6" of any fighter.
6	A Horror of the Underhive appears and is placed either by the player with priority or the Arbitrator anywhere on the battlefield that is not within 6" of any fighter.

GENERATING A HORROR OF THE UNDERHIVE

To determine the class of Horror of the Underhive that shows up during a battle, look up the gang rating of the gang with the lowest rating taking part in the battle on the table below, then roll a D6 to determine the type. Alternatively, the players or the Arbitrator may choose either the category of Horror, the type of Horror, or both:

Gang Rating	Class of Horror
1000-1300	Peril Minoris
1301-1600	Peril Secundus
1601 +	Peril Extremis

Peril Minoris and Peril Secundus Table	
D6	Result
1-3	Possessed Hiver
4-6	Xenos Abomination

Peril Extremis Table		
D6	Editor's Bestiary Suggestion D36	Result
	11-12	Ambull and D2 Borewyrms Infestations
	13-14	Chaos Spawn
	15-16	Gigantic Spider and D3 Giant Spiders
	21-22	Murder Cyborg
1-3	23-24	Possessed Hiver
	25-26	Purestrain Genestealer
	31-32	Sump Horror
4-6	33-34	Xenos Abomination
	35-36	Player with lower gang rating picks.

ACTIVATING A HORROR OF THE UNDERHIVE

Unlike normal fighters, Horrors of the Underhive activate at the start of the End Phase, before Bottle tests are made. Control of a Horror of the Underhive automatically belongs to the Arbitrator. If there is no Arbitrator, both players roll a D6, re-rolling ties. The player that rolls the highest takes control of the Horror of the Underhive for the duration of its Activation.

During its Activation, a Horror of the Underhive can perform Actions just like a normal fighter. However, the Horror of the Underhive treats all fighters on the battlefield as enemy fighters, including those belonging to the player that has control of it.

DEFEATING A HORROR OF THE UNDERHIVE

Should a gang face and defeat a Horror of the Underhive, the rewards are high:

- Any fighter that inflicts a wound on a Horror of the Underhive that is not saved gains **D3** Experience point.
- Any fighter that takes a Horror of the Underhive Out of Action gains **2D3** Experience points.
- When a fighter takes a Horror of the Underhive Out of Action, their gang gains 1 Reputation point.

Where a scenario requires there to be a Sump Horror, you could use any of the following horrors. At the start of the End phase of each round, an Underhive Horror, if not controlled by an Arbitrator, fights any fighters in base contact, or if there are no fighters in base contact, it moves, or charges (if in range), toward the nearest fighter. If it cannot see an enemy fighter, it moves towards the closest enemy fighter.

AMBULL (PERIL EXTREMIS)

Ambulls are towering bipedal creatures possessed of strength and durability beyond almost any other beast of their size. They make their lairs in subterranean cave networks. They aggressively defend their territory from interlopers and also seek out potent energy sources to consume. On Necromunda, Ambulls are rare and terrifying prospects, which hivers hope to avoid.

Ambulls will be accompanied by 2 Borewyrms.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
6"	3+	6+	6	6	7	4+	4	6+	2+	6+	12+

Weapons: The Ambull attacks with its Enormous Claws

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Enormous Claws	-	E	-	-	S	-3	2	-	Melee

Special Rules

- **Skills:** Infiltrate, Unstoppable
- **Armour:** Chitin armour (3+),
- **Terror:** If an enemy makes a Shoot or Charge action that targets this fighter, they must make a Willpower check before moving, rolling 3D6 and choosing the two lowest dice. If the check is failed, they cannot move and their action ends immediately.

CHAOS SPAWN (PERIL EXTREMIS)

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
D6"	?	-	?	?	?	?	?	-	-	-	-

When the Chaos Spawn is added to the gang, fill in a Fighter card for it as normal. For each characteristic value that is shown as a (?), roll a D6 and consult the appropriate column on the following table (roll separately for each such characteristic).

D6	WS	S	T	W	I	A
1	5+	3	4	1	5+	1
2-5	4+	4	5	2	4+	2
6	3+	5	6	3	3+	3

Note that the Movement characteristic is random, determined by rolling a D6 each time the Spawn makes a Move or Charge action, and that a Spawn will move D6" plus D3" when it charges.

EQUIPMENT

A Chaos Spawn carries no weapons and will always make unarmed attacks.

SPECIAL RULES

- **Warped Monstrosity:** Chaos Spawn cannot be Pinned and will never become Broken or Insane. Any Flesh Wound and Serious Injury results on an Injury roll for it are ignored. If one is taken Out of Action, it does not suffer a Lasting Injury – instead, it is automatically restrained during the Wrap-up (as described below).
- **Mindless Beast:** The only actions a Chaos Spawn can make are Move, Charge, Fight and Coup de Grace. It cannot use weapons or equipment of any kind. Any Cool or Willpower checks made for a Chaos Spawn automatically pass, but any Leadership or Intelligence checks automatically fail.

GIGANTIC SPIDER (PERIL EXTREMIS)

In the deepest depths of the underhive truly monstrous spiders lurk in the eternal gloom. Despite the dangers of these behemoths, hunters seek them out for their meat, venom and jewel like eyes.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	6+	5	5	4	4+	3	5+	3+	5+	10+

Weapons: A Gigantic Spider is armed with Venomous Bites, Razor-Sharp Talons, and its Web Spit:

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Web Spit	-	T	-	-	2	-	-	2+	Silent, Template, Web
Venomous Bites	-	E	-	-	-	-2	-	-	Melee, Toxin
Razor-Sharp Talons	-	E	-	-	S+1	-1	1	-	Melee, Rending

Special Rules

- **Clamber** – When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.
- **Chitin** – The Gigantic Spider has a 4+ armour save.
- **Horrid Scale:** The Gigantic Spider counts as having Nerves of Steel
- **Trail Lines:** The model also counts as being equipped with a Grapnel-Launcher
- **Terror:** If an enemy makes a Shoot or Charge action that targets this fighter, they must make a Willpower check before moving, rolling 3D6 and choosing the two lowest dice. If the check is failed, they cannot move and their action ends immediately.

MURDER CYBORGS (PERIL EXTREMIS)

Murder Cyborg assassins secretly infiltrate gangs present for their own missions. In a scenario using these, at the discretion of all players, or on the arbitrator's instructions, there will be an assassin amidst the players.

Whenever a fighter suffers a wound as a result of a hit from a weapon with a Damage characteristic other than '-', the owning player should roll a D6. On a 5+, a cyborg assassin is revealed. Remove the wounded fighter from the board (they do not count as having been Seriously Injured or taken Out of Action) and replace them with an appropriate model to represent the cyborg assassin. Each assassin uses the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
4"	3+	2+	4	5	3	4+	3	8+	3+	5+	8+

Weapons: Two bolt pistols (with las-projectors), shotgun (with execution shells)

Wargear: Light carapace armour, displacer field, frag grenades, krak grenades, **skeletal enhancers – superior**

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Bolt pistol with Las Projector	6"	12"	+2	-	4	-1	2	6+	Sidearm, Rapid Fire (1)
Shotgun with Executioner Shells	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited
Frag Grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Grenade, Knockback
Krak Grenades	6"	24"	-1	-	6	-2	2	6+	Blast (25mm), Demolitions, Grenade

SPECIAL RULES

- **Skills:** Fast Shot, Gunfighter, Iron Jaw
- **Cyborg Toughness:** An assassin is unaffected by the Coup de Grace action and treats any Out of Action results on the injury dice as a Serious Injury instead. While Seriously Injured, the cyborg does not roll Injury dice in the End phase. Instead, they will recover (suffering a Flesh Wound as normal) if they can roll equal to or less than their Toughness value (*for the purpose of this roll, Flesh Wounds suffered do not count*). .
- Once an assassin reaches 0 Toughness, as a result of Flesh Wounds, it cannot recover – though it may still make a Crawl (Double) action – and can now be removed from the board with a Coup de Grace action.
- The cyborg assassin ignores the effects of the Flash, Gas and Toxin traits and cannot be Pinned. The cyborg assassin may be subject to the Blaze condition, but unlike other fighters, it may still perform actions.
- **Cyborg Mission:** When the cyborg is first revealed the player with Priority should roll a D6 on the following table to find out what its mission is. The player who has Priority controls the cyborg as if it were one of their fighters, although it must follow its directives as detailed below. The assassin never counts as a friendly model for either gang.

CYBORG'S MISSION

D6 Result

1-2 Extermination Directives: The cyborg must kill everyone. If it is Engaged, it take Fight actions, if not, it will target the closest model with a Shoot action. If it can see more than one model, it must divide its Shoot actions between them as evenly as possible, starting with the closest model and moving outward (it must take Cool tests as normal to target models other than the closest). If it cannot see any models, it must move toward the nearest model.

3-4 Decapitation Subroutines: The cyborg must kill the Leaders. The assassin acts as above. However, it will only target Leader models, only fighting other models if they are either Engaged with it, or blocking its path to a Leader.

5-6 Preservation Protocols: The cyborg must return to its masters. When the assassin is revealed, the player who has Priority picks a point on the board edge farthest from the assassin – this is the cyborg's escape point. If the assassin ends any round in base contact with the escape point, it is removed from the board. While escaping, during each activation, the cyborg must make at least one Move action that takes it closer to the escape point if possible, though it can shoot at the closest targets as detailed above, at the controlling player's discretion.

PURESTRAIN GENESTEALER (PERIL EXTREMIS)

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	6+	4	5	4	3+	4	7+	4+	6+	10+

Wargear: A Purestrain Genestealer may be armed with venomous bites and razor-sharp talons: It also counts as being equipped with a Bio-booster and Photo-goggles.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Venomous Bites	-	E	-	-	-	-2	-	-	Melee, Toxin
Razor-Sharp Talons	-	E	-	-	S+1	-1	1	-	Melee, Rending

Skills: Dodge, Evade, Nerves of Steel, Rain of Blows

SUMP HORROR

Sump Horrors are monsters of various forms in the underhive – these are deadly and unexpected beasts whose emergence may often spell the end of a gang as it is viciously cut down in the deep dark.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
3"	5+	6+	7	6	8	4+	4	9+	2+	6+	12+

Wargear: The Sump Horror has a 5+ save, cannot be Pinned, and its attacks are Strength 7 and inflict 2 Damage with a save modifier of -3.

Special Rules

- **Terror:** If an enemy makes a Charge action that targets this fighter, they must make a Willpower check before moving, rolling 3D6 and choosing the two lowest dice. If the check is failed, they cannot move and their action ends immediately.
- **Unstoppable Advance:** Coup de Grace actions cannot be taken against the monster. At the start of the End phase of each round, the Sump Horror fights any fighters in base contact, or if there are no fighters in base contact, it moves, or charges (if in range) toward the nearest fighter.

POSSESSED HIVER (PERIL MINORIS, SECUNDUS OR EXTREMIS)

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Peril Minoris Possessed Hiver	5"	4+	4+	3	3	3	4+	2	5+	5+	6+	9+
Peril Secundus Possessed Hiver	5"	3+	4+	4	4	4	3+	3	5+	4+	5+	9+
Peril Extremis Possessed Hiver	6"	2+	3+	5	5	5	3+	4	5+	3+	4+	9+

Wargear: Daemonic Talons, Bio-booster (representing inhuman resilience to harm), Photo-goggles (representing a preternatural ability to see in low light), Respirator (representing a daemonically imbued resistance to hostile environments).

Weapon	Rng		Acc		Str	A P	D	Ammo	Traits
	S	L	S	L					
Daemonic Talons	-	E	-	-	S	-2	2	-	Cursed, Melee, Rending

Skills: Bull Charge, Catfall, Dodge, Nerves of Steel, **Non-Sanctioned Psyker**, Rain of Blows

SPECIAL RULES

- **Daemonic Speed:** At the discretion of the controlling player, rather than performing two actions when activated, a Possessed Hiver of any class may instead perform D3 Actions during their Activation.
- **Peril Extremis:** If an enemy fighter wishes to make a Fight (Basic) or Shoot (Basic) action that targets this fighter, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately.
- **Daemonic Invulnerability:** The entity possessing the hiver is a creature of the Warp, almost invulnerable to mundane weapons. It confers much of this invulnerability onto its host. The Possessed Hiver has a save roll which cannot be modified by Armour Penetration. The roll is determined by the class of the Possessed Hiver:

Peril Minoris: 6+ save roll.

Peril Secundus: 5+ save roll.

Peril Extremis: 4+ save roll.

WYRD POWERS

All Possessed Hivers have the following Wyrd powers, as well as a number of additional powers:

TELEKENESIS: Levitation (**Basic**), Continuous Effect

PYROMANCY: Daemonic Scouring (Basic): Coruscating balefire erupts from the Possessed Hiver's eyes or outstretched hands, engulfing the enemy. Immediately make a ranged attack with the following weapon:

Weapon	Rng		Acc		Str	A P	D	Ammo	Traits
	S	L	S	L					
Daemonic Scouring	-	T	-	-	2	-2	1	-	Blaze, Cursed, Template

Possessed Hivers also have a number of additional Wyrd powers, generated by rolling on the Wyrd Powers Table (see page 50).

The number of additional Wyrd powers a Possessed Hiver has is based on their class:

- A Peril Minoris Possessed Hiver has one additional Wyrd power.
- A Peril Secundus Possessed Hiver has two additional Wyrd powers.
- A Peril Extremis Possessed Hiver has three additional Wyrd powers.

XENOS ABOMINATION (PERIL MINORIS, SECUNDUS OR EXTREMIS)

The following allows you to create Xenos Abominations for your games by selecting the profile, weapons, skills and special rules to suit almost any model you may wish to use. Players should agree these details prior to the start of the battle. Arbitrators are free to create an Xenos Abomination to suit their needs.

First, choose a profile for the Xenos Abomination from one of the following charts:

PERIL MINORIS XENOS ABOMINATION PROFILES

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	3+	6+	2	3	3	4+	2	5+	6+	7+	10+
5"	5+	6+	3	4	2	3+	3	7+	7+	7+	10+
3"	4+	6+	3	3	2	5+	2	5+	5+	5+	4+

PERIL SECUNDUS XENOS ABOMINATION PROFILES

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	3+	6+	3	3	4	4+	3	6+	4+	7+	10+
5"	4+	6+	3	4	3	3+	3	7+	5+	7+	10+
3"	4+	6+	4	3	3	4+	3	5+	4+	5+	4+

PERIL EXTERMIS XENOS ABOMINATION PROFILES

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
7"	3+	6+	4	5	5	4+	3	6+	3+	6+	10+
6"	4+	6+	4	5	4	3+	4	7+	4+	6+	10+
5"	4+	6+	5	5	4	4+	3	5+	3+	5+	10+

Once a profile is selected, it is time to choose weapons, Wargear and skills for the Xenos Abomination. How many of each a Xenos Abomination can take depends upon its class:

Type	Weapons	Wargear	Skills
Peril Minoris Xenos Abomination	1	1	2
Peril Secundus Xenos Abomination	2	2	3
Peril Extermis Xenos Abomination	3	3	4

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Venomous Bites	-	E	-	-	-	-2	-	-	Melee, Toxin
Razor-Sharp Talons	-	E	-	-	S+1	-1	1	-	Melee, Rending
Writhing Tentacles	E	3"	-	-	S	-1	1	-	Entangle, Melee, Versatile
Shearing Spines and Bony Growths	E	1"	-	-	S+1	-	2	-	Melee, Versatile
Web Shooter	-	T	-	-	2	-	-	2+	Silent, Template, Web

Skills: A Xenos Abomination can choose its skills from the following sets: Agility, Brawn, Combat or Ferocity.

Wargear: Bio-booster (representing an inhuman resilience to harm), Mesh armour (representing a chitinous or scaly hide), Photo-goggles (representing an ability to see in low light or an acute sense of smell), Respirator (representing a resistance to hostile environments).

AUTOMATA

DEFENCE SERVITOR

The Defence Servitor is an immobile automaton used by Guilders and Mercators to look after their stock or stashes. The Defence Servitor cannot move, has a 360 degrees vision arc, and is equipped with a grav-gun, *autoslugger*, Servo-Claw, and light carapace armour.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
-	5+	4+	5	5	1	3+	2	7+	5+	9+	8+

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
<i>Autoslugger</i>	8	24	+1	-	3	-	1	4+	Rapid Fire (2)

SPECIAL RULES

Mindless Automaton: The Defence Servitor counts any injury roll as a Flesh Wound – it can only be taken Out of Action by being reduced to Toughness 0. In addition, the Defence Servitor cannot be pinned and automatically passes any Cool tests it is required to take.

MINING AUTOMATA

Sometimes, when gangs are hunting for a rumoured archaeo-hoard they may find an abandoned mining automata. The automata has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
4"	4+	5+	5	5	5	6+	3	12+	2+	6+	10+

Wargear: An automata is equipped with light carapace armour and is armed with a meltagun and a heavy rock cutter.

Special Rules

Imposing: An automata cannot be Pinned.

Powered Down: Unless the Arbitrator decides otherwise, at the start of the battle, an automata is in a powered-down state. To power up the automata, a fighter from either gang that is within 1" of it can perform a **Power Up (Simple)** action. The fighter makes an Intelligence check and, if passed, the automata becomes powered up. Once powered up, the automata immediately becomes Ready and will act as a part of the gang who powered it up until it powers down.

In the End phase, the automata returns to a powered down state.

PART TEN: TABLE OF TACTICS CARDS

^(B): From Underhive base set.

^(C): From Cawdor pack.

^(DA): From Dark Uprising box

^(D): From Delaque pack.

^(EN): From Enforcer pack.

^(E): From Escher pack.

^(G): From Goliath pack.

^(O): From Orlock pack.

^(U): From Underdog pack.

^(V): From Van Saar pack.

^(W): Web promo card and web downloads

UNDERDOG TACTICS CARDS

Underdog cards are available to any gang which is an Underdog. A player's gang is classed as an Underdog if their Starting Crew is less than their opponent's. If so, they access special Underdog benefits up to the value of their credit difference. A random Underdog card is worth 200 credits, a chosen Underdog card is 400 credits.

Name	Condition	Description
Decoy ^(U)	During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.	If, at the end of the battle, this fighter has been taken Out of Action by an enemy Champion or Leader, this fighter gains D3 Experience points and 2D6x10 credits are added to your gang's Stash.
Giant Killer ^(U)	Play this card at the start of the battle, before the first round.	For the duration of the battle, all of your fighters gain 1D3 extra Experience point for taking an enemy fighter Out of Action.
Grateful Trader ^(U)	Play this card during Step 7 of the pre-battle sequence.	Choose one item of Wargear from the Legal Trading Post, up to a value of 3D6x10 credits with a Rarity of 10 or less. For the duration of this game, you may equip one of your fighters with the item. If you win the battle, that fighter may keep the item.
Hard Training ^(U)	During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.	When the fighter activates for the first time, reveal this card. You may immediately give this fighter one Primary skill and one Secondary skill of your choice (gangsters count as Specialists for purposes of skill selection) These skills last until the end of the battle.
Miraculous Recovery ^(U)	Play this card during Step 7 of the pre-battle sequence.	Choose one of your fighters who is in recovery. The fighter makes a sudden recovery and is no longer in Recovery. You may immediately swap this fighter for another fighter in your crew.
Old Wound ^(U)	Play this card during Step 7 of the pre-battle sequence.	Choose one of your opponent's fighters. This fighter begins the game with a Flesh Wound.
Paid in Full ^(U)	Play this card during Step 3 of the post-battle sequence.	For each friendly fighter who was taken Out of Action, add D6x10 credits to your gang's Stash.
Secret Stash ^(U)	Play this card during Step 3 of the post-battle sequence.	If at least one of your fighters survived the battle without going Out of Action, add 3D6x10 credits to your gang's Stash.
Sudden Death ^(U)	During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.	Should this fighter take an enemy Champion or Leader Out of Action, your gang gains +6 Reputation.
Survivalist ^(U)	During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.	If, at the end of the battle, this fighter has not gone Out of Action or succumbed to their injuries, they gain D6 Experience points.
Wandering Doc ^(U)	Play this card during Step 5 of the post-battle sequence.	You may make one Medical Escort action without having to pay the Doc's fee of 2D6x10 credits from your gang's Stash.
Welcome Stranger ^(U)	Play this card during Step 7 of the pre-battle sequence.	Your gang may immediately hire a single Hired Gun worth up to 200 credits for free. This fighter is added to your crew prior to deployment. If no suitable model is available, discard this card and draw another. <i>Note that this card is included twice in this deck, potentially allowing to Hired Guns to be fielded.</i>
Welcome Stranger ^(U)	Play this card during Step 7 of the pre-battle sequence.	Your gang may immediately hire a single Hired Gun worth up to 200 credits for free. This fighter is added to your crew prior to deployment. If no suitable model is available, discard this card and draw another. <i>Note that this card is included twice in this deck, potentially allowing to Hired Guns to be fielded.</i>

GENERIC GANG TACTICS

Gangs form a deck of 30 to 40 Tactics cards, picked from the generic Tactics Cards and any specific to their gang.

Number	Name	Condition	Description
1	...Click ^(B)	Play this card after an enemy fighter completes an attack with a ranged weapon.	Roll a D6. On a 3+, the weapon immediately runs Out of Ammo, as if it had failed an Ammo check.
2	A Good Day ^(G)	Play at the start of the game after both sides have set up.	Choose a Champion or Leader model in your crew. Tuck this card under that fighter's card. For the duration of the game, Cool checks for other fighters from your gang have a +2 modifier if they are within 3" of the chosen Champion or Leader.
3	Adrenaline Surge ^(G)	Play when activating a fighter.	The fighter can make one additional action this turn.
4	A Present for You ^(WD)	Play this card when your opponent activates one of their fighters, even if the fighter was activated as part of a Group Activation.	Centre the 3" blast marker on the fighter who has just activated, then roll the Scatter dice and a D6 to see where the marker moves to. If a Hit is rolled on the Scatter dice, the marker remains where it is. Roll a D6 on the table below to determine what kind of Traits the Blast has: [1-2 Concussion, 3-4 Flash, 5-6 Fear, Gas). Any fighters under the marker immediately suffer a hit with the Trait(s) listed.
5	Authority Breakdown ^(CGC)	Play this card during any Action phase, after Fleeing the Battlefield but before Activate Fighters.	For the duration of this round, the range of Leading by Example for your opponent's Leader is decreased to 3". If your opponent's leader is not available for this battle, discard this card.
6	Bait and Switch ^(W)	Play this card instead of activating a fighter.	Take a Ready marker from any of your fighters and place it on a fighter who has already activated this round.
7	Battle Madness ^(E)	Play instead of activating a fighter.	Choose a Broken Fighter from either gang. They immediately make a ranged attack against the closest fighter they can see, friend or foe. If they are in base contact with another fighter, they make close combat attacks instead. <i>YAQ: The player who played Battle Madness makes all the decisions. If using a blast or template weapon, The attack is resolved with the Blast marker/Flame template centred on the closest visible fighter. Finally, the Battle Madness tactics card is played on a fighter who carries a Versatile weapon, it can be used to make close combat attacks against fighters they are not in base to base contact with them.</i>
8	Beast Lure ^(E)	A fighter can spend an action to play this card.	Place the Beast's Lair marker within 3" of this fighter. Then, they can move up to D6". If they end the action within 6" of the lair, there is a chance they will be attacked as normal.
9	Beast Repellent ^(U)	Play this card when activating a fighter.	For the duration of this fighter's activation, they do not risk rousing the Beast, regardless of how close they are to the Beast's Lair.
10	Blackout ^(E)	Play this card at the start of any round.	For the duration of this round, ranged attacks have an additional -1 modifier if made against targets between 6" and 12" away, or a -2 modifier if made against targets more than 12" away. Attackers using an infra-scope or photo goggles, or targeting a fighter with a Blaze marker, ignore these penalties.
11	Blade for Every Occasion ^(CGC)	Play this card when activating a fighter.	Tuck this card under the fighter's card. Until the end of the battle, this fighter has an additional axe.
12	Blazing Fury ^(E)	Play this card when activating a fighter.	For the duration of this fighter's turn, the Shoot action is treated as Simple rather than Basic.
13	Bloodlust ^(CGC)	Play this card when a friendly fighter makes a Charge (Double) action.	Choose a friendly visible fighter with a Ready marker within 8" of the charging fighter. Once the charging fighter's charge is fully resolved, the chosen fighter may immediately make a Charge (Double) action. Remove their Ready marker once this is resolved.
14	Blood Debt ^(B)	Play this card when one of your fighters is taken Out of Action by an enemy fighter's attack.	For the rest of the battle, add 1 to the result of any hit rolls for fighters from your gang when they target the attacker. Tuck this card under the attacker's Fighter card as a reminder. <i>YAQ: With Blast weapons, you only get the +1 to hit bonus if the attack directly targets the enemy fighter (i.e. the Blast marker is centred on them).</i>
15	Blood-Drenched Champion ^(CGC)	Play this card instead of activating a fighter.	An enemy fighter of your choice that is visible to your leader must pass a Nerve test, subtracting 2 from the result, or become Broken.
16	Blood Fury ^(CGC)	Play when one of your fighters loses a Wound.	Tuck this card under the fighter's card; for the rest of the battle, that fighter has the Berserker skill.

17	Blood Surge ^(CGC)	Play this card when activating a fighter.	For the duration of the round, the fighter is treated as if they had used a stim-slug stash. However, during the End phase, they do not need to check for a stim overload.
18	Born to Slaughter ^(CGC)	Play this card immediately after it has been drawn during step 7 of the pre-battle § sequence.	Nominate one fighter from your starting crew. For the duration of this battle, that fighter gains +1 to their Weapon Skill and Cool but -1 to their Ballistic Skill and Willpower.
19	Breach and Clear ^(En)	Play after a friendly fighter makes an Operate Door (Simple) action or successful Force Door (Basic) action.	The fighter may immediately make a free Shoot (Basic) action.
20	Bullet Magnet ^(U)	Play this card when a fighter fires a weapon with the Rapid Fire trait.	Add 1 to the number of hits rolled on each Firepower dice.
21	Burst of Courage ^(E)	Play this card when making a Cool check for a fighter.	The fighter automatically passes the check, and any more Cool checks they are required to make until the end of the round.
22	Chain Attacks ^(E)	Play when a fighter takes an enemy Out of Action with a Melee attack.	The activating fighter can make an immediate move action, and must move towards an enemy model. If they move into base-to-base contact with another fighter, they make a Fight Basic action. Their activation then immediately ends.
23	Close to Retirement ^(En)	Play at the start of any round.	Until the End phase of this round, your opponent's Leader suffers a -2 modifier to any Cool checks they must make. If your opponent's Leader is not available for this battle, discard this card.
24	Combat Drugs ^(V)	Play when a fighter makes a melee attack.	Until the end of this turn (Editor's Suggestion: Round), the fighter gains D3 additional attacks. However, should the fighter gain the full 3 additional attacks, they will automatically suffer a Flesh Wound at the end of their activation.
25	Counter-Assault ^(U)	Play this card when one of your fighters makes a Reaction attack.	The fighter's Reaction attacks are made at +1 to Hit. In addition, they automatically pass the Initiative check required to make Reaction attacks against disengaging enemy.
26	Crossfire ^(E)	Play this card when a fighter makes a ranged attack against a target who has already been shot at by a friendly fighter.	The hit roll succeeds automatically. <i>YAQ: The two range attacks must take place during the same round.</i>
27	Cut Their Supply ^(En)	Play at the start of the game after both sides have deployed.	Choose a weapon possessed by an enemy fighter. For the duration of the game, this weapon loses the Plentiful trait if it has it, and gains the Scarce trait if it doesn't have it.
28	Dangerous Footing ^(V)	Play when your opponent activates a fighter.	Immediately place a Pitfall Crater marker beneath the fighter. The fighter must take an Initiative test. If the test is passed, the fighter makes a Move action to safety and their activation continues. If the Initiative test is failed, the fighter falls into the crater and falls according to the rules for Pitfalls. The pitfall Crater remains in place for the duration of the battle.
29	Deadlock ^(G)	Play this card at the start of any round. Note: Zone Mortalis only.	Choose a closed door anywhere on the board. For the duration of this round, the door cannot be opened in any way.
30	Death Trap ^(C)	Play this card when an enemy fighter makes an Operate Door action to either open or close a door. Note: Zone Mortalis only.	The fighter must test to see if they are struck by the door, as if they were standing in a doorway when the door is closed.
31	Dedicated to Duty ^(En)	Play during the End phase, before you make a Bottle test.	Your gang automatically passes their Bottle test.
32	Desperate Effort ^(G)	Play when it is your turn to activate a fighter, but none of your fighters have Ready markers.	Pick one of your fighters and activate them as though they had a Ready marker. At the end of the action, they are Pinned.
33	Disorienting Shadows ^(D)	Play at the start of any round, after rolling for Priority.	Nominate D3 fighters on the enemy gang. For the duration of this round, they suffer -1 to their Ballistic Skill and Movement characteristics.
34	Distraction ^(G)	Play when your opponent activates a fighter.	The opposite player must make a Willpower check for the fighter. If the check is failed, the fighter can only make one action this turn, instead of two.
35	Double Time ^(W)	Play this card when activating a fighter.	This fighter can perform a free Move (Simple) action during its activation. This free action is in addition to its two normal actions.
36	Double-Fisted ^(O)	Play when a fighter makes a ranged attack.	For the duration of the ranged attack, the fighter can attack with two ranged weapons, resolving a full attack with each, one after the other. Both must be made against the same target.

37	Duck and Cover^(C)	Play this card when activating a fighter.	This turn, the fighter may make two Fire (Basic) actions, provided they use the same Basic or Pistol weapon for both. After resolving these actions, the fighter may move D3".
38	Eager for Battle^(CGC)	Play this card during the End phase, before drawing any cards to determine which fighters become available as Reinforcements.	Ad D3 to the number of Reinforcements you receive this turn. The enemy player deploys these extra Reinforcements on a 1-4, instead of the usual 1-2.
39	Emergency Seal^(G)	Play instead of activating a fighter. Note: Zone Mortalis only.	Ductways cannot be used for the duration of this round – they are treated as not being on the board at all.
40	Fall Back^(V)	Play this card when activating a fighter.	This fighter may immediately make a Retreat (Basic) action without having to make an Initiative check. Additionally, each enemy fighter that was Engaging them is unable to make any Reaction attacks.
41	Fearsome Reputation^(G)	Play after one of your fighters puts an enemy Out of Action.	For the rest of the game, any nerve checks made for enemy fighters within 8" of them have a -2 modifier.
42	Fear of Betrayal^(CGC)	Play this card instead of activating a fighter.	An enemy fighter of your choice with a Ready marker must pass a Cool check or immediately make a Shoot (Basic) action against the closest visible fighter from their own gang, as if they were an enemy fighter. They then lose their Ready marker.
43	Fire Discipline^(O)	Play this card at the start of the battle, after setting up your gang.	For the duration of the battle, ranged attacks made by your fighters only trigger an Ammo check if the Firepower dice rolls an Ammo symbol and the hit roll is a success. <i>YAQ: Fire discipline has no effect on Template weapons and Grenades</i>
44	Forward Planning^(D)	Play at the start of the game, after both gangs have been deployed.	Choose up to three fighters. These fighters may immediately make a free Move (Simple) action. <i>YAQ: this card must be played before infiltrators are deployed</i>
45	Frag Trap^(B)	Play this at the start of the battle, when setting up your gang.	Pick any of your fighters to carry the frag trap, and put this card under their Fighter card. Once during the game, the fighter, as long as they are Active, can make this action: Set Frag Trap (Double) – Place a Frag Trap marker within 1" of the fighter. Then they can move up to D6". If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a Frag Trap marker where the fighter stood. On a 4+, discard this card.
46	Got Your Back^(En)	Play at the start of any round.	Until the End phase of this round, fighters in your gang can provide assists even if they are Engaged with any other fighters from the same gang as the target of the attack. Only one fighter can provide an assist this way for each close combat attack.
47	Grenade Bouquet^(U)	Play this card when a fighter makes an attack with a grenade that has a Blast trait.	The fighter may immediately make three attacks with this type of grenade, rather than the usual one. Each of these attacks counts as a miss and so will automatically scatter. Once all three attacks are resolved, the fighter will automatically fail the Ammo check and run out of grenades of that type.
48	Gripped by Fear^(CGC)	Play at the start of any round, after rolling for Priority.	Nominate D3 fighters on the enemy gang. For the duration of this round, they suffer -1 to their Weapon Skill and Cool characteristics.
49	Group Tactics^(B)	Play this card when it is your turn, before activating any fighters.	Instead of activating one fighter, activate up to three fighters (in the same way as making a Group activation).
50	Hard Stop^(En)	Play when one of your fighters becomes Engaged as part of an enemy Charge (Double) action.	Your fighter may immediately make a free Fight (Basic) action, interrupting the opposing fighter's activation.
51	Having a Bad Day^(E)	Play at the start of the game after both sides have set up.	Choose a Champion or Leader model in your opponent's crew. For the duration of the game, Cool checks for other fighters from the opposing gang have a -2 modifier while that fighter is within 3" of the chosen Champion or Leader.
52	Healthy Paranoia^(G)	Play when activating a fighter.	For the rest of the battle, the fighter have 360° vision arc.
53	Hidden Blade^(D)	Play when a fighter makes a Fight (Basic) action.	The fighter adds D3 to their Attacks characteristic for the duration of this action
54	Hidden Passage^(B)	Play this card at the start of your turn, immediately before activating a fighter. Note: Zone Mortalis only.	Place an unused Ductway marker anywhere on the board, following the normal rules for placing a ductway.

55	History of Violence^(D)	Play during the pre-battle sequence, during Step Five: Choose Crews.	fi Pick a fighter from your opponent's crew. That fighter must pass a Willpower Test . If they fail, the fighter is unwilling to face your gang in combat and so may not be selected for this battle. Your opponent must immediately discard that fighter and select another, following the same crew selection method as already used. If the model passes the Willpower Test, the card has no effect. <i>This cannot be played on leaders and champions.</i>
56	Hive Tremors^(W)	Play at the start of any round.	Every Active fighter on the table must make an Initiative test – any who fail are Pinned. After all fighters have tested, place D3 additional loot caskets anywhere on the table not within 6" of a fighter. Finally, if the game uses a Zone Mortalis scenario, place D3 spare ductways across any walls of your choice. If the game uses a Sector Mechanicus scenario, remove D3 ladders of your choice.
57	Just Add Nails^(G)	Play when making an attack with a frag grenade, before rolling to hit.	The grenade's Blast (3") trait becomes Blast (5").
58	Keen Edge^(CGC)	Play at the start of the game after both sides have deployed.	Choose a Melee weapon possessed by a friendly fighter. For the duration of the game, increase its AP by 1. For example, a weapon with an AP of -1 will 3 have an AP of -2.
59	Last Gasp^(B)	Play this card when one of your active fighters is taken Out of Action.	Before the fighter is removed from play, they can immediately make an attack. This is a close combat attack if they are Engaged, otherwise it is a ranged attack. If they are equipped with a grenade that has the Blast trait, and the Blast marker is centred on them, it will not scatter. As soon as the attack has been resolved, the fighter is removed from play. <i>YAQ: since Coup de grâce is not a close combat attack (so doesn't satisfy the requirement for You're coming with me) and can only be used on Seriously Injured fighters (while Last Gasp requires the fighter to be Standing). However, if the fighter is taken Out of action by a free Coup de grâce action granted by a close combat attack that left them Seriously Injured (see RB p69, step 8) then those cards can be used.</i> <i>YAQ: : if the fighter has been taken Out of action from range by a Versatile weapon, then they can benefit from You're coming with me but only if they also carry Versatile weapons.</i>
60	Last Round^(U)	Play this card when activating a fighter that has one or more Out of Ammo markers on them.	Choose one of this fighter's ranged weapons that is Out of Ammo. The fighter immediately performs a Shoot (Basic) action with that weapon that will hit automatically. Do not roll an Ammo Dive - the weapon remains Out of Ammo. Weapons with the Rapid Fire (X) trait make only one shot.
61	Long Arm^(En)	Play at the start of any round.	Until the End phase of this round, friendly fighters count as having +1 Strength for the purposes of determining the Long range of a grenade.
62	Look the Other Way^(En)	Play this card when a sentry spots an attacker. Editor's Suggestion: Discard if drawn in a scenario not using Sentries.	The sentry does not gain a Ready marker. In addition, you may change the sentry's facing as you wish.
63	Loose cannon^(En)	Play when activating a fighter.	Until the End phase of this round, the fighter treats the Shoot action as (Simple) rather than (Basic). However, until the End phase of this round, the fighter suffers a -1 to their Ballistic Skill.
64	Loud and Clear^(En)	Play during the pre-battle sequence, during Step 8. Deployment.	Tuck this card under a fighter's card. Until the end of the battle, this fighter has stun grenades.
65	Lucky Find^(B)	Play this card when activating a fighter with a weapon that is Out of Ammo.	One of the fighter's weapons is automatically reloaded at the cost of one action – no Ammo check is required. <i>YAQ: Profiles with the Limited trait are removed from the fighter's card when they go Out of ammo so they can never be reloaded by any means. Ammo caches set a precedent for being able to reload Scarce profiles so Lucky Find should also work on them. By the same logic (since Ammo caches can't be used to reload them), Grenade and Single shot profiles can't be reloaded with Lucky Find..</i>
66	Lucky Lho-stick Case^(G)	Play this card when a friendly fighter fails an armour save.	The fighter can re-roll the armour save, ignoring any negative modifiers (including Armour Piercing).
67	Lucky Shot^(W)	Play this card after making either a hit roll, a wound roll or an injury roll.	You may immediately re-roll all of the dice for the roll you have just made. You must accept the result of the second roll, even if it is worse than the first.

68	Machine Curse^(U)	Play this card instead of activating a fighter.	Choose an enemy fighter. They must immediately make an Ammo check of each of their ranged weapons.
69	Makeshift Armour^(B)	One of your fighters can spend an action to play this card.	Tuck this card under the fighter's card; while it is there, their armour save is treated as one point better than it is. If any save roll for the fighter is a 1 (before modifiers), discard this card after resolving the attack(s).
70	Makeshift Cover^(U)	Play this card at the start of any round.	Place D3 barricades or similar pieces of terrain anywhere on the battlefield within 3" of one of your fighter
71	Marked for Death^(CGC)	Play this card instead of activating a fighter.	Choose an enemy fighter. For the rest of the battle, add 1 to result of any hit rolls for fighters from your gang when they target that fighter with a Melee weapon.
72	Master Switch^(O)	Play this card instead of activating a fighter. Note: Zone Mortalis only.	Every door on the board that does not have a door terminal either opens or closes. They must all do the same, i.e., this card cannot be used to open some doors and close others.
73	Melta Trap^(B)	Play this at the start of the battle, when setting up your gang.	Pick any of your fighters to carry the frag trap, and put this card under their Fighter card. Once during the game, the fighter, as long as they are Active, can make this action: Set Melta Trap (Double) – Place a Melta Trap marker within 1" of the fighter. Then they can move up to D6". If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a Melta Trap marker where the fighter stood. On a 4+, discard this card.
74	Nerves of Steel^(V)	Play when a fighter makes a ranged attack.	The fighter may ignore normal Target Priority rules and may instead target any eligible enemy fighter they wish without having to pass a Cool check.
75	No Mercy for the Weak^(CGC)	Play this card instead of activating a fighter	For the remainder of the round, add 1 to the result of any wound rolls for fighters from your gang when they target fighters with one or more Flesh Wounds.
76	Opening Volley^(D)	Play at the start of the game, after both gangs have been deployed.	Choose up to three fighters. These fighters may immediately make a free Shoot (Basic) action. Note that this does not apply if the action would be (Simple) or (Double) for any reason. <i>YAQ: this card must be played before infiltrators are deployed</i>
77	Point-Blank Shot^(O)	Play this card when a fighter makes a Fight action or a Charge action.	Pick one of the fighter's ranged weapons that does not have the Blast trait or Template trait. For the duration of this turn, that weapon gains the Sidearm trait
78	Preemptive Measures^(En)	Play at the start of any round, before rolling for Priority.	Up to two of your fighters may immediately make a free Move (Simple) action.
79	Proper Preparation^(E)	Play this card before setting up the gang at the start of the battle.	Pick one of your fighters and put this card under their Fighter's card. For the duration of the battle, this fighter's weapons gain the Plentiful trait unless they already have the Scarce trait, in which case their weapons are counted as not being Scarce.
80	Quick Time^(C)	Play this card when activating a fighter.	Tuck this card under the fighter's card. While it is there, the fighter's Move is increased by 2. In each End phase, roll a D6. On a 1, the card is discarded.
81	Rapid Fire^(V)	Play this card when activating a fighter.	This turn, the fighter may make two Fire (Basic) actions, provide they use the same weapon for both and make no other actions for any reason. However, at the end of their activation, the weapon counts as automatically having failed an Ammo check.
82	Rapid Healing^(W)	Play this card instead of activating a fighter. Choose one of your fighters.	This fighter either recovers one Wound or removes one Flesh Wound.
83	Reaction Fire^(E)	Play when an enemy fighters is activated, before they make their first action.	Pick a fighter from your gang – that fighter can immediately make a Shoot (Basic) action against the activating enemy model, as long as they are in range and line of sight.
84	Reckless Charge^(W)	Play this card when a fighter makes a Charge (Double) action.	The fighter counts as having rolled a 3 on the D3 to determine their maximum charge range.
85	Rejuve Stimm^(U)	Play this card instead of activating a fighter.	Choose any friendly fighter who has suffered at least one Wound. This fighter immediately regains any lost Wounds.
86	Reload!^(U)	Play this card in the End phase of any round.	Immediately make a Reload (Simple) action for any or all of your fighters.

87	Ricochet^(G)	Play this card after making an unsuccessful hit roll for a ranged attack that does not have the Blast or Template trait.	Pick another fighter within 5" of the target, even if they are not visible to the attacker, and roll to hit against them. Do not roll the Firepower dice again.
88	Rigged Door^(B)	Play this card immediately after an enemy fighter makes an action. Note: Zone Mortalis only.	Pick any door on the board and either close or open it. If closing a door and there is a fighter standing in the doorway, they must test to see whether they avoid closing door as normal.
89	Roger That !^(En)	Play at the start of any round.	Pick a Ganger with a Ready marker. For this turn only, that fighter is treated as a Champion for the purposes of activating group, in other words, if they are activated, you can activate up to one other fighter within 4" of them.
90	Sacrifice^(U)	Play this card when a fighter is hit by a ranged attack.	Nominate a friendly fighter within 2" of the fighter who has been hit. The nominated fighter becomes the target of the ranged attack instead.
91	Secret Cache^(O)	Play this card instead of activating a fighter.	Set up an ammo cache anywhere on the battlefield.
92	Seize the Initiative^(V)	Play this card at the beginning of any round, before rolling for Priority.	You immediately take Priority this turn without any dice being rolled. <i>YAQ: if several players play the Seize the Initiative tactics card during the same round, the cards are discarded and have no effect.</i>
93	Service Tunnels^(D)	Play when deploying your gang.	One fighter chosen by you from your starting crew gains the Infiltrate skill for the duration of this battle and may be deployed accordingly.
94	Shield Wall^(En)	Play this card instead of activating a fighter.	Tuck this card under a fighter's card. For the remainder of the battle, add 1 to fighter's armour save, and any friendly fighter in base contact with this fighter, to a maximum of 2+, against attack that originate from within this fighter's vision arc.
95	Slippery^(V)	Play this card when activating a fighter.	Put this card under the active fighter's Fighter card. Until the end of the battle, this fighter treats the Crawl Through action as (Basic) rather than (Double).
96	Snap Fire^(C)	Play this card after an enemy fighter completes an attack with a ranged weapon.	A readied fighter in your gang may immediately take a shot at the enemy fighter with a Pistol or Basic weapon. However, they must subtract 1 from the hit roll. <i>YAQ: Only Active and Pinned fighters can be used for this card's effect. If the fighter is Active, the shot is resolved as a Shoot action (the enemy fighter must be in their field of view), and a Blind Fire action if they are Pinned. If a Template weapon is used, the enemy fighter must be within range of this weapon (less than 8.5" away, give or take) and the template must be centered on them..</i>
97	Speedy Recovery^(W)	Play this card when making a Recovery test.	One of your fighters can re-roll a single Recovery dice.
98	Spiked Drinks^(D)	Play during the pre-battle sequence, immediately after drawing or selecting tactics cards.	Nominate one fighter from your opponent's starting crew. For the duration of this battle, that fighter suffers -1 to their Ballistic Skill, Weapon Skill, and Intelligence, but gains +2 to their Cool.
99	Spreading Conflagration^(U)	Play this card at the start of any round.	For the duration of this round, fighters activating within 3" of a fighter that is subject to the Blaze condition must test to see if they catch fire, just as if they had been hit by a weapon with the Blaze trait.
100	Stand Firm^(W)	Play this card instead of making a Bottle test.	This round, your gang automatically passes its Bottle test.
101	Steel Fury^(O)	Play this card at the start of any round.	For the duration of this round, fighters from this gang count the Fight (Basic) action as a Fight (Simple) action.
102	Sterner Stuff^(O)	Play this card instead of activating a fighter.	Make a Rally check for each Broken fighter in your gang, as though it was the End phase.
103	Stop Resisting^(En)	Play this card when a friendly Standing and Engaged fighter makes a Fight (Basic) action (including as part of a Charge (Double) action).	Until the End phase of this round, enemy fighters cannot make Reaction attacks against this fighter.
104	Sump Slump^(V)	Play at the start of any turn.	Immediately remove D3 Barricades of your choice from anywhere on the board.
105	Suppressing Fire^(E)	Play this card after making an unsuccessful hit roll for a ranged weapon.	The target is Pinned, even though they were not hit by the attacks. <i>YAQ: Suppressing fire can be used with Blast weapons, but only if the fighter with directly targeted by the attack. The blast marker still scatters (or misfires) as usual (so you may end up pinning other fighters on top of the original target).</i>

106	Swift Justice^(En)	Play this card when one of your fighters is taken Out of Action by an enemy fighter's attack.	A friendly fighter can immediately make a free Shoot (Basic) action against the attacker.
107	Tactical Deployment^(En)	Play during the pre-battle sequence after drawing and selecting. <i>Editor's Suggestion: Discard if this scenario does not use Random (X) selection.</i>	If the scenario uses Random (X) crew selection, you may re-select any fighters of your choice. Shuffle the cards back into your deck and redraw that number of cards. The second draw stands, even if the same fighters are drawn again.
108	Take the Initiative^(W)	Play this card at the start of the round before rolling for Priority	Your gang has Priority this round. If multiple gangs play this card then they must roll off to see who has Priority as normal.
109	Tainted Meat^(CGC)	Play this card immediately after it has been drawn during step 7 of the pre-battle sequence.	Nominate one fighter from your opponent's starting crew. That fighter starts this battle with one Flesh Wound.
110	Tech Override^(O)	Play this card when a friendly fighter makes an Access Terminal action or Bypass Lock action, or when rolling to see if a friendly fighter triggers a booby trap.	If making an Access Terminal action or Bypass Lock action, the intelligence check is passed automatically. If rolling to see whether a booby trap is triggered, you can choose the result instead of rolling.
111	They're Everywhere^{!(O)}	Play this card instead of activating a fighter.	Each enemy fighter who is within 4" of two or more fighters from your gang must make a Cool check. If the check is failed, the enemy fighter is Pinned. <i>YAQ: only Active enemy fighters should make the Cool check.</i>
112	Thundering Charge^(G)	Play when a fighter makes a Charge action, before they move.	Double the fighter's Move instead of adding D3".
113	Trap Chute^(C)	Play when an enemy model crawls through a ductway.	The enemy model is placed by the enemy player within 1" of a randomly chosen ductway with 18" of their current location. If there are no other ductway markers in this then the model is removed for D3 rounds. When they return to play, place them within 1" of the ductway they were crawling through.
114	Trapped Console^(C)	Play this card when an enemy fighter interacts with a console, before the end of the action.	Centre the 3" blast marker on the enemy fighter. All models under the marker suffer a Strength 3, AP -, Damage 1 hit.
115	Trusty Backup^(E)	Play this card when activating a fighter.	Put this card under the active fighter's Fighter card. Until the end of the battle, this fighter has an additional stub gun.
116	Unnerving Whispers^(CGC)	Play this card instead of activating a fighter.	An enemyfighter of your choice must pass a Willpower checkat -2 or become subject to the Insanity condition. Place an Insanity marker onthe fighter and immediatelyroll a D6 on the Insanitytable
117	Unstable Energy^(U)	Play this card when an enemy fighter armed with a las, plasma or melta weapon of any type makes an attack with that weapon.	For the remainder of this round, all enemy weapons of the same type (las, plasma or melta) gain the Unstable trait if they do not already have it. If they already have the Unstable trait, they gain the Scarce trait.
118	Vacuum Chamber^(C)	Place this card when a door is opened. Note: Zone Mortalis only.	All models within 12" of the opening door are immediately moved D6" toward the doorway.
119	Veiled Threat^(CGC)	Playthis card during any Action phase, ,after Fleeing the Battlefield but before Activating Fighters.	Choose a friendly fighter. For the remainder of this round, that fighter cannot be targeted by a ranged attack unless they are the only visible target.
120	Violent-Minded^(O)	Play this card when activating a fighter.	This turn, the fighter can make an additional action (usually three rather than two), as long as at least one of their actions is Shoot or Fight.
121	What's a few Teeth^{?(O)}	Play this when a friendly fighter suffers a Flesh Wound.	The Flesh Wound is ignored. Any other effects of the injury still apply.
122	Wrong Again^(D)	Play when one of your fighters is hit by a ranged attack.	Choose any other friendly fighter within range and line of sight of the attacking model. This chosen fighter becomes the new target for the attack, which is resolved as normal. <i>YAQ: Wrong again... can't be used against Template weapons. It can only be used against Blast weapons if the target of the attack was a fighter and the hit roll was a success.</i>
123	You^{!(C)}	Play this card when activating a fighter.	Choose an enemy model with line of sight to the fighter you have just activated. For the remainder of the game, any ranged or melee attacks made by this fighter against the nominated enemy gain +1 on the wound roll. The fighter can only make ranged and melee attacks against the nominated enemy until that enemy has been taken Out of Action.

124	You're coming with Me! ^(O)	Play when a fighter is taken Out of Action by a close combat attack.	The chosen fighter may make a single close combat attack against the enemy that took them Out of Action. They are then removed from play as normal. <i>YAQ: since Coup de grâce is not a close combat attack (so doesn't satisfy the requirement for You're coming with me) and can only be used on Seriously Injured fighters (while Last Gasp requires the fighter to be Standing). However, if the fighter is taken Out of action by a free Coup de grâce action granted by a close combat attack that left them Seriously Injured (see RB p69, step 8) then those cards can be used.</i> <i>YAQ:: if the fighter has been taken Out of action from range by a Versatile weapon, then they can benefit from You're coming with me but only if they also carry Versatile weapons.</i>

CAWDOR TACTICS

Number	Name	Condition	Description
125	Blessed Visions^(C)	Play at the start of the game after both sides have deployed.	For the duration of the game, the gang's fighters may use their normal BS when making Blind Fire ranged attacks or ranged attack through Ductways.
126	Call the Faithful^(W)	Play this card after both sides have deployed.	You may add an extra D3 fighters to your crew (potentially exceeding the normal crew size for the scenario). These fighters must be chosen randomly from any fighters not already included in your crew.
127	Deadmen Walking^(C)	Play at the start of any End phase.	If your gang is required to make a Bottle test during this End phase, it will automatically pass.
128	Divine Motivation^(C)	Play at the start of the game after both sides have deployed.	For the duration of the battle, the gang's Leader adds 2 to the dice roll for any Cool checks they are required to take. If the leader is taken Out of Action, all friendly fighters must make an immediate Cool check or become Broken.
129	Effigy of the Damned^(C)	Play at the start of any turn.	Choose a terrain feature at least 6" in diameter or a board tile. For the duration of this turn, any models entering or beginning their turns in the affected area must roll to see if they catch fire, just as if they had been hit by a weapon with the Blaze trait.
130	Faith Through Fear^(C)	Play this card when a fighter fails a Cool check.	Instead of suffering the normal effects of failing a Cool check, the fighter immediately charges the nearest enemy model. If there are no enemy models in range, they become Pinned.
131	Faith Through Fire^(C)	Play at the start of any round.	For the duration of this round, friendly models with a Blaze marker on them may move and take actions as normal - though they still take damage as normal. In addition, all their melee attacks gain the Blaze trait.
132	For The Lost!^(C)	Play at the start of any round.	For every friendly model that has been taken Out of Action in the battle so far, one chosen Champion or Leader can add +1 to their Strength and Attacks characteristic, to a maximum of +3. These effects last until the end of the round.
133	Let It Burn!^(C)	Play at the start of any round.	For the duration of this round, all ranged weapons used by friendly models gain the Blaze trait.
134	No Prisoners!^(C)	Play at the start of any End phase.	For the duration of the End phase, Seriously Injured enemy models making Recovery tests must roll two Injury dice and pick the worst result.
135	Redemption^(C)	Play when a friendly fighter is taken Out of Action.	Centre the 3" Blast marker on the fighter that has just been taken Out of Action. All models under the marker count as being hit by a frag grenade.
136	Righteous Day^(C)	Play at the start of any round.	For the duration of the round, all successful wound rolls made against friendly fighter must be re-rolled. However, friendly fighters not engaged in melee must charge the nearest enemy model if possible, or use their entire activation to move as close to the enemy as possible.
137	Stirring Oration^(C)	Play at the start of any round.	Choose one friendly Leader or Champion model. For the duration of the round, the Leading by Example rule applies as long as the fighter can draw line of sight to the chosen model. For this round, the chosen Leader or Champion cannot benefit from the effects of cover.

CORPSE GRINDER CULT TACTICS

Number	Name	Condition	Description
125	Blessed by Death ^(DA)	Play this card when a fighter from your gang takes an enemy fighter Out of Action with a weapon with the Melee trait.	Tuck this card under the fighter's card; for the remainder of the battle, the fighter gains +1 WS.
126	Blood Surge ^(DA)	Play this card when a Standing and Active fighter in your gang is hit by a ranged attack.	The fighter does not become Pinned. Instead, they may immediately make a Move (Simple) action. The fighter may perform this action even if they are not Ready.
127	Bountiful Feast ^(DA)	Play immediately after a fighter in your gang performs a Coup de Grace (Simple) action.	Remove a number of Flesh Wounds from the fighter equal to the Wounds characteristic of the enemy fighter taken Out of Action by the Coup de Grace.
128	Frenzy ^{DA}	Play this card instead of activating a fighter.	Choose a single Ready enemy fighter within 9" and line of sight of one of your fighters. The chosen fighter must make a Cool check. If they fail, they lose their Ready marker and must immediately make a Move (Simple) action, moving as if subject to the Broken condition.
129	Infamous Butcher ^(CGC)	Play this card at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed.	For the duration of this battle, one Corpse Grinder fighter of your choice gains the Fearsome skill.
130	Reign of Blood ^(CGC)	Play this card when a Leader or Champion in your gang takes an enemy fighter Out of Action with a weapon with the Melee trait.	Tuck this card under the fighter's card. When this fighter makes a group activation, they may include one more fighter than normal as part of the group.
131	Rend and Tear ^{DA}	Play this card at the start of any Action phase	Until the End phase of this round, all weapons with the Melee trait used by friendly fighters gain the Rending trait.
132	Savage Brutality ^(CGC)	Play when an enemy fighter is Seriously Injured or taken Out of Action by a Melee attack.	All enemy fighters within 12" that can draw line of sight to the target must take Nerve tests. Any fighters not within 3" become Broken as normal fa if they fail, but automatically rally in the End phase of the round.
133	Scent of Blood ^{DA}	Play this card when a fighter in your gang is taken Out of Action	Choose a friendly Standing and Engaged fighter within 9" and line of sight of the fighter taken Out of Action. They may immediately make a Fight (Basic) action, even if they are not Ready.
134	The Red Hunt ^(CGC)	Play this card during any Action phase, after Fleeing the battlefield but before Activate Fighters	Each friendly fighter Engaged with an enemy fighter can take a Reaction attack; my they do not need to make an Initiative check
135	Visions of Slaughter ^{DA}	Play this card at the start of any Action phase	Until the End phase of this round, fighters from your gang treat the Charge action as (Basic) rather than (Double). However, until the End phase of this round, any fighter from your gang that performs the Charge (Basic) action reduces their Weapon Skill characteristic by -1.
136	Whirlwind of Blows ^{DA}	Play this card when activating a fighter in your gang that is Standing and Engaged.	For the duration of this fighter's activation, increase their Attacks characteristic by 1 for each enemy fighter they are Engaged with.

DELAQUE TACTICS

Number	Name	Condition	Description
125	Assassins^(D)	Play instead of activating a fighter.	For the remainder of this round, any ranged attacks made by a fighter that is outside of the target's vision arc gains +2 to hit.
126	Dancing Shadows^(D)	Play this card when an enemy fighter makes a ranged attack.	The attacking enemy fighter must pass an Intelligence check. If they fail, the attack automatically misses and their activation ends.
127	Darkness Descends^(D)	Play at the start of any round other than the first, after rolling for Priority.	At a pre-planned signal, the lights go out and the battlefield is plunged into darkness. For the remainder of the battle, the Pitch Black scenario rules are in effect. During each End phase, your opponent may roll a d6. On a 6, the Pitch Black rules are lifted and the lights come back on.
128	Dirt on You^(D)	Play at the start of the game, after both gangs have been deployed.	Your gang has some information that is making the Leader of the enemy gang particularly twitchy. For the duration of the battle, your opponent's Leader suffers a -1 modifier to any Cool checks they must make. If your opponent's leader is not available for this battle, discard this card.
129	Eyes in the Dark^(D)	Play at the start of any round, after rolling for Priority.	For the duration of the round, all friendly fighters are treated as having photo goggles. Friendly fighters already equipped with photo goggles may instead ignore cover when making a Shoot (Basic) action targeting a Standing and Active enemy fighter. Note that this does not apply if the action would be (Simple) or (Double) for any reason.
130	Faceless^(D)	Play at the start of any round, after rolling for Priority.	Choose two of your fighters anywhere on the board. These fighters swap positions, even if they are Engaged in melee. Leaders, Champions, Brutes, Hired Guns, and Seriously Injured fighters may not be moved using this card.
131	Friend or Foe?^(D)	Play at the start of any round, after rolling for Priority.	Choose one of your fighters. For the duration of the round, fighters on the enemy gang may not target this fighter with any attacks. Additionally, this fighter may move within 1" of enemy fighters, and vice versa. Should this fighter make any attacks targeting an enemy fighter, this card immediately expires.
132	Ghostly^(D)	Play this card when activating a figure.	Tuck this card under the fighter's card. While it is there, all ranged attacks targeting this fighter suffer an additional -1 modifier to the hit roll. In each End phase, roll a D6. On a 1, the card is discarded.
133	Labyrinth^(D)	Play at the start of the game, after both gangs have been deployed.	You may immediately move D6 obstacles up to 3" in any direction. Alternatively, you may either add or remove D3 obstacles.
134	Mass Infiltration^(W)	Play this card during deployment. Choose D3 fighters in your crew.	For the duration of this battle, these fighters gain the Infiltrate skill.
135	Over Here...^(D)	Play when an enemy model makes a Move (Simply) action.	Instead of moving normally, the chosen enemy fighter moves D6" in a direction chosen by you, stopping if they come into contact with any terrain.
136	Perfect Disguises^(D)	Play during the pre-battle sequence, during Step Five: Choose Crews.	If the scenario uses the Random Selection (X) method for choosing crews, you may add D3 to the number shown in brackets.
137	Vanish^(D)	Play during any End phase, immediately after failing a Bottle test.	Remove all friendly models from the board, even if they are Engaged in melee. The game then ends.

ENFORCER TACTICS

Number	Name	Condition	Description
125	Ankle Holster (DA)	Play this card when activating a fighter	Tuck this card under the fighter's card. While it is there, the fighter may use their stubgun to make Shoot (Simple) actions as well as or in place of making Shoot (Basic) actions with any other ranged weapon. If the Ammo symbol is rolled on the Firepower dice, the card is discarded.
126	Appropriate Force ^(DA)	Play this card when activating a fighter	If this fighter makes a Fight (Basic) action, they gain one additional attack. This attack must be made with a weapon with the Melee trait and cannot be made with a weapon with the Sidearm trait. Roll for this attack separately and, if it hits, resolved at +1 Damage.
127	Big Red Key ^(En)	Play at the start of any round.	For the duration of this round, any Force Door (Basic) actions taken by friendly fighters automatically succeed.
128	Crackdown ^(En)	Play at the start of any round.	Until the End phase of this round, all weapons with the Melee trait used by friendly fighters gain the Concussion trait.
129	"Don't Trip!" ^(DA)	Play this card when an enemy fighter that has used a Move (simple) action to climb finishes the action.	The enemy fighter must immediately pass an initiative check. If they fail, they will fall and are placed back where they started. If the enemy fighter climbed using a ladder or stairs, they gain a +2 modifier to the Initiative check.
130	Extra Vest ^(DA)	Play this card immediately after a fighter fails a save roll.	Roll a D6. On the roll of a 6, the save roll is passed. On any other result, the failed save roll stands.
131	Excellent Reconnaissance (DA)	Play this card at the start of the Deployment step up of the Pre-battle sequence, before any fighters have been deployed.	For the duration of this battle, one Palanite fighter (i.e., a fighter that is not a Subjugator) gains the Infiltrate skill.
132	Informant ^(En)	Play during the pre-battle sequence, during Step 8. Deployment.	Nominate one fighter from the opponent's starting crew. You may remove this fighter and redeploy them as you wish, following the normal deployment rules for the scenario being played.
133	Jaded Veteran ^(En)	Play at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed	For the duration of this battle, one fighter of your choice cannot be subject to the Broken condition.
134	Lockdown ^(DA)	Play at the start of any round	Every open door on the board that does not have a terminal closes. Every closed door on the board that does not have a door terminal becomes locked and can only be opened with force, either by targeting them with attacks or by performing a Force Door (Basic) action against them. Doors with terminals are unaffected by this card.
135	Shock and Awe (DA)	Play at the start of any round	For the duration of this round, D3+1 fighters of the controlling player's choice gain the Fearsome skill.
136	Stop and Search (DA)	Play immediately after a fighter on your gang performs a Coup De Grace (Simple) or Restrain (Simple) action.	The Enforcer rifles through the pockets of their victim. Immediately add D6x10 credits or 1 Portion of Meat to the gang's Stash.

ESCHER TACTICS

Number	Name	Condition	Description
125	A New Strain^(E)	Play immediately before rolling to wound with a Gas weapon.	Add 2 to the result of the dice roll to determine whether the target succumbs to the gas.
126	Counter-Charge^(B)	Play this card when an enemy fighter makes a Charge action, after they move but before they make their attacks.	Pick a Readied fighter from your gang. They can make a Standard Move (adding D3" to the distance they can move, as though they were charging) towards the enemy fighter who charged. The counter-charging fighter cannot make any attacks, but they can make Reaction attacks and grant assists/interference as normal.
127	Gas Trap^(B)	Play this at the start of the battle when setting up your gang.	Pick any of your fighters to carry the frag trap, and put this card under their Fighter card. Once during the game, the fighter, as long as they are Active, can make this action: Set Gas Trap (Double) – Place a Gas Trap marker within 1" of the fighter. Then they can move up to D6". If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a Gas Trap marker where the fighter stood. On a 4+, discard this card.
128	Not so Easy...^(E)	Play at the start of any round after the opposing gang has bottled out.	When making Nerve tests for opposing fighters to see if they flee, subtract 2 from the result if they are within 3" of a fighter from this gang.
129	Put Them Down !^(E)	Play at the end of any Action phase.	Any Seriously Injured enemy fighters that are within 2" of an Active fighter from this gang are immediately taken Out of Action.
130	Scrag^(B)	Play this card after one of your fighters puts an enemy out of action in close combat.	Enemy fighters must make a Nerve test if they are within 9" rather than 3" (they must still be visible). In addition, subtract 2 from the result of any Nerve tests made for fighters within 3".
131	Side by Side^(E)	Play instead of activating a fighter.	Until the end of this round, any assists that are granted by fighters from this gang grant a +2 bonus to the hit roll (instead of +1).
132	Siren Howls^(E)	Play at the start of any End phase.	Until the start of the next End phase, add 1 to the result of any Bottle tests made for the enemy gang. In addition, Broken enemy fighters cannot rally.
133	Stealthy Advance^(B)	Play this card after both gangs have been set up at the start of the battle, before the first round begins.	Up to half of the fighters in your crew (rounding up) can immediately make a Standard Move.
134	Swift Redeployment^(W)	Play this card instead of activating a fighter. Roll a D3.	All of your fighters can immediately move that many inches, even if they have already been activated this round.
135	Three-Point Landing^(E)	Play when a fighter falls. Note: Sector Mechanicus only.	The fighter is not Pinned by the fall and does not suffer a hit. If they still have any actions to take, they can take them.
136	Tunnel Runners^(E)	Play at the start of any round. Note: Zone Mortalis only.	For the duration of the round, all friendly fighters can move through pitfalls and ductways as though they were clear terrain. They cannot end their turn on them.
137	Ultra-Violence^(E)	Play instead of activating a fighter.	For the remainder of the round, all weapons with the Melee trait gain Parry – if they did not already have it – and increase their AP by -1.

GENESTEALER CULT TACTICS

Number	Name	Condition	Description
125	Cult Ambush^(W)	Play this card immediately before deployment.	Your gang's deployment area is expanded by 3" (in all directions), though cannot overlap your enemy's deployment area.

GOLIATH TACTICS

FIRST GENERATION TACTICS CARDS

Number	Name	Condition	Description
125	Anything's a Weapon^(G)	One of your fighters can spend an action to play this card.	Tuck this card under the fighter's card. While it is there, the fighter's unarmed attacks receive +1 strength and AP -1.
126	Blade Breaker^(G)	Play this card when one of your fighters is hit, but not wounded by a close combat weapon that does not have the Power trait.	The close combat weapon (pick one if the fighter was hit but not wounded by more than one) cannot be used for the rest of the battle.
127	Brutal Charge^(B)	Play this card when one of your fighters makes a Charge action.	For the duration of the action, the fighter's Movement characteristic is increased by 2', and their Attacks characteristic is increased by 1. In addition, any attacks they make gain the Knockback trait.
128	Ceramite Skin^(G)	Play this card when a fighter is hit by an attack with the Blaze trait.	The fighter is not pinned and the attack causes no damage.
129	Inhuman Resilience^(B)	Play this card instead of activating a fighter on your turn.	Each of your Pinned fighters immediately stands up. Then make a Recovery roll for each Injured fighter in your gang, treating Out of Action results as Seriously Injured.
130	Ironhide^(G)	Play when one of your fighters is wounded by an attack that causes more than 1 Damage.	The attack only causes 1 Damage. In addition, if the fighter is pinned after the attack has been resolved they return to standing.
131	Knockout Blow^(G)	Play this card when a fighter makes close combat attacks before rolling to hit.	Any wound rolls for this fighter's attacks are automatically successful – no dice roll is required.
132	Not Done Yet^(G)	Play when a fighter from your gang is taken out of action.	Tuck this card under the fighters card, they are not removed from play. If they were prone, they return to standing. They go out of action after they are next activated and take a turn or when they suffer another unsaved wound, whichever comes first.
133	Second Wind^(G)	Play instead of activating a fighter.	Remove a flesh wound from any fighter's card.
134	Steel Constitution^(G)	Play instead of activating a fighter.	Choose one of your fighters and tuck this card under their fighter card. Until the end of the round, this fighter cannot be affected by weapons with the Gas or Toxin trait, and their Strength and Toughness are used at their full value, regardless of any modifiers (including flesh wounds).
135	Stimm Overload^(W)	Play this card when activating a fighter.	This fighter counts a Charge (Double) action as a Basic action this turn.
136	Stimm Surge^(B)	Play this card when activating a fighter.	Tuck this card under the Fighter's card. While it is there, the fighter's Move, Strength and Toughness are each increased by 1. In each End phase, roll a D6. On a 1, the card is discarded and an Injury roll is made for the fighter, using a Damage of 2. On a 2, the card is discarded. On a 3, the fighter suffers a Flesh Wound but the card remains in play.
137	Unstoppable Behemoth^(B)	Play this card after an attack is made against one of your fighters, before the Injury roll (if any) is made.	The attack has no further effect – no Injury roll is made. In addition, if your fighter is pinned, they immediately stand up.

HOUSE OF CHAINS TACTICS CARD TABLE

Number	D66	Name	Condition	Description
138	11-12	Genetically Gifted	Play this gang tactic at the start of the Deployment step of the pre-Battle sequence before any fighters have been deployed.	Choose a House Goliath fighter in your starting crew. Until the end of this battle, that fighter gains one additional genetic upgrade of your choice. This must be from the same category as that fighter's chosen subtype (Vatborn, Natborn, Unborn) but does not affect their credit cost.
139	13-14	Named and Shamed	Play this gang tactic at the start of the Deployment step of the pre-Battle sequence before any fighters have been deployed.	Your gang may immediately recruit up to two Goliath (Juves). These fighters are recruited for free but will leave the gang at the end of this battle. Each fighter is equipped with a maul and either a stimm-slug stash or a frenzon collar. These fighters are not counted towards your maximum crew size – they are taken in addition to your starting crew. If you do not have models available to represent these fighters, you may discard this gang tactic and select another.
140	15-16	Fireborn	Play this gang tactic at the start of the battle, after both sides have deployed but before the first round.	Choose up to three House Goliath fighters in your starting crew. Until the end of this battle, the chosen fighters become immune to both the Blaze and the Rad-phage traits.
141	21-22	Walking Fortress	Play this gang tactic when activating any friendly fighter	Place a Furnace Barricade within 1" of the fighter. The fighter's activation then ends.
142	23-24	Hammer Blow	Play this gang tactic during the Priority phase of any round, after the Roll for Priority but before Ready Fighters	Until the End phase of this round, all friendly House Goliath fighters' weapons with the Melee trait gain the Knockback trait
143	25-26	Subconscious Mnemonics	Play this gang tactic at the start of the Deployment step of the pre-Battle sequence before any fighters have been deployed	Choose a friendly House Goliath (Leader) or (Champion) with two or more skills. For the remainder of this battle, that fighter may exchange one of their skills for another skill of the same skill set (i.e., a Muscle Skill may be exchanged with another Muscle Skill). The controlling player chooses which skill is replaced and which skill it is replaced with.
144	31-32	Stimm Reserve	Play this gang tactic when activating any friendly fighter	Choose one friendly fighter that is currently on the battlefield. Until the end of this battle, that fighter's Strength characteristic is increased by D3, However, until the end of this battle, that fighter's Toughness characteristic is decreased by 1. Note that if this decrease in Toughness reduces that fighter's Toughness to 0, they will go Out of Action as normal.
145	33-34	Vat Twin	Play this gang tactic at the start of the battle, after both sides have deployed but before the first round.	Choose two House Goliath fighters in your starting crew to be Vat Twins. If, during the battle, one of these fighters is taken Out of Action, the other fighter removes any Flesh Wounds it has and gains the Berserker, Nerves of Steel and Unstoppable skills until the end of this battle. If both fighters are targeted by the same attack, fully resolve the attack against both before applying this gang tactic; both fighters may go Out of Action before this card takes effect.
146	35-36	Unleash the Fear	Play this gang tactic when a friendly Goliath fighter performs the Flex (simple) action	All enemy fighters within 6" of, and with a line of sight to, the fighter performing the Flex (Simple) action must immediately make a Cool check. If the check is passed, this gang tactic has no further effect. If the check is failed, they become Broken
147	41-42	Crunch Time	Play this gang tactic during the Priority phase of any round, after the Roll for Priority but before Ready Fighters	Until the End phase of this round, all unarmed attacks made by friendly fighters gain +1 S and the Pulverise trait.
148	43-44	Tempered in Battle	Play this gang tactic when a friendly House Goliath fighter takes an enemy fighter Out of action with a close combat attack or by performing Coup de Grace.	For the remainder of this battle, the fighter that took the enemy fighter Out of Action gains the Fearsome skill. In addition, for the remainder of this battle, this fighter gains +1 XP when they take an enemy fighter Out of Action with either a close combat attack or by performing a Coup De Grace.

149	45-46	Apprentice	Play this gang tactic at the start of the battle, after both sides have deployed but before the first round.	Choose a friendly Goliath (Champion) and a friendly Goliath (Juve) or (Prospect). Until the end of this battle, the (Champion) gains the Overseer skill. However, this skill can only be used to activate the chosen (Juve) or (Prospect). If the chosen (Champion) already has the Overseer skill, the Order (Double) action becomes an Order (Basic) action when used to activate the chosen (Juve) or (Prospect). Alternatively, until the end of this battle that (Champion) may gain the Mentor skill. However, this skill can only be used when the chosen (Juve) or (Prospect) gains an Experience point. If the chosen (Champion) already has the Mentor skill, they can use the Mentor skill for any fighter as normal, but automatically pass any Leadership checks made for the nominated (Juve) or (Prospect).
150	51-52	The Hand That Feeds You	Play this gang tactic at the start of the Deployment step of the pre-Battle sequence before any fighters have been deployed	The gang may recruit a House Agent for this battle without needing to make a Petition and without needing to pay a hiring fee (i.e., this House Agent is hired for free). If they do so, during the post-battle sequence the gang gains no credits from scenario rewards. If you do not have a model available to represent this House Agent, you may discard this gang tactic and select another.
151	53-54	Boost Up	Play this gang tactic when activating a friendly House Goliath fighter	This fighter can perform a Boost (Double) action: Boost (Double): Choose a single Standing and Active friendly fighter that is within 2" of this fighter. That fighter may immediately be moved up to 6" vertically and 1" horizontally
152	55-56	They're Only Bullets	Play this gang tactic during the Priority phase of any round, after the Roll for Priority but before Ready Fighters	Until the End phase of this round, all friendly House Goliath fighters that are within 6" of, and have a line of sight to, a friendly House Goliath (Leader) or (Champion) gain the Nerves of Steel skill.
153	61-62	One Last Go	Play this gang tactic when one of your House Goliath fighters is taken Out of Action by an attack made with a ranged weapon.	Before removing the fighter from the battlefield, they may immediately make a Charge (Double) action. After this action is resolved, the fighter goes Out of Action as normal.
154	63-64	Improved Projectile	Play this gang tactic when activating a friendly House Goliath fighter	Choose one of the fighter's weapons with the Melee trait. Until the end of this fighter's activation, that weapon gains both a Long range characteristic of 4" and the Versatile trait. However, until the End phase of this round, this fighter cannot make a Reaction attack with that weapon
155	65-66	Get 'Em!	Play this gang tactic during the Priority phase of any round, after the Roll for Priority but before Ready Fighters	Until the End phase of this round, all friendly House Goliath fighters activated as part of a Group Activation may add 2" to their Movement characteristic during their Activation

HELOT CHAOS CULT TACTICS

Number	Name	Condition	Description
125	Dark Blessings^(W)	Play this card when your Demagogue is Seriously Injured or taken Out of Action but before removing the fighter from the board.	Make a Willpower check for the Demagogue. If the check is passed, replace the Demagogue with a Chaos Spawn. During the Wrap-up step, the Chaos Spawn is removed from play and you must test to see if the Demagogue succumbs their injuries, as if they were Seriously Injured when the battle ended.

ORLOCK TACTICS

Number	Name	Condition	Description
125	Ambition^(O)	Play this card when it is your turn to activate a fighter.	Pick a Juve or a Ganger with a Ready marker. For this turn only that fighter is treated as a Leader for the purposes of activating groups – in other words, if they are activated, you can activate up to two other fighters within 4" of them.

126	Beat Down^(O)	Play at the start of any round.	For the duration of the round, all unarmed close combat attacks made by your fighters that hit, automatically inflict a Flesh Wounds unless a save roll is made. No wound roll or injury roll is made.
127	Bond of Brotherhood^(O)	Play this card at the end of a friendly fighter's turn, when they are within 3" of a friendly fighter who is Seriously Injured.	The fighter can immediately make a Fight (basic) or Shoot (basic) action. This is in addition to the two other actions they can make during their turn.
128	Die Trying^(O)	Play at the start of any round.	For the duration of the turn, Seriously Injured fighters in your gang can provide assists and interference as if they were standing.
129	For Close Encounters^(O)	Play this card when activating a fighter.	Put this card under the active fighter's Fighter card. Until the end of a battle, this fighter has a sawn-off shotgun in addition to their other equipment.
130	Intimidation^(O)	Play instead of activating a fighter.	Choose an Active fighter from your gang. Each Active enemy fighter within 9" of that fighter must make a Nerve test. If a fighter fails the check, they run for cover as normal, but are not Broken.
131	Last Gap^(W)	Play this card when activating a Seriously Injured fighter.	This fighter immediately becomes Standing and Active. At the end of this fighter's activation, they go Out of Action and are removed from play.
132	Lead by Example^(O)	Play this when a Leader or Champion from your gang takes an enemy model Out of Action in close combat.	Any Broken fighter from your gang immediately rally. In addition, any Pinned fighters from your gang within 6" of the Leader or Champion can immediately return to standing.
133	Solidarity^(O)	Play at the start of any round.	For the duration of the round, fighters from your gang automatically pass any Cool checks they make as long as they are within 6" of another fighter from your gang.

VAN SAAR TACTICS

Number	Name	Condition	Description
125	Auto-Healer^(V)	Play this card at the start of any End phase.	Choose one Seriously Injured fighter. Rather than rolling the Injury dice, you can choose to have the fighter suffer a Flesh Wound and become Pinned.
126	Blood Cleansers^(V)	Play at the start of any turn.	For the duration of the round, all friendly models count their Toughness as 1 higher when affected by weapons with the Toxin or Gas traits.
127	Comm Burst^(V)	Play at the start of any turn.	For this round, your gang's Leader can make Rally actions for Broken fighters anywhere on the board. In addition, the range of Leading by Example is increased to 18" for Leaders and 12" for Champions.
128	Cortical Stimulants^(V)	Play at the start of the game, after deployment.	One fighter in your gang automatically passes Intelligence checks for the duration of the battle.
129	Enhanced Auspexes^(V)	Play instead of activating a fighter.	For the remainder of the round, friendly fighters may fire through line of sight blocking terrain such as doors and barricades, but NOT through any impassable terrain. These shots suffer a -2 penalty to hit and the target's armour save is increased by 1.
130	Experimental Rig^(V)	Play at the start of the game, after both sides have deployed.	Choose a weapon possessed by a friendly fighter. For the duration of the game, this weapon increases its Long range by 6" and its Strength by 1, but loses the Plentiful trait if it has it, and gains the Scarce trait if it doesn't have it.
131	Hyper Auto-Loader^(V)	Play when a fighter makes a ranged attack.	If the fighter is using a weapon with the Rapid Fire trait, they may roll 2 extra Firepower dice. After working out the effects of the shot, their ranged weapon automatically counts as having failed an Ammo check, regardless of the results of the Firepower dice.
132	Medical Protocols^(V)	Play at the start of any End phase.	For the duration of this End phase, when any fighter assists a friendly fighter's Recovery test, roll an extra Injury dice, then choose one to keep.
133	Mesh Underlay^(V)	Play when a fighter is hit by a ranged attack.	For the remainder of the battle, the chosen fighter's armour saves are not modified by AP when hit by a ranged attack.
134	Overcharge^(V)	Play when a fighter makes a ranged attack.	For the duration of the fighter's activation, one of their Las or Plasma ranged weapons increases its Strength by 2.
135	Pneumatic Injectors^(V)	Play when a fighter makes a melee attack.	For the duration of the fighter's activation, one of their melee weapons increases its Strength by 2.

136	Rapid Fire^(W)	Play this card when activating a fighter.	This fighter can perform a free Shoot (Basic) action during its activation. This free action is in addition to its two normal actions.
137	Warforge^(V)	Play at the start of the game, after both sides have deployed.	For the duration of this battle, all friendly models add a +1 modifier to any Ammo checks they are required to take.

VENATOR TACTICS

Number	Name	Condition	Description
125	Blood Money^(W)	Play this card when an enemy Champion or Leader is taken Out of Action.	Your gang immediately adds a number of credits equal to half the Champion's or Leader's cost (rounding up) to its stash, or 1 portion of Meat per 100 credits the fighter is worth.