

NECROMUNDA[®]

THE BOOK OF RUIN



NECROMUNDA

VILE IS THE ALIEN, HATED IS THE HERETIC AND CURSED IS THE MUTANT, FOR THEY ARE THE LEECHES OF THE HIVES AND ANATHEMA OF THE RIGHTEOUS CITIZENS OF NECROMUNDA.

THE PURITY OF HUMANITY IS BESET BY ROT. DARK GODS WHISPER IN THE MIND, ALIEN OVERLORDS STRIVE TO CORRUPT CONSCIENCE AND TOXIC WORLDS DESTROY THE VERY FLESH. EVERYWHERE THE MACHINATIONS OF DARK MASTERS AND DARKER DEEDS SEEK TO LEAD MANKIND ASTRAY. FOR THOSE ALREADY DEDICATED TO CORRUPTION AND MISRULE, SUCH AS THE MISGUIDED FOLLOWERS OF THE DARK GODS OR THE TWISTED ABOMINATIONS IN SERVICE TO XENOS MASTERS, THIS ROT IS A BLESSED THING TO BE NURTURED UNTIL IT CAN BLOOM INTO FULL REBELLION. IN THE REEKING DEPTHS OF HIVE BOTTOM THOSE INFECTED WITH THIS ROT GATHER, CRYING OUT THEIR DEVOTION TO THE ARCH-ENEMIES OF THE GOD-EMPEROR, HOPING VAINLY AGAINST HOPE THAT, SHOULD SOMETHING FROM THE BEYOND NOTICE THEM, IT WILL GRANT THEM THE POWER THEY SO CRAVE.

MANKIND'S WAR AGAINST CHAOS IS A WAR AGAINST THE RISING TIDE, AND ONE AS FUTILE AS ONE WHO SEEKS TO HOLD BACK THE SEA WITH THEIR BARE HANDS ALONE.



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>>> Subject: Event log shift 656 of the year of Him of Terra 997.M41.
>>> Conduit Necro-vox TQS232.
>>> Thought for the Day: Suffer not the heretic to live.

Subjects of Lord Helmawr heed now the voice of Necromunda!

- ++ Heresy must not be tolerated! The Imperial House encourages all loyal citizens to root out heresy wherever it is found. Even the slightest hint of deviancy must be reported to your local Palanite Enforcers – failure to identify corruption is also a form of corruption and must be reported!
- ++ The soul of Hive Primus is under threat. All work cycles will begin and end with mandatory prayer to the immortal God-Emperor, sustenance sacrifices and reciprocal self-mortification. This time will be made up with the addition of an extra quarter work cycle in each grand cycle. All praise the God-Emperor!
- ++ Sector Epsilon-Vermillion designated sanctum-malefica and declared off-limits to unauthorised personnel. Citizens of Epsilon-Vermillion, Lord Helmawr thanks you for your service to the Imperium and, in his benevolence, grants you remembrance.
- ++ Average authorised gang violence quotient +13.3%. (cf: Sump City Helot Bounties)
- ++ Average unauthorised gang violence quotient +42% (cf: Sump City Mass Lynching)
- >>> [Additional] Wyrld Hunters sanctioned by Lord Helmawr. Bounty Hunters, desperados, gunmen and underhive scum are all invited to apply for Wyrld Hunter warrants. Bearing a warrant ensures better pay for the destruction of psykers, deviants and mutants as well as immunity from the crimes of mass murder in designation purge areas. Successful licensees will receive a complimentary grade theta barrel of promethium – guaranteed to expunge corruption from mortal flesh!
- >>> [Additional] Beware of subversive thoughts! Have you had thoughts of sedition, deviancy or defiance against authority? Then a psyker might have subverted your thoughts. If you think you have been at risk report at once to your local Palanite precinct-fortress for cranial re-adjustment.

THE BLOOD DRENCHED
LODGE OF FORGOTTEN VOWS
CORPSE GRINDER CULT





CULTS OF NECROMUNDA

"Can there be anything as despicable as a citizen that rejects the beneficence of the Imperial House?"

Lord Marius Helmawr

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.

Necromunda: The Book of Ruin is designed to be an inspiring resource for all games of Necromunda. It gathers together some of the most nefarious cults on Necromunda, including the bloodthirsty Corpse Grinders, corrupted Helot Chaos Cults and vile Genestealer Cults gangs. Inside this book you will

find all the rules to field one of these gangs in your games of Necromunda, as well as rules for running gangs as an Outlaw gang; one dedicated to the Dark Gods; or one corrupted by Genestealers. In addition to these, you will also find 18 scenarios, six of which are designed for multiple players. These scenarios focus on uprisings and the lure of Chaos, and are perfect for playing with Cult gangs. Finally, those who have a copy of *Necromunda: Dark Uprising* can use this book to further flesh out their Uprising Campaigns.

DESIGNER'S NOTE: USING CULT GANGS

Cult gangs can be used with all of the existing Necromunda gangs, scenarios and rule systems. Helot Chaos Cults and Genestealer Cults gangs can be made either out of appropriate models from the Warhammer 40,000 Citadel range, or by converting the current range of Necromunda models to represent fighters who have fallen to the taint of Chaos or xenos. Corpse Grinders are a new Necromunda gang released as part of *Necromunda: Dark Uprising*.

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 Ghast 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 13 of *Necromunda: The Book of Judgement*).
- 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 does 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 23 of *Necromunda: The Book of Peril*).

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.

BLACK MARKET AND BOUNTIES

The rules for the Black Market and Bounties can be found in *Necromunda: The Book of Judgement*. If players do not have access to these 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. Fighters with Bounties on them are worth their full value in credits when Sold to the Guilders.

EMBRACING 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.

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.

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 Mutations ([see page 11](#)).
- 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 28](#)).
- The favour of a Chaos god ([see page 27](#)).

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.

AGENTS OF MISRULE

In a Law and Misrule Campaign, any gang that is dedicated to the Dark Gods or that makes a Dark Pact automatically becomes aligned to Misrule. They cannot change their alignment further over the course of the campaign.

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.

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

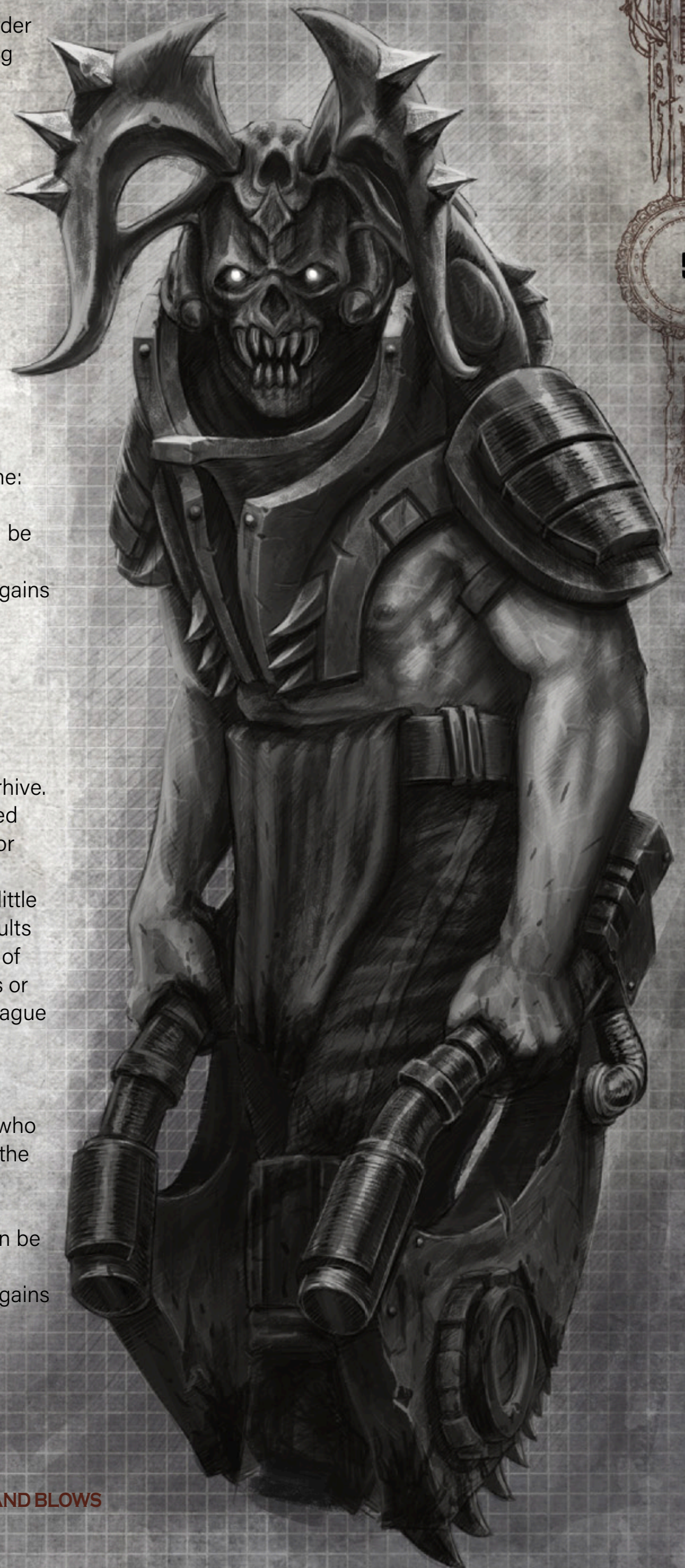
Gangs dedicated to the Plague Lord have found ample places to thrive in the depths of the underhive. Amongst fungal wildernesses and zombie-choked ruins, muties offer up prayers to their foul deity for deliverance from their hellish existence. That the Plague God rewards them with pestilence does little 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.

KORYUKNARTUR
LODGE OF EIGHT THOUSAND BLOWS
CORPSE GRINDER CULT



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 (see page 171 of the *Necromunda Rulebook*).

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!



BLUNAZ
LODGE OF THE SEVERED VESSEL
CORPSE GRINDER CULT

MUTATIONS

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.
- 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.

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 28) 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.

MUTATIONS

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 may 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 determine their first action for 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 always being equipped with a bio-scanner.
Hand Injury	Disturbing Appendage: The fighter always 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 rolls.
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.

JOINING A GENESTEALER CULT

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, and even the foot soldiers of the Clan Houses are not immune to the spreading taint of the Broodlord of Hive Secundus.

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 – can be infected by a Genestealer Cult if their player chooses.

LURE OF THE PATRIARCH

Infecting 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 6](#)).
- 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 6](#)), 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: 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 77 of the *Necromunda Rulebook*) and can choose a single power from the Genestealer Cults Wyrd Power list [on page 48](#). Thereafter, they count Cult Wyrd Powers as one of the Primary Skill lists. Psychic Leaders also have access to Psychic Familiars ([see page 47](#)) 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 44](#)) and counts against the limit of Leaders, Champions and Juvies 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 135 of *Necromunda: Gangs of the Underhive*.

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 Juvies represent the first generations of the budding cult. They have the same profile and weapon restrictions as a normal Juve but come with a Extra Arm ([see page 43](#)) and cost 30 credits more (unless they are gained for free such as from a Settlement).



CORPSE GRINDER CULTS

"It is better that the masses do not know the truth behind what they consume for many find their sanity overwhelmed by the necessity of our great work. That is what the Corpse Grinders are; weak-willed fools who have seen the truth and seek now comfort in the arms of heretics."

Quirinos, Mercator Pallidus

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.



QUEEN LORSHA OF SKULLHOLE

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	WIL	INT
5"	4+	6+	3	3	2	3+	2	7+	6+	8+	7+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Bone sceptre	E	2"	-1	-	S+1	-	1	-	Melee, Versatile
Flensing knife	-	E	-	-	S	-1	1	-	Melee, Rending

SKILLS: Bloodlust, Step Aside
WARGEAR: Disturbing Aura (counts as a Cutter's Mask)

SPECIAL RULES

Outlaw: Queen Lorsha of Skullhole is an Outlaw Hired Gun (see page 38 of *Necromunda: The Book of Judgement*).

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 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 an Uprising Campaign, gangs continue to follow the above rules as new fighters are added to the gang. Additionally, the following rules apply:

- During the course of an Uprising 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 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 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 95 of the *Necromunda: Rulebook*.
 - A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

NIGHTMARE OF A THOUSAND WIDOWS
LODGE OF DECAYING FLESH
CORPSE GRINDER CULT

CORPSE GRINDER CULTS IN 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

A Corpse Grinder Cult gang is automatically an Outlaw gang, as described [on page 6](#).

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.





*"Throw down your arms!
Resist the Lord of Skin
and Sinew no longer!
Topple the bloated edifice
you serve and feast on its
innards! Our lord blesses
those who revel in his
bountiful offerings!"*

Speech given to the
defenders of Precinct
Omicron-Red,
shortly before
they were overrun

FIGHTERS

A starting Corpse Grinder Cult gang is made up of the following fighters:

BUTCHER (LEADER).....130 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	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 be armed with Close Combat Weapons.

STARTING SKILL

Butchers start with one free skill chosen from their Primary skill sets.

SPECIAL RULES

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".

CUTTER (CHAMPION).....90 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	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 be armed with Close Combat Weapons.

STARTING SKILL

Cutters start with one free skill chosen from their Primary skill sets.

SPECIAL RULES

Dervish: When this fighter makes a Fight (Basic) action using a weapon with the Versatile trait, their vision arc extends to 360°.



SKINNER (GANGER)40 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	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 be armed with Close Combat Weapons.

SPECIAL RULES

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 85 of the *Necromunda Rulebook*.

INITIATE (JUVE)25 CREDITS EACH

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	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 have no weapon restrictions.

SPECIAL RULES

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.



"Do not fear, brothers and sisters. What you feel is nought but the glory those above have denied you."

Felkormog,
Harvest Lord of the
Lodge of Tearing Hands



SKILL ACCESS

Corpse Grinder Cult fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity
Butcher	-	Primary	Primary	-	Secondary
Cutter	-	Primary	Primary	Secondary	Secondary
Skinner	-	Secondary	Primary	-	Secondary
Initiate	-	Secondary	Primary	-	Secondary

	Leadership	Savagery	Shooting	Savant
Butcher	Primary	Secondary	-	Secondary
Cutter	Secondary	Primary	-	-
Skinner	-	Primary	-	-
Initiate	-	Secondary	-	-

CORPSE GRINDER CULT EQUIPMENT LIST

WEAPONS

CLOSE COMBAT WEAPONS

- Boning sword.....20 credits
- Butcher's chain cleaver.....45 credits
- Butcher's cleaver.....25 credits
- Chain glaive.....60 credits
- Fighting knife.....15 credits
- Flensing knife.....15 credits
- Heavy chain cleaver.....70 credits
- Heavy rock cutter*.....135 credits
- Paired Butcher's chain cleavers*.....80 credits
- Paired Heavy chain cleavers*.....130 credits
- Rotary flensing saw*.....55 credits
- Two-handed axe*.....25 credits

PISTOLS

- Autopistol.....10 credits
- Hand flamer.....75 credits
- Stub gun.....5 credits

SPECIAL WEAPONS

- Flamer.....140 credits

HEAVY WEAPONS

- Harpoon launcher*.....110 credits
- Heavy flamer.....195 credits

WARGEAR

GRENADES

- Frag grenades.....30 credits
- Incendiary charges.....40 credits
- Krak grenades.....45 credits
- Smoke grenades.....15 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

- Armoured undersuit.....25 credits
- Bio-booster.....35 credits
- Corpse Grinder cult icon.....40 credits
- Cult icon.....40 credits
- Dumdum rounds for stub gun.....5 credits
- Manstopper rounds for autopistol.....10 credits
- Fragmentation rounds for autopistol.....10 credits
- Photo-goggles.....35 credits
- Respirator.....15 credits
- Skinblade.....10 credits
- Stimm-slug stash.....30 credits



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, BOUNTY HUNTER

205
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	2+	6+	4	4	3	3+	3	7+	5+	8+	7+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Paired heavy chain cleavers	-	E	-	+1	S+2	-2	2	-	Melee, Paired, Sever
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee

SKILLS: Avatar of Blood, Killing Blow, Slaughterborn
WARGEAR: Butcher's mask, plate mail armour, Corpse Grinder Cult icon

SPECIAL RULES

Bounty Hunter: As a Bounty Hunter, the Eightfold Harvest Lord is subject to the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules (see page 63 of *Necromunda: Gangs of the Underhive*).

Outlaw: The Eightfold Harvest Lord is an Outlaw Hired Gun (see page 38 of *Necromunda: The Book of Judgement*).

Chaotic: The Eightfold Harvest Lord can only be hired by Corpse Grinder Cult, Chaos Cult or Chaos Corrupted gangs.



HELOT CHAOS CULTS

"Drudging classes of the Hive Unite! Worker, let not the bounty of your labours line the pockets of the Guilders! To have more, we must take more. To take more, we must know more! Free yourselves and look to the Serrated Star for your Salvation!"

Graffiti linked to Helot Cults

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 workers 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, and escape into the bowels of the underhive and even further below; some even 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 mutants, zealous Redemptionist Crusades 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 muties 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 the 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 ill-aspected 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 Cults 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.

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 95 of the *Necromunda Rulebook*.
 - A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

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 Cult Demagogue follows all of the rules for a Leader, and 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 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 93 of the *Necromunda Rulebook*). Their replacement automatically gains the Cult Leader skill, as described later. Cult Witches can never become the Leader of a gang.

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'THE FALLEN SUN'
PSI-SYNDICA AGENT

CHAOS CULTS IN 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.

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 Cults fighters gain Experience in the same way as a normal House gang. The Cult Demagogue, Cult Disciples and the Cult Witch can have their Experience points 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.

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. Helot Chaos Cults gangs cannot make the Sell to the Guilders action, instead sacrificing the Captive to perform a Dark Ritual ([see page 27](#)).

OUTLAW

A Chaos Cult gang is automatically an Outlaw gang, as described [on page 6](#).

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.

HANGERS-ON, HIRED GUNS AND DRAMATIS PERSONAE

Helot Chaos Cults 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 Our Bit..." special rules.

Additionally, Helot Chaos Cults gangs may hire Hangers-on, but they use the following table:

Reputation	Maximum Hangers-on
Less than 5	1
5 to 9	2
10 to 14	3
15 to 19	4
20 to 24	5
Each additional 5	+1



DARK RITUALS

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 following post-battle action (see page 92 of the *Necromunda Rulebook*). This action can only be made once per post-battle sequence.

LEAD RITUAL

First, decide which of the Chaos gods the ritual is invoking: Khorne, Nurgle, Slaanesh or Tzeentch.

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 the gang's Fighter cards, removing the Cult Demagogue and Cult Witch card(s) and only including one card for each Disciple (should a Disciple 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 92 of the *Necromunda Rulebook*), 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.

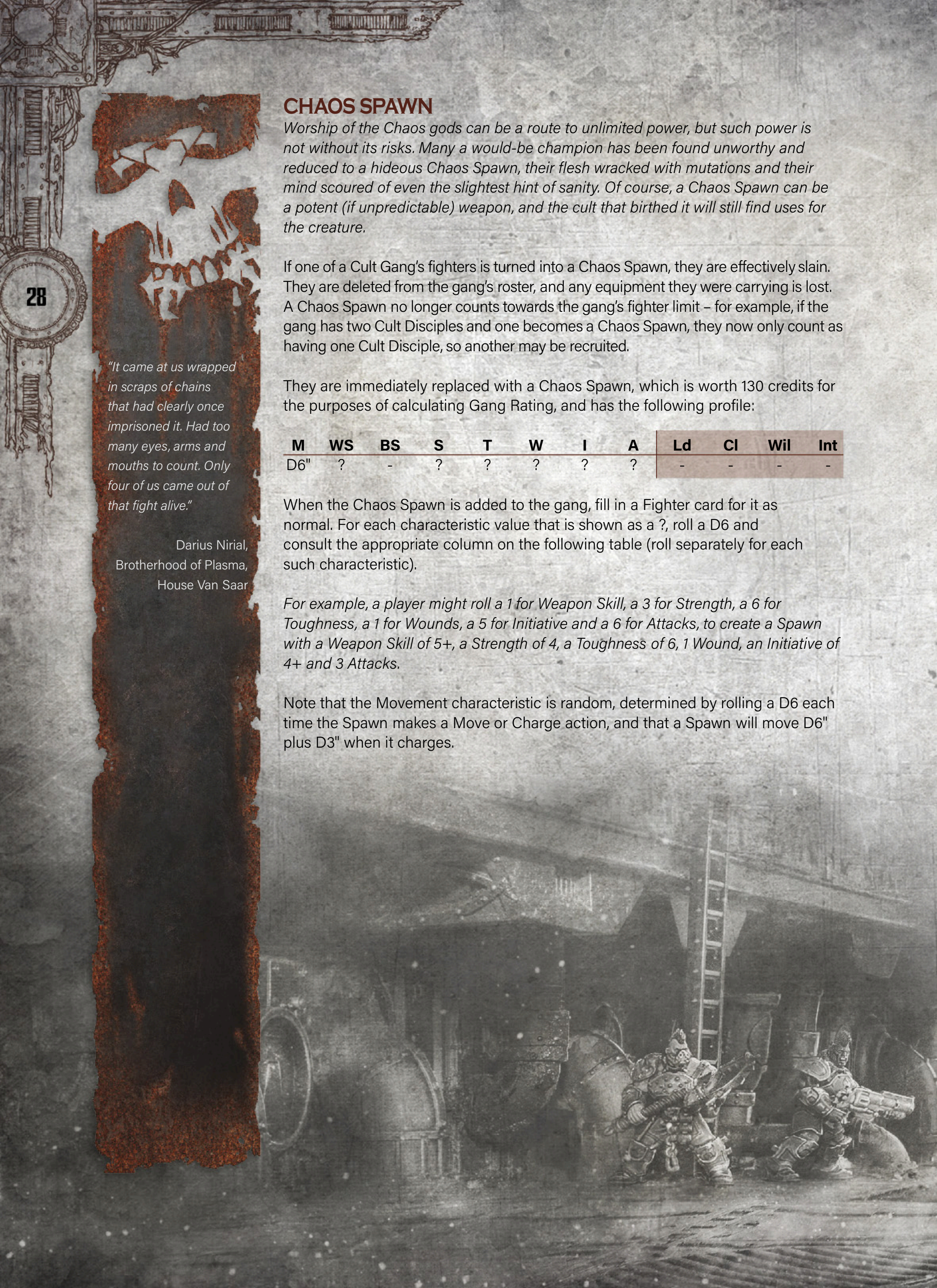
If however the final result is a natural double 1, or is 2 or less after modification, the cult is deemed unworthy. They lose any Favour they had with the gods. Furthermore, if a member of the gang was picked to be the focus of the ritual, they are turned into a Chaos Spawn.

THE GOD'S FAVOUR

If the gang has successfully performed a Dark Ritual and has marked on their gang roster the favour of their chosen god, the appropriate bonus is gained during the gang's next battle:

- **Khorne:** Once per round, a single failed Wound roll can be re-rolled.
- **Nurgle:** Once per End phase, a single Recovery roll can be re-rolled.
- **Slaanesh:** 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.
- **Tzeentch:** Once per round, a single fighter may ignore all negative modifiers when making a Shoot (Basic) or Shoot (Double) action.





"It came at us wrapped in scraps of chains that had clearly once imprisoned it. Had too many eyes, arms and mouths to count. Only four of us came out of that fight alive."

Darius Nirial,
Brotherhood of Plasma,
House Van Saar

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 Cult 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 Spawn with a Weapon Skill of 5+, a Strength of 4, a Toughness of 6, 1 Wound, an Initiative of 4+ and 3 Attacks.

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.

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

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.

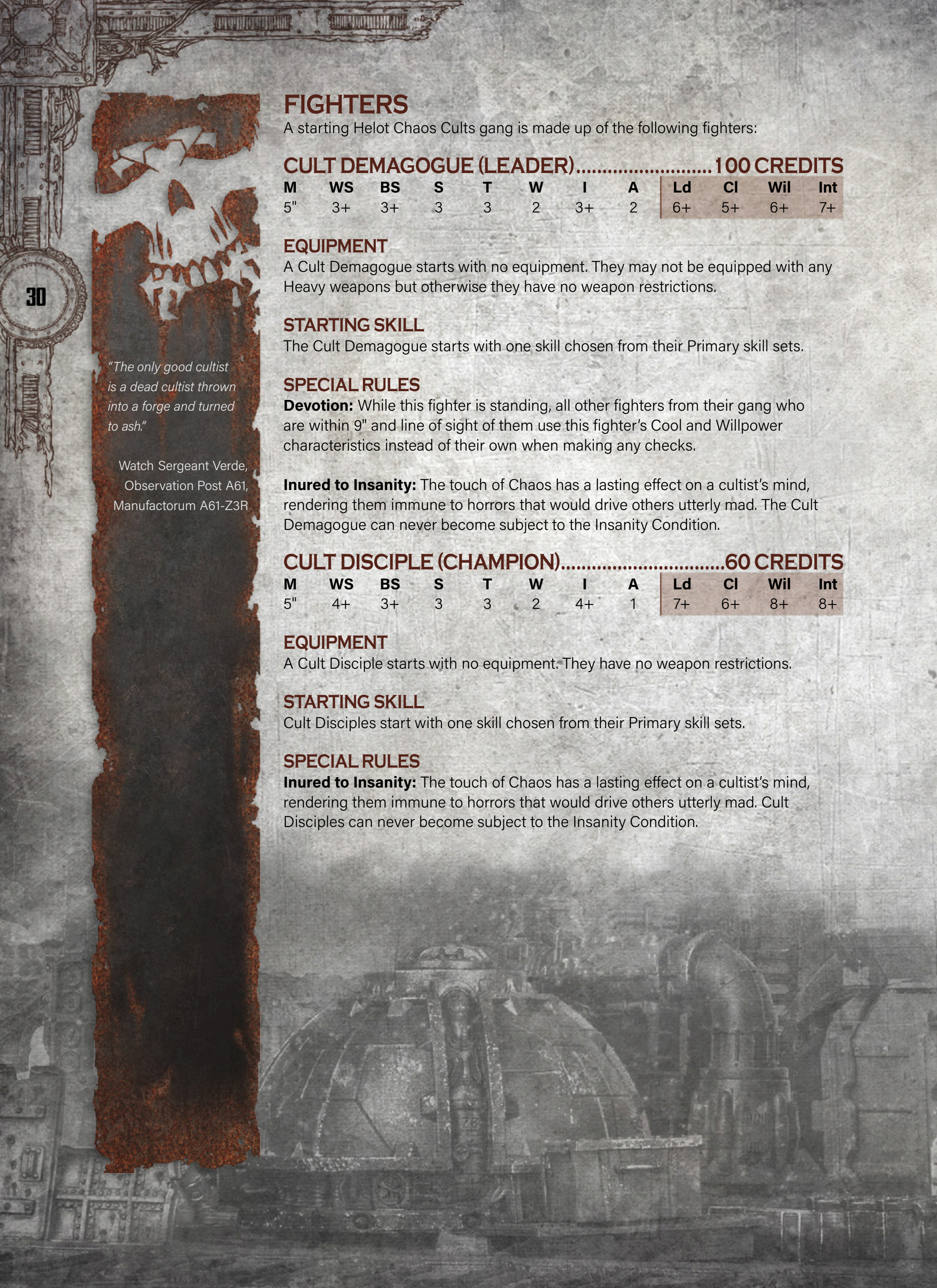
Out of Control: During the 'Wrap Up' step of the post-battle sequence of any battle that featured the Chaos Spawn, the controlling player must roll to see whether the cult can restrain the Chaos Spawn. First, nominate up to three Helot Cultists from the gang who did not go Out of Action and were not Seriously Injured at the end of the battle. Roll a D6 for each nominated Cultist. 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 SPAWN IN SKIRMISHES

In one-off Skirmish battles, up to two Chaos Spawn can be purchased for a Chaos Cult gang, at a cost of 130 credits each. Determine the characteristics for each Spawn individually.

"The gods do not suffer failure. Displease them and suffer their eternal displeasure."

Grezdar,
The Soulless Few,
Chaos Cultist



"The only good cultist is a dead cultist thrown into a forge and turned to ash."

Watch Sergeant Verde, Observation Post A61, Manufactorum A61-Z3R

FIGHTERS

A starting Helot Chaos Cults gang is made up of the following fighters:

CULT DEMAGOGUE (LEADER).....100 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	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 they have no weapon restrictions.

STARTING SKILL

The Cult Demagogue starts with one skill chosen from their Primary skill sets.

SPECIAL RULES

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 become subject to the Insanity Condition.

CULT DISCIPLE (CHAMPION).....60 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	3	3	2	4+	1	7+	6+	8+	8+

EQUIPMENT

A Cult Disciple starts with no equipment. They have no weapon restrictions.

STARTING SKILL

Cult Disciples start with one skill chosen from their Primary skill sets.

SPECIAL RULES

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 become subject to the Insanity Condition.

0-1 CULT WITCH.....70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	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.

STARTING SKILL

A Cult Witch starts with one skill chosen from their Primary skill sets and the Non-sanctioned Psyker skill.

SPECIAL RULES

Witch: The Cult Witch is a Psyker as described on page 75 of the *Necromunda Rulebook*. 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 become subject to the Insanity Condition.

HELOT CULTIST (GANGER).....35 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	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 and Pistols. When the gang is created, one Helot Cultist can be armed with a Special Weapon. During a campaign, additional Helot Cultists can also take Special Weapons as they are added.

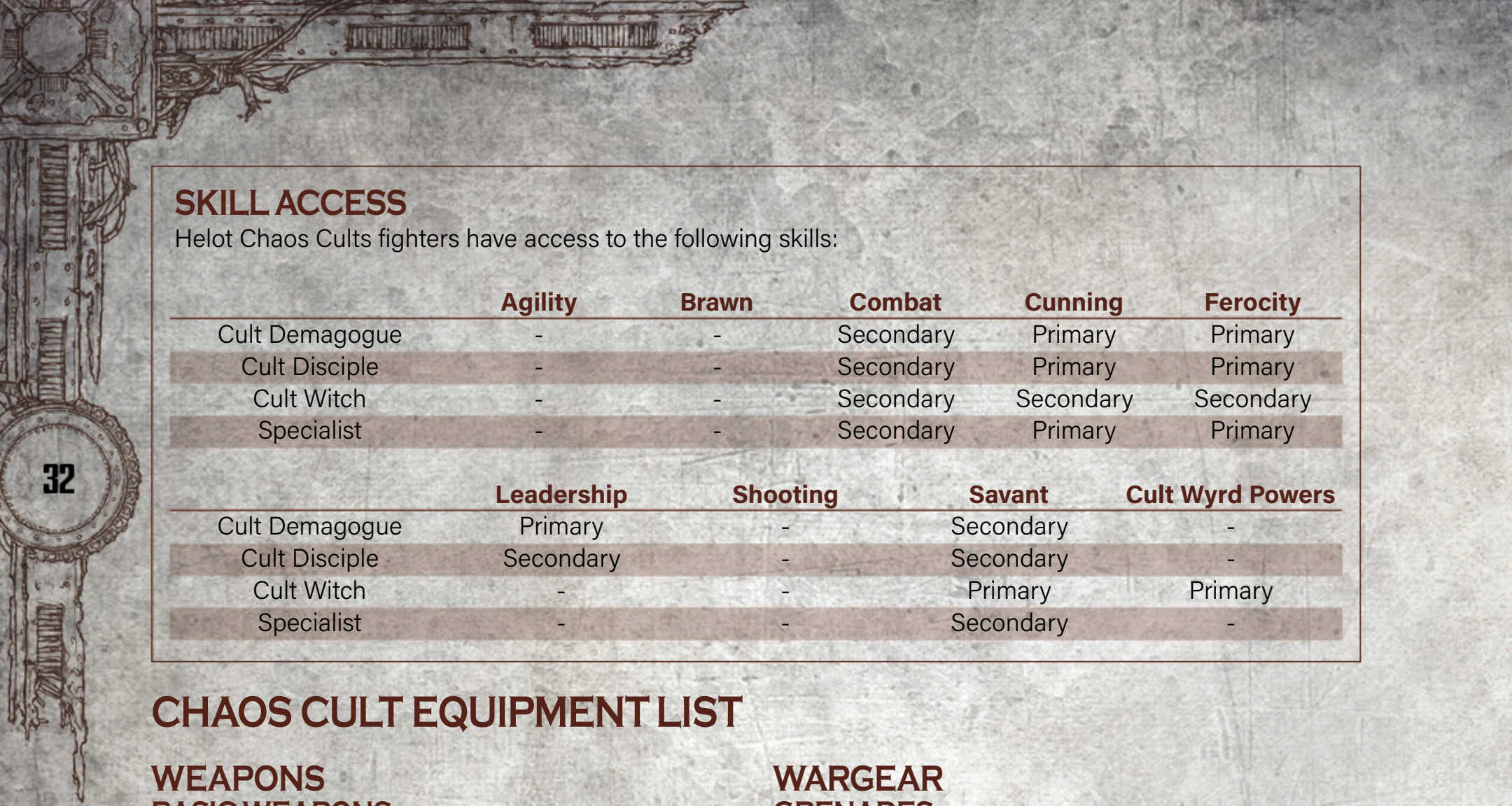


"No war but the
hive war!"

Slogan found daubed on
the ruins of Manufactory
Omega-112, Hive Primus



'THE UNHEEDED TRUTH'
DAUGHTERS OF SERRATED THOUGHT
HELOT CHAOS CULT



SKILL ACCESS

Helot Chaos Cults fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity
Cult Demagogue	-	-	Secondary	Primary	Primary
Cult Disciple	-	-	Secondary	Primary	Primary
Cult Witch	-	-	Secondary	Secondary	Secondary
Specialist	-	-	Secondary	Primary	Primary
	Leadership	Shooting	Savant	Cult Wyrd Powers	
Cult Demagogue	Primary	-	Secondary	-	-
Cult Disciple	Secondary	-	Secondary	-	-
Cult Witch	-	-	Primary	Primary	Primary
Specialist	-	-	Secondary	-	-

CHAOS CULT EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun.....15 credits
- Reclaimed autogun.....10 credits
- Lasgun.....15 credits
- Shotgun (with solid and scatter ammo)....30 credits

CLOSE COMBAT WEAPONS

- Axe10 credits
- Chain glaive*60 credits
- Chainsword25 credits
- Fighting knife15 credits
- Flail20 credits
- Maul (club).....10 credits
- Sword20 credits
- Two-handed axe*25 credits
- Two-handed hammer*35 credits

PISTOLS

- Autopistol10 credits
- Reclaimed autopistol5 credits
- Hand flamer70 credits
- Laspistol10 credits
- Stub gun.....5 credits
 - dumdum rounds.....5 credits

SPECIAL WEAPONS

- Flamer.....130 credits
- Grenade launcher
(with frag and krak grenades).....55 credits
- Long rifle.....30 credits

HEAVY WEAPONS

- Heavy flamer*195 credits
- Heavy stubber*130 credits

WARGEAR

GRENADES

- Blasting charges35 credits
- Demolition charges.....65 credits
- Frag grenades30 credits
- Incendiary charges40 credits
- Krak grenades.....45 credits

ARMOUR

- Hazard Suit.....10 credits
- Flak armour10 credits
- Mesh armour.....15 credits

PERSONAL EQUIPMENT

- Cult Icon (maximum one per gang).....40 credits
- Filter Plugs.....10 credits
- Infra-sight[†].....40 credits
- Mono-sight[†]35 credits
- Photo-goggles35 credits
- Respirator15 credits

EXOTIC BEASTS

- Chaos Familiar25 credits



NEW EQUIPMENT

0-2 CHAOS FAMILIAR

CHAOS CULT ONLY25 CREDITS, COMMON

The fighter is accompanied by a Chaos Familiar – a psychic manifestation of the favour of their dark patrons. The Familiar is an Exotic Beast as described on page 104 of *Necromunda: Gangs of the Underhive* and has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	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 Familiar is able to sense bad fortune and forewarn its companion, giving them a flash of precognition.

Whilst the Familiar is within 3" of its owner, that fighter may avoid one successful hit per turn 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 fighters, 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 a Blast marker or Flame template. If a Familiar is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, the Familiar is hit by the attack. On a 1-3, the Familiar is able to dodge clear of the area of the attack. Leave the model where it is and assume that it has scuttled around to avoid the attack and returned to where it was.

Psychic Manifestation: A Familiar is an extension of the 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.

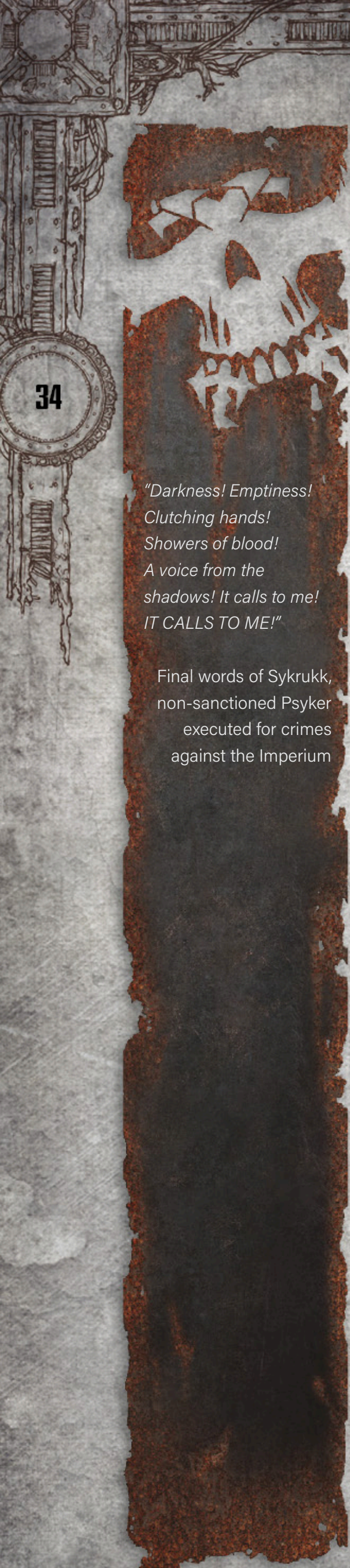
Clamber: When this fighter climbs, the distance they move is not halved. In other words, they always count as climbing up or down a ladder.

SKILL ACCESS

A Chaos Psychic Familiar has access to the following skill sets: Combat (Secondary) and Cunning (Primary).

"The blessings of the Dark Gods are glorious indeed. Come! Revel in their warmth with me!"

Arrenus Nova,
Cult Demagogue of the Painted Despoilers



"Darkness! Emptiness!
Clutching hands!
Showers of blood!
A voice from the
shadows! It calls to me!
IT CALLS TO ME!"

Final words of Sykrukk,
non-sanctioned Psyker
executed for crimes
against the Imperium

CHAOS CULT WYRD POWERS

Cult Witches are Psykers, as described on page 75 of the *Necromunda Rulebook*, drawing their powers from the Warp and providing their Cultist brethren with a link to the gods of Chaos. A Cult Witch has access to the Chaos Cult Wyrd Power list below as one of their Primary skill sets.

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

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

2. Telekinesis - Levitation (Basic), Continuous Effect: The Cult Witch 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 Cult Witch'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 Cult Witch is only levitated a few inches above the ground, this ability does not affect lines of sight or the use of cover.

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

4. Telekinesis - Dark Shield (Simple): Powerful energies envelop the Witch, 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 Cult Witch and any other fighters from their gang within 3" of them (if they do not have a save roll, they gain a 6+ save).

5. Telepathy - Maddening Visions (Basic): Nearby enemies find themselves struck by nightmarish apparitions as the Cult Witch 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 Cult Witch. If the check is failed, the fighter is driven temporarily insane – this can be marked by placing an Insanity marker on their Fighter card.

6. Telekinesis - Assail (Basic): The Cult Witch 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.



NYRUS KILGARUN
ROGUE PSYKER

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.



"If you're in Badzone 12 and you come across blood-stained buildings that ain't been robbed, you best start running cause you're in the Abomination's hunting grounds and you don't wanna be there, let me tell you."

Neilu Surefire,
Guild Watchmen

ABOMINATION OF BADZONE 12, HIVE SCUM

280
CREDITS

M	WS	BS	S		T	W	I	A	Ld	Cl	Wil	Int
4"	3+	-	5		5	4	5+	4	-	-	-	-
Weapon	Rng		Acc		Str	AP	D	Am	Traits			
	S	L	S	L								
Ferocious jaws	-	E	-	-	S	-1	1	-	Melee, Rending			
Claws, tentacles and other strange appendages	E	2"	-	-	S+1	-2	2	-	Knockback, Melee, Pulverise, Versatile			

SKILLS: Fearsome, True Grit, Unstoppable

WARGEAR: The ever-mutating hide of the Abomination of Badzone 12 grants it a save equivalent to wearing heavy carapace armour.

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 (see page 38 of *Necromunda: The Book of Judgement*).

Chaotic: The Abomination of Badzone 12 can only be hired by Corpse Grinder Cult, Helot Chaos Cults or Chaos Corrupted gangs.



GENESTEALER CULTS

"Ask the zealots of the Emperor what their god tells them, none will agree with the others. Ask your brothers and sisters what the Great Father Up On High tells them and their answers will be the same, for our god is forever by our side, guiding us in united purpose."

Confession of unidentified xeno-cultist, psycho-excoriated for 39 separate crimes against the God-Emperor.

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 anti-gene 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 brood-thing 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 guildler prospector 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 Cults 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, as described on page 95 of the *Necromunda Rulebook*.
- A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

CULT LEADERSHIP

The Genestealer Cults gang represented here is small, an almost insignificant off-shoot of a greater whole compared to those represented 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.

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 Cults 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.

GENESTEALER CULTS GANGS IN CAMPAIGNS

In a Dominion Campaign, Genestealer Cults 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 ([see page 45](#)).

Despite their secret agenda, a Genestealer Cults gang is seen as just another gang by most of the locals. They claim territory Boons just like any other gang. A Genestealer Cults gang is treated as an Orlock gang for the purposes of Enhanced Boons.

GAINING EXPERIENCE

Genestealer Cults 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 Experience points 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 Cults 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 Cults gangs cannot make the Sell to the Guilders action, lest they risk revealing themselves.

If any member of a Genestealer Cults 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.

GENESTEALER CULTS GANGS IN TURF WAR CAMPAIGNS

The rules presented over these pages focus on the Dominion Campaign rules. If using a Genestealer Cults gang in a Turf War Campaign, the following rules apply:

INCOME AND SPECIAL TERRITORIES

Genestealer Cults gangs gain income from their Turf as normal – after all, despite their secret agenda, they are seen as just another gang by most of the locals.

Any Special Territory that requires one or more Gangers (for example, a Chem-pit or Mine Workings) can instead be worked by one or more Neophytes. Settlement Territories do not generate Juves; instead, they generate a free Neophyte. Genestealer Cults cannot have a Guilder Contact territory; if they roll 1 on the Special Territories table, the controlling player should roll again. If a Genestealer Cults gang steals a Guilder Contact from a rival gang, it is not added to their roster – it is simply removed from the other gang's roster.



'LANDON RIZ'
CULT OF THE PURIFIED GENE
XENOS-TAINTED HOUSE
ORLOCK GANG

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 Cults gangs may hire Dramatis Personae and Hive Scum in the same way as other gangs. Dramatis Personae Bounty Hunters joining a Genestealer Cults gang are subject to the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

Additionally, Genestealer Cults gangs may hire Hangers-on, but they use the following table:

Reputation	Maximum Hangers-on
Less than 10	1
10 to 14	2
15 to 19	3
20 to 24	4
Each additional 5	+1

FIGHTERS

A starting Genestealer Cults gang is made up of the following fighters:

LEADER

A Genestealer Cults 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	Wil	Int
4"	4+	4+	3	3	2	3+	2	3+	5+	5+	4+

EQUIPMENT

A Cult Adept starts with no equipment. They have no weapon restrictions

STARTING SKILL

The Cult Adept starts with one skill chosen from their Primary skill sets and the Non-Sanctioned Psyker skill.

SPECIAL RULES

Psyker: The Cult Adept is a Psyker as described on page 75 of the *Necromunda Rulebook*. Genestealer Cults Wyrd Powers are treated as Primary skill sets for the purposes of skill selection.

A Cult Adept is always a later generation hybrid.

CULT ALPHA (LEADER)145 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	3+	4	3	2	3+	2	3+	5+	5+	4+

EQUIPMENT

The Cult Alpha is equipped with a Hazard Suit. They have no weapon restrictions.

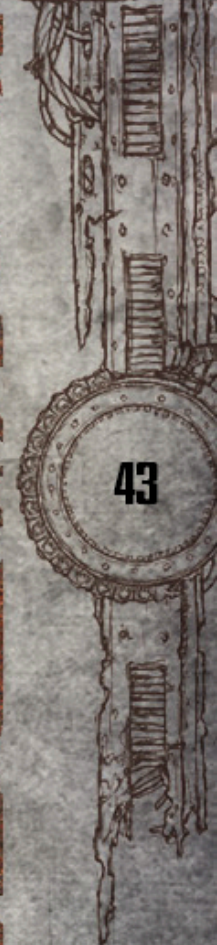
STARTING SKILL

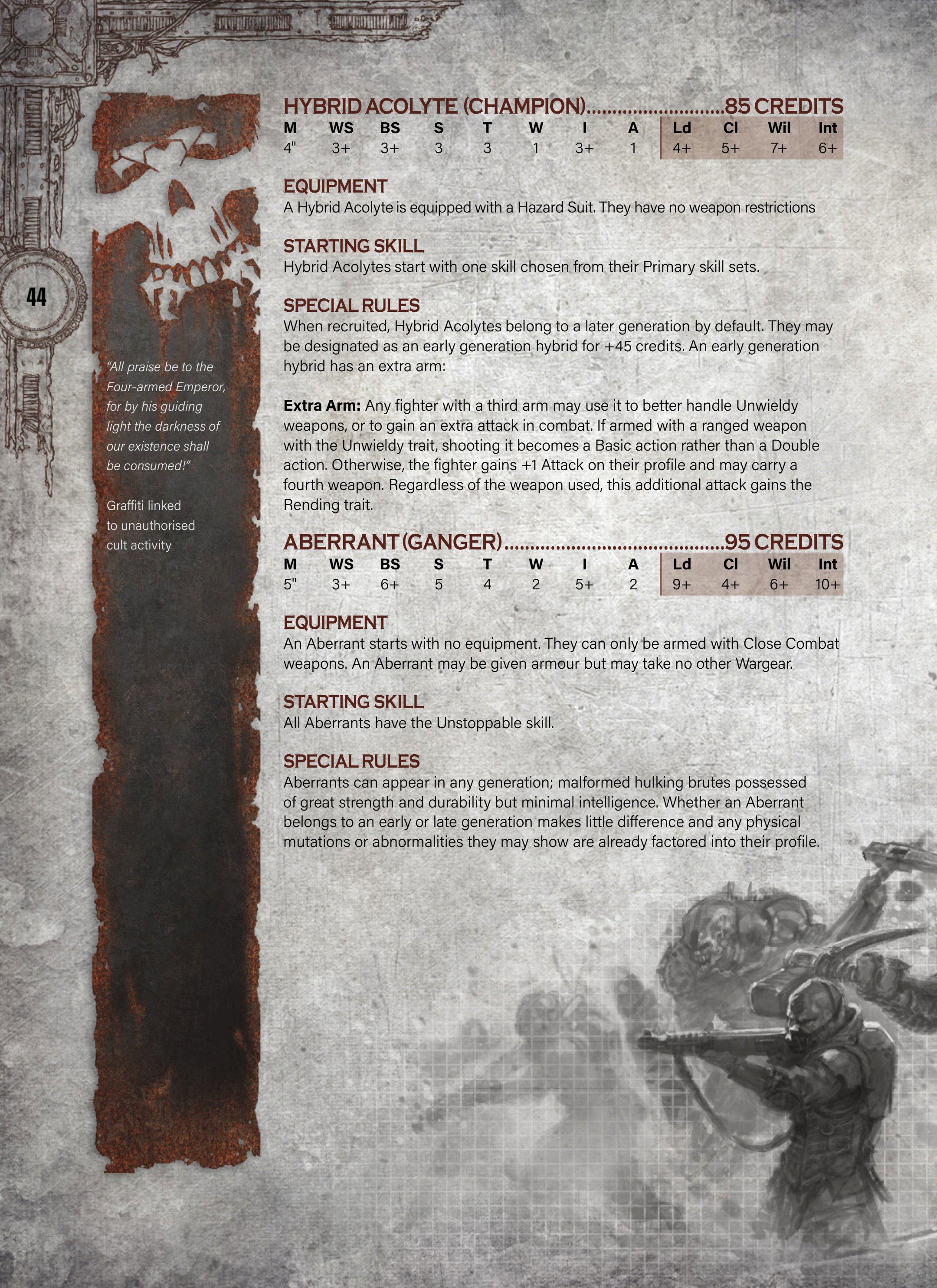
The Cult Alpha starts with one skill chosen from their Primary skill sets.

SPECIAL RULES

The Cult Alpha is always an early generation hybrid and therefore possesses a third arm:

Extra 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.





*"All praise be to the
Four-armed Emperor,
for by his guiding
light the darkness of
our existence shall
be consumed!"*

Graffiti linked
to unauthorised
cult activity

HYBRID ACOLYTE (CHAMPION).....85 CREDITS

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

EQUIPMENT

A Hybrid Acolyte is equipped with a Hazard Suit. They have no weapon restrictions

STARTING SKILL

Hybrid Acolytes start with one skill chosen from their Primary skill sets.

SPECIAL RULES

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 an extra arm:

Extra 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 and may carry a fourth weapon. Regardless of the weapon used, this additional attack gains the Rending trait.

ABERRANT (GANGER).....95 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	3+	6+	5	4	2	5+	2	9+	4+	6+	10+

EQUIPMENT

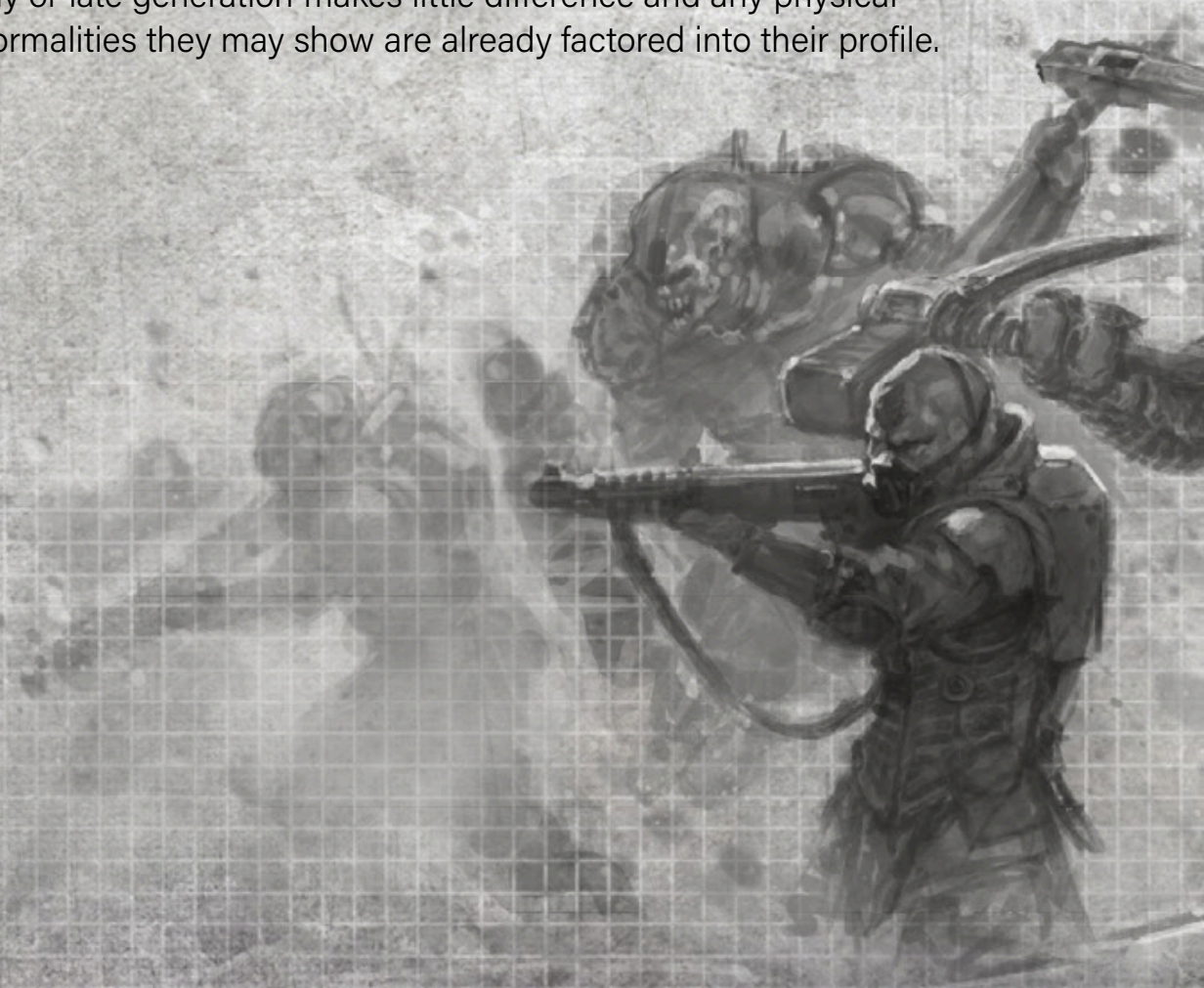
An Aberrant starts with no equipment. They can only be armed with Close Combat weapons. An Aberrant may be given armour but may take no other Wargear.

STARTING SKILL

All Aberrants have the Unstoppable skill.

SPECIAL RULES

Aberrants can appear in any generation; malformed hulking brutes possessed of great strength and durability but minimal intelligence. Whether an Aberrant belongs to an early or late generation makes little difference and any physical mutations or abnormalities they may show are already factored into their profile.



NEOPHYTE HYBRIDS (GANGER).....45 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	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 and Pistols. When the gang is created, one Neophyte Hybrid can be armed with a Special Weapon. During a campaign, additional Neophyte Hybrids can also take Special Weapons as they are added.

SPECIAL RULES

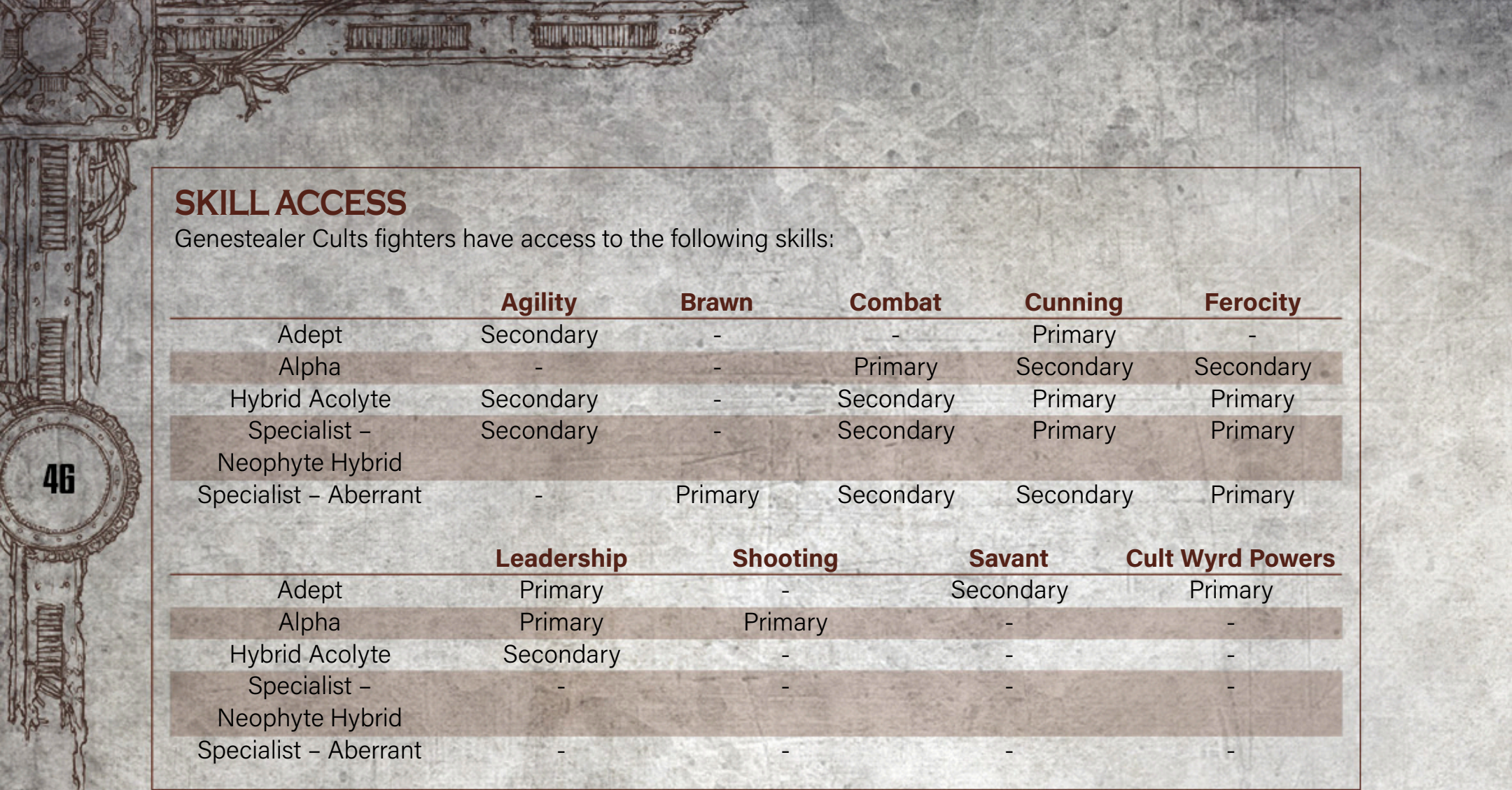
When recruited, Neophyte Hybrids belong to a later generation by default. They may be designated as an early generation hybrid for +45 credits. An early generation hybrid has an extra arm:

Extra 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 and may carry a fourth weapon. Regardless of the weapon used, this additional attack gains the Rending trait.

"No, they weren't Delaque, I've seen them. Tall and skinny they may be but they hide nothing more sinister under their long coats than their long knives. These guys, they're something else entirely. I'll get to the bottom of it..."

Last recorded words of
Watch Sergeant Hulm,
Enforcer Precinct 246,
Port Mad Dog.





SKILL ACCESS

Genestealer Cults fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity
Adept	Secondary	-	-	Primary	-
Alpha	-	-	Primary	Secondary	Secondary
Hybrid Acolyte	Secondary	-	Secondary	Primary	Primary
Specialist – Neophyte Hybrid	Secondary	-	Secondary	Primary	Primary
Specialist – Aberrant	-	Primary	Secondary	Secondary	Primary

	Leadership	Shooting	Savant	Cult Wyrd Powers
Adept	Primary	-	Secondary	Primary
Alpha	Primary	Primary	-	-
Hybrid Acolyte	Secondary	-	-	-
Specialist – Neophyte Hybrid	-	-	-	-
Specialist – Aberrant	-	-	-	-

GENESTEALER CULTS EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun.....15 credits
- Lasgun.....15 credits
- Shotgun (with solid and scatter ammo)....30 credits

CLOSE COMBAT WEAPONS

- Chainsword.....25 credits
- Fighting knife15 credits
- Heavy rock drill*90 credits
- Heavy rock saw*120 credits
- Heavy rock cutter*135 credits
- Power hammer45 credits
- Power maul.....30 credits
- Power pick.....40 credits
- Power sword45 credits
- Shock stave (Staff of Office).....25 credits
- Shock whip.....25 credits
- Two-handed hammer.....35 credits

PISTOLS

- Autopistol10 credits
- Laspistol10 credits
- Hand flamer.....50 credits
- Needle pistol40 credits

SPECIAL WEAPONS

- Grenade launcher (with frag and krak grenades).....55 credits
- Flamer.....140 credits
- Long las.....20 credits
- Web gun.....125 credits

HEAVY WEAPONS

- Mining laser*.....125 credits
- Seismic cannon*140 credits
- Heavy stubber*145 credits

WARGEAR
GRENADES

- Blasting charges35 credits
- Demolition charges.....65 credits
- Frag grenades30 credits
- Incendiary charges40 credits

ARMOUR

- Hazard Suit.....10 credits
- Flak armour10 credits
- Mesh armour.....15 credits

PERSONAL EQUIPMENT

- Bio-booster35 credits
- Cult Icon (maximum one per gang).....40 credits
- Filter Plugs.....10 credits
- Photo-goggles35 credits
- Respirator15 credits

EXOTIC BEASTS

- Psychic Familiar25 credits

NEW EQUIPMENT

0-3 PSYCHIC FAMILIAR:

GENESTEALER CULTS ONLY25 CREDITS, COMMON

The fighter is accompanied by a Psychic Familiar – a psychic manifestation of the distant cult patriarch's will. The Familiar is an Exotic Beast as described on page 104 of *Necromunda: Gangs of the Underhive* and has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	-	2	2	1	2+	1	7+	7+	6+	7+

EQUIPMENT

A Psychic Familiar carries no weapons and will always make unarmed attacks.

SPECIAL RULES

Omen of Fortune: A Familiar is able to sense bad fortune and forewarn its companion, giving them a flash of precognition.

Whilst the Familiar is within 3" of its owner, that fighter may avoid one successful hit per turn 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 fighters, 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 a Blast marker or Flame template. If a Familiar is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, the Familiar is hit by the attack. On a 1-3, the Familiar is able to dodge clear of the area of the attack. Leave the model where it is and assume that it has scuttled around to avoid the attack 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 this fighter climbs, the distance they move is not halved. In other words, they always count as climbing up or down a ladder.

SKILL ACCESS

A Genestealer Psychic Familiar has access to the following skill sets: Agility (Secondary) and Cunning (Primary).

"A familiar ensures the success of our labours, for they can pierce the veil and help pave the way to the coming of the Four-armed Emperor."

Myraxus Pato,
Cult Alpha, Cult of the
Slithering Star

GENESTEALER CULTS WYRD POWERS

Genestealer Cults Adepts are Psykers, as described on page 75 of the *Necromunda Rulebook*, 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. Telepathy - Hypnosis (Basic): With little more than a piercing stare, the Adept can dominate the minds of the weaker-willed. Select an enemy fighter that is both within 9" and line of sight of the Adept, and that has not been activated this turn. If the Willpower check to perform this action is successful, that fighter may only perform a single Move (Simple) action when activated this round.

2. Telepathy - Unbreakable Will (Basic), Continuous Effect: The Adept channels some measure of the Patriarch's control over nearby cult members. Whenever a Nerve or Willpower test is made for another fighter from the gang who is within 9" of the Adept, use the Adept's Cool or Willpower characteristic value (whichever is appropriate).

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

4. Telepathy - Mind Control (Basic): Twitching and spasming under the control of the Adept, 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 Adept. 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 Genestealer Cults player.

5. Telekinesis - Assail (Basic): The Adept uses the force of their will to push enemies 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.

6. Telekinesis - 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 them 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.

"Why'd they give it all those claws if it can just chuck some ganger off a rooftop?"

Ridieon, Rooftop Riders,
House Orlock



NYSEERIS
CULT OF AWOKEN EYES
XENOS-TAINTED HOUSE
ESCHER GANG

WYRD POWERS TELEPATHY

Hypnosis (Basic): With little more than a piercing stare, the Hermaphage Magos 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 Hermaphage Magos. If the Willpower check to perform this action is successful, that fighter may only perform a single Move (Simple) action when activated this round.

Mind Control (Basic): Twitching and spasming under the control of the Hermaphage Magos, 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 Hermaphage Magos. 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 player controlling the Hermaphage Magos.

TELEKENESIS

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.

SPECIAL RULES

Bounty Hunter: As a Bounty Hunter, the Hermaphage Magos is subject to the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules (see page 63 of *Necromunda: Gangs of the Underhive*).

Outlaw: The Hermaphage Magos is an Outlaw Hired Gun (see page 38 of *Necromunda: The Book of Judgement*).

THE HERMAPHAGE MAGOS, BOUNTY HUNTER

310
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	3+	4+	4	3	3	3+	3	7+	6+	6+	7+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Las pistol	8"	12"	+1	-	3	-	1	2+	Pistol, Plentiful
Razor-sharp talons	-	E	-	-	S+1	-2	3	-	Melee, Rending

SKILLS: Crushing Blow, Fearsome, Hurl, Spring Up

WARGEAR: Hardened flak armour, respirator



THE HERMAPHAGE MAGOS

When the heretic Hermiatus 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 Hermiatus 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.

"Even in death you will
serve the Emperor. If He
pays the most, anyway."

'Scatterbones',
Cadaver Collector

HANGERS-ON

As well as the Hangers-on detailed in both the *Necromunda: Gangs of the Underhive* and *Necromunda: The Book of Judgement* books, both cults and Outlaw gangs will make use of specialised Hangers-on to help them in their subversive activities. Below is a collection of Hangers-on designed with Outlaw and Chaos Corrupted gangs in mind. See page 83 of *Necromunda: Gangs of the Underhive* for the full rules on using Hangers-on.

0-1 CADAVER MERCHANT20 CREDITS

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...

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 D3x10 credits.

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.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	3	3	1	4+	1	8+	6+	7+	8+

Equipment: Chainaxe

Skills: Fearsome

SPECIAL RULES

Outlaw: A Cadaver Merchant can only be hired by Outlaw gangs (see page 6).

LUGURE
CADAVER MERCHANT



0-1 HERETEK40 CREDITS

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.

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, or the Reckless trait if it has the Melee trait as well. These traits last until the end of the battle.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	9+	7+	7+	5+

Equipment: Mesh armour, grav-gun or plasma gun

Skills: Munitioneer

SPECIAL RULES

Outlaw: A Heretek can only be hired by Outlaw gangs ([see page 6](#)).

0-1 AGITATOR30 CREDITS

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.

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.

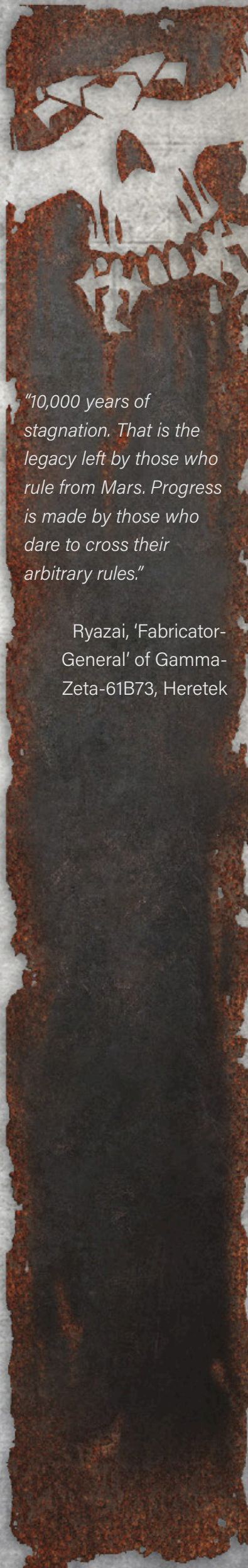
M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	4+	3	3	1	4+	1	6+	7+	7+	8+

Equipment: Laspistol or stub gun

Skills: Inspirational

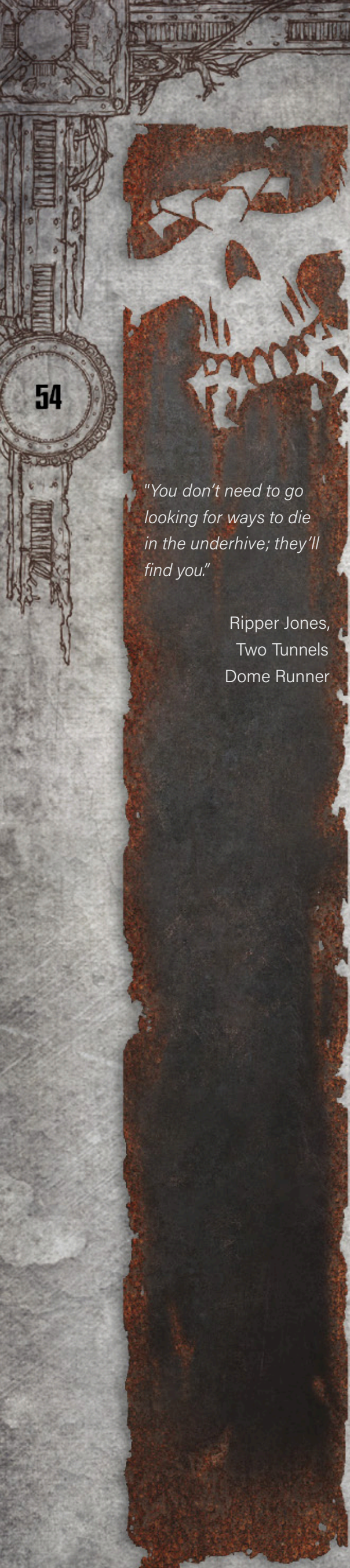
SPECIAL RULES

Outlaw: An Agitator can only be hired by Outlaw gangs ([see page 6](#)).



"10,000 years of stagnation. That is the legacy left by those who rule from Mars. Progress is made by those who dare to cross their arbitrary rules."

Ryazai, 'Fabricator-General' of Gamma-Zeta-61B73, Heretek



"You don't need to go looking for ways to die in the underhive; they'll find you."

Ripper Jones,
Two Tunnels
Dome Runner

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.

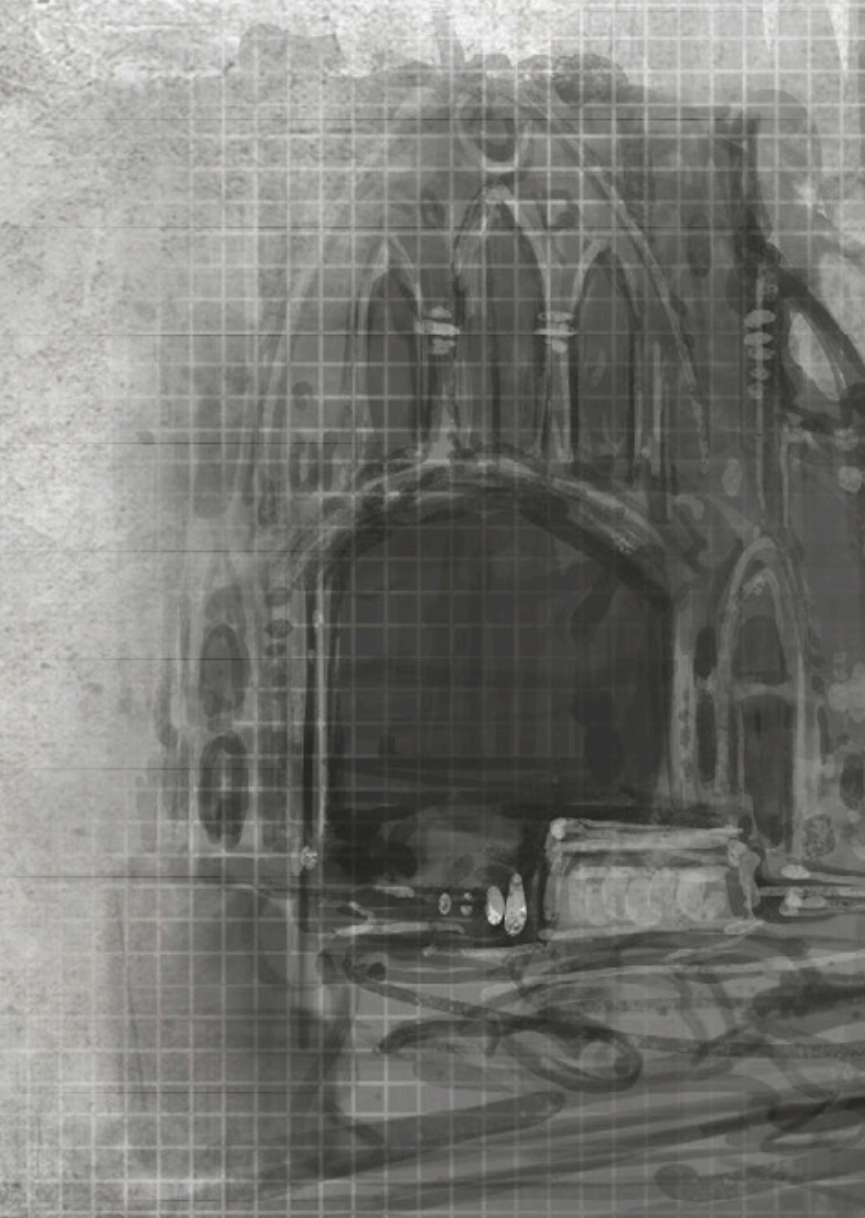
Presented over the following pages are a collection of scenarios to add to your games of Necromunda. These scenarios have been designed to represent the mayhem of a hive war, and complement the Uprising Campaign found in *Necromunda: Dark Uprising* – however they can be used either as standalone Skirmish games or in any of the published Necromunda campaigns.

CHOOSING A SCENARIO

Players can include any of the scenarios in this book when Determining a Scenario (see page 90 of the *Necromunda Rulebook*) if either player has the option to choose any scenario. Alternatively, if players want a degree of randomness or they are playing a Skirmish game then 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.

CULT SCENARIOS

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



DESIGNER'S NOTE: CAMPAIGN REWARDS

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.

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. In a Law or Misrule Campaign, reputation is earned as normal and contributes either to the gang's Law Reputation or Misrule Reputation.

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.

If players are also in possession of *Necromunda: Dark Uprising* then wherever a scenario appears both in this book and in *Necromunda: Dark Uprising*, the rewards in *Necromunda: Dark Uprising* should be used when playing an Uprising Campaign.



SHOW OF FORCE

The enemy gang must be crushed without mercy!

BATTLEFIELD

This scenario uses the Battlefield Set-up rules, as described on page 117 of the *Necromunda Rulebook*.

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, as described on page 118 of the *Necromunda Rulebook*. 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 attacker's gang are held off the table as Reinforcements as described on page 119 of the *Necromunda Rulebook*.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

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.

56



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 ([see page 56](#)) 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 (see page 119 of the *Necromunda Rulebook*). 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 pages 56 and 57](#)) 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.

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.

HIT AND RUN

A gang strikes from the shadows hoping to take down a powerful foe.

BATTLEFIELD

This scenario uses the Battlefield Set-up rules, as described on page 117 of the *Necromunda Rulebook*.

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, as described on page 118 of the *Necromunda Rulebook*. The defender uses the Random Selection (D3+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:

SPOTTING CHECK

Modifier	Condition
-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 ([see page 58](#)) 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.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

A fighter who takes an enemy leader Out of Action earns 1 additional Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

SEARCH AND DESTROY

Gangs seek to clear an area of their enemies.

BATTLEFIELD

This scenario uses the Battlefield Set-up rules, as described on page 117 of the *Necromunda Rulebook*.

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, as described on page 118 of the *Necromunda Rulebook*. 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 as described on page 119 of the *Necromunda Rulebook*.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

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 122 of the *Necromunda Rulebook*).

REINFORCEMENTS

The defender uses Reinforcements (see page 119 of the *Necromunda Rulebook*). 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.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Each attacker who destroys a Weapon Cache earns 1 Experience point.

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.



MEAT HARVEST

Meat for the grinder!

BATTLEFIELD

This scenario uses the Battlefield Set-up rules, as described on page 117 of the *Necromunda Rulebook*.

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. 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, as described on page 118 of the *Necromunda Rulebook*. 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 as described on page 119 of the *Necromunda Rulebook*.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

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 (see page 119 of the *Necromunda Rulebook*). 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.

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.

PROPAGANDA

Gangs seek to sway the other gangers to their cause.

BATTLEFIELD

This scenario uses the Battlefield Set-up rules, as described on page 117 of the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. Both gangs use the Custom Selection (4) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

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

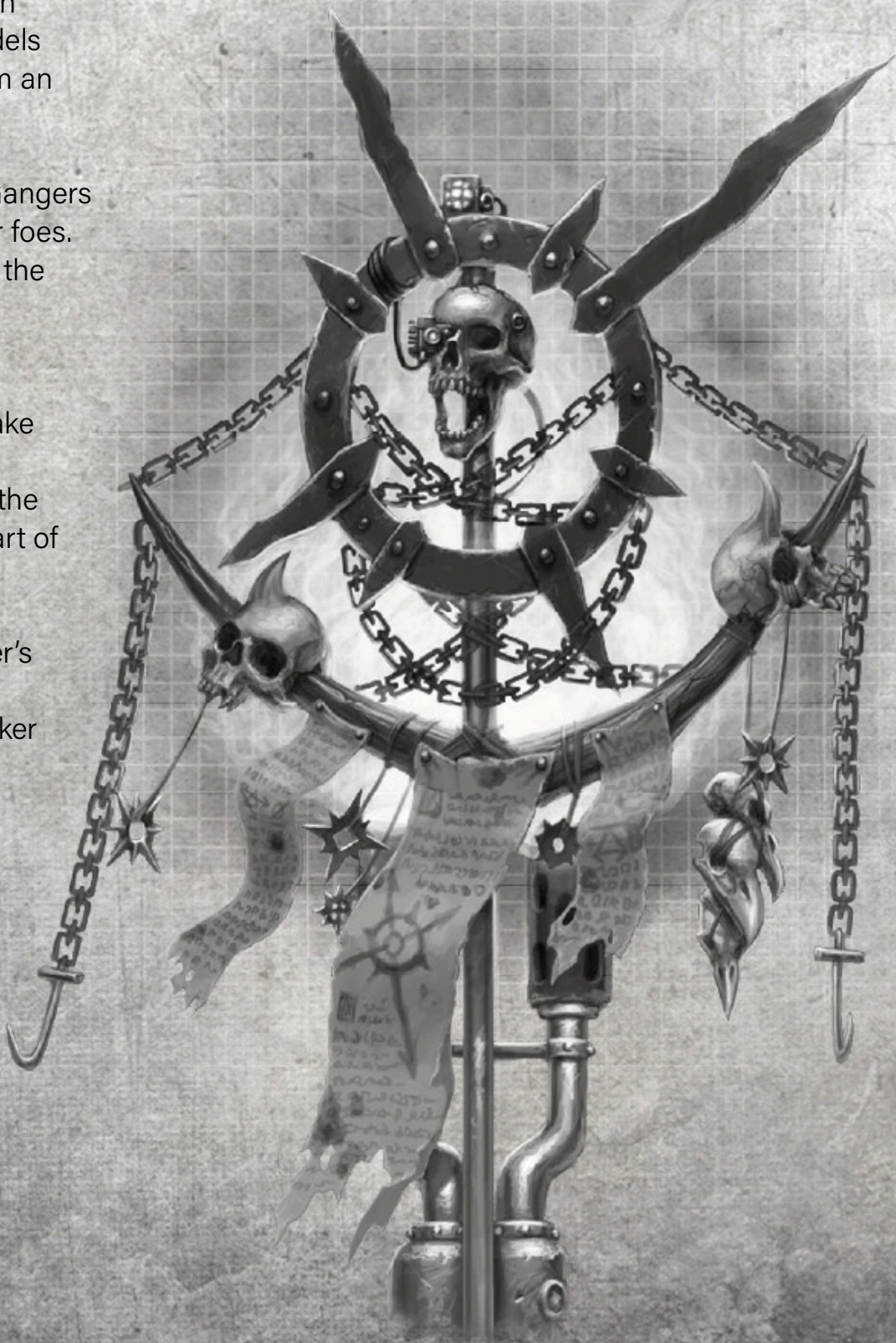
Choose a Houseless Ganger within 3" and make a Leadership check for the coercing fighter. If the check is successful, place a token next to the Houseless Ganger to indicate that it is now part of the coercing fighter's gang.

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 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	Wil	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.

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.

"Sometimes it's hard to know which of the voices to listen to. The loud echoey one coming from all the loudhailers or the angry one shoutin' in your ear."

'Sharp Tooth' Griza,
Fiends of the Forge,
House Goliath

SCAVENGE

Desperate for supplies, gangs loot the battlefield.

BATTLEFIELD

This scenario uses the Battlefield Set-up rules, as described on page 117 of the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. Both gangs use the Custom Selection (D3+7) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

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 135 of *Necromunda: Gangs of the Underhive*). 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.

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.





NRUG
BROKEN HAMMERS
OUTLAWED HOUSE GOLIATH GANG

PUBLIC EXECUTION

The gang must save one of their own before time runs out.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*.

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. 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, as described on page 118 of the *Necromunda Rulebook*. 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 as described on page 119 of the *Necromunda Rulebook*.

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.

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

The prisoner is 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.

REINFORCEMENTS

The defender uses Reinforcements (see page 119 of the *Necromunda Rulebook*). At the end of the second round, and each round thereafter, a random fighter will arrive in the End phase.

DESIGNER'S NOTE: RESCUING GANGERS

If the attacker chooses, this scenario can be played in place of the Rescue Mission scenario (see page 134 of the *Necromunda Rulebook*) 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 just as if they had been Sold to the Guilders (see page 92 of the *Necromunda Rulebook*).

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.

EXPERIENCE

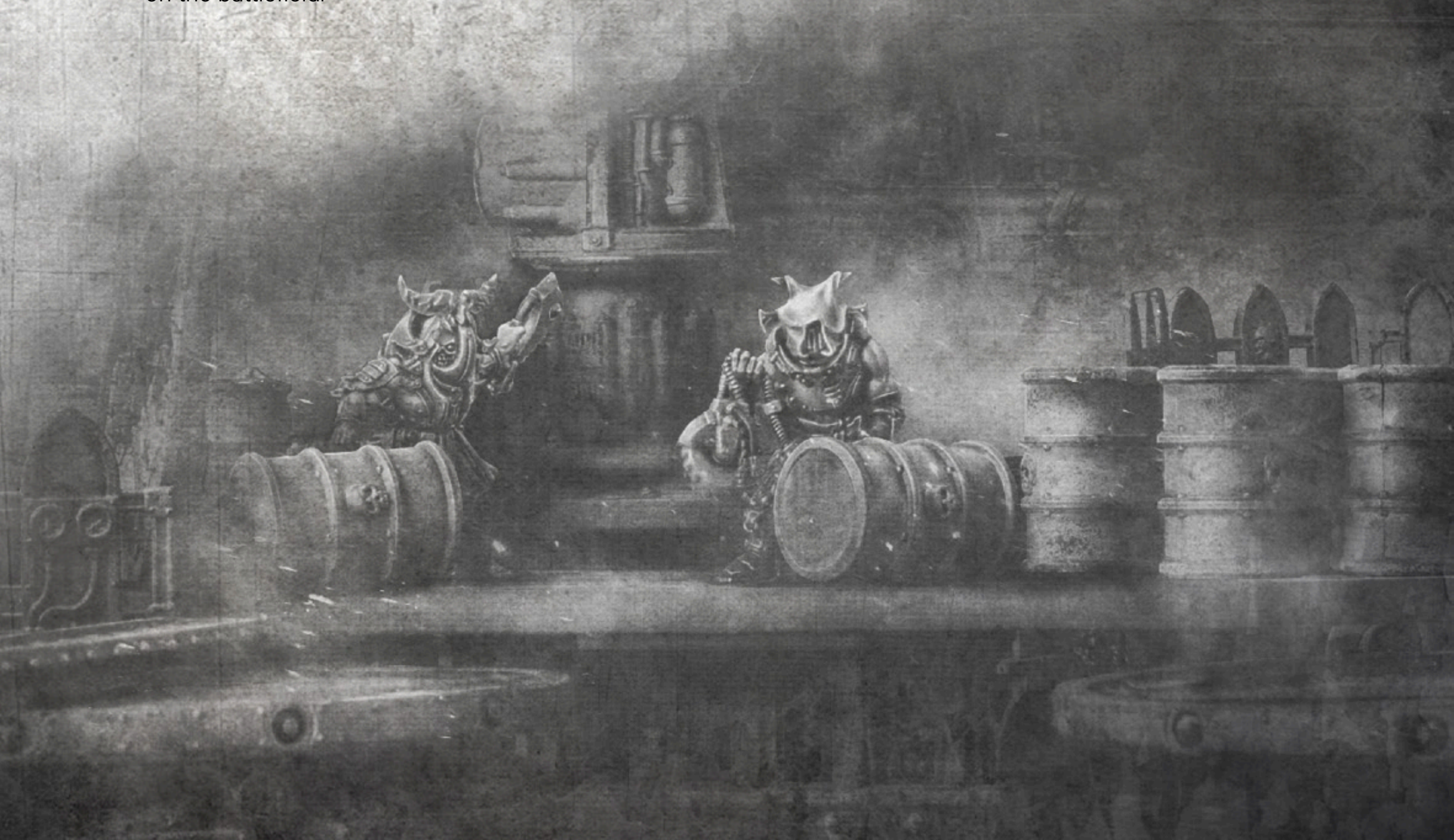
Each fighter that took part in the battle earns 1 Experience point.

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.



TAKEOVER

By order of Lord Helmawr, I seize this territory!

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*, with the exception of placing three landmarks ([see page 71](#)).

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, as described on page 118 of the *Necromunda Rulebook*. 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 from page 119 of the *Necromunda Rulebook* 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 (CAMPAIGNS ONLY) 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.

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.

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. 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, as described on page 118 of the *Necromunda Rulebook*. 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 page 73](#)).

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 (CAMPAIGNS ONLY) 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.



'CUTTER' KRAKE
DOG SOLDIERS
HOUSE GOLIATH

RITUAL

A tear in the veil.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*.

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. 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, as described on page 118 of the *Necromunda Rulebook*. 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.



DAEMONIC ENERGIES

As the ritual nears completion, daemonic 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 Daemonic 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

Tokens	Result
3 or less	The Veil Weakens: Eerie noises and ethereal lights fill the battlefield but otherwise there are no additional effects.
4-6	Tendrils of Madness: All fighters on the battlefield, with the exception of the Ritual Leader gain the Insanity condition (see page 60 of the <i>Necromunda Rulebook</i>).
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 page 84).
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, 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 Daemonic 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 Daemonic 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 (CAMPAIGNS ONLY) EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

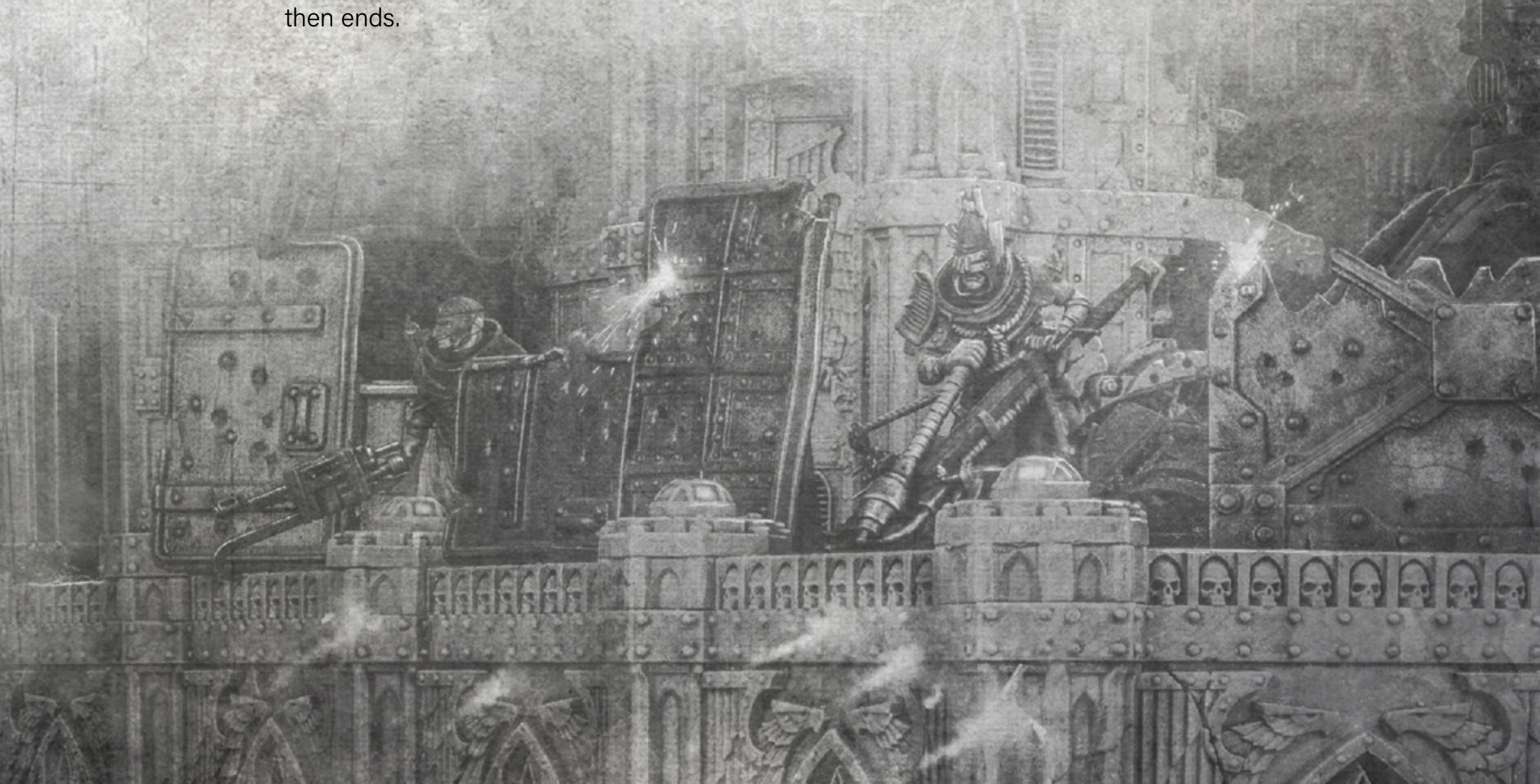
Any fighter still on the battlefield at the end of the game earns 1 Experience point.

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.



BLOOD RITES

A dark offering for the gods.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*.

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. 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, as described on page 118 of the *Necromunda Rulebook*. 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 as described on page 119 of the *Necromunda Rulebook*.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

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 (see page 119 of the *Necromunda Rulebook*). 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 (CAMPAIGNS ONLY) 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.

SLAUGHTER

Hack, savage, murder, kill!

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. Both players use the Random Selection (D3+7) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

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 (CAMPAIGNS ONLY) 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.

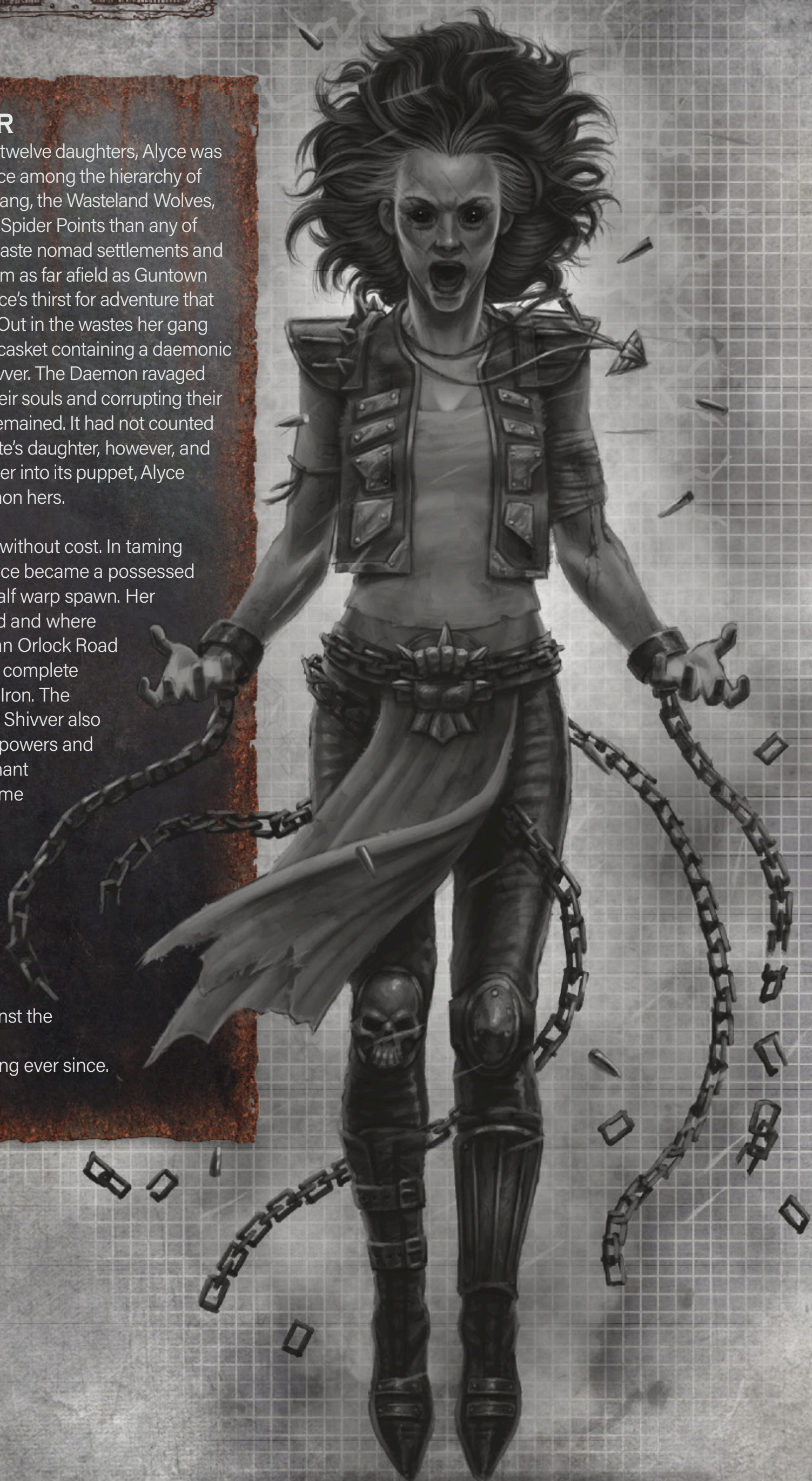
ANGREK
LODGE OF FORGOTTEN GLORIES
CORPSE GRINDER CULT



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 afield 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.



WYRD POWERS TELEKENESIS

Assail (Basic): Alyce Shivver uses the force of her 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.

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

TELEPATHY

Maddening Visions (Basic): Nearby enemies find themselves struck by nightmarish apparitions as Alyce Shivver 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 Alyce Shivver. 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 60 of the *Necromunda Rulebook*.

SPECIAL RULES

Bounty Hunter: As a Bounty Hunter, Alyce Shivver is subject to the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules (see page 63 of *Necromunda: Gangs of the Underhive*).

Outlaw: Alyce Shivver is an Outlaw Hired Gun (see page 38 of *Necromunda: The Book of Judgement*).

ALYCE SHIVVER, BOUNTY HUNTER

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CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	3+	4+	3	3	2	3+	2	6+	5+	7+	6+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
- dumdum rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee

SKILLS: Headbutt, Non-sanctioned Psyker, True Grit

WARGEAR: Mesh armour, respirator, photo-goggles

WYRD POWERS

TELEKINESIS: Assail (Basic), Levitation (Basic)

TELEPATHY: Maddening Visions (Basic)

'SAWTOOTH' YARELLA
SCARLET PACK
HOUSE ESCHER



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.

In this section of *Necromunda: The Book of Ruin*, you will find a number of scenarios designed specifically for multi-player games. 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. Guidelines for running multi-player games can be found in the *Necromunda Rulebook* on page 56.

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.

"I've never seen a situation that couldn't be improved by bringing more firepower."

Skeet Dogtoe, Skeet's Honest Ordnance



MEEEEEEEEEEAT!

A group of survivors is surrounded by crazed cannibals!

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. 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:

CRAZED CANNIBALS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
6"	4+	5+	3	4	1	4+	1	9+	4+	6+	10+

WEAPONS

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 choose two Tactics cards from their Tactics deck. 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 (CAMPAIGNS ONLY) 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 D3 Reputation for their gang.



KRAG
LODGE OF UNRAVELLED HOPE
CORPSE GRINDER CULT



"You can tell them from the shakes. Anyone that's eaten the 'meat surprise' got the same shakes... Or they turn crazy and bite anything in sight!"

Jedidah,
Network Spiders,
House Van Saar



DAEMONIC POSSESSION

A Daemon is loose within the hive.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. Each player uses the Random Selection (6) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

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 60 of the *Necromunda Rulebook*).

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 (see page 75 of the *Necromunda Rulebook*). 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 [on page 85](#).

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:

	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Psychic Vomit	-	T	-	-	2	-	1	-	Blaze, 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

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 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 D3 Experience points.

The fighter who destroys the Daemon earns D6 Experience points.

REPUTATION

The victorious gang gains D3 Reputation.

If any gang bottled out, they lose 1 Reputation.

MEAT FOR THE GRINDER

The weak become meat.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. 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 from page 119 of the *Necromunda Rulebook*.

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 (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.

SCAVENGED WEAPONS

2D6	Weapon
2	Heavy Stubber
3	Flamer
4	Autogun
5	Shotgun with Solid and Scatter ammo
6	Auto Pistol
7	Stub Gun
8	Axe
9	Stiletto Knife
10	Sword
11	Power Axe
12	Heavy Rock Cutter

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.

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.

URBAN RENEWAL

Bring it down!

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*. 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, as described on page 118 of the *Necromunda Rulebook*. Players use the Custom Selection (6) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

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.

WAR IN THE SHADOWS

Scouts fight it out to gain a toehold for their gangs.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. 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 as described on page 119 of the *Necromunda Rulebook*.

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 as detailed on page 119 of the *Necromunda Rulebook*. 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 (CAMPAIGNS ONLY) 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.



END TIMES

And so the world ends...

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described on page 117 of the *Necromunda Rulebook*.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. Players use the Custom Selection (10) method to choose their crews.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

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	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	Effect
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 84). 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 D3 Experience points.

Any fighter who destroys a Daemon earns D3 Experience points.

REPUTATION

The victorious gang gains D6 Reputation.

If any gang has fighters on the transport at the end of the game, they gain D3 Reputation.

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 down-hive 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, HIVE SCUM

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CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	3+	5+	3	3	2	5+	2	8+	6+	9+	8+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	Pistol, Rapid Fire (1)
Throwing knives	Sx2	Sx4	-	-1	S	-1	-	5+	Scarce, Toxin
Shock baton	-	E	-	-	S	-	1	-	Melee, Parry, Shock

SPECIAL RULES

Outlaw: Jorth Slither is an Outlaw Hired Gun (see page 38 of *Necromunda: The Book of Judgement*).

SKILLS: Backstab, True Grit
WARGEAR: Filter plugs, lho sticks

ARBITRATOR TOOLS

As one of the most populous worlds in the Imperium, Necromunda suffers under the threat of witches and wyrds, the madness of cultist uprisings, and the constant peril from the denizens of the beyond summoned forth by the insane. Underhive gangs face many of these horrors on a daily basis, their fighters running afoul of the fell creatures who hide deep within the hive, their territory threatened by rivals in service to the Dark Gods, or those serving vile xenos masters. For a Necromundan gang, the terror and blood of a full-scale uprising is often little different from just another day below the Wall, albeit one with more chance for glory and loot.

In this section of *Necromunda: The Book of Ruin*, we present a collection of Arbitrator tools to help enhance players' experience of scenarios and campaigns. Many of these rules are intended to be used alongside the Uprising Campaign, as they have a suitably grim and chaotic nature. However, they can, if the Arbitrator chooses, be used for other campaigns, or adapted for campaigns of the Arbitrator's own devising.

On the following pages you will find rules for Scenario Complications, Uprising Campaign Events, Alternative Uprising Campaigns and Favours.

Scenario Complications allow Arbitrators and players alike to add wandering monsters to their scenarios. These can range from daemonically possessed hivers to xenos monstrosities, and have been presented in such a way as to be customisable to whatever creatures players want to add to their games.

Uprising Campaign Events offer a collection of campaign-wide effects that can be applied to the Uprising Campaign. These can either be generated randomly or chosen by the Arbitrator from those they think will cause the most mayhem. These events include Dome Quakes, Psychic Phenomena and Urban Renewal among many others, each event bringing interesting challenges for players to benefit from or overcome.

Alternative Uprising Campaigns provide Arbitrators with some straightforward guidelines for creating variations on the Uprising Campaign. These range from War of the Gods, in which each gang dedicates itself to one of the four gods of Chaos and fights it out to control the hive, to the Rise of the Four-armed Emperor, which follows the creation of a sinister Genestealer cult, the alien infection passing from one gang to the next.

Favours are a collection of gang specific Favours tables (in the vein of the House Favours table from the *Necromunda Rulebook*). These allow Clan Houses, Outlaws, Genestealer Cults and Chaos Cults to petition their own masters for aid, should they find themselves struggling against stronger gangs. This aid can range from extra weapons and wargear, to additional fighters or even powerful temporary allies.

SCENARIO COMPLICATIONS

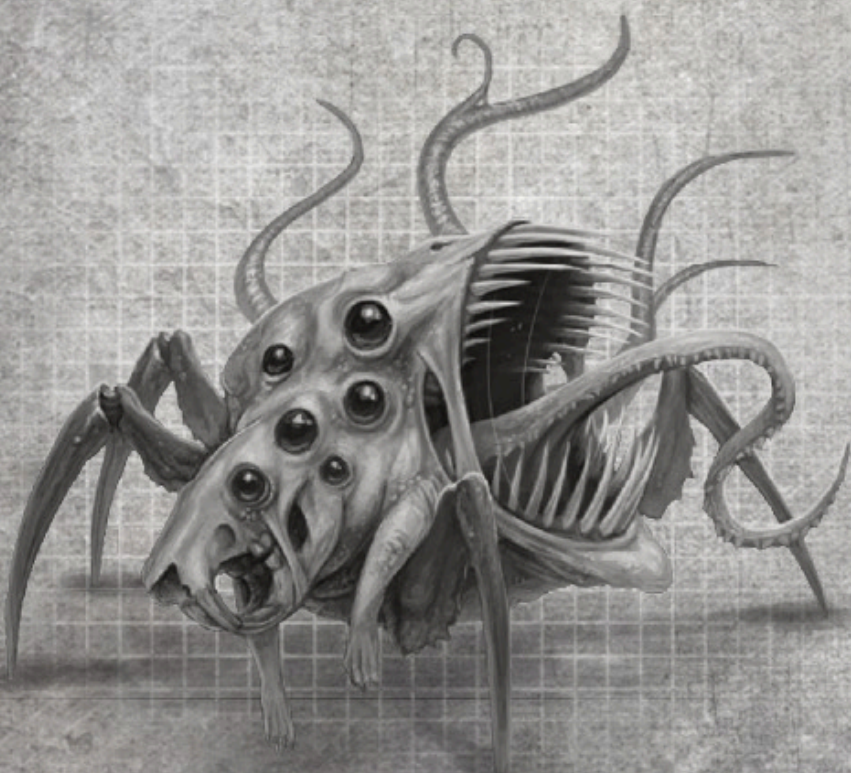
Many dark things fester and grow within the shadows of the underhive. The hardy denizens of these dark places have become inured to the day-to-day horrors of underhive flora and fauna through constant exposure to the dangers of their home. But other things can lurk in hidden corners and dark places, things that will test the mettle of all but the hardest of gangers...

Scenario complications can be used to add an extra element of risk and excitement to any battle played using one of the 'core' scenarios from the *Necromunda Rulebook*. There is of course nothing that prevents them from being used in conjunction with any of the narrative scenarios detailed elsewhere in this supplement and others, but players should be aware that, by their very nature, some narrative scenarios are already very complicated. Adding further complications to them could be considered overkill!

Scenario complications fall into several broad categories. The first of these, the Horrors of the Underhive, is presented here. Future supplements will both expand upon the options presented here and add more, be it new categories of complication or additions to existing categories.

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 (see page 121 of the *Necromunda Rulebook*) 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 twelve core scenarios presented on page 124 of the *Necromunda Rulebook*. 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 two 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	D6	Type of Horror
1,000-1,300	Peril Minoris	1-3	Possessed Hiver
1,301-1,600	Peril Secundus	4-6	Xenos Abomination
1,601 and above	Peril Extremis		

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 1 Experience point.
- Any fighter that takes a Horror of the Underhive Out of Action gains 2 Experience points.
- When a fighter takes a Horror of the Underhive Out of Action, their gang gains 1 Reputation point.

"HONOURED
GENETORS REPORT
EMERGENCE OF
UNIDENTIFIED SPECIES.
SECTOR POPULATION
REDUCED BY 95.54%.
REPORT ALL SIGHTINGS
TO LOCAL PALANITE
PRECINCT-FORTRESS."

Announcement heard in
Hive Trazior
following Delta-F299
incident

POSSESSED HIVER

One of the greatest threats to humanity is that of the psyker. Every year ever more humans manifest latent psychic powers. Many are rounded up by local authorities and processed accordingly. Such souls are fortunate indeed for they are offered the opportunity to contribute useful service to their Emperor and His Imperium, rather than risk destabilising His laws and endangering the innocent with the sin of their existence. Sadly, many more go undiscovered. These heretics invariably give in to temptation and use their powers. What is particularly tragic is that many don't even realise they are using psychic powers at all; most simply consider themselves to be particularly lucky, intuitive or otherwise blessed. In manifesting these powers, they open themselves up to the predations of the Warp and the foul entities that reside therein. An unguarded, untrained mind is an open invitation to such an obscene creature to invade the physical universe. Every time an untrained psyker uses their abilities, they risk possession.

The victim of a possession becomes little more than a passenger inside their own body, a body which now plays host to something hostile, dangerous and utterly evil. Trapped inside their own mind and unable to control themselves, the psyker can do little but scream silently in endless torment as they play witness to the terrible actions of their own body. The fortunate ones are quickly released from their plight by death; their bodies cut down by enemies or hive authorities, and the Daemon banished back beyond the veil. The truly unfortunate can play host to a cunning Warp entity for many years, perhaps even decades, looking on helplessly from within as the Daemon mimics the personality and mannerisms of the host, all the while growing stronger...

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	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+

Weapon	Rng		Acc		Str	Ap	D	Am	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, True Grit

Wargear: Bio-booster (representing an inhuman resilience to harm), Photo-goggles (representing a preternatural ability to see in low light), Respirator (representing a daemonically imbued resistance to hostile environments).

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:

TELEKENESIS

Levitation (Basic), Continuous Effect: The Possessed Hiver rises up on 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 Possessed Hiver'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 this fighter is only levitated a few inches above the ground, this ability does not affect lines of sight or the use of cover.

PYROMANCY

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	Ap	D	Am	Traits
	S	L	S	L					
Scouring	-	T	-	-	2	-2	1	-	Blaze, Template

Possessed Hivers also have a number of additional Wyrd powers, generated by rolling a D6 on the table below. 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.

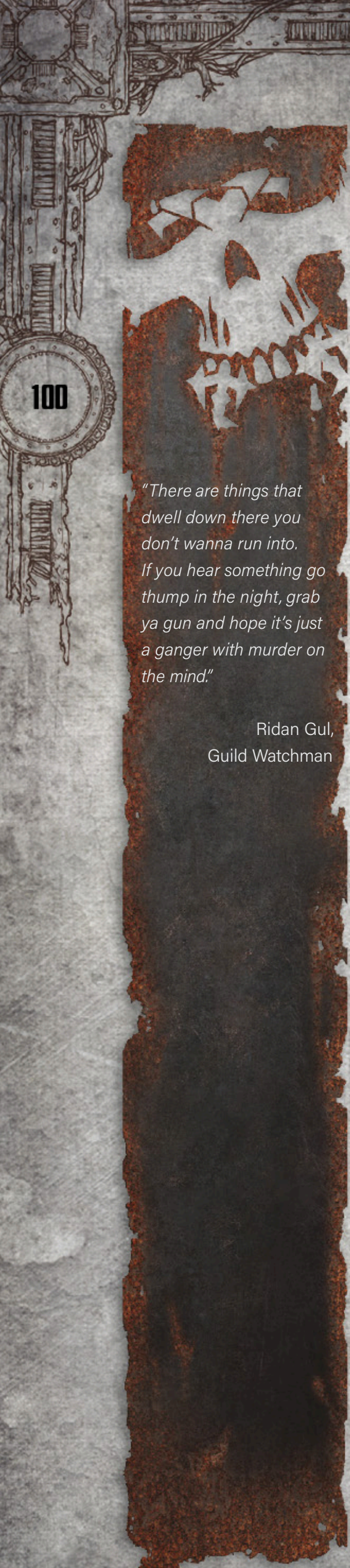
D6	Power
1	Telekinesis - Assail (Basic): Immediately make a ranged attack against an enemy fighter or an obstacle within 12" and line of sight. If hit, move the target D3" in any direction.
2	Pyromancy - Flame Blast (Basic): Continuous Effect: For as long as this Wyrd Power is maintained, one weapon with the Melee trait carried by this fighter gains the Blaze trait.
3	Chronomancy - Freeze Time (Double): All fighters that are within 6" of this fighter when Activated during the following round may only take a single action.
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 - Quickenning (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+).



"Can you hear it? Can you hear her beautiful song? Come. Dance with me."

Intercepted vox message from condemned Hab Unit 998-Z1NB-845





100

"There are things that dwell down there you don't wanna run into. If you hear something go thump in the night, grab ya gun and hope it's just a ganger with murder on the mind."

Ridan Gul,
Guild Watchman

XENOS ABOMINATION

The galaxy is a dark and hostile place for humanity. Untold legions of xenos threaten its continued existence and endlessly encroach upon the borders of the Emperor's sacred domain. Even worlds such as Necromunda, solid bastions of Mankind, far from the frontiers of the Imperium and fortified against threat, are not safe from the insidious presence of xenos infiltrators. Of course, not all aliens come to Necromunda under the shroud of secrecy. Many come as visitors, brought either by the endless flow of trade through the Eye of Selene, or as crew aboard void craft. Such creatures are tolerated for the useful service they provide and are housed for the duration of their stay within the secure walls of the Stranger's Spire. Even so, they are never accepted or made welcome – for they remain filthy xenos!

Yet other foul aliens are brought to Necromunda through means more insidious. Every year, the number of alien beasts smuggled into Hive Primus alone numbers in the millions. Many are brought to entertain the masses in the fighting pits and permissible quotas are always too low, forcing the Slave Lords to smuggle in much of their stock. Others are brought as raw materials for the chems trade or to provide the base organic components required for industrial servitors. Still others arrive as luxury items for the rich and the noble; for the skin on their backs and the meat on their bones.

Others have been here for generations. They breed and reproduce in the shadows, hidden from sight and safe from the righteous retribution of Necromunda's human masters. Many have dark agendas, seeking to destabilise Helmawr's domain from within. Others are base animals, merely hoping to survive and prosper. All have one thing in common – when disturbed they will show their true, savage nature.

The following section 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	Wil	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	Wil	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+
4"	4+	6+	4	3	3	4+	3	5+	4+	5+	4+

PERIL EXTREMIS XENOS ABOMINATION PROFILES

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

	Weapons	Wargear	Skills
Peril Minoris Xenos Abomination	1	1	2
Peril Secundus Xenos Abomination	2	2	3
Peril Extremis Xenos Abomination	3	3	4

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Venomous bite	-	E	-	-	-	-2	-	-	Melee, Toxin
Razor-sharp Talons	-	E	-	-	S+1	-1	1	-	Melee, Rending
Writhing Tentacles	E	3"	-	-	S	-1	1	-	Entangle, Melee, Versatile
Spearing Spines and Bony Growths	E	1"	-	-	S+1	-	2	-	Melee
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).

As an example, it is possible to create a Purestrain Genestealer using the above options that could look something like this:

PURESTRAIN GENESTEALER

N/A CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
6"	4+	6+	4	5	4	3+	4	7+	4+	6+	10+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Razor-sharp talons	-	E	-	-	S+1	-1	1	-	Melee, Rending
Venomous bite	-	E	-	-	-	-2	-	-	Melee, Toxin

SKILLS:

Dodge, Evade, Nerves of Steel, Rain of Blows

WARGEAR:

Bio-booster, Photo-goggles

"Rise up, children of the Hive. Claim your freedom, if not through victory then through death!"

Heretic loudhailer propaganda recorded during Manufactorum N51-G10 insurrection

ALTERNATIVE 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: **Carion 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 staving 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 12](#)) 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.



"You won't rise above the pack if you never learn to court your betters. Your House will only listen if you give them reason and it is your hide should they deem you unworthy."

Carla 'Sweetbreath',
Tunnel Cats,
House Escher

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 House Favours table, or, if they are Outlaws, they must instead roll on the Outlaw 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.
- Genestealer Cults gangs and Genestealer Infected gangs ([see page 12](#)) roll on the Genestealer Cults Favours table.
- Corpse Grinder gangs, Chaos Helots Cult gangs, and Chaos Corrupted gangs ([see page 8](#)) roll on the Chaos Favours table

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.

Note that the House Favours table included here is the same as the one on page 148 of the *Necromunda Rulebook*, and has been included for completeness.

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	Indifference: Despite the gang leader's pleas, their Clan House remains largely 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.



*"A crate of guns for two
of our newest recruits.
Those are terms I will
always agree to."*

Yvarin,
Radfire Scholars,
House Van Saar

"Don't get me wrong, being chased by anyone claiming to be a Bounty Hunter is annoying, but the dregs of society are far more fun to hang with."

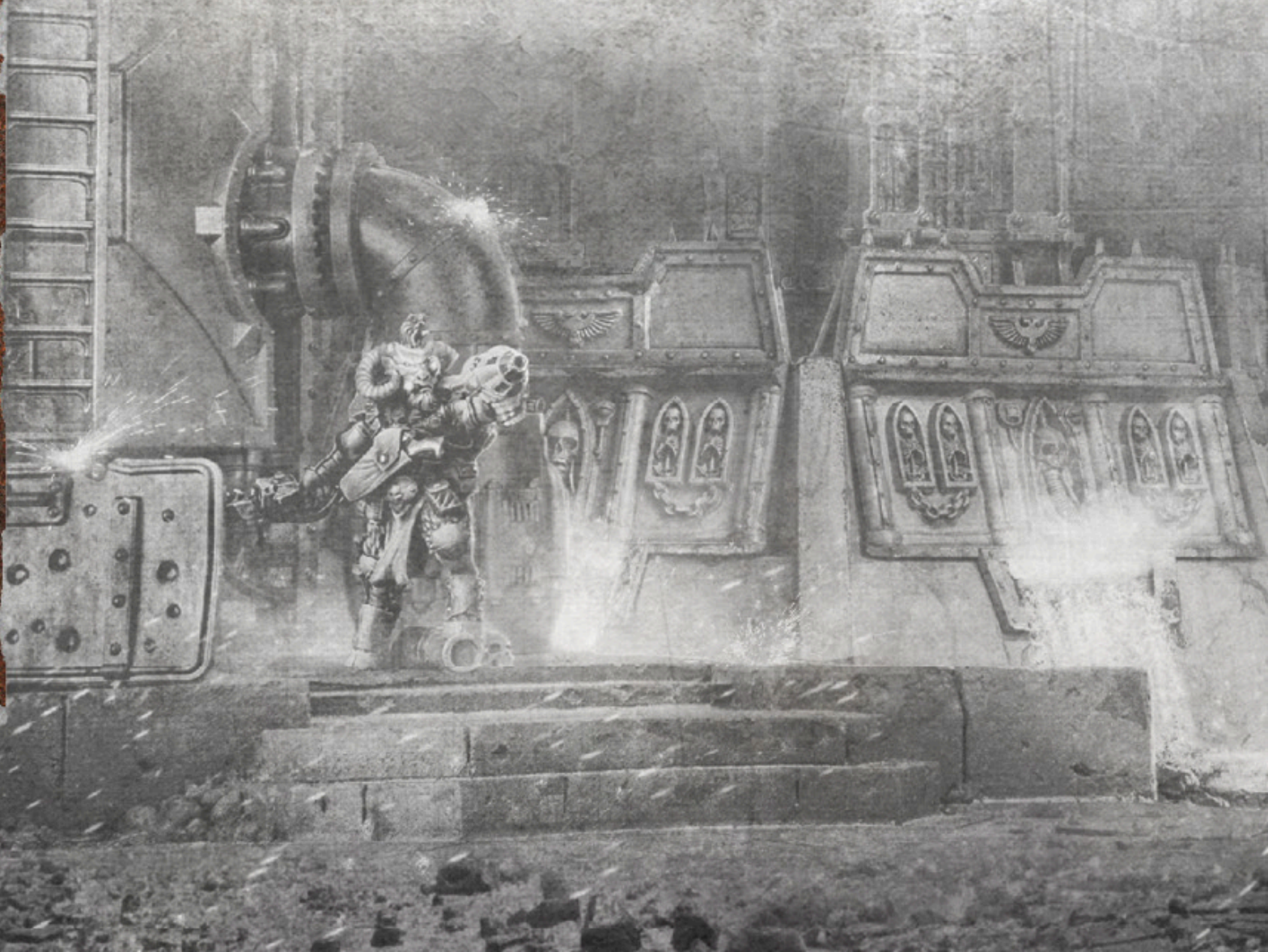
Nadron, Outlaw,
exiled from
House Orlock

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

- | 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 instead. |
| 3-5 | Treacherous Scum: The player may include a free Hive Scum hired gun (see page 61 of <i>Necromunda: Gangs of the Underhive</i>) as part of their crew in their next scenario. The Scum 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 Scum 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. The player may add a free Juve or 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.

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 and Reckless traits, if they did not have these traits already.
- 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.
- 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) or a Hybrid Acolyte (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 ([see page 101](#)) 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.

"There was a flash of movement and Blazak was in three pieces. Caught a look at three arms before it scuttled off to Emperor knows where."

'Bitterchain',
Iron Snappers,
House Goliath



"Would you like to meet
my pet? He'll be so
happy to have someone
to play with."

Galleti,
Weeping Sore,
Helot Cultist

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.

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 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 27](#))
- 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.
- 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.

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.

Note that some of the results reference other Necromunda publications in addition to the Necromunda Rulebook and Necromunda: Gangs of the Underhive. In these instances, if the Arbitrator does not have these publications, the additional event effects pertaining to them can be ignored.

UPRISING CAMPAIGN EVENTS

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 124 of <i>Necromunda: The Book of Judgement</i>) 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 <i>Horrors of the Underhive</i> on page 98). 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 73 of <i>Necromunda: Dark Uprising</i>). 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 120 of the <i>Necromunda Rulebook</i>) 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.

"Those weeks proved Helmawr doesn't care about us. Weeks of starvation and disease, of throwing back the savages trying to kill us. Then they claim we're tainted and should be purged. I hope they all drown in their own filth."

Neabelle, Outlaw,
exiled from
House Escher

"Each step we take is
ordained by the Weaver
of Fate. Nothing you can
do will disturb his plans."

Herardizal,
Woven Thread,
Chaos Cultist

- 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 106](#)) 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 139 of the *Necromunda Rulebook*](#)).

- 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 23 of *Necromunda: The Book of Peril*), 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 73 of *Necromunda: Dark Uprising*).
- 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 55 of *Necromunda: Dark Uprising*) 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).

"Don't think we'll ever know the truth. By the time we got there, the Enforcers had burnt the whole dome to the ground and put down any who asked what happened."

Una 'Ironarm',
Rust Riders,
House Orlock

"Sickness spread like wildfire. If someone coughed in your general direction, you'd be down with fever within the day. Only the alchemists could help you, but only for a favour."

Eazra,
Dome Runner,
known heretic

- 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 120 of the *Necromunda Rulebook*) 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 (see page 59 of the *Necromunda Rulebook*).
- 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.
- 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 28](#)). 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 29](#)).

"When the hive grinds to a halt, the uphivers don't care about you. The only thing they care out is if production keeps going, which means we hold the true power!"

Nilia,
Creeping Sisters,
Helot Cult

"I thought I was going to die there in the darkness. Then a light in the distance just switched on, guiding me to safety. Praise the Emperor!"

Obidiah,
Electric Hunters,
House Van Saar

- 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.

VANDOTH THE FALLEN

Vandoth is a figure of legend on Necromunda and stories are told of his deeds from the sky-hives 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.



SPECIAL RULES

Bounty Hunter: As a Bounty Hunter, Vandoth the Fallen is subject to the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules (see page 63 of *Necromunda: Gangs of the Underhive*).

Outlaw: Vandoth the Fallen is an Outlaw Hired Gun (see page 38 of *Necromunda: The Book of Judgement*).

Agent of Order: Vandoth the Fallen may not be hired by Helot Chaos Cults, Corpse Grinder Cult or Chaos Corrupted gangs.

VANDOTH THE FALLEN

250
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	3+	3+	4	4	3	3+	3	7+	5+	6+	7+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Boltgun	12"	24"	+1	-	4	-1	2	4+	Rapid Fire (1)
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee

SKILLS:

Crushing Blow, Fearsome, Hurl, Spring Up

WARGEAR:

Heavy carapace armour, respirator, stim-slug stash

"Once got my hands on some of that Enforcer armour. Best thing around apart from when the Enforcers get upset you're wearing their mate's clothes."

Moruta,
Burning Chains,
House Goliath

TRADING POST APPENDIX

The following section contains an update to the Trading Post for Dominion campaigns, as presented in *Necromunda: Gangs of the Underhive*, included here to allow the gangs presented in this book, and others besides, to make use of certain items unique to this book in other types of campaign as well. 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 gangers 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.



HEAVY CHAIN CLEAVER
REGISTERED TO CORPSE HARVEST
PARTY ALPHA-57-PHI
UTILISED IN SECTOR 145A
INSURRECTION

WEAPONS

PISTOLS

Item	Price	Rarity
Autopistol	10 credits	Common
Manstopper rounds	10 credits	Rare (8)
Fragmentation rounds	10 credits	Rare (8)

CLOSE COMBAT WEAPONS

Item	Price	Rarity
Boning sword	20 credits	Common
Butcher's chain cleaver	45 credits	Rare (7)
Butcher's cleaver	25 credits	Common
Flensing knife	15 credits	Common
Heavy chain cleaver	80 credits	Rare (7)
Rotary flensing saw	55 credits	Rare (9)

ARMOUR

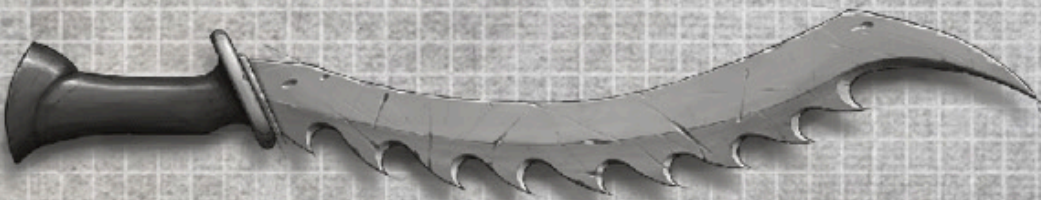
Item	Price	Rarity
Hardened flak armour	20 credits	Rare (10)
Layered flak armour	20 credits	Rare (8)
Hardened layered flak armour	35 credits	Rare (11)



BUTCHER'S CLEAVER
REGISTERED TO PROTEIN
RECLAMATION PLANT DELTA-994
UTILISED IN SECTOR 541P
INSURRECTION



BUTCHER'S CLEAVER
REGISTERED TO PROTEIN
RECLAMATION PLANT OMEGA-26
UTILISED IN SECTOR 145A
INSURRECTION



BONING SWORD
REGISTERED TO BONE SCRIVENER CALDOS, DECEASED
UTILISED IN HAB BLOCK RED-841-DELTA INSURRECTION



"Your gun is your best friend. Keep it clean and loaded or it's your own damn fault when your brains are smeared across the floor."

'Scholar' Daerl, Outriders,
House Orlock

WEAPONS AND WARGEAR REFERENCE CHART

This reference section contains rules for all of the new weapons and Wargear available to gangs and fighters through their House Equipment lists, as introduced by this supplement.

This section also includes a full list of Wargear rules and Weapon Traits.

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WEAPONS CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Boning sword	-	E	-	-	S	-2	2	-	Melee, Parry, Rending
Butcher's chain cleaver	-	E	-	-	S+1	-2	2	-	Melee, Shred
Butcher's cleaver	-	E	-	-	S+1	-1	1	-	Disarm, Melee
Flensing knife	-	E	-	-	S	-1	1	-	Melee, Rending
Heavy chain cleaver	-	E	-	+1	S+2	-2	2	-	Melee, Sever
Paired Butcher's chain cleavers	-	E	-	-	S+1	-2	2	-	Melee, Paired, Shred
Paired heavy chain cleavers	-	E	-	+1	S+2	-2	2	-	Melee, Paired, Sever
Rotary flensing saw	E	4"	-	-1	S+1	-2	2	-	Knockback, Melee, Shred, Versatile

PISTOLS

Weapon	Rng		Acc		S	AP	D	Am	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
- manstopper rounds	4"	12"	+1	-	4	-	1	4+	Rapid Fire (1), Limited, Sidearm
- fragmentation rounds	4"	12"	+1	-	3	-1	1	4+	Rapid Fire (1), Limited, Sidearm



BUTCHER'S CHAIN CLEAVER
'SCREAMING DEATH'
REGISTERED TO PROTEIN SCOURING PLANT ALPHA-79



CORPSE GRINDER STUB GUN
REGISTERED TO PROTEIN
RECLAMATION PLANT OMEGA-23
UTILISED IN SECTOR 889M
INSURRECTION

WARGEAR

This section covers Wargear carried by fighters and used by gangs to help them survive the rigours of battle and the harsh environment of the underhive.

ARMOUR

A fighter may only be equipped with one type of armour at a time.

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.

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.

LAYERED FLAK ARMOUR

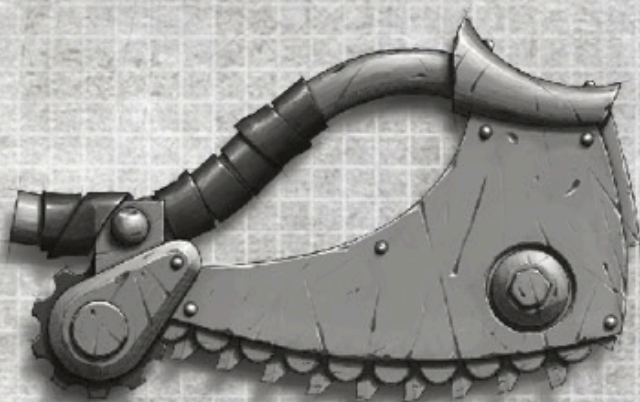
Layered flak armour grants a 5+ save roll. Against weapons that use a Blast marker or Flame template, this is increased to a 4+ save roll.

HARDENED 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.

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.



HEAVY CHAIN CLEAVER
'TOOTH OF INFINITE HUNGER'
REGISTERED TO PROTEIN RECLAMATION PLANT ZETA-414



*"Dig through the refuse,
for the Emperor provides!
The other Houses throw
out all things that still
offer use to His true
servants."*

Kyrzul,
Blessed Cowls,
House Cawdor

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 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.

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.

DESPAIR GIVEN FORM
LODGE OF DESTITUTE VOWS
CORPSE GRINDER CULT

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 (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.

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 (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.

GANG EQUIPMENT

Equipment deployed by gangs to give them an advantage in battle, including booby traps and stashed ammo.

CORPSE GRINDER CULT ICON

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.

WEAPON TRAITS

The following list contains rules for all of the new Weapon Traits introduced by this supplement in full.

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.

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.

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.

RECKLESS

Reckless weapons are indiscriminate in what they target. Weapons with this Trait ignore the normal target priority rules. Instead, before making an attack with a weapon with this Trait, randomly determine the target of the attack from all eligible models within the fighter's line of sight.

SKILLS

This section presents all of the Savagery skills available exclusively to fighters belonging to a Corpse Grinder Cult gang.

SAVAGERY

1. 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.

2. BLOODLUST

After performing a Coup de Grace, this fighter may Consolidate as well, moving up to 2" in any direction.

3. CRIMSON HAZE

If this fighter is Engaged with one or more enemy fighters, they automatically pass any Nerve tests they are required to take.

4. FRENZY

When this fighter makes a Charge (Double) action, they gain an additional D3 Attacks. However, their hit rolls suffer a -1 modifier.

5. 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.

6. 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.

BAKRUZ
LODGE OF INFINITE RAGE
CORPSE GRINDER CULT

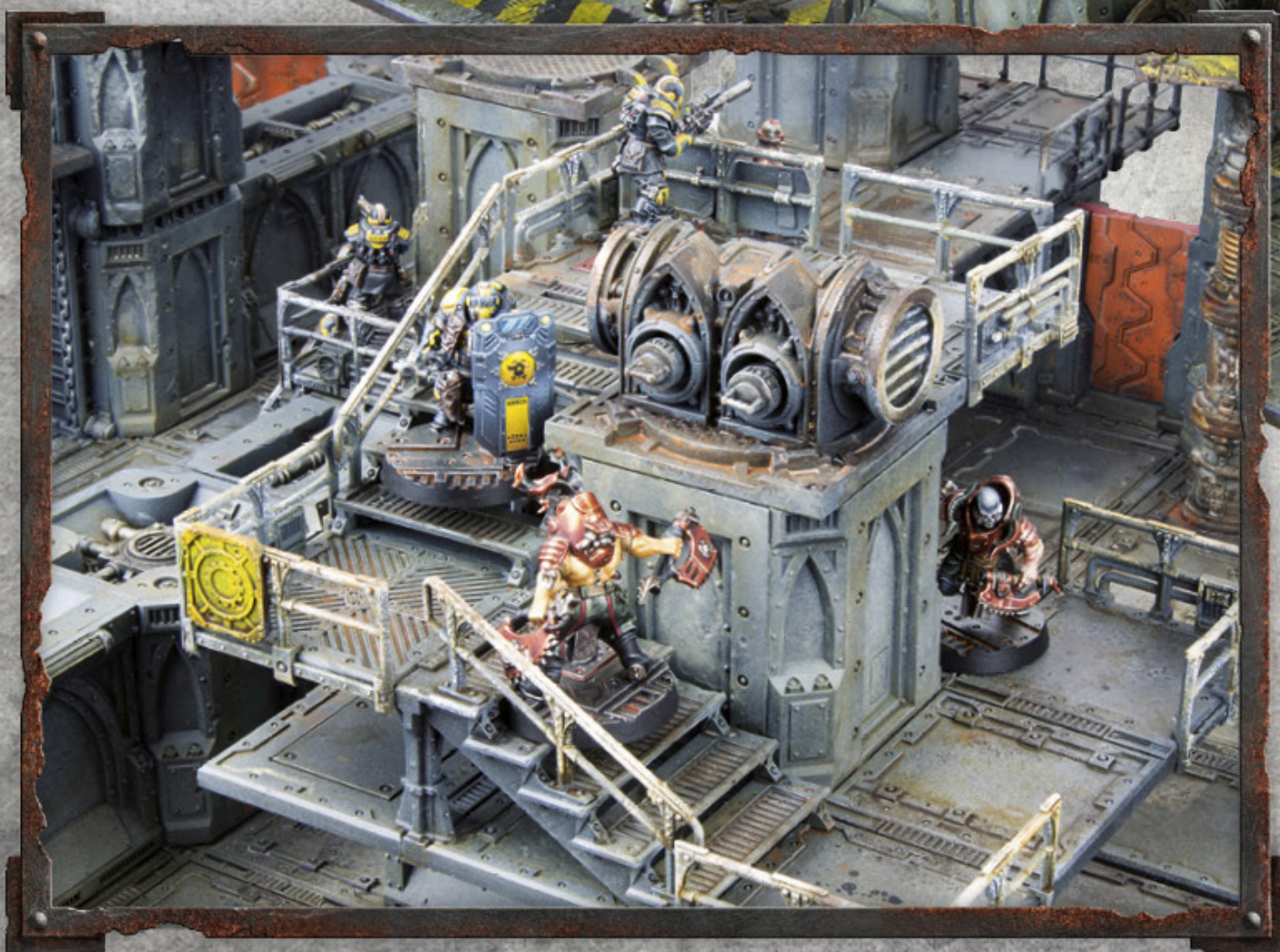


SKRVOVAR
LODGE OF THE KEEN EDGE
CORPSE GRINDER CULT





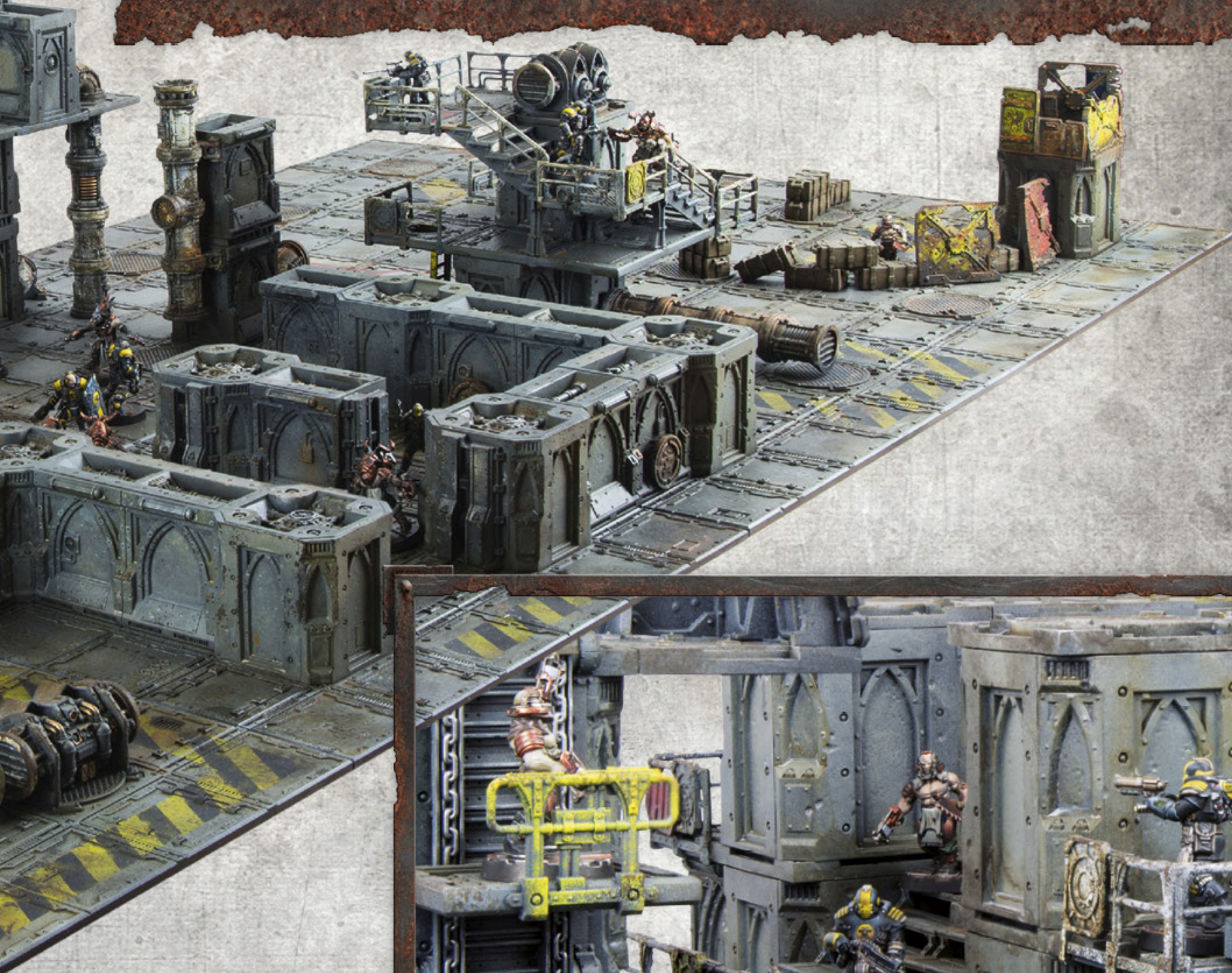
PALANITE ENFORCERS STAND FIRM AGAINST THE CHARGING CORPSE GRINDERS



CORPSE GRINDER SKINNERS ATTEMPT TO SEIZE A VANTAGE POINT FROM THEIR FOE

CREATING ZONE MORTALIS BATTLEFIELDS

The battlefield shown here is just one example of the modular nature of the plastic Zone Mortalis terrain, and it has been constructed using two complete sets of *Necromunda: Dark Uprising* as well as two Zone Mortalis Floor Tiles sets. Precarious gantries and towers offer vantage points for sharpshooters while twisting corridors and networks of pipes hide lurking cultists waiting for the perfect moment to strike. Victory will be secured by those bold enough to seize the high ground and corral their opponent into chokepoints. No two games need be the same, as the tiles can be easily rearranged, creating a new deadly battlefield for players to fight over. Mixing different tiles and different Zone Mortalis terrain sets makes each battle a unique experience that can be expanded with additional sets and other pieces of Citadel terrain.



PALANITE ENFORCERS FIND
THEMSELVES SURROUNDED ON
A STAIRCASE



THE CULT OF THE PRIMAL CUT

CORPSE GRINDER CULT



IOKMOR



JURGOTH



THE HAND OF CRIMSON



GRUOLOK



XORQ

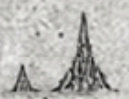


SKORGORACC



Necromunda

Cartograph by Order of Adeptus Terra
C.M. 47.966



Major Hives



Deep Core Mine



Major Settlement

(Approx 1,000+ Minor Hives excluded from view)



Surveyor's Note CY837: Not shown on this map is an extensive tunnel network that spans much of the planet. Recent surveys determine that less than 23.9% of this network remains in operative condition.

Hive Primus The Palatine

8 Imperial House Helmawr
Lords of the Spire,
Guardians of all Necromunda.

6 Great Houses
Greim
Ullanti
Ty
Khan Lo
Catallus
Ro'iron

3 Clan Houses
Cawdor
Escher
Goliath
Van Saar
Orlock
DeLaque

External
Shanty Sprawl

The Shell

Slab Zones
Manufactory Zones
Ruined Manufactories

Hive City

The Underhive

Hive Bottom

The Sump

Primary Heat Sink

Imperial Fists
Chapter House

Landing Field

Subsidiary Spires

The Stranger's
Spire

Lower
Atmospheric
Level

Cloud Cover

Poisonous
Undercloud

Current Surface Level