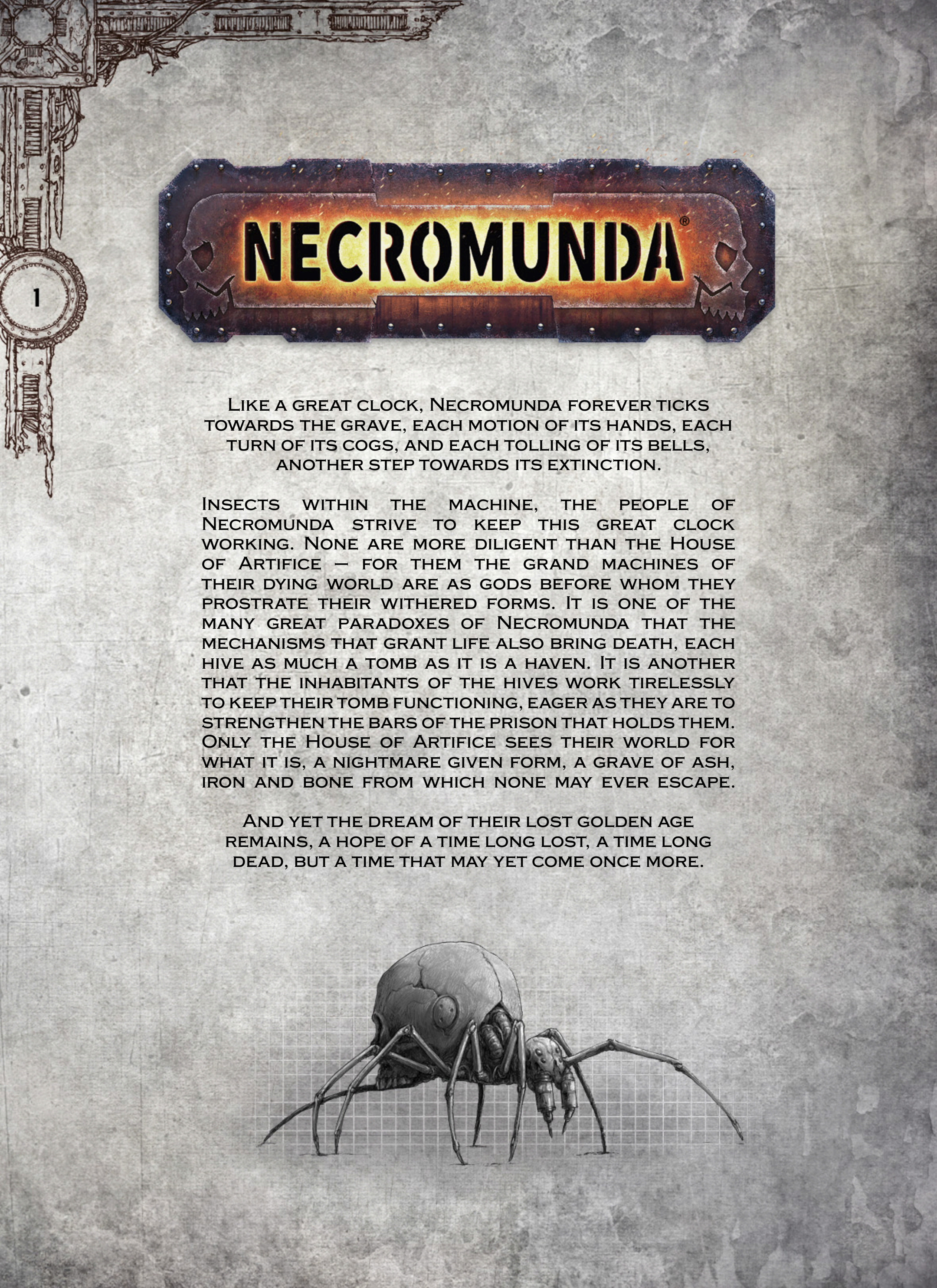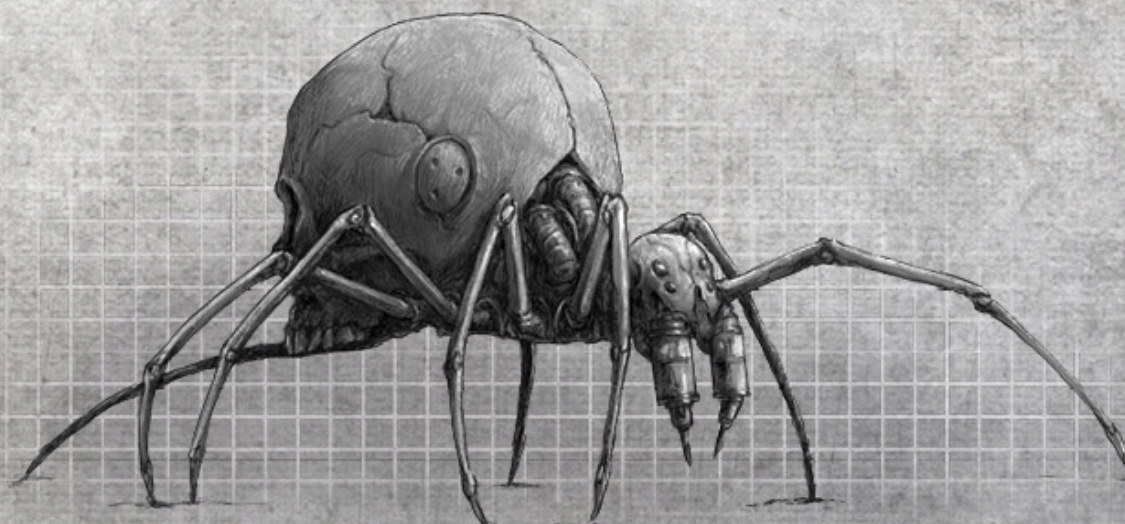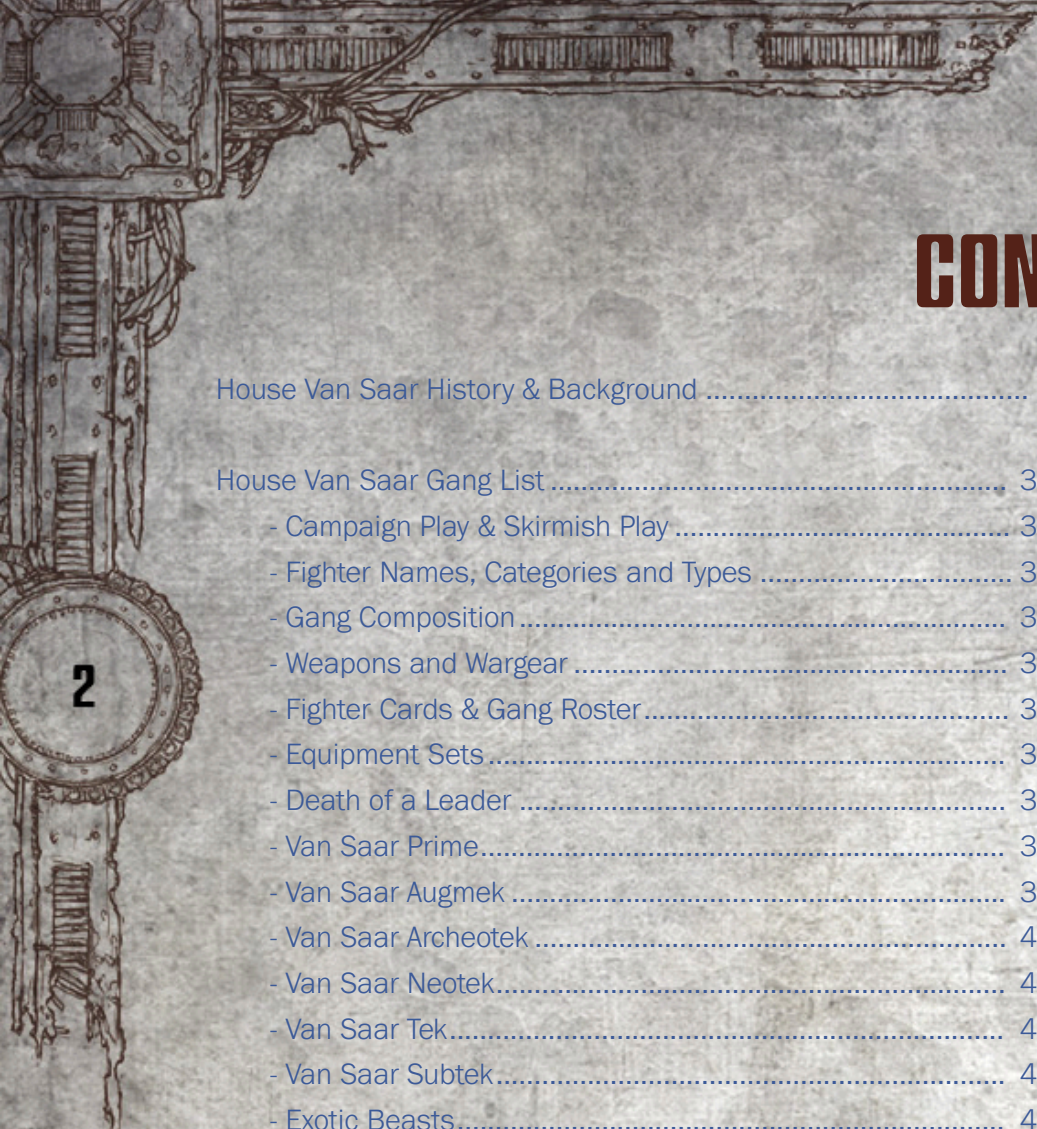# NECROMUNDA

HOUSE OF ARTIFICE

NECROMUNDA

Like a great clock, Necromunda forever ticks towards the grave, each motion of its hands, each turn of its cogs, and each tolling of its bells, another step towards its extinction.

Insects within the machine, the people of Necromunda strive to keep this great clock working. None are more diligent than the House of Artifice — for them the grand machines of their dying world are as gods before whom they prostrate their withered forms. It is one of the many great paradoxes of Necromunda that the mechanisms that grant life also bring death, each hive as much a tomb as it is a haven. It is another that the inhabitants of the hives work tirelessly to keep their tomb functioning, eager as they are to strengthen the bars of the prison that holds them. Only the House of Artifice sees their world for what it is, a nightmare given form, a grave of ash, iron and bone from which none may ever escape.

And yet the dream of their lost golden age remains, a hope of a time long lost, a time long dead, but a time that may yet come once more.

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>>>   Subject: Event log shift 956c of the year of Him of Terra 996.M41.

>>>   Conduit Necro-vox NWM984.

>>>   Thought for the Day: Progress is poison to the Omnissiah.

Subjects of Lord Helmawr, heed now the voice of Necromunda!

++   Praise be to the makers and the home of plasteel, lumens and theramite they have gifted us with. All subjects of the Great Lord Helmawr are expected to honour the workings of their domes and follow the example of the grand machines of the hive – if they are making their contribution, so should you!

++   Subjects are reminded that a worker need not understand the function of a device to produce it. You know precisely as much as you are required to know, and actively seeking any additional knowledge is considered an affront not just to the overseers but also Lord Helmawr himself and the great Omnissiah – be content in your ignorance of the subject.

++   Neo-tech gangs are admonished for their participation in recent increases in gang violence – the most beneficent Lord of Necromunda encourages his subjects to work out their differences with the fine weaponry of our great world's factoria, but does not approve the use of excessive plasma, rad or exotic energy weaponry that threatens the workings of the hive.

++   The Imperial House reminds its subjects that servitors are valuable members of the hive – equal in function to any subject who serves beneath the great gaze of the Master of Necromunda. The theft, vandalism or consumption of servitors is a serious crime, and is punishable by mind-wipe and mono-task servitor bonding – never forget that those who take from Lord Helmawr are expected to repay him in kind.

++   Glory to the Mercator Lux for the bounty of the Great Heat Sink and their tireless efforts to extract +231% lumens from its fiery heart. It is by their grace that we do not live in the perpetual darkness of a steel tomb, and through their knowledge that our domes thrum with the power drawn up from the heart of Necromunda. Burns, electrocution, blindness, deafness, catching fire and melting are all minor risks to pay for these blessings.

EINER HARDAACHEN
COLDFIRE CABAL
HOUSE VAN SAAR

HOUSE VAN SAAR

'A chrono is only as good as its cogs.'

Archeotek Sater Davos Van Saar

Necromunda is a vast machine and the sons and daughters of House Van Saar are its engineers. While other clans and Noble Houses have been content to embrace the slavish traditions of the Imperium, in particular its superstitious fear of technology, those of House Van Saar have sought to unravel the mysteries of humanity's lost age of advancement and progress. At times during their long history, their actions have brought them close to tech-heresy, and only the extreme secrecy of their Archeotek cabals and the benevolence of House Helmawr – which benefits most from their innovation – have protected them. This delving into the unknown, however, has taken its toll upon the Van Saar. It is not without good reason that the secrets of the Machine God are sacrosanct to the Adeptus Mechanicus. Those who seek to peek behind the curtain of creation must be ready to pay the price such knowledge brings – and so it was with House Van Saar.

At the heart of the Clan House is its secret STC, or Standard Template Construct system device. These rare and ancient tools are the most prized of relics to the Adeptus Mechanicus, whose agents and armies are endlessly scouring the galaxy in their quest for these venerated artefacts. Created using long-lost technologies, the STCs were given to colony ships during one of Mankind's earlier expansions across the stars. Encoded into the imperishable hardware of each machine were the blueprints for all manner of things the colonists might need, from power sources and habitats to armoured vehicles and weapons. In an age during which so much knowledge has been lost to the slow entropy of time, each STC represents a priceless artefact, and in the case of the Van Saar STC, a near-infinite source of wealth. It is around this wondrous machine that House Van Saar is built, and it is at once the blessing that affords its members continued existence, and the curse that condemns them to sickness and short lives.

EMIL 'COLD-FURY'
DAEYGLOW DRAGONS
HOUSE VAN SAAR

While the Van Saar STC is a miracle of a lost age, it is also dangerously damaged. With every tool, weapon or piece of wargear produced from the STC's blueprints, a poison seeps through the veins of the Van Saar, irradiating their blood and rotting their bones. So insidious are the damaging effects of the STC that most Van Saar must rely upon complicated survival suits to prolong their lives. By the time a Van Saar comes of age, they will have been sealed into their suit, and the oldest would die in short order if they tried to live without it.

Despite the drawbacks of the STC – the wasting effect it has on the members of the clan, and the grave betrayal to the Imperium that keeping it secret represents – House Van Saar obsessively clings to it and the tech it affords. Over millennia of toil, the clan's empire has grown and spread across Necromunda to control the majority of the world's sophisticated technologies and its electro-promethium power production. Nobles pay hefty prices for Van Saar-crafted goods, while many of the hives themselves rely upon the expertise of the House Archeoteks to maintain basic functions. The factories of the Goliaths, the laboratories of the Escher and the mining outposts of the Orlocks would all fail without the power the Van Saar provide as part of their alliances with the Mercator Lux and Mercator Pyros. Likewise, complex technological systems are the domain of the Van Saar. While the subjects of Necromunda are taught to adhere to the dogma of the Machine God to make their factories function and their production lines run, when they fail, the Van Saar are never far away, while the adepts of the Adeptus Mechanicus are seldom seen below the wall. House Goliath relies upon the Van Saar to repair their gene farms when the amneo-vats fail, House Delaque needs the House of Artifice to create complicated sensory augments and anti-tissue rejection devices – though they never say what they need them for – while House Escher's manipulation of chems benefits from the intricate machines made by the Van Saar. It is a symbiotic relationship that extends throughout the hives, and one that House Van Saar has leveraged for countless years. Upon a throne of high-yield energy weapons, advanced archaeo-armours and plasma fuel cells, the clan has made itself indispensable to the hive world. This has, at times, led to other Houses coming to their aid against the enemies of Necromunda, including agents of the Imperium when needs must. It is a strange paradox that even Lord Helmawr himself shields the Van Saar from Imperial attention, so he might benefit from their aid in meeting the punishing tithes imposed by the Adeptus Terra.

THE HOUSE OF ARTIFICE

There can be little doubt that House Van Saar has earned the title of the House of Artifice. Even the master-crafters of the spire's Great Houses must concede (though perhaps not in public) that the Clan House produces technological, mechanical and biomechanical marvels unlike anyone else on Necromunda. The origin of the title probably had its beginnings before the Van Saar were officially part of the Clan Houses. In the middle millennia of the Imperium's rule of the hive world, there arose a particular kind of dissident: the Tech gang. These outcasts had an obsession with ancient technology, and spent their time scavenging whatever abandoned or lost tech they could, often from the depths of the hive cities. A successful Tech gang was one which had found some prize pieces of archaeotech, be they weapons, wargear or even strange gadgets, with which to impress other underhivers. In time, people grew to see the Tech gangs as more than outcasts, but rather skilled archaeo-mechanics and weaponsmiths with knowledge of the workings of their hive that had been largely lost to history. It was from these conclaves that the first Van Saar emerged – or perhaps the Van Saar already were a secret power, and infiltrated the Tech gangs to give themselves a legitimate face within the hive cities. In either case, many Van Saar enclaves seem to be able to trace their origins back to the Tech gangs.
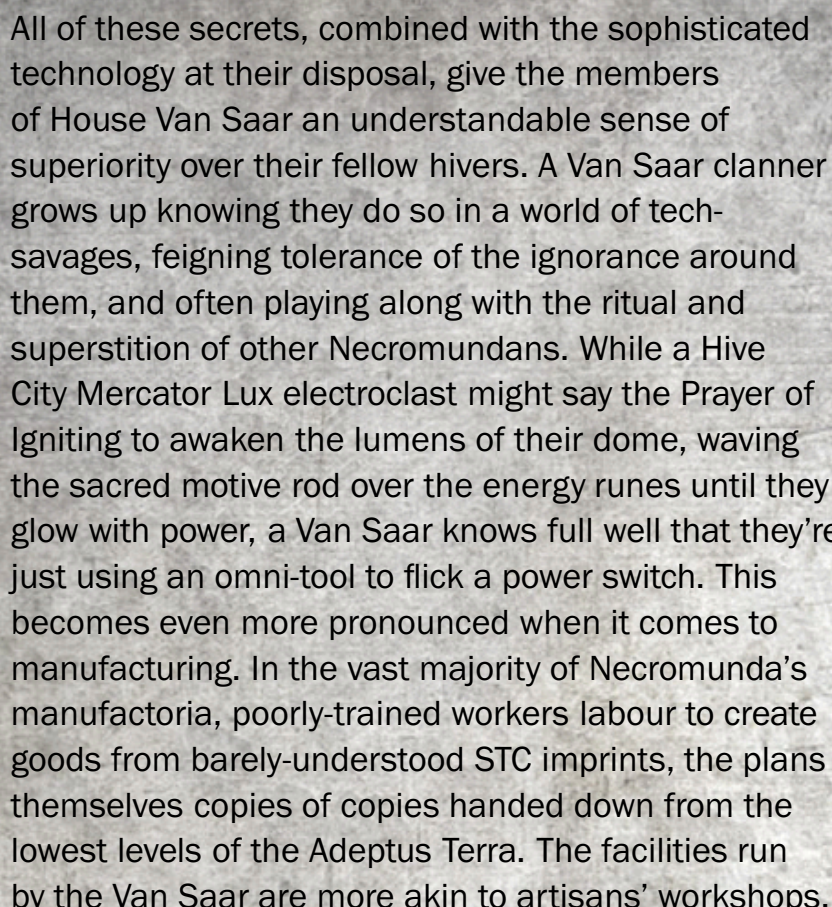
The other reason House Van Saar is known as the House of Artifice is because of the many alliances it enjoys with the Merchant Guild, the Clan Houses and the Great Houses. Bound together by a complex web of licences and patents, the seal of the House of Artifice is found on thousands of sanctioned pieces of tech turned out by the industrial world. The clawed spider-skull symbol of the House is commonly seen as a sign of excellence in design and function, marking out a weapon, piece of wargear, or sophisticated machine as being of the highest quality Necromunda can produce.

House Van Saar is even more secretive than most Houses on Necromunda, with perhaps the sole exception of the Delaque. Its enclaves are surrounded by layers of security seldom seen beyond the spire, and it is extremely rare for outsiders to be allowed into the clan's inner sanctums. Even within the clan itself, there is a definite hierarchy based upon proximity to the STC. This ranges from the outermost circles, whose members know nothing of the source of their clan's tech – or the curse that blights their flesh – to the inner circles, who each know a piece of knowledge about the STC, until finally one reaches the Master Archeoteks, who may actually gaze upon the device itself. Within House Van Saar, the worth of a clanner is measured by their knowledge of House technology, in a strange mimicry of the Adeptus Mechanicus and its hierarchy of Tech-Priests and Magi. Unlike the superstitious followers of the Machine God, however, the men and women of House Van Saar do not revere technology as some mythical resource to be worshipped and ritualised, nor do they preach the perfection of the machine over the flawed biology of Mankind.

When a Van Saar is old enough to tell the difference between a motive charge-cell and a kinetic converter, they are taught that their House stands apart from the world on which they live. The Archeoteks tell a tale that is filtered down through the clan from one social stratum to the next, of an outcast people, lost to time and imprisoned within a dark age of decline and decay. They teach that the Van Saar are the keepers of secrets lost and ideals forgotten by the march of history, and it is their duty to shield these gifts from the ignorant masses that surround them. To the Van Saar, they alone are privy to the hidden truth of Mankind's long decline upon Necromunda, and they alone remember their world as it once was.

All of these secrets, combined with the sophisticated technology at their disposal, give the members of House Van Saar an understandable sense of superiority over their fellow hivers. A Van Saar clanner grows up knowing they do so in a world of tech-savages, feigning tolerance of the ignorance around them, and often playing along with the ritual and superstition of other Necromundans. While a Hive City Mercator Lux electroclast might say the Prayer of Igniting to awaken the lumens of their dome, waving the sacred motive rod over the energy runes until they glow with power, a Van Saar knows full well that they're just using an omni-tool to flick a power switch. This becomes even more pronounced when it comes to manufacturing. In the vast majority of Necromunda's manufactoria, poorly-trained workers labour to create goods from barely-understood STC imprints, the plans themselves copies of copies handed down from the lowest levels of the Adeptus Terra. The facilities run by the Van Saar are more akin to artisans' workshops, where members of the clan meet their production quotas, not with endless hours and slave labour, but by bringing to life ancient machinery and sophisticated techniques almost unknown to the rest of the world. To the Van Saar, these methods are part of their birthright, as normal as the vats from which the Goliaths are born or the Clan Chymist laboratories of House Escher.

Their peers in the other Clan Houses perceive this confidence with technology as arrogance, while the Great Houses find it amusing that one of their vassal Houses should consider itself so far above its station. This too, however, is part of the secret House Van Saar keeps. By giving up a grain of truth – the technological expertise so evident in their House – its members hide the greater secret of the STC. Of course, given millennia of history and countless generations, there have been those outside the clan who have learnt about the existence of the STC. Fortunately for House Van Saar, Necromunda is a world of secrets, and every clan or Noble House has its share of dark deeds and useful lies, and is unwilling to expose the others lest their own come to light. Thus have House Van Saar's secrets endured, benefiting the hive world, and greatly enriching the Clan House itself.

MASTERS OF ARCHAEOTECH

House Van Saar has learnt well how to hide the technological gifts granted it by the STC. Much of the weapons and wargear the House produces is to the Archprint standards sanctioned by the Adeptus Mechanicus – though of a quality high enough to make them stand out among the usual stockpiles of Imperial ordnance. This is the price they pay to Lord Helmawr for their existence, and it is from these goods that a measure of the hive world's tithes are paid. The Van Saar, however, keep the finest technologies they produce for themselves, or sell them for extreme profit in the hidden tech bazaars of the underhive. These include energy weapons, shields and armours of a kind found nowhere else in the sector. Doled out to House-allied gangs, these weapons and wargear give Van Saar an almost unassailable edge in gang warfare, while sold to spire nobles and off-worlders they fill the clan's coffers with credits.

Most believe that Van Saar equipment is the result of an ancient archaeotech find, and this is a myth the clan does everything it can to reinforce. House Orlock, in particular, has spent centuries and massive amounts of resources in trying to find the source of the Van Saar archaeotech vault, believing it must either be buried beneath one of the hives or hidden in a remote part of the wastes. What they cannot know is, while many of the objects possessed by the clan are based upon archaeotech designs, they were not manufactured millennia ago. Rather, they are the work of the Van Saar Archeoteks. These inner circle members of the Clan House have an understanding of technology that would be considered heretical by the standards of the Adeptus Mechanicus. And yet, in their own way, the Archeoteks of House Van Saar are as set in their ways as the most hidebound Tech-Priest or unyielding sacristan. Instead of following rote religious dogma laid down by the teachings of the Omnissiah, the Van Saar adhere to the instructions contained in the STC, treating the device almost as if it were divine – much to the horror of the more enlightened members of the House.

HISTORY OF HOUSE VAN SAAR

'Like most things on Necromunda, it all started when something went wrong.'

Archaeo-scrivener Larseth Van Saar, on the history of her Clan House

The history of House Van Saar is the history of a single chance event with great and far reaching consequences. If the rise of humanity to its domination of the galaxy can be said to be the result of a series of unforeseen occurrences and fortunate happenstance, then the events that brought the Van Saar to Necromunda and facilitated the creation of their Clan House could certainly be counted among these. That few outside the House have any inclination as to who the Van Saar are, or from whence they hail, speaks well of the clan's power to protect its secrets, and the long war it has waged to win its place in the nightmare realm of the 41st Millennium.

SKORGEN SVARD
CODE WARDENS
HOUSE VAN SAAR

REFUGEES OF A DARK AGE

It is said that the origins of the Clan House that would become Van Saar began in the lost ages, in a forgotten time long before the coming of the Imperium to the world they would rename Necromunda. Before even the Emperor arose on Ancient Earth, Mankind had spread out across the stars. During this first great expansion from humanity's home world, vast colony fleets set out for distant stars, their holds laden with technological secrets now long lost to the march of time. Among these ships was said to be the arcology vessel *Van Saar*, carrying a tech-collective of scientists and settlers bound for distant Araneus Prime, as Necromunda was then known, a fledgling world many light years from Sol. The fate of this vessel is the subject of much clan folklore among the members of House Van Saar, and there are countless stories as to when, where and how the ship came to crash on Necromunda. Degraded vox recordings and hololithic logs, kept secret and sacred by the clan's Archeoteks, offer hints of the ship's fate, and clues as to the origins of the Clan House, though a great deal of speculation on the part of Archeoteks is required to fill in the rest. According to the lore gathered by this inner circle of the House, Van Saar was both the name of the vessel and its chief technical officer. As the technical officer, it is believed that Van Saar held court over a congregation of teks, much like a priest and his flock. Unlike the Tech-Priests of Mars, however, Van Saar did not worship some imagined machine god but rather was akin to a god himself, versed in the technical secrets of the universe like no one before or after.

It is thought that Van Saar and his crew were to transform Araneus Prime for its masters, perhaps creating some kind of paradise or tech-collective of a kind only dreamt of in the current age. Whatever the intent of the *Van Saar's* mission, disaster struck during its voyage from Ancient Terra, and it was swallowed up by the Warp – where it would languish for over ten thousand years.

At some point in the 35th Millennium, the arcology vessel, *Van Saar,* was disgorged from the Warp and crashed in the ash wastes of Necromunda. Various records from the time describe a void ship falling to the wastelands, though at this time Necromunda was still a lawless place, only recently under the control of the Imperial House, and such occurrences were far from unusual. Here the records of the Van Saar diverge, and it becomes unclear as to who first recovered or emerged from the wreck. Some say the first Van Saar were ash scavengers driven out from the hives, who found the ship and its STC, taking their name from the ancient lettering on the vessel's hull. Others, many Archeoteks among them, claim it was Van Saar himself who crawled from the wreck – after having spent millennia in stasis. Those in power prefer this second theory, as it roots their lineage on Terra, the cradle of humanity. What is known is that, for a time, the Van Saar operated out of the wreck of this vessel, perfecting their understanding of the STC, and using the wonders it produced to become rich and powerful among the duster families and outland tribes. Scattered accounts from these first centuries of the clan's existence tell of them as archaeotech scavengers and tech bazaar brokers, all sworn to keep the secret of the STC. Even as the Imperial House and others sought to uncover the truths they jealously guarded, their downed vessel grew into the centre for a thriving outland settlement known throughout the Great Equatorial Wastes as Junkertown.

By the beginning of the 36th Millennium, Junkertown was scrawled on nomad maps and road train routes alike, even the noble lords and Clan Houses of the hives acknowledging the existence of the lucrative trading town. Behind the outwardly ramshackle walls and sentry towers of the outpost, however, the Van Saar were building an empire.

MAARCUS SKALDERN
DAEYGLOW DRAGONS
HOUSE VAN SAAR

RISE OF THE ARCHEOTEKS

Not long after the emergence of the STC, a secretive coven of techno-savants formed around it, perhaps assembled by Van Saar himself. Realising the importance of the device and the power it offered to any who could master its secrets, these savants made efforts to ensure its safety. They were the forefathers and mothers of the Archeoteks, and everything within the Clan House has been built upon their desires. As Junkertown thrived, various Archeoteks rose to custodianship of the STC, each with their own schemes as to how to use this wondrous device for the betterment of their people, as well as keep it out of the hands of the Imperial House and, by extension, the Imperium. Some of these, like the Arachni-queen Lothrun Ves, spent her life reverse-engineering the gifts of the STC and adapting new technologies from their secrets; others, like Keples Seros, trained and dispatched thousands of agents to scour Necromunda for archaeotech, hoping to encode the STC with new patterns and create new hybrid techno-objects. All these tech-lords added to the growing cabal's wealth of knowledge and, over time, the secrets guarded by the Clan House continued to grow and deepen.

Perhaps the most unusual of these Archeoteks, as recorded in the *Annulus Teknika* of the clan Archaeo-scriveners, was Sater Davos. A tech-ganger from Hive Rothgol, Davos had joined the Van Saar of Junkertown after uncovering a cranial spike in the depths of his hive. Driving the spike into his brain, Davos was gifted with its unique mnemonic engrams – crafted by the Iron Lords in centuries past. This turned Davos into an intellect of truly staggering ability, even as it withered his body and forced him to become dependent on an arachni-rig just to move. With this grand intelligence, Davos' first task was to dominate the depths of Hive Rothgol, though as soon as he had subdued his rivals and grown excessively wealthy he grew bored, the savagery of inter-clan warfare no longer holding his attention. It is written in the *Teknika* that, at this time, Davos learnt all he could of Necromunda and its people, hoping to find something to hold his attention, and that it was during his search that he uncovered the clues pointing to the Van Saar's STC. His interest aroused, he travelled to Junkertown to see the device for himself and learn of the plight of the Van Saar – unravelling the tale of the lost colony ship, the forgotten tech messiah and the grand and rare device itself. Davos became convinced that the Van Saar were the descendants of a people out of time, and it was his duty to return them to the lost age they had come from.

Whether Davos was driven by the mnemonic codes of the Iron Lords imparted to his brain by the data spike, or perhaps his heightened intelligence had led to madness (or maybe he was mad all along), the arrival of the tech-ganger marked a period of extreme expansion for the future Clan House. Junkertown thrived and the tendrils of the Van Saar began to work their way into many aspects of Necromundan society – it becoming quite fashionable for the Noble Houses to have one of the tech-artisans as part of their household. Many surviving holo-portraits of the great and noble rulers of hives from this time show a member of the Van Saar lurking in the background, bedecked in the exquisite archaeo-devices for which they were known. At this time, Davos also began to address the issues of the exotic radiation that had plagued the Van Saar people since they first uncovered the STC. The first survival suits, designed to extend their rad-attenuated lives, were made, artificial organs and bio-augments were perfected to keep their bodies working, while the first circles of the Archeoteks were created, limiting those who could stand in the presence of the STC. Within a generation, the Van Saars' great secret was buried further (so none could uncover it as Davos had), while the influence of the House of Artifice had grown exponentially. Davos' true goal of sending the Van Saar back to their lost age, however, eluded him.

At the turn of the 37th Millennium, an extremely aged Davos was still pouring the resources of the Van Saar into fulfilling his dream. By this time, Junkertown was no longer the centre of the cabal, and the Van Saars' holdings could be found in dozens of hives, including Hive Primus itself. There were those among the first circle of the Archeoteks who argued that Davos was bleeding the empire he had built dry, and the time had come for the Van Saar to take their place among the Clan Houses of Necromunda. Already they possessed a power in excess of many others, and Clan Houses like the Orlund and Jungar were ripe for destruction. Perhaps most telling was the decay in House Helmawr, itself on the cusp of the Two-Faced War, all pointing to a rare opportunity for the Van Saar to exert its dominance. When, in 411.M37, Sater Davos mysteriously vanished, the last obstacle to the Van Saars' ascendance was removed.

THE STANDARD TEMPLATE CONSTRUCT SYSTEM

Somewhat ironically, Standard Template Construct system devices come in many shapes and sizes. Many are not even machines at all, but simply blueprints or pieces of fragmented digital data produced by STCs, providing designs for everything from eating utensils to starships. The great device controlled by the Van Saar, known only to the clan Archeoteks as the Sacred STC, is the former, a huge mechanical nightmare of a machine that is capable not only of storing construction templates, but also manufacturing working prototypes for further mass production by the clan. There is nothing as valuable to the Van Saar as their STC, and it is always kept in the most secret and well-defended part of the Clan House's holdings. Currently, this is the Chamber of Light within the underside domes of Hive Primus, just below the primary spaceport. Its exotic energy signature concealed by the reactor run-off from the port, and the chamber itself defended by layers of advanced Van Saar tech, the STC has remained undetected here for centuries. This was not always the case, and in times past the STC has had to be moved, sometimes just before its discovery or destruction by the enemies of the Van Saar. At different periods in the clan's history, it has been concealed in the wastes, the depths of abandoned hives or even, for a time, in orbit aboard a derelict warship. Moving the STC is, however, no easy feat, as when it is left in a location it takes root – its systems integrating with local power relays, cogitator arrays and servitor clades. Some Archeoteks believe that the STC could not be moved again even if the clan wished it, so enmeshed has it become in the structures of the Chamber of Light and, by extension, Hive Primus – the Van Saar elders hoping they never need to find out.

TECHNOCRATS OF NECROMUNDA

In the power vacuum left by the mysterious disappearance of Sater Davos, the Van Saar gathered in council under the leadership of the remaining Archeoteks. The inner circle decided that none of their number should ever again wield the power Davos, or those who came before him, had, lest they exploit the STC solely for their own personal obsessions. It was at this time that they devised the Three Laws – a set of rules governing how the Van Saar would use their technological gifts. First and foremost of these laws was that the STC must always be protected and used for the betterment of the Van Saar. With this decree, the STC was removed from Junkertown, and the Van Saar power base relocated to Hive City in Hive Primus. Even as Junkertown fell to ruin, becoming just another ragged wasteland settlement, the Van Saar made their move for recognition from the Imperial House. Backing the Lady Cinderak, the Van Saar weathered the Two-Faced War exceptionally well, supplying the armies of the aspiring Planetary Governor with the finest weapons their expertise could manufacture. The Archeoteks often boldly claim that, without the assistance of their cabal, Cinderak might have failed to achieve victory over her brother, Gothrul, joking darkly that their ancestors might have even chosen to back the other sibling if he hadn't made his powerbase so far from Hive Primus. True ascension for the Van Saar, however, would come after the conclusion of the war, as the Archeoteks were commissioned by Lady Cinderak to design and construct her crowning achievement – the space station known as the Eye of Selene. It was for this act that the Lady Cinderak bestowed the title of Clan House upon the Van Saar and struck a covenant with the techno-masters that would endure for thousands of years to come. As the relationship between the House of Artifice and the Imperial House deepened – including such excesses of technological experimentation as the construction of the massive cyberteknik Dust Wall Monitor, the sinking of the Thermal World Well beneath Bighole and the creation of the slave race that would later become the Goliaths – so did the shield against the Imperium thicken around House Van Saar.

By the start of the 38th Millennium, the Archeoteks were well-entrenched within the workings of Necromunda and, despite their rivals' machinations, quickly became essential to the Clan House ecology of the great hive cities. Their rise to become the technocrats of Necromunda was, of course, not without its opponents, some of which even the line of Helmawr could not shield them from. Clan House Hera, the former tech-masters of Hive Primus, resented their position being usurped, especially as they themselves had only recently wrested the position from those who came before them. Prior to the Two-Faced War, Hera had been a minor clan on Necromunda, its data-savants and whisper-merchants little more than servants for the powerful Noble Houses. Wisely, they had chosen to ally themselves with the Lady Cinderak, and as a result had seen their fortunes swell, their chrono-cogitators marking out the days, weeks and grand cycles of the war throughout Hive Primus. Their lofty ambitions were cut short in the decades and centuries after the war, when the Imperial House awarded one contract after another to the Van Saar – whose deep well of archaeo-techno wonders never seemed to run dry. All this led to a confrontation in the latter years of the 38th Millennium. Marshalling their tech-warriors and cognum overseers, Clan Hera launched a massive data-assault upon the Van Saar, letting loose a voracious cannibal-code into their cortex vaults, wherein the Clan House kept the secrets of their STC – unknown, of course, by the leaders of Clan Hera. The result was both astounding as it was devastating for the Herites – the cognitive engrams of the STC identifying the rival House as a deadly enemy and moving to erase them from existence. While the initial assault had done little damage to the Van Saar, and the gang attacks launched by Clan Hera did even less against the well-armed House of Artifice soldiers, it was as if a switch had been flicked. Like a chirurgeon cutting away dead meat, the Van Saar eradicated House Hera in a series of precision strikes by heavily-augmented gangs, and the engineering of numerous 'accidents' that saw entire work-crews consumed by manufactoria turned against them through the will of the Archeoteks.

The obliteration of House Hera became a warning for any who would underestimate or try to bring down the Van Saar and, even centuries later, its name is synonymous with folly and the hubris of young clans.

While gang wars, hive uprisings and great ash storms would punctuate the following centuries, House Van Saar would endure. Its place in Necromunda's great web of power would become so deeply interwoven that many came to consider the Van Saar to have always been a part of the toxic world, perhaps not as influential as the Escher, as numerous as the Cawdor, or hungry for power as the Goliath, but arguably wealthier than all the others – with contracts and riches to rival the Noble Houses themselves. And yet nothing lasts forever, not even on Necromunda, and the secret harboured by the Van Saar cannot endure. It is a race between the decay caused by the STC, which devours the vitality and youth of the clan's men and women, and the enemies of the Clan House, who seek either to poison the well from which they draw their technological wonders, claim it for themselves, or punish them for their transgressions against the Omnissiah. For their part, the Van Saar have long been preparing for the day when they must fight for their very survival, not just against the inhabitants of Necromunda, but the regime of this dark age.

MAX ALDONA
BROKEN BROTHERHOOD
HOUSE VAN SAAR

M35.37

M35

M36

954.M36

061.M37

411.M37

499.M37

LOST IN TIME

The name 'Van Saar' is first spoken on Necromunda, born of rumours in the wastes and tales of a void ship cast out from a dark age. From these scattered stories, a settlement rises, and the first men and women to call themselves the Van Saar emerge – though none are certain if they are scavengers from the hives, or outcasts from somewhere else entirely...

CRASH OF THE VAN SAAR

Legends say in this age the colony ship, *Van Saar,* is disgorged from the Warp and crashes into the northern wastes of Necromunda and its crew discover a blighted toxic world, when they had expected to find the virgin world of Araneus Prime. Dismayed by what they saw before them, the tales tell of how they vowed to build a piece of their lost age in this new nightmare time.

RISE OF THE JUNKER

Centuries after the arrival of the *Van Saar*, a sprawling settlement has been built around the wrecked ship. Known as Junkertown, it becomes a nexus for the wasteland peoples and traders from hives for thousands of kilometres around, all unaware of the secret that slumbers beneath the city's makeshift metal streets.

CIRCLE OF THE ARCHEOTEK

Tavor Hessia, taking the title of First Van Saar, convenes the inaugural gathering of the Archeoteks. Formed from tech-savants, scrapper-lords and hereteks, the Archeoteks are the secret guardians of the STC. During this time, both wonders and horrors are wrought by the Archeoteks in equal measure, some loosed upon the world, others buried out in the wastes where they might never see the feeble light of Necromunda's sun again.

RISE OF DAVOS

The brilliant tech-ganger, Sater Davos, rises to power within the Archeoteks, having unravelled the secrets of Junkertown and travelled across Necromunda to behold the STC for himself. In his time, many wonders will be rediscovered by the Van Saar and they will grow into the foundation of the modern House.

CULT OF CHRONOS

After centuries of rule over the STC and its attendant Archeoteks, Sater Davos mysteriously vanishes. Speculation is rife among the Archeoteks, many believing he has finally perfected his archaeo-chronometrix, a device with the power to pierce the veil of time itself. Almost overnight, a group within the Van Saar, known as the Cult of Chronos, emerges, dedicated to finding Davos or replicating his work.

THE JUNK WAR

In a single night of fire and blood, an alliance of Clan Houses attacks Junkertown, drawn by rumours of the power of its rulers. The Van Saar have long planned for this moment and, as the fighting rages overhead, the STC is transferred to a specially-modified mag-lev train, and will spend the next decade traversing the labyrinthine underearth rail lines of Necromunda – always staying one step ahead of the Van Saar's pursuers.

RISE OF THE TECHNOCRACY

As the centuries grind on, the name Van Saar becomes synonymous with mastery of technology and the lost secrets of Mankind's past. Allies and enemies alike flock to the technocratic Clan House, eager to exploit its expertise, manipulate its Archeoteks or steal its mechanical wonders – each one embraced or defeated in turn by the House of Artifice.

019.M38

MAKING OF THE THREE LAWS

Duke Vintor Vorlun Van Saar of the Archeoteks formalises the Three Laws. First created in the aftermath of Davos' rule, these precepts have served the Van Saar well for centuries. Dozens of Archeoteks, who for years have flaunted the Three Laws, prefer exile to accepting any restrictions on their experiments and technological ambitions.

798.M38

DOOM OF HERA

House Hera foolishly thinks to destroy the young Clan House of Van Saar. The response by the House of Artifice is as swift as it is final. Many speculate that perhaps the Imperial House had a hand in convincing House Hera it could overcome the emergent House, as punishment for some secret slight known only to Lord Helmawr and the late rulers of House Hera.

270.M39

CYBERTEKNIKA ARACHNIS

Luthris Hormund, an exiled Archeotek of the inner circle, is killed by his greatest creation – the Cyberteknika Arachnis. A nightmare machine of razor limbs and coiling cables, the Arachnis plagues Hive Primus for years, scuttling about in its underways, emerging only to kill for pleasure, or to feed upon the hive's great heat sink.

992.M39

A GENETIC FOLLY

At the behest of Lord Helmawr, House Van Saar has a hand in the creation of the first Goliaths. For centuries afterwards, the House of Artifice will blame the failure of the project on House Escher, who they worked alongside to make the slave race, just as the Escher will blame the Van Saar, neither taking responsibility for the legacy of House Goliath they have unleashed on Necromunda.

132.M40

SHADOW OF THE OMNISSIAH

Agents of the Adeptus Mechanicus visit Necromunda to ensure that it complies with the strictures of the Cult Mechanicus and begin an investigation of House Van Saar. When the agents all mysteriously vanish, the Imperial House covers the event up with an 'accident' in Hive City, while simultaneously bribing the emissaries of Mars with a collection of ancient archaeotech.

698.M40

THE MADNESS OF COGS

The discovery of an alien engramic presence deep beneath Hive Primus almost destroys the STC when it is accidentally inloaded into the servitors tending the great machine. Before the hateful xenos code can fully infect the device, a cabal of Archeoteks inload it into their cranial implants – the engrams driving them all insane. For years afterward, the maddened Archeoteks are found wandering the underhive, babbling about being cogs in the machine and trying to awaken the alien code once more.

SHADOW OF THE IRON LORDS

Ancient entities, both within and without, threaten the rule of House Van Saar and assail its position as the technological masters of Necromunda. It is an age of upheaval for the Clan House as it must contend not just with the jealousy of its rivals and the changeable moods of the Imperial House, but also the greed and madness of its own rulers.

WAR OF THE CYBERLORD

Concealed by an identity-altering Falsehood, Landri Cyberia, a venerable agent of the Iron Lords, infiltrates House Van Saar upon the orders of his ancient masters. For over a year, Cyberia steals secrets from the STC, until the device itself turns against him, knowing him to be an interloper. What follows is a techno-war in the depths of Hive Primus as the Archeoteks hunt down and destroy everyone tainted by Cyberia's touch.

TOWER OF STORMS

Ortia Liseth, the Lady of Arachnis, constructs the Tower of Storms above Hive Rothgol. Intended to direct the great ash gales away from the hive, the tower fails spectacularly, drawing down the greatest maelstrom seen in a generation – the resulting hurricane ripping the top off the hive, along with Liseth and her cabal of Archeoteks.

ASH AND ARCHAEOTECH

An expedition of Archeoteks journeys into the wastes to find the ruins of Junkertown. After many adventures across the ashen wilderness, they find the resting place of the *Van Saar* – or at least where it should be. To their horror, the Archeoteks find only a great pit where the vessel once lay, the ship itself long since dragged away...

ANCIENT SEALS OF THE IRON LORDS

A collection of stasis-seals is brought to the Archeoteks of Hive Primus by tech-merchants, each one broken and dead. The Van Saar pay well for these seals, recognising the symbol of the Iron Lords upon them, leading them to wonder just what they were guarding, and what ancient terror of old Araneus is free to roam the world once more.

WAR FOR THE STC

Duke Lorun Bethrin Van Saar tries to steal the STC, dividing the Archeoteks of Hive Primus into two warring factions. A secret war rages amongst the upper echelons of House Van Saar for close to a year, both sides trying and failing to claim the STC for themselves. In the end, the Archeoteks of the Second Circle purge those of the First Circle for their crimes against the Three Laws.

RAINS OVER GOTHRUL

Von Spekris, the mad Archeotek of the Dark Nexus, climbs to the peak of Gothrul's Needle, pursued by Enforcers and Van Saar fighters. Rather than be captured to answer for his numerous crimes, he triggers the emergency storm valves that ring the base of the spire, unleashing an acidic downpour that kills both him and his pursuers.
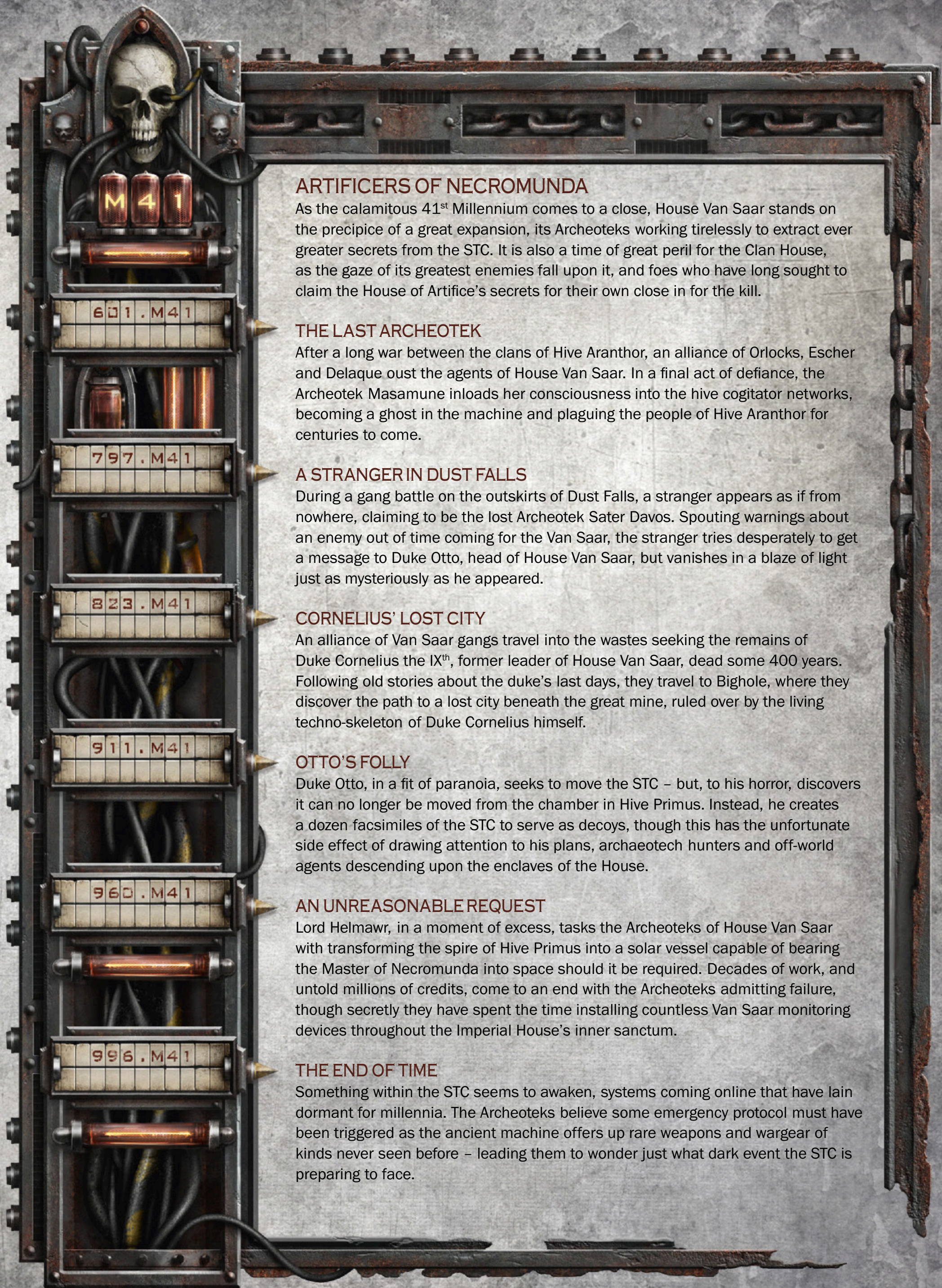
ARTIFICERS OF NECROMUNDA

As the calamitous 41st Millennium comes to a close, House Van Saar stands on the precipice of a great expansion, its Archeoteks working tirelessly to extract ever greater secrets from the STC. It is also a time of great peril for the Clan House, as the gaze of its greatest enemies fall upon it, and foes who have long sought to claim the House of Artifice's secrets for their own close in for the kill.

THE LAST ARCHEOTEK

After a long war between the clans of Hive Aranthor, an alliance of Orlocks, Escher and Delaque oust the agents of House Van Saar. In a final act of defiance, the Archeotek Masamune inloads her consciousness into the hive cogitator networks, becoming a ghost in the machine and plaguing the people of Hive Aranthor for centuries to come.

A STRANGER IN DUST FALLS

During a gang battle on the outskirts of Dust Falls, a stranger appears as if from nowhere, claiming to be the lost Archeotek Sater Davos. Spouting warnings about an enemy out of time coming for the Van Saar, the stranger tries desperately to get a message to Duke Otto, head of House Van Saar, but vanishes in a blaze of light just as mysteriously as he appeared.

CORNELIUS' LOST CITY

An alliance of Van Saar gangs travel into the wastes seeking the remains of Duke Cornelius the IXth, former leader of House Van Saar, dead some 400 years. Following old stories about the duke's last days, they travel to Bighole, where they discover the path to a lost city beneath the great mine, ruled over by the living techno-skeleton of Duke Cornelius himself.

OTTO'S FOLLY

Duke Otto, in a fit of paranoia, seeks to move the STC – but, to his horror, discovers it can no longer be moved from the chamber in Hive Primus. Instead, he creates a dozen facsimiles of the STC to serve as decoys, though this has the unfortunate side effect of drawing attention to his plans, archaeotech hunters and off-world agents descending upon the enclaves of the House.

AN UNREASONABLE REQUEST

Lord Helmawr, in a moment of excess, tasks the Archeoteks of House Van Saar with transforming the spire of Hive Primus into a solar vessel capable of bearing the Master of Necromunda into space should it be required. Decades of work, and untold millions of credits, come to an end with the Archeoteks admitting failure, though secretly they have spent the time installing countless Van Saar monitoring devices throughout the Imperial House's inner sanctum.

THE END OF TIME

Something within the STC seems to awaken, systems coming online that have lain dormant for millennia. The Archeoteks believe some emergency protocol must have been triggered as the ancient machine offers up rare weapons and wargear of kinds never seen before – leading them to wonder just what dark event the STC is preparing to face.

M 41

601.M41

797.M41

823.M41

911.M41

960.M41

996.M41

HOUSE STRUCTURE

'The Great STC is the sun, and we are the planets held in orbit around its brilliance.'

Auto-omnisavant Gethrius Van Saar of the Third Circle

Like ripples spreading out from a stone striking the surface of water, so are the structures of House Van Saar – built around the central locus of the Sacred STC. Ostensibly, the nobility of the Clan House are its lords and masters, the most senior taking the title of Duke Van Saar, the name as much one of family as it is of tradition. In truth, however, it is the Archeoteks who hold the majority of power within the clan, their understanding and control of the STC ensuring their position. Beyond these inner circles are the emissaries, agents and primes of the Clan House – each one with a specific role to play in its workings. Some of these are either not aware of the STC's existence or know of it only vaguely. Even so, they do their duty for House and hive, placing their faith in the strength of the technology the clan produces and their sense of superiority that proceeds from it.

The Great Machine

Uphive Emissaries
Code XKgv676 Agents of the Clan within the Spire

Inner Circle Archeoteks
Code XF3v142 Truest Servants of the STC

Archeotek
Code YK2v101 Keepers of the STC's Bounty

Primes
Code VS7v112 Masters of the Tek War

Duke Otto XXIInd
Code V1v909 Current Prime of Primes Otto the 22nd of his Line

Neoteks
Code EW8v003 Aspirants of the Tek

Augmeks
Code SR1v344 Lieutenants in the Clan Armies

Outer Circle Archeoteks
Code XT3v772 Guardians of the Clan Tek

Underhive Agents
Code SY4v401 Shadows and Salvagers of the Archeobounty

The structure of the Van Saar is built around their great STC, and it lies at the centre of all things, with each member of the clan measuring their worth and usefulness to the whole by their distance from the sacred machine and ultimately their knowledge of its workings.

DUKE OTTO VAN SAAR THE XXIIND

As with all the Clan Houses, House Van Saar has affected numerous grand titles for its rulers. Though the Noble Houses of Necromunda do not consider the upper classes of any Clan House as true nobility, there is a grudging respect for those of House Van Saar and in particular their position, wealth and power – which many among the Noble Houses rely upon for their own prosperity. Of all these faux-nobles, Duke Otto Van Saar the XXIInd is perhaps the closest to a true lord of the spire. Encased in a web of hissing and humming augmetics, the duke is the undisputed master of artifice on the hive world, his withered frame kept alive by the very products his clan creates and distributes. A shrewd man who has spent his life dealing with the viper's nest of Necromundan politics, Duke Otto has overseen a recent surge in the power and influence of his House, strengthening its trade deals with House Delaque and House Orlock while wresting great concessions from House Escher for the anti-rad elixirs vital to the clan's continued existence. It is even speculated that Otto has the ear of Lord Helmawr himself, the master of Necromunda relying on the technical expertise of the Van Saar for a number of his personal projects.

As with those who have gone before him, Duke Otto is far from the frail specimen of humanity that he appears. Pallid flesh and outwardly-withered limbs conceal countless internal bionic enhancements, while his life-sustaining rig is as much a battle suit as it is a necessity of survival. More than one would-be assassin or rival has been caught off-guard by the duke, thinking him easy prey only to find their blades and bullets deflected by hidden energy fields just before digi-weapons appear as if from nowhere to gun them down. Famously, when Mad Wuxen, Prince of Ran Lo, invited the clan masters of Hive Primus to the Blessing of the Aquila for his daughter, only to turn on his guests and attempt to kill them all, it was Duke Otto who led the escape, backed up by Matriarch Primus Tynas Sabine of House Escher and the Over-tyrant Djangar of House Goliath.

LINE OF VAN SAAR

The name Van Saar has been passed down through the Clan House for thousands of years. Some amongst the upper echelons of the House claim to bear the blood of Van Saar in their veins, or cite various historical records that prove they are descendants of the first members of the clan. In truth, the name Van Saar is as much an indicator of allegiance to the Clan House as it is one of true family or lineage. For instance, Duke Otto Van Saar XXIInd is the most recent in a long line of men and women to have borne the name Van Saar, and to whom he is very definitely related by blood. However, how far back Otto's line actually goes is something that could be debated – the rulers of the House from a thousand years ago also had the name Van Saar but were likely unrelated to Otto. In truth, the very first Van Saars may not have been Van Saars at all, taking the name from the ancient colony ship of legend and its master technical officer. Despite the legends that all Van Saar are descended from this ancient figure and his people, the calculating intellects of the clan Archeoteks know this is unlikely, and that, like most subjects of Necromunda, their ancestors are probably drawn from a thousand different sources.

ELMER LAART
CODE WARDENS
HOUSE VAN SAAR

NEOTEKS

Not all Van Saar clanners have an affinity for technology – many are only a little more enlightened than most of Lord Helmawr's other subjects when it comes to the great ceramite and rockrete tombs in which they live. Then there are those with a gift for not just understanding archaeotech but also manipulating it. Neoteks fall into this second category, and are the young, up-and-coming members of the clan with a talent of tech. Some, should they survive, may eventually go on to lead their own Van Saar gangs or join the ranks of the Archeoteks, furthering the technological dominance of the Clan House and protecting the STC. Of course, this is far from certain, as part of being a Neotek is meddling with the most unpredictable output of the STC, or the most dangerous archaeotech artefacts in the Clan House's possession. The most well-known of these are perhaps the grav-cutters and their riders, young Neoteks eager to prove themselves by swooping through the cramped confines of the hive while raining shots down upon the House's enemies. Most end their days in fiery explosions as their grav-cutters are shot down or malfunction, or they misjudge their environment and end up splattered over the dome of some underhive settlement. Some do survive, and it is a badge of honour for an Archeotek or Prime to show off the scars and augmetics they earned while they were a Neotek, proving not just to those around them, but also to themselves, that they are willing to sacrifice their very lives for the betterment of House Van Saar.

ARCHEOTEKS

Archeoteks, sometimes referred to as Archeteks or Archetechs depending on the hive they are from, form the inner circles of the Clan House. To outsiders an Archeotek is a mysterious sorcerer of technology, wielding archaeotech as a wizard might weave magic from the air. Some see them as synonymous with the Tech-Priests and Magi of the Adeptus Mechanicus, though in truth they have little of the religious dogma or ritual trappings of the Omnissiah about them. Nor are they even more adept at the use and understanding of tech than some of the other clans – rather, it is their connection to the Van Saars' STC that grants them their power. As members of the Clan House's inner circle, they have access to the esoteric energy weapons and unique archaeo-wargear it produces. An Archeotek carries with them as much firepower as an entire gang, and can usually take on many times their own number through the use of advanced power fields and concealed cyberteknika. If a gang is fortunate, and it suits the purpose of the Archeotek, its members might find one coming to their aid – or even one of their own number might be elevated to the rank of Archeotek, serving out their time as a specialist within the gang before ascending to the inner circle of the Clan House.

Of course, Archeoteks are not without their weaknesses. The foremost of these is the wasting rad-poisoning they suffer by exposure to both the STC and its most potent offerings. Many Archeoteks require extensive bionics and augmetics to stay alive, their survival suits filled with whirring and hissing devices that monitor their organs and continually clean their blood. Then there is the obligation to the STC, something all Archeoteks take very seriously, as this is the source of their power and their reason for existing. Should the clan call upon them, they will be compelled to face its enemies, even to the point of selling their lives so the STC is not discovered, damaged or stolen. Finally, with the title of Archeotek often comes obsession and madness. As masters of archaeo-technologies, they can become consumed by the need to unravel the mysteries of Mankind's Dark Age of Technology, and even replicate objects and sciences from that lost time. This can have disastrous results and, in the past, more than one Archeotek has been exiled or hunted down by their fellow Archeoteks for dabbling in things best left buried in the past.

PRIMES, AUGMEKS AND SUBTEKS

Across the many hives of Necromunda, and within the countless enclaves of the Van Saar, there are hundreds of different titles and terms when it comes to referring to the social, technical and administrative positions within the Clan House. While the Archeoteks are universally acknowledged as those of the inner circles, the further from the STC a Van Saar clanner stands, the more divergent their position within the clan can be. Leaders of work crews, machine shops, gangs and militia have a variety of titles, such as Technomats, Servo-bosses, Cogmen or Machineers. Most common of these is Primes – a term that means both leader and link for the Van Saar – a connection between individuals of the Clan House as well as a governing persona. Beneath the Primes are their lieutenants, seconds and sergeants, known variously as Technos, Wratchs, Sparks or Augmeks. An Augmek might aspire to become a Prime but, at the same time, they know their place in the great machine that makes up the social network of the Clan House. A good Augmek supports their Prime, and follows them in all things, but should the Prime fail in any way, they stand ready to step quickly into their position so there is no interruption in manufacture, output or – in the case of gangs – violence, perpetrated on behalf of the House.

Beneath the Primes and Augmeks are the Teks and Subteks – a catch-all term for the workers and warriors of House Van Saar. Unlike other Clan Houses, who rely on the uneducated masses or an enslaved underclass for labour, each member of House Van Saar is an expert in the task they have chosen as their vocation. This can be as simple as reading the lumen-dials of a thermal output valve – and unravelling their meaning – or as complex as crafting the perfect magnetic containment flask for a plasma carronade. In this way, each Tek or Subtek is a valued part of the Clan House, their individual skill adding to the overall expertise of the House of Artifice.

THE RAD-PHAGE

The Van Saar STC emits constant and damaging exotic radiation, known to the Van Saar as the Rad-phage. To hide its presence, House Van Saar keeps the device concealed behind thick, leaden shields and energy fields, though this means its own members are continually bathed in its harmful particle emissions. Even worse, this exotic radiation clings to everything the STC produces, especially if it relies upon the advanced archaeo-technologies now lost to Mankind. This is one of the reasons the Van Saar reserve the most advanced objects only for themselves, for they could easily draw unwanted attention with their taint, and the majority of their other tech is merely high-quality forms of existing Imperial weaponry and wargear. The result is that all members of House Van Saar are, to some extent, poisoned by the STC, its energies withering their bodies and turning their blood. For most, this means an early death or unnatural aging, their flesh succumbing to decay before its time. For those closest to the STC or those who utilise the most powerful output of the ancient device, it means their bodies will be ravaged unto accelerated organ failure and death.

To combat the effects of the Rad-phage, House Van Saar long ago created its iconic survival suits. These complex garments help to regulate their wearers' bodies even as they fail – pulmonary cleansers and aortic pumps keeping them alive. Most dangerous of all the effects is that to their brains, the exotic energy breaking down the organ's cells and robbing them of their most prized possession – their minds. To deal with this, most Van Saar wear a neural-purger, the spine-like device plugged into the base of the skull acting as a shunt for dangerously-irradiated cerebrospinal fluids. Such is the energy absorbed by the neural-purger in the oldest Van Saar that it can even begin to glow, resembling a coiling mechanical serpent writhing in the gloom of the underhive.

HOUSE INDUSTRIES

'There can be no finer creation than a weapon that kills without effort or a shield that protects without being raised.'

Master Artificer Tarvalen Hess of House Van Saar

House Van Saar has its hand in many and varied industries across Necromunda. The most well-known of these are its Artifice Houses, which produce upmarket goods for the Great Houses and even off-world consumption – things of singular technical beauty or objects of rare and wondrous archaeotech. Both House Goliath and House Delaque trade extensively with House Van Saar for the tech it produces, the former relying on the Van Saar for the maintenance of its amneo-vats, the latter buying bionics and spying devices from the Clan House. In addition to this tech trade, the clan also maintains extensive weapon manufactoria, servitor-gelds and energy farms, all providing for the hive world's insatiable hunger for production.

ARTIFICE HOUSES

Most factoria on Necromunda are hellish pits of relentless industry, where bent-backed workers toil ceaselessly over grinding conveyors, hammering presses and scalding vats of molten metal. From these crude workshops, the staple products of the Imperium are produced in their billions – those pulling the levers or beating the cooling steel little more than cogs in a great machine. By contrast, the Artificer Houses of the Van Saar are havens for expertise and exacting precision. In the midst of complex and ancient machinery, the Artificers go about their work, meticulously crafting tools, weapons and wargear that are in themselves as much works of art as they are functional pieces of technology.

It speaks much to the vast wealth of the Clan House that it can maintain the Artifice Houses, especially on a world that prizes production over precision and quantity over quality. While the Great Houses can, and do, pay exorbitant sums for off-world objects crafted by far-off masters of the art, there is a degree of smugness among the nobility that even these items are often inferior to the work of the Artifice Houses. Consequently, they enjoy the patronage of the Imperial House and many make goods solely for Lord Helmawr or one of the other great masters of Necromunda – it is rumoured that the infamous crime-lord, Nemo the Faceless, enjoys an exclusive contract with the House of Artifice for all his many wondrous augmentations and 'toys'.

Precisely what wonders an Artifice House produces depends largely upon the patron. While weapons, of both the digital and archaeo variety, are always popular, as is personal protection such as that afforded by a discrete field generator, it can range from the mundane but useful to the truly bizarre and technical. Some of the more unusual items to have been crafted in a House Van Saar Artifice House include the Hardcase Cyber-myrkats, feline replicas used by nobles as hunting beasts, harmonic axiom-rings, worn on the subject's ears to make falsehoods sound as high-pitched whines to the wearer, and invertor-antitox cybertek implants to make it impossible for the owner to become inebriated – giving them an unrivalled edge in negotiations!

ARMS INDUSTRIES

House Van Saar has a substantial stake in the arms industries of Necromunda. Like other Clan Houses, it specialises in particular kinds of personal armaments, notably energy weapons of all kinds. Plasma weapons in particular are turned out in great numbers by the House of Artifice, many other clans unable to create even the volatile patterns of these weapons common to the armies of the Imperium. Melta weapons are also made almost exclusively by House Van Saar, the clan building the complex microwave chambers and photonic fuel cells required for the weapons. These are then sold on to other Clan Houses, where unique weapon housings and other touches are added. House Van Saar knows, of course, that despite the way a meltagun or multi-melta might look, it is the Van Saar tech at its core that makes the weapon function.

While House Van Saar produces large numbers of lasguns, carbines and pistols, it is yet to unseat House Escher's dominance over this segment of the arms market. Many consider the Van Saar las weaponry to be over-engineered – a trait considered undesirable in something as workmanlike as a lasgun. Despite this, House Van Saar constantly challenges House Escher for its las weapon contracts, the Noble Houses encouraging the competition, even if they award the greater share of these work orders to the House of Blades year after year.

More interesting than the vast numbers of these stock Imperial weapons House Van Saar produces are the rare and restricted ordnance it turns out – often just for specific Great Houses or even individuals within Necromunda's nobility. Objects like vortex grenades or phase shields require the restoration of archaeo-technologies and extreme levels of expertise to make function, both of which House Van Saar, fortunately, is blessed with. If a Noble House will pay well for boltguns and servo-armour, then it will pay even more to have something their rivals cannot get their hands on, even if it means risking censure by Lord Helmawr.

CABLIS VALKYR
NEXUS NINES HOUSE
VAN SAAR
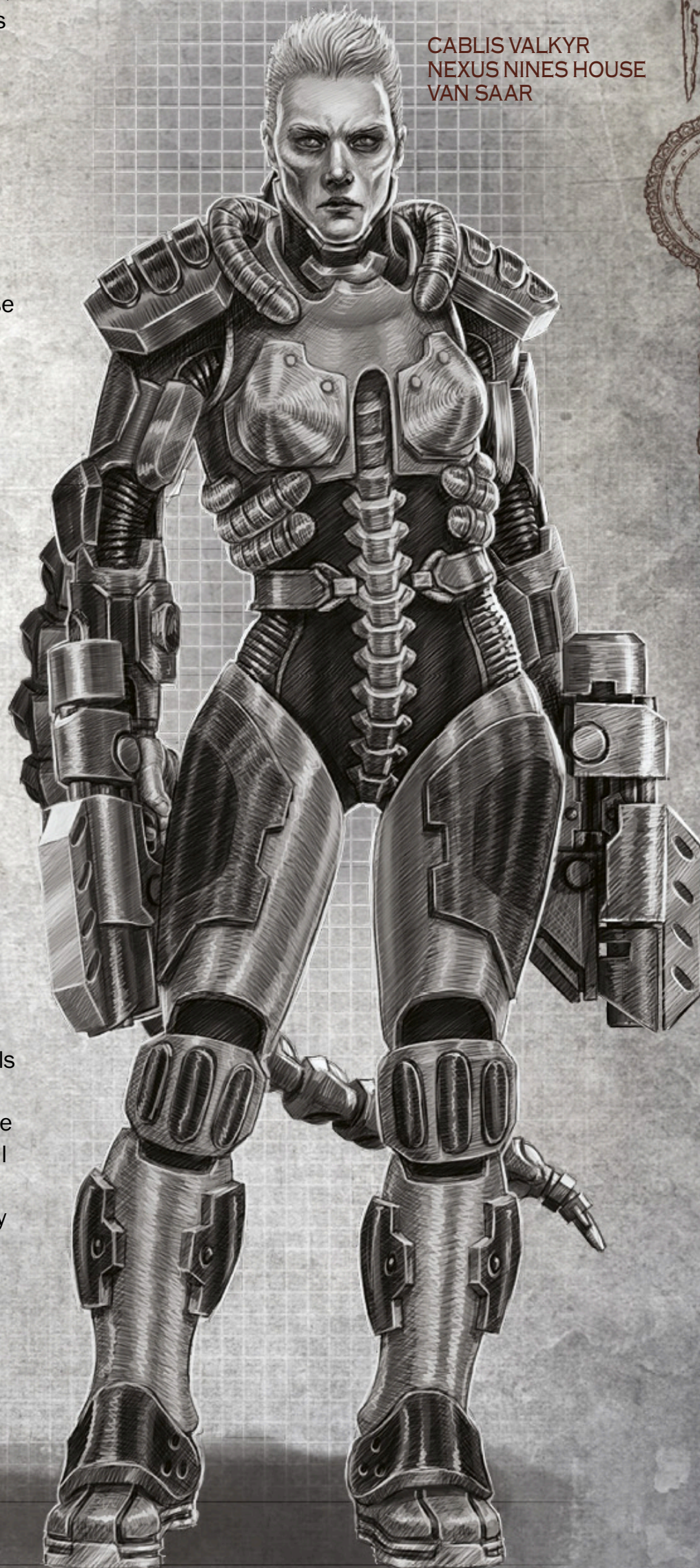
ENERGY PRODUCTION

The production of heat, light and power is essential to the continued existence of Necromunda. In theory, the automated systems of each hive should provide these things for its inhabitants – most hives being built over a single ancient and powerful reactor akin to those found on starships, or thermal shafts that draw up heat from the planet's core. The reality is, however, that the technology that regulates such things within the great cities has long since failed or gone awry, and requires constant maintenance if it is to function at even the most basic level. While the Mercator Lux and Mercator Pyros are the custodians of these systems, it often falls to the expertise of House Van Saar to bring them to flickering life. Entire conclaves of the House of Artifice are given over to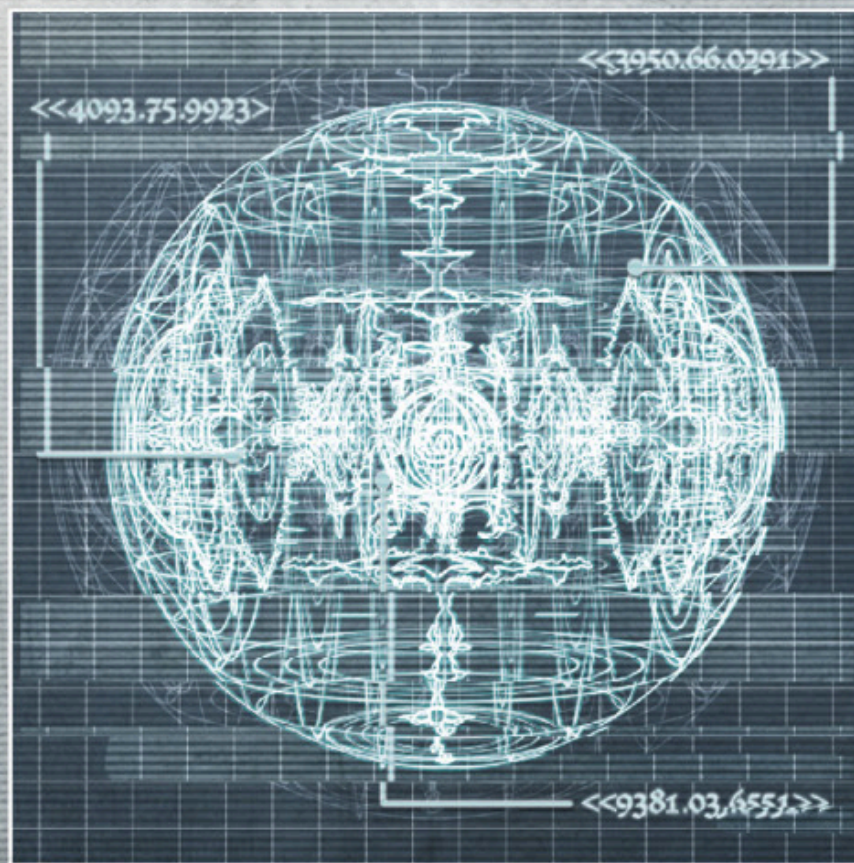 this work, with Archeoteks taking on lofty titles such as the Master of Lumens or the Lady of the Living Flame, to show they are the guardians of one of the elemental resources necessary to life in their hive.

In Hive Primus, power is drawn almost exclusively from the great city's primary heat sink – the vast chasm that reaches down towards the core of the world, conveying heat up to warm the inhabitants and run massive thermal turbines. From this heat sink, energy cables and conduits run throughout the hive, with various Guilds, Enforcers and gangs all staking a claim to part of the network. At the point where these cables run down into the underhive stands the Temple of the Junction – a thrumming, glowing dome filled with burning pipes and energy lines. This is the well-established territory of the Van Saar, and their gangs keep close watch over the Temple, settlement administrators from Dust Falls to Sump City making the pilgrimage to its door to pay their tithes to the Mercator Lux. More than once, other Clan Houses have tried to take control of the Temple, even going so far as to openly launch assaults on the Electro Guild's agents – each time, though, the Van Saar gangs have pushed them back, their overcharged weapons plugged into the cables themselves and blazing with barely-contained energy.

TECH BAZAARS

Hive cities are ancient places filled with the accreted detritus of many millennia. This wealth of forgotten rubbish includes huge amounts of technological cast-offs and mechanical scrap. Some of this junk is readily identifiable – like lost models of las weapons or lumens with burned-out power cells. Others are more mysterious – strange black boxes with blinking lights or lenses that reveal ghostly worlds when peered through. All of these gadgets, and more, can be found in the tech bazaars of the underhive and, wherever there is a tech bazaar, there are Van Saar gangers lurking in the shadows. The House of Artifice makes considerable profits from these market places, either selling on illicit or broken goods that have no market uphive or off-world, or buying from archaeo-hunters looking to offload their finds from the deep hive or out in the wastes. The Imperial House also recognises the importance of the tech bazaars, especially as a way of getting rid of excesses of dangerous technologies by selling them on to underhive gangers who will either kill themselves with it or each other. It is an unwritten law of Necromunda, bestowed by Lord Helmawr, that House Van Saar has dominion over the tech bazaars, wherever they spring up and whoever might be running them. Such is the extent of this tradition that most tech-merchants set up shop in turf controlled by Van Saar gangs – after all, if they are paying the Clan House anyway, they might as well benefit from their protection.

<<W45.9hy VER>>
<<582.1uR DNA>>
<<D75.20p PWR>>
<<T55.9k9 TON>>
<<554.uy STC>>
<<199.4ju XUT>>
<<943.6kl SEC>>
<<L12.7hy RED>>
<<571.3xc RAY>>

<<66739ediface of coded nearest 326903amber of light in its most sanx40932 fors45 to the peo98x01 the VRx7751 Star grunted to the 48812heateks from the forp912 of the great mach09283 line frx3739 those ages before 5520 Imperium 41088an and the Sark73621 of techno837291 that has been cast upon the world 27216mun5a cursed as 72615391ame and kept in its continuu437545 shashlos of ignoran33919 and folly such is th872156 technobarians of this time a mark up0726152>>

HOUSE TERRITORIES

'The enclaves of House Van Saar are as a web of light cocooning the world – and we are the insects caught upon their glowing strands...'

As an ancient and powerful Clan House of Necromunda, House Van Saar has holdings in most hives on the planet. Van Saar territories within the great hive cities are typically located in the upper reaches of the mid-levels, where tech workshops turn out goods far from the choking smoke and pollution of the lower levels. As energy farmers in league with the Merchant Guild, the clan also maintains territories close to places such as the heat sinks of each hive, or whatever motive or thermal means it uses for its power production. And, of course, like all Clan Houses, House Van Saar maintains a presence in the underhive, for it is here, deep beneath the ancient cities, that the most precious archaeotech can be found.

TECH WORKSHOPS

By their very nature, the enclaves of the House of Artifice are more technologically advanced than those of other Clan Houses. Even outside the techno-artisan enclaves of the Archeoteks and their underlings, the factoria of House Van Saar display a significant level of automation compared to the bulk of the slave-reliant industries of Necromunda. There can be little doubt one is venturing into such a place, as compared to other such domains within the hives – where the stink of unwashed workers mingles with the burnt smell of heavy industry – the tech workshops of House Van Saar hum to the sound of ancient machinery kept in exceptional working order. It is often the envy of other Houses that the Van Saar are so productive within these factoria, without the usual production problems endemic to having to rely on massed slave labour. This can lead to conflicts, with jealous overseers attempting to take over Van Saar tech workshops, greedy for their output – little realising that it is not the machines themselves, or their placement, that makes these workshops so productive, but rather the skill of the Van Saar themselves.

THE THREE LAWS

In the early centuries of House Van Saar's existence, before it was even recognised as a Clan House, many among the inner circle of Archeoteks used the bounty of the STC for their own personal gain. Often, these keen-minded men and women were innovators and inventors, some bordering on hereteks with their tinkering with the technologies of Necromunda. These excesses led to many archaeo-horrors being loosed upon the hive world (some of which still roam its wastes to this day) and the Clan House coming close to destruction more than once. After the disappearance of the Archeotek Sator Davos, who himself had almost brought House Van Saar to ruin, his successors decided to place limits on the power one Archeotek could ever wield. Thus were the Three Laws constituted – edicts which have endured for centuries and preserved House Van Saar with both their simplicity and their power. All inner circle Archeoteks (the only members of the clan who interact directly with the STC) must follow these Laws, and to break them is punishable by exile – or even death.

The Three Laws of the Archeoteks are as follows:

- *No Archeotek may allow the STC to be harmed, stolen or misused, either through design or ignorance.*

- *Archeoteks must use the STC solely for the betterment of House Van Saar, except where it conflicts with the First Law*

- *An Archeotek may only innovate the technologies of the STC if doing so does not conflict with the First and Second Laws.*

THE UNDERHIVE

Like all Clan Houses, the House of Artifice has a vested interest in the underhive. In addition to the untapped wealth to be found there, or itinerant populations to be exploited, the underhive is also a primary source of lost technologies, most notable of which is archaeotech. In every hive on Necromunda, millennia of detritus remains buried deep within a tangled wilderness of collapsed domes and fallen structures, all ripe for some enterprising gang to unearth. It is the unspoken duty of all Van Saar gangs to seek out these lost pieces of technology, often at the expense of everything else. When news of a rich archaeo-find crops up, or a hive quake causes a new tunnel to open up – sparking a dome rush – agents of the House of Artifice are often in the vanguard. Van Saar gangs have even been known to abandon more mundane territories or resources should the chance to secure ancient tech crop up – more than one enemy of the House spared their fate – or at least given a reprieve – as their Van Saar attackers are drawn away following rumours of lost vaults and forgotten technologies. It is an accepted law of the underhive that should such a find be even hinted at, the survival-suited members of House Van Saar are never long in showing up – and woe to anyone that gets in their way.

THE THERMAL CORE

House Van Saar territories usually cluster around the primary heat sink of a hive, where their gangs and leaders might better control the great city's energy production. Control of vital energy distribution and generation is of great importance to House Van Saar, as are their ties to the Mercator Lux and Mercator Pyros who oversee the great fuels of the hive world. The Clan House's interest is not just mercantile in nature – though they do make good wages from overseeing the energy infrastructure for their allies in the Merchant Guild. The STC, and its output, require vast amounts of raw power to function, drinking deep of the thermal well of Necromunda every cycle. It helps the House of Artifice retain its secrets if it can syphon off this power without the knowledge of the other Clan and Noble Houses – most of whom pay little attention to the exact distribution of a hive's energy resources.

Another benefit to House Van Saar granted by their control of the primary heat sinks, reactors and other power resources of their world, is that a thermal core or plasma well makes an excellent cover for the exotic radiation that inevitably surrounds their Artifice Houses and gang strongholds. So close to the blazing energy of the power source, the clanners of House Van Saar blend in against the background – and if they suffer from a few extra rads, it is nothing compared to the output of the STC.

UTHER ANDAARZ
COLDFIRE CABAL
HOUSE VAN SAAR

HOUSE ENCLAVES

'There is a technological secret in the heart of Hive Primus, and it is but a matter of time before I prise it loose from the hole in which it hides.'

Excervatos-Prime Nevu Gael of the Adeptus Necromundus

Millennia of wealth acquisition and political manoeuvring have allowed House Van Saar to stake their claim to some of the most desirable regions within many hives. Typically, this means a place close to the wall that divides the spire from the rest of the hive, or on top of valuable resources such as ancient reactors or thermal vents. The most sacred and well-protected enclave of House Van Saar, however, remains the Chamber of Light, where the clan hides its greatest asset, and its most dangerous secret, behind countless layers of sophisticated defences.

CHAMBER OF LIGHT

Hanging below the great sky-platforms of the Hive Primus Galeous Spaceport, itself descending from the base of the spire, is the Chamber of Light, wherein rests the STC of House Van Saar. Sheltered from the auspexes of orbiting vessels and the electro-scrutinator divisions of the Palanite Enforcers, it is encased in a half-dozen layers of security, each one more fiendish than the last. Surrounding the chamber is the great Artifice House of Hemnes, a labyrinth of domes, habs, reactor housings and workshops, each with their own security fields, power-suited guards and clades of murder servitors. Beyond these there are secret passages that lead deeper still into the territory of the Van Saar, extermination-corridors bathed in enough radiation to kill most Necromundans but to which an Archeotek is immune (or at least less affected), and baffle-gates that only an augmented mind could hope to work – the complex codes and ciphers driving the weak-minded insane. Those who survive the secret passages must then answer three questions, a final test for an Archeotek to make sure they are still true to the Three Laws. If at any stage the Archeotek – or intruder – falters then they will be destroyed; energy projectors and field generators descending upon them to rend them down to their component atoms.

Once an Archeotek of the inner circle – for none others are allowed to gaze upon the STC – passes these tests, they may enter the chamber itself. Suspended in a web of cables, the STC hangs; pict-casters and data-slates around the chamber endlessly scrolling through complex diagrams and schematics, as a legion of servitor-savants manipulate the great machine. In the shadow of the STC, the Archeoteks gather to do their work – crafting Archprints to be manufactured in the Artifice Houses or even occasionally using the machine itself to turn out a prototype. More often than not, they meet to discuss the future of the Clan House, all bathed in the potent radiation of the device.

HIVE PRIMUS

As one of the oldest surviving Clan Houses, House Van Saar has key territories in the upper reaches of Hive Primus' Hive City. Here, next to the great hive spaceport, the House competes with House Escher for dominance of the upper reaches of Hive Primus, both clans benefiting greatly from proximity to the off-world trade brought in by the spaceport. Sprawling out around the Chamber of Light, and the Artifice House of Hemnes that surrounds it, is the settlement of New Hagen, a haven for members of House Van Saar from across the planet. A technological nexus for the Clan House, its habs, domes and districts enjoy a level of automation almost unheard of outside the spire. Maintained by the workers of the clan, lumens light passages and squares, while blast doors, auto-vendors and heat pumps all function almost as they were intended to. This grants the inhabitants of New Hagen a level of comfort almost unmatched in Hive City, and visitors often marvel at gates that soundlessly rise at their approach (rather than having to be hauled open by hand) or floors that are comfortably warm beneath their feet. House Van Saar traders use these marvels to their advantage when entertaining visitors from other Clan Houses, for the might of the House of Artifice is more than exotic energy and plasma weapons but that simplest of gifts – a well-lit dome.

GOTHRUL'S NEEDLE

Hundreds of House Van Saar enclaves are seeded throughout Necromunda, and most hives have at least a small community of members of the House of Artifice. One of the larger enclaves can be found in Gothrul's Needle, on the far side of the planet from Hive Primus. Here the members of House Van Saar are closely linked to the hive's ruling council, who follow strange 'democratic' ways. It is the Van Saar who are responsible for the Great Numerologia that takes votes from the hive's eighty-eight million citizens, each one able to have their say on everything from when the hive's great storm shielding should be replaced to how many ration slices each councillor is allowed during a session of the Gothrul Council. So often are votes cast, and on such a wide variety of subjects, that many citizens feel they do little more than vote, and it is a wonder that the hive meets its production quotas at all. To facilitate all this voting, the Van Saar created the Great Numerologia, an army of spider-legged servitors data-slaved to a single 'mother' servitor, that roam the hive taking votes and squawking the results back to their mother. It is not a perfect system – House Delaque agents are known to hack the servitors or substitute them with their own to skew a vote, while many claim House Van Saar's control of the Numerologia allows it to rig the vote as they please. It is only the layers of bureaucratic chaos between a vote being cast and anything coming of it that makes any effort to subvert the machine largely meaningless.

HIVE TRAZIOR

Hive Trazior is sometimes looked down upon as a frontier hive by those from Hive Primus or the more affluent hives of the Palatine Cluster. This reputation as an outland city has made it a hub for clans like House Orlock, and up-and-comers like House Goliath. House Van Saar also maintains a presence in the southernmost hive of the cluster, and uses it as a recruiting ground for the clan. The most promising candidates come from the hive's Neo-tech gangs – archaeo-hunters and techno-gunslingers reminiscent of the Tech gangs of old. These young miscreants fight often with the Brat gangs of Hive Trazior – the antics of the two causing considerable disruption to the efforts of the more established Clan holdings. House Orlock especially has tried to come down hard on the Brats and Neo-techs, who plague the House of Iron's convoys and disrupt trade across the Great Equatorial Wastes. So far, though, this has only led to more fighting in the lower levels of the hives, Brats and Neo-techs brawling with each other around the hive's great ash gates. Often, an Archeotek will make the trek to the hive looking for talented fighters, and House Orlock has made protests in the past about House Van Saar supporting 'criminal' elements in the hive. So far, they have been unable to prove any specific transgressions, despite offering a hefty bounty for the head of any Archeotek found leading a Neo-tech gang.

GANGS OF LEGEND

'They call them gangs, but I've seen professional armies with less firepower than that lot.'

Cabalis Kretch, Sump City rust-trader on Van Saar gangs

Throughout the House's long history, there have been numerous Van Saar gangs of note – their deeds echoing down the ages long after their members were committed to the proteyn farms. Typically, these heroes of the clan participated in some great victory for the House against its enemies, though equally they might have simply been legends through the utter audacity of their crimes – perhaps now known only to a handful of their peers for things the Clan House has tried hard to forget.

NEXUS NINES

The Nexus Nines are one of the most well-known Van Saar gangs in Hive Primus. With fighters in Dust Falls, Two Tunnels, Port Mad Dog and half a dozen other major underhive settlements, the sight of the tooled-up gangers wandering the shadowy streets, their survival suits glowing in the gloom, is a common one. Their leader, Lucien 'the Hammer' Hargen, has made a small fortune working as a heavy for the Mercator Lux and Mercator Pyros, often playing both off against the other to drive up the price of a job. It has reached the point where the residents of Dust Falls see Lucien and the Merchant Guild as one and the same, especially when it comes to power broking.

Of course, this is only a side-line for the Nexus Nines, and their true purpose in the underhive is hunting down archaeotech for the Clan House. Niners like Larz 'Lightning Hand' Rutgeer, or Lisbet 'Darkfinder' have all led expeditions into the deep of hive bottom, and it is said that no one knows more about what lies in the outlands of Sump City than the Nexus Nines – except, perhaps, the things that live down there in the perpetual night of the great sump sea.

DAEYGLOW DRAGONS

Led by Felroth Daey, the Daeyglow Dragons are splicers of the highest order. Melding both tech and biologis, they sell to the tech bazaars throughout the Palatine Cluster, often in league with Archeoteks whose experimentation or 'interests' has driven them out of the Primus Hive City or the upper reaches of other hive cities. Daey and his Dragons are especially well-known for their use of abhumans, and have been seen running with Ratlings, Ogryns and even Beastmen in the settlements and outposts of the Spider Points or one of the many underhive holes dotted throughout the Cluster. Some of these abhumans even look like Van Saar themselves, such is Daey's habit of augmenting them or clothing them in survival suits to protect them from the radiation of his gang's weaponry.

Famously, so the story goes, the original T.H.R.U.G. 12 'Sparky', leader of the Hive Primus Ogryn uprising, was a member of the Daeyglow Dragons. Rumour has it that Daey experimented extensively on Sparky, even using cyber-cranial implants to boost the Ogryn's intelligence and independence – all of which apparently backfired when Sparky killed a bunch of Dragons and fled into the underhive to start his uprising. Daey denies that the Sparky he used to own is the same Sparky behind the uprisings, claiming that it is impossible to tell one Ogryn from another anyway.

COLDFIRE CABAL

The Coldfire Cabal is the personal gang of the failed Archeotek, Hansvet Coldfire. Driven from the inner circle of the Archeoteks for his unnatural obsession with the ancient tech-traitor Sator Davos, Hansvet fled to Hive Rothgol where he carved out a place for himself among the competing Clan Houses. Interestingly, Hansvet's gang seems to have appeared almost overnight, one cycle the Archeotek-turned-Prime wandering the underhive of Rothgol alone, the next a dozen Van Saar at his side. Stranger still is that each ganger, whether they are male or female, bears a strong resemblance to Hansvet, and work together with a precision seldom seen outside a mono-slaved servitor clade. This has led to more than one of his rivals claiming that Hansvet has somehow cloned himself, creating a number of copies that follow the orders of their gene-father without question. The truth, however, may be even stranger than that. A few of the Van Saar who knew Hansvet before he fled from Hive Primus say he had unlocked some of the temporal secrets of Davos, and was somehow in league with the long-lost Archeotek. They go on to claim that Hansvet perfected Davos' archaeo-chronometrix, a machine that can not only manipulate time, but also allow movement through it – and that Hansvet's gang are, in fact, versions of himself taken from different timelines! Of course, it could also be that, to non-Van Saar, all members of the House look alike and Hansvet simply pays well.

ULRIKE SHAAFEN
DAEYGLOW DRAGONS
HOUSE VAN SAAR

'CRAZY' ULLI
CODE WARDENS
HOUSE VAN SAAR

HOUSE VAN SAAR GANG LIST

When founding a Van Saar gang, players will have a maximum budget of credits to spend on fighters, weapons and Wargear chosen from the entries on the following pages. How much this budget is will depend upon whether the gang is being founded for Skirmish play or Campaign play. In either case, this budget may not be exceeded. Any unspent credits will be added to the gang's Stash if the gang has been founded for Campaign play. However, if a gang has been founded for Skirmish play, any unspent credits are simply lost.

CAMPAIGN PLAY

When founding a gang for Campaign play, the budget available is 1,000 credits. Note, however, that should they wish, the Arbitrator can increase or decrease this budget.

SKIRMISH PLAY

When founding a gang for Skirmish play, the budget available should be agreed upon by the players. This can be as much or as little as they think appropriate, but as a general guideline, a budget of between 1,250 credits and 2,000 credits is recommended.

FIGHTER NAMES, CATEGORIES AND TYPES

Each type of fighter available to a House Van Saar gang is of a named type; this is the name given to that fighter's rank within the gang hierarchy in the parlance of their House. In addition, each has a category listed in brackets. For example, a lowly gang fighter is a Van Saar Tek (Ganger). This indicates that within House Van Saar, such fighters are called 'Teks', whereas within the rules of the game, this fighter is a 'Ganger'.

Very often the rules will refer to fighters by category (Leader, Champion, Prospect, Ganger or Juve, for example). In such cases, the rule is universal to all such fighters, regardless of their type. At other times, the rules will refer to a fighter by their specific type, 'Van Saar Tek' for example. In these cases, the rule is specific only to fighters of that type.

GANG COMPOSITION

The first step is to choose and purchase the fighters that make up the gang. The House Van Saar gang list details all of the fighters available to the gang. These fighters are purchased by paying the credits cost shown in their entry from the budget available. All House Van Saar gangs must always follow these rules:

- There must be one fighter with the Leader special rule.
- The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Should it occur during the course of a campaign that the number of fighters without the Gang Fighter (X) special rule exceeds the total number of fighters with the Gang Fighter (X) special rule, the controlling player must either:

- Retire a number of fighters without the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance.

Or:

- Recruit fresh fighters with the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance.

Van Saar names are distinctive, hearkening back to the ancient family line that spawned the clan, and still used as a means of binding the close and secretive House together. Below are some names that can be used, adapted or combined when creating your own Van Saar gang.

- Lisbet
- Schylaar
- Otto
- Onia
- Engael
- Anbrecht
- Larz
- Espen
- Dael
- Basteaan
- Schae
- Aldona
- Hanselt
- Marteeus
- Jeroen
- Koen
- Rutgeer
- Lucien
- Sargen
- Maex

WEAPONS AND WARGEAR

The next step is to choose and purchase the weapons and Wargear each fighter will be equipped with. Each fighter's entry in the House Van Saar gang list includes a detailed list of the weapons and Wargear that fighter may purchase.

EQUIPPING A FIGHTER

All fighters can be equipped as follows:

- A fighter can be equipped with a maximum of three weapons purchased from those listed in their entry.
- Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may purchase Wargear that is listed in their entry.
- 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.
- If the gang is being founded for Campaign play, fighters will be limited to the equipment listed in their entry, whereas fighters in a gang founded for Skirmish play may also have access to some items of equipment from the Trading Post and Black Market. This should be agreed upon by the players.

NEW EQUIPMENT

During a campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or Black Market, or as a result of Boons. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:

- Any fighter may discard any Wargear they are equipped with in favour of new Wargear. Any Wargear discarded in this way is placed in the gang's Stash and may be given to other fighters.
- No fighter may discard a weapon. Underhive gangers become attached to their weapons of choice and would rather hoard weapons than discard them.
- Fighters with the Gang Fighter (X) special rule that do not also have the Tools of the Trade special rule cannot be given a new weapon if it would take them above the limit of three weapons carried.
- Fighters with the Tools of the Trade special rule can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'equipment set', as described on the next page.

FIGHTER CARDS & GANG ROSTER

Finally, a blank Fighter card should be completed for each fighter when they are added to the gang; the characteristics of the fighter and any equipment they now have should be noted down in the appropriate sections of the Fighter card. A gang roster sheet is also completed for the gang as a whole.

EQUIPMENT SETS

Senior gang members, enjoying the privilege of rank, often maintain a cache of weapons that allow them to equip themselves appropriately for each battle. As such, fighters with the Tools of the Trade special rule can have multiple Fighter cards, each representing a different set of equipment:

- The controlling player can make an additional Fighter card for a fighter with the Tools of the Trade special rule at any time.
- An appropriate model should be available for each different equipment set and/or Fighter card a fighter has.
- There is no additional cost for having multiple equipment sets. If, for example, a Van Saar Prime owns a las carbine, they may include that weapon in as many or as few different equipment sets as the controlling player wishes without additional cost. The weapon is only purchased and paid for once.
- Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. This entry should include the total value of the individual weapons and items of Wargear that fighter owns. But remember, each individual weapon or item of Wargear is only counted once.
- If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards.
- Only one of a fighter's cards can be used for a battle.
- If a battle uses random fighters from the gang, all of the fighter's cards should be shuffled together and one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.
- When distributing equipment from the gang's Stash, it can be moved to any or all of a fighter's cards, and can even be moved to more than one.

DEATH OF A LEADER

All House Van Saar gangs must include a single fighter with the 'Gang Leader' special rule. This fighter is, naturally, the leader of the gang.

If a gang's leader is killed, a new leader must be nominated:

- The new leader is the fighter with the highest Leadership characteristic, selected from among those fighters that have, in order of priority:
  1. The Gang Hierarchy (X) special rule.
  2. The Tools of the Trade special rule.
- If the gang contains no fighters with either special rule, the fighter with the highest Leadership characteristic must be selected from among the remaining gang members.

If two or more eligible fighters have the same Leadership characteristic, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide which fighter will become the new gang leader.

When a fighter is promoted in this way, they gain the Gang Leader special rule, and from now on they count as a Van Saar Prime for the purposes of determining which equipment and skill sets they can access. Their existing characteristics and special rules do not change.

"It saddens me no end to see so much potential thrown away... just think what we could do with our brains and their bodies..."

Lucien 'the Hammer' Hargen,
Nexus Nines,
House Van Saar,
On House Goliath
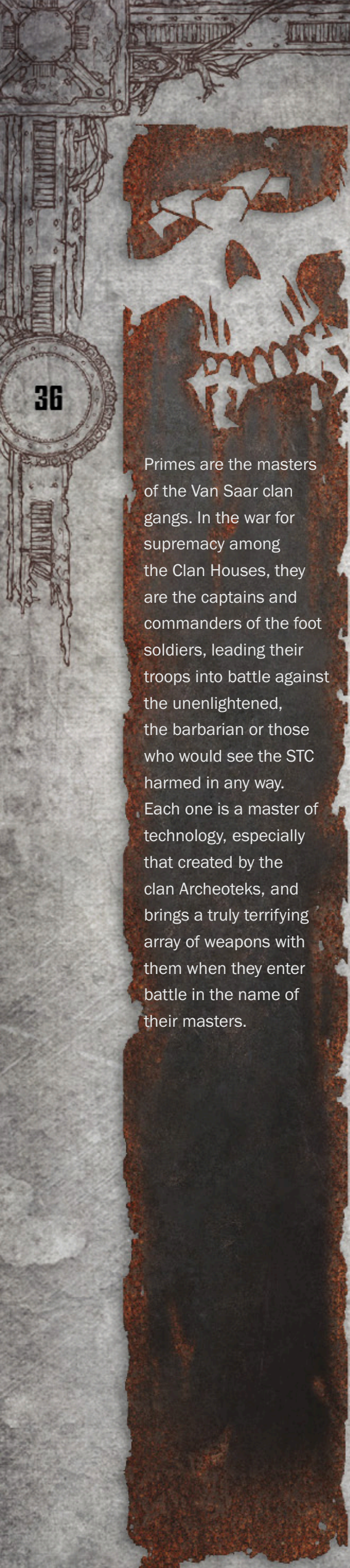
Primes are the masters
of the Van Saar clan
gangs. In the war for
supremacy among
the Clan Houses, they
are the captains and
commanders of the foot
soldiers, leading their
troops into battle against
the unenlightened,
the barbarian or those
who would see the STC
harmed in any way.
Each one is a master of
technology, especially
that created by the
clan Archeoteks, and
brings a truly terrifying
array of weapons with
them when they enter
battle in the name of
their masters.

VAN SAAR PRIME (LEADER) .... 130 CREDITS

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

SPECIAL RULES

Gang Leader: A House Van Saar gang must always include a single fighter with this special rule:

• A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
• Should this fighter die during the course of a campaign, or otherwise be removed from the gang (for example, if a captured Leader is Sold to the Guilders), another fighter must be promoted to replace them (see Death of a Leader on page 35).

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Van Saar fighters that are within 12" of this fighter will automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Van Saar fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

• The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
• Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Van Saar Prime may choose one skill from their Primary skill sets (as described in the *Necromunda Rulebook*). This skill does not cost any XP and does not increase the fighter's credits value.

SKILL ACCESS

A Van Saar Prime has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Tech
Secondary	-	-	Secondary	-	Primary	Primary	Primary	Secondary

EQUIPMENT

A Van Saar Prime is equipped with an armoured bodyglove (included in their starting cost) and may purchase weapons and additional Wargear from the Van Saar Prime equipment list:

- During the course of a campaign, a Van Saar Prime may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Van Saar Prime has no restrictions upon the types of weapon they can take; all weapon types are available.

VAN SAAR PRIME EQUIPMENT LIST

WEAPONS
BASIC WEAPONS
- Lasgun..........................10 credits
  - Master-crafted.........+5 credits
  - Focusing crystal ....+20 credits
- Las carbine ....20 credits
  - Master-crafted.........+5 credits
  - Focusing crystal ....+20 credits
- Suppression laser........40 credits
  - Master-crafted.......+10 credits
  - Focusing crystal ....+20 credits

PISTOLS
- Combi-pistol
  (laspistol/meltagun) ..130 credits
- Combi-pistol
  (laspistol/plasma gun) 95 credits
- Hand flamer ....75 credits
- Laspistol ....5 credits
  - Master-crafted.........+5 credits
  - Focusing crystal ....+20 credits
- Plasma pistol ....50 credits

SPECIAL WEAPONS
- Flamer ....140 credits
- Grav gun ....120 credits
- Meltagun ....135 credits
- Plasma gun ....100 credits
- Rad gun ....100 credits

HEAVY WEAPONS
- Lascannon* ....155 credits
- Multi-melta* ....180 credits
- Plasma cannon*........130 credits
- Rad cannon* ....130 credits

CLOSE COMBAT WEAPONS
- 'Hystrar' pattern
  energy shield...............50 credits
- Power knife..................25 credits
- Servo claw ....30 credits
- Shock baton ....30 credits
- Shock stave.................25 credits

WARGEAR
GRENADES
- Frag grenades ....30 credits
- Krak grenades ....45 credits
- Plasma grenades.........65 credits
- Rad grenades...............25 credits
- Smoke grenades..........15 credits

ARMOUR
- Carapace armour
  - Light ....80 credits
- Flak armour.................10 credits
- Mesh armour ....15 credits

FIELD ARMOUR
- Conversion field ....60 credits
- Displacer field ....70 credits
- Refractor field ....50 credits

PERSONAL EQUIPMENT
- Bio-booster ....35 credits
- Drop rig........................10 credits
- Filter plugs...................10 credits
- Grav chute ....40 credits
- Medicae kit ....30 credits
- Photo-goggles ....35 credits
- Respirator....................15 credits
- Servo harness –
  partial ....130 credits

WEAPON ACCESSORIES
- Hotshot las pack (lasgun &
  laspistol only) ....20 credits
- Infra-sight[†] (Pistols, Basic and
  Special Weapons only) 25 credits
- Las-projector (Pistols, Basic and
  Special Weapons only) 35 credits
- Mono-sight[†] (Basic, Special and
  Heavy Weapons only) ..35 credits
- Suspensor
  (Heavy Weapons only). 60 credits
- Telescopic sight[†]
  (Pistols, Basic and Special
  Weapons only) ....25 credits

STATUS ITEMS
EXOTIC BEASTS
- 0-3 Cyberachnid ....75 credits

Second to the Primes are the Augmeks. Only slightly less dangerous in battle, they are well versed in countless forms of technological warfare and advanced wargear forms. Often they will act as the gang's 'heavies', lugging massive weapons into battle, giving their Prime access to unrivalled firepower. Augmeks also stand ready to take up the leadership role should their Prime fall, allowing the Van Saar gang to transition swiftly from one commander to another without any loss of combat effectiveness.

VAN SAAR AUGMEK (CHAMPION).........................110 CREDITS

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

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Van Saar fighters that are within 6" of this fighter will automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Van Saar fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

• The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
• Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Van Saar Augmek may choose one skill from their Primary skill sets (as described in the *Necromunda Rulebook*). This skill does not cost any XP and does not increase the fighter's credits value.

NIXOREM VYLKUR
NEXUS NINES HOUSE
VAN SAAR

SKILL ACCESS

A Van Saar Augmek has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Tech
-	-	Secondary	Secondary	-	Secondary	Primary	Primary	Secondary

EQUIPMENT

A Van Saar Augmek is equipped with an armoured bodyglove (included in their starting cost) and may purchase weapons and Wargear from the Van Saar Augmek equipment list:

- During the course of a campaign, a Van Saar Augmek may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Van Saar Augmek has no restrictions upon the types of weapon they can take; all weapon types are available.

VAN SAAR AUGMEK EQUIPMENT LIST

WEAPONS
BASIC WEAPONS
- Lasgun..........................10 credits
  - Master-crafted.........+5 credits
  - Focusing crystal ....+20 credits
- Las carbine ....20 credits
  - Master-crafted.........+5 credits
  - Focusing crystal ....+20 credits
- Suppression laser........40 credits
  - Master-crafted.......+10 credits
  - Focusing crystal ....+20 credits

PISTOLS
- Combi-pistol
  (laspistol/meltagun) ..130 credits
- Combi-pistol
  (laspistol/plasma gun) 95 credits
- Hand flamer ....75 credits
- Laspistol ....5 credits
  - Master-crafted.........+5 credits
  - Focusing crystal ....+20 credits
- Las sub-carbine ....15 credits
  - Master-crafted.........+5 credits
  - Focusing crystal ....+20 credits
- Plasma pistol ....50 credits

SPECIAL WEAPONS
- Flamer ....140 credits
- Grav gun.....................120 credits
- Meltagun ....135 credits
- Plasma gun ....100 credits
- Rad gun......................100 credits

HEAVY WEAPONS
- Lascannon* ....155 credits
- Multi-melta*..............180 credits
- Plasma cannon*........130 credits
- Rad cannon* ....130 credits

CLOSE COMBAT WEAPONS
- 'Hystrar' pattern
  energy shield...............50 credits
- Power knife..................25 credits
- Servo claw ....30 credits
- Shock baton ....30 credits
- Shock stave.................25 credits

WARGEAR
GRENADES
- Frag grenades ....30 credits
- Krak grenades ....45 credits
- Plasma grenades.........65 credits
- Rad grenades..............25 credits
- Smoke grenades..........15 credits

ARMOUR
- Carapace armour
  - Light.........................80 credits
- Flak armour.................10 credits
- Mesh armour ....15 credits

FIELD ARMOUR
- Conversion field ....60 credits

PERSONAL EQUIPMENT
- Bio-booster ....35 credits
- Drop rig.......................10 credits
- Filter plugs...................10 credits
- Grav chute...................40 credits
- Medicae kit ....30 credits
- Photo-goggles ....35 credits
- Respirator....................15 credits
- Servo harness –
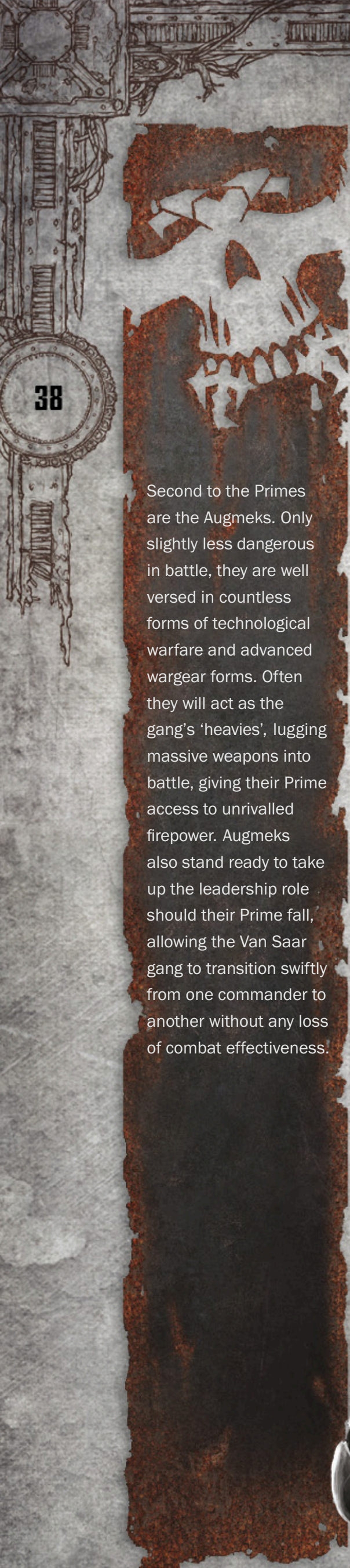 partial ....130 credits

WEAPON ACCESSORIES
- Hotshot las pack (lasgun &
  laspistol only) ....20 credits
- Infra-sight† (Pistols, Basic and
  Special Weapons only) 25 credits
- Las-projector (Pistols, Basic and
  Special Weapons only) 35 credits
- Mono-sight† (Basic, Special and
  Heavy Weapons only) ..35 credits
- Suspensor
  (Heavy Weapons only). 60 credits
- Telescopic sight†
  (Pistols, Basic and Special
  Weapons only) ....25 credits

STATUS ITEMS
EXOTIC BEASTS
- 0-2 Cyberachnid ....75 credits

VAN SAAR ARCHEOTEK (CHAMPION) .... 125 CREDITS

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

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Van Saar fighters that are within 6" of this fighter will automatically pass their Cool check and will not flee the battlefield.

Additionally, during Campaign play this fighter may perform post-battle actions.

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Master of Cyberteknika: The cost of any Cyberteknika purchased for a Van Saar Archeotek is reduced by half, before rounding up to the nearest 5 credits.

In addition, a Van Saar Archeotek may choose any one Alpha level item of Cyberteknika to be equipped with when they are added to the gang. This does not cost any credits and does not increase the fighter's credits value.

Skills: When recruited, a Van Saar Archeotek may choose one skill from their Primary skill sets (as described in the *Necromunda Rulebook*). This skill does not cost any XP and does not increase the fighter's credits value.

Archeoteks can be found at all levels of Van Saar society. Some, such as those of the inner circle, focus on understanding the STC, though there are many more who hold a valued position in the clan's gangs.

VARANDYR ARACHNUS
DAEYGLOW DRAGONS
HOUSE VAN SAAR

SKILL ACCESS

A Van Saar Archeotek has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Tech
-	-	-	Secondary	-	-	Secondary	Primary	Primary

EQUIPMENT

A Van Saar Archeotek is equipped with an armoured bodyglove (included in their starting cost) and may purchase weapons and additional Wargear from the Van Saar Archeotek equipment list:

- During the course of a campaign, a Van Saar Archeotek may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Van Saar Archeotek has no restrictions upon the types of weapon they can take; all weapon types are available.

VAN SAAR ARCHEOTEK EQUIPMENT LIST

WEAPONS
PISTOLS
- Laspistol ....5 credits
  - Master-crafted..................+5 credits
  - Focusing crystal ....+20 credits
- Las sub-carbine ....15 credits
  - Master-crafted..................+5 credits
  - Focusing crystal ....+20 credits
- Plasma pistol ....50 credits

SPECIAL WEAPONS
- Rad beamer* ....70 credits

CLOSE COMBAT WEAPONS
- 0-3 Digi laser.........................25 credits
- Power knife...........................25 credits
- Servo claw ....30 credits
- Spider-rig*............................80 credits

WARGEAR
GRENADES
- Frag grenades......................30 credits
- Krak grenades ....45 credits
- Photon flash grenades ....15 credits
- Plasma grenades..................65 credits
- Rad grenades........................25 credits
- Smoke grenades...................15 credits
- Stun grenades.......................25 credits

ARMOUR
- Carapace armour
  - Light................................80 credits
- Flak armour...........................10 credits
- Mesh armour ....15 credits

FIELD ARMOUR
- Conversion field ....60 credits
- Displacer field ....70 credits
- Refractor field ....50 credits

PERSONAL EQUIPMENT
- Bio-booster...........................35 credits
- Drop rig.................................10 credits
- Filter plugs............................10 credits
- Grav chute............................40 credits
- Photo-goggles ....35 credits
- Respirator.............................15 credits

WEAPON ACCESSORIES
- Hotshot las pack (lasgun & laspistol only) ....20 credits
- Infra-sight[†] (Pistols, Basic and Special Weapons only) ....25 credits
- Las-projector (Pistols, Basic and Special Weapons only)..35 credits
- Mono-sight[†] (Basic, Special and Heavy Weapons only)....35 credits
- Telescopic sight[†] (Pistols, Basic and Special Weapons only)..25 credits

STATUS ITEMS
EXOTIC BEASTS
- 0-3 Cyberachnid ....75 credits
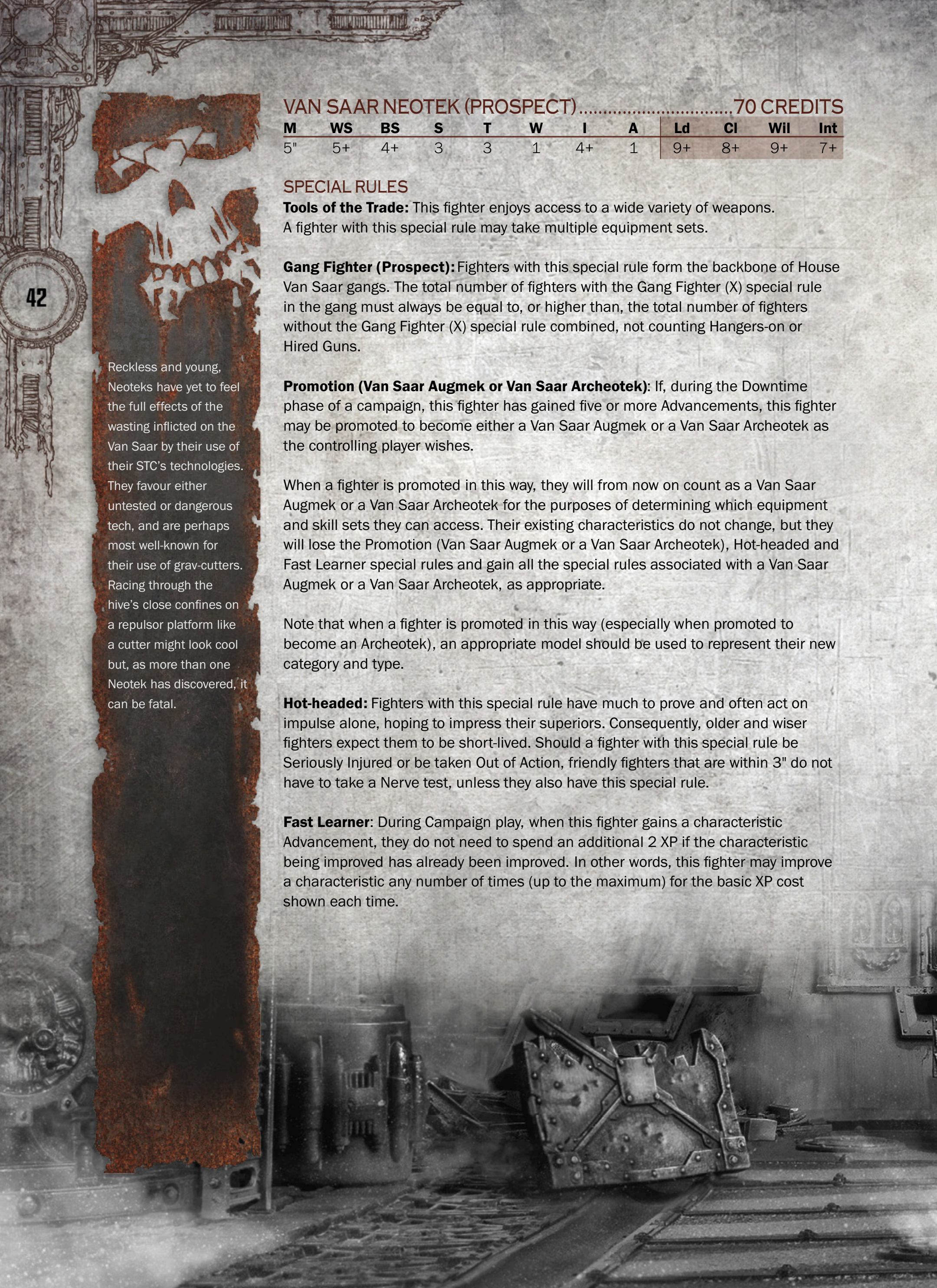
Reckless and young, Neoteks have yet to feel the full effects of the wasting inflicted on the Van Saar by their use of their STC's technologies. They favour either untested or dangerous tech, and are perhaps most well-known for their use of grav-cutters. Racing through the hive's close confines on a repulsor platform like a cutter might look cool but, as more than one Neotek has discovered, it can be fatal.

VAN SAAR NEOTEK (PROSPECT)...........................70 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	9+	8+	9+	7+

SPECIAL RULES

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Gang Fighter (Prospect): Fighters with this special rule form the backbone of House Van Saar gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Promotion (Van Saar Augmek or Van Saar Archeotek): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become either a Van Saar Augmek or a Van Saar Archeotek as the controlling player wishes.

When a fighter is promoted in this way, they will from now on count as a Van Saar Augmek or a Van Saar Archeotek for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change, but they will lose the Promotion (Van Saar Augmek or a Van Saar Archeotek), Hot-headed and Fast Learner special rules and gain all the special rules associated with a Van Saar Augmek or a Van Saar Archeotek, as appropriate.

Note that when a fighter is promoted in this way (especially when promoted to become an Archeotek), an appropriate model should be used to represent their new category and type.

Hot-headed: Fighters with this special rule have much to prove and often act on impulse alone, hoping to impress their superiors. Consequently, older and wiser fighters expect them to be short-lived. Should a fighter with this special rule be Seriously Injured or be taken Out of Action, friendly fighters that are within 3" do not have to take a Nerve test, unless they also have this special rule.

Fast Learner: During Campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved has already been improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP cost shown each time.

SKILL ACCESS

A Van Saar Neotek has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Tech
Primary	-	-	-	-	-	Secondary	Secondary	-

EQUIPMENT

A Van Saar Neotek is equipped with an armoured bodyglove and a grav-cutter (included in their starting cost) and may purchase weapons and Wargear from the Van Saar Neotek equipment list:

- During the course of a campaign, a Van Saar Neotek may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Van Saar Neotek may only be equipped with weapons chosen from this list, or from the Pistols and Close Combat Weapons sections of the Trading Post or the Black Market.

VAN SAAR NEOTEK EQUIPMENT LIST

WEAPONS

BASIC WEAPONS
- Lasgun....................................10 credits

PISTOLS
- Hand flamer ....75 credits
- Laspistol ....5 credits
  - Focusing crystal ....+20 credits
- Las sub-carbine ....15 credits
  - Focusing crystal ....+20 credits
- Plasma pistol ....50 credits

CLOSE COMBAT WEAPONS
- 'Hystrar' pattern energy shield 50 credits
- Power knife............................25 credits
- Shock stave...........................25 credits

WARGEAR

GRENADES
- Photon flash grenades ....15 credits
- Plasma grenades...................65 credits
- Rad grenades........................25 credits

ARMOUR
- Flak armour...........................10 credits
- Mesh armour ....15 credits

PERSONAL EQUIPMENT
- Bio-booster...........................35 credits
- Filter plugs............................10 credits
- Respirator..............................15 credits

WEAPON ACCESSORIES
- Hotshot las pack
  (lasgun & laspistol only).......20 credits
- Las-projector (Pistols, Basic
  and Special Weapons only)..35 credits
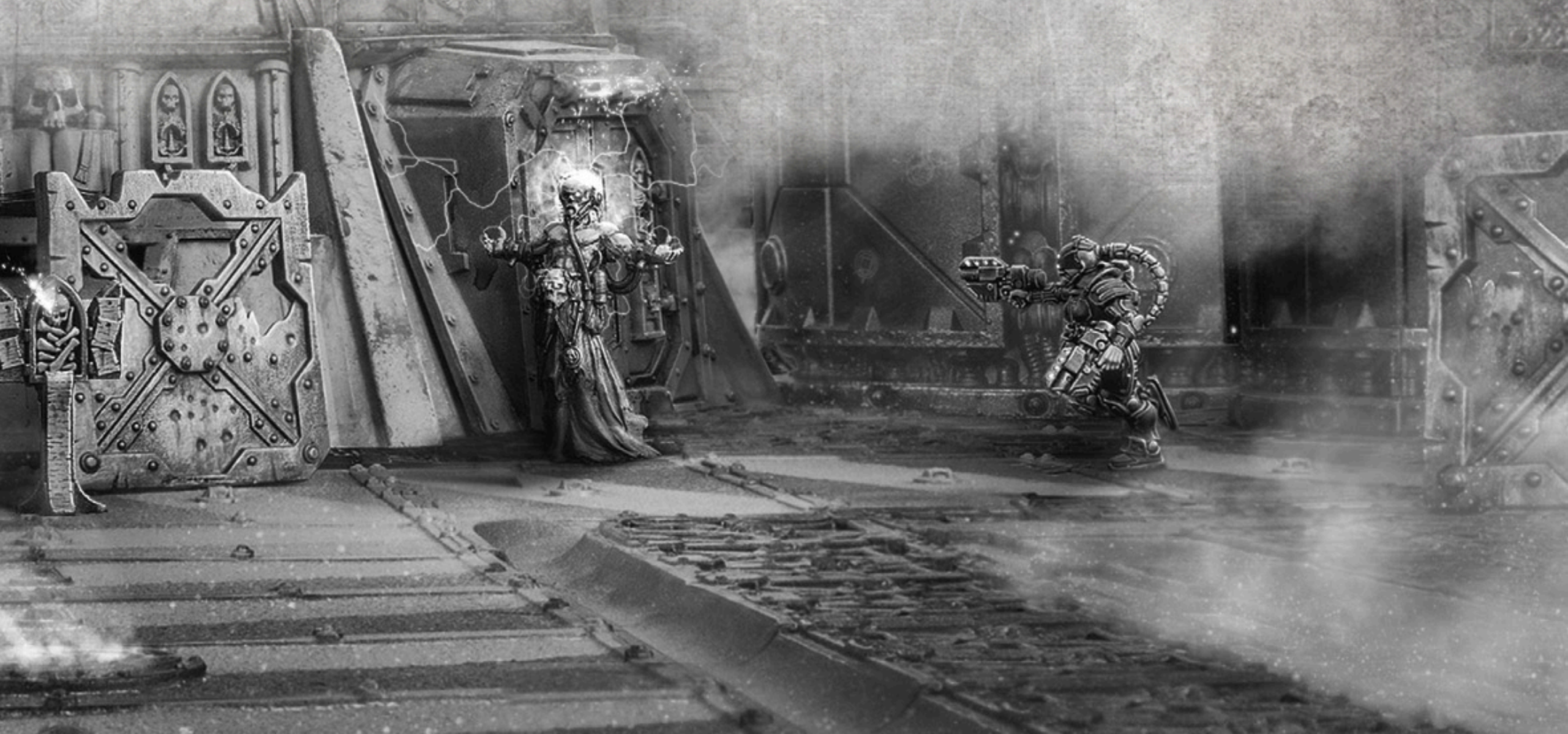
The foot soldiers of the Van Saar clan gangs are the Teks. Despite their humble status in a Clan House filled with technological geniuses and augmented cyber-warriors, a Tek is often better equipped and trained than their rivals from other gangs. The armour built into their survival suit, combined with access to high-grade energy weapons, is only part of this – the remainder being increased intelligence and an education second only to those born in the spire.

VAN SAAR TEK (GANGER) ....65 CREDITS

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

SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of House Van Saar gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Promotion (Van Saar Specialist): When the gang is founded, a single Van Saar Tek can be promoted to become a Van Saar Specialist. During Campaign play, additional Van Saar Teks may become Van Saar Specialists by spending Experience (XP), as described in the campaign rules. A Van Saar Specialist gains the Tools of the Trade special rule, may purchase Special weapons and Heavy weapons, and may spend XP to gain additional skills.

Tools of the Trade (Van Saar Specialist): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

BAER ALERCHT
NEXUS NINES
HOUSE VAN SAAR

SKILL ACCESS

A Van Saar Specialist has access to the following skill sets (note, however, that a Van Saar Tek may not gain additional skills):

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Tech
-	-	Secondary	Secondary	-	-	Primary	Primary	-

EQUIPMENT

Van Saar Teks and Van Saar Specialists are equipped with an armoured bodyglove (included in their starting cost) and may purchase weapons and Wargear from the Van Saar Tek equipment list:

- During the course of a campaign, both Van Saar Teks and Van Saar Specialists may be given additional weapons purchased from this list.
- In addition, during a campaign both Van Saar Teks and Van Saar Specialists may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Van Saar Tek may only be equipped with weapons chosen from the Basic Weapons, Pistols and Close Combat Weapons sections of this list.
- Once promoted, a Van Saar Specialist has no restrictions upon the types of weapon they can take from this list; all weapon types within this list become available.

VAN SAAR TEK EQUIPMENT LIST

WEAPONS

BASIC WEAPONS
- Lasgun .... 10 credits
- Las carbine .... 20 credits
- Suppression laser .... 40 credits

PISTOLS
- Hand flamer .... 75 credits
- Laspistol .... 5 credits
- Las sub-carbine .... 15 credits
- Plasma pistol .... 50 credits

SPECIAL WEAPONS
- Flamer .... 140 credits
- Grav gun .... 120 credits
- Meltagun .... 135 credits
- Plasma gun .... 100 credits
- Rad gun .... 100 credits

HEAVY WEAPONS
- Plasma cannon* .... 130 credits
- Multi-melta* .... 180 credits
- Rad cannon* .... 130 credits

CLOSE COMBAT WEAPONS
- 'Hystrar' pattern energy shield .... 50 credits
- Power knife .... 25 credits
- Servo claw .... 30 credits
- Shock baton .... 30 credits
- Shock stave .... 25 credits

WARGEAR

GRENADES
- Frag grenades .... 30 credits
- Krak grenades .... 45 credits
- Rad grenades .... 25 credits
- Smoke grenades .... 15 credits

ARMOUR
- Flak armour .... 10 credits
- Mesh armour .... 15 credits

PERSONAL EQUIPMENT
- Bio-booster .... 35 credits
- Drop rig .... 10 credits
- Filter plugs .... 10 credits
- Grav chute .... 40 credits
- Medicae kit .... 30 credits
- Photo-goggles .... 35 credits
- Respirator .... 15 credits

WEAPON ACCESSORIES
- Hotshot las pack
  (lasgun & laspistol only) .... 20 credits
- Infra-sight[†] (Pistols, Basic
  and Special Weapons only) .... 25 credits
- Las-projector (Pistols, Basic
  and Special Weapons only) .... 35 credits
- Suspensor (Heavy Weapons only) ... 60 credits

Green Teks are sometimes referred to within the clan as Subteks – though these fighters are very capable, they are yet to be truly tested in battle. While other gangs often treat such lowly members of their crew as cannon fodder, hurling them into a fight with little thought to their survival, the existence of a Subtek is different. This comes down to the value the Van Saar place on all their fighters, and a desire to see them rise in the ranks rather have their lives thrown away.

VAN SAAR SUBTEK (JUVE)...35 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	3	3	1	4+	1	9+	8+	9+	7+

SPECIAL RULES

Gang Fighter (Juve): Fighters with this special rule form the backbone of House Van Saar gangs. The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

Promotion (Van Saar Specialist): If, during the Downtime phase of a campaign, this fighter has gained five or more Advancements, this fighter may be promoted to become a Van Saar Specialist.

When a fighter is promoted in this way, they will from now on count as a Van Saar Specialist for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change, but they will lose the Gang Fighter (Juve), Promotion (Van Saar Specialist), and Fast Learner special rules and gain all the special rules associated with a Van Saar Specialist.

Fast Learner: During Campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved has already been improved. In other words, this fighter may improve a characteristic any number of times (up to the maximum) for the basic XP cost shown each time.

EPHRIM VORTZ
CODE WARDENS
HOUSE VAN SAAR

SKILL ACCESS

A Van Saar Subtek has access to the following skill sets (note, however, that a Van Saar Subtek may not gain additional skills):

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Tech
Primary	-	-	-	-	-	Secondary	Secondary	-

EQUIPMENT

A Van Saar Subtek is equipped with an armoured bodyglove (included in their starting cost) and may purchase weapons and Wargear from the Van Saar Subtek equipment list:

- During the course of a campaign, a Van Saar Subtek may be given additional weapons purchased from this list.
- In addition, during a campaign a Van Saar Subtek may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.

VAN SAAR SUBTEK EQUIPMENT LIST

WEAPONS

BASIC WEAPONS
- Lasgun..................................10 credits

PISTOLS
- Laspistol.................................5 credits
- Las sub-carbine....................15 credits

CLOSE COMBAT WEAPONS
- Power knife...........................25 credits
- Servo claw............................30 credits
- Shock baton..........................30 credits
- Shock stave...........................25 credits

WARGEAR

GRENADES
- Frag grenades.......................30 credits
- Krak grenades.......................45 credits
- Rad grenades........................25 credits
- Smoke grenades....................15 credits

ARMOUR
- Flak armour...........................10 credits
- Mesh armour........................15 credits

PERSONAL EQUIPMENT
- Bio-booster...........................35 credits
- Drop rig.................................10 credits
- Filter plugs............................10 credits
- Medicae kit...........................30 credits
- Photo-goggles......................35 credits
- Respirator.............................15 credits
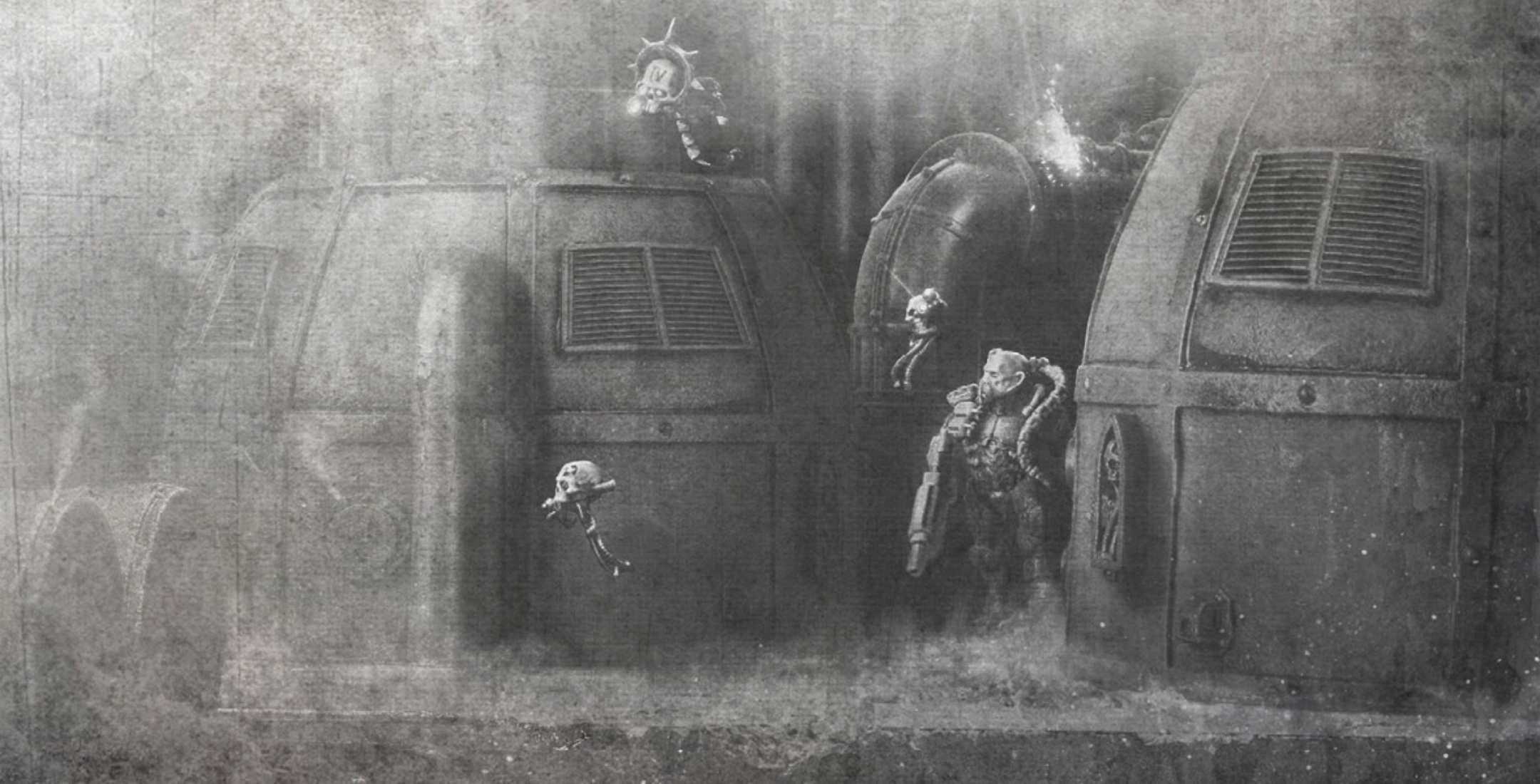
EXOTIC BEASTS

The worlds of the Imperium are host to many strange and wonderful creatures, and Necromunda is no exception. It is well documented throughout the ages that humans have a strange propensity for keeping all manner of creatures as pets, fascinated by their behaviour and comforted by their loyalty, and in this the denizens of the underhive are no different to humans anywhere else in the galaxy. What is unique to Necromunda, though, are the type and variety of pets that people choose to keep...

Exotic Beasts are purchased as Wargear and should be recorded on their owner's Fighter card accordingly. However, where Exotic Beasts differ to normal Wargear is that they will have their own Fighter card, which details their unique stats, skills, and weaponry.

They follow all of the normal rules for a fighter, with the following exceptions:

- Whenever the fighter that owns the Exotic Beast is selected for a scenario, the Exotic Beast may also be deployed. This may take the number of fighters in a starting crew above the number specified by the scenario.
- Exotic Beasts can only be activated as part of a Group Activation with their owner. Accordingly, the owner of an Exotic Beast gains the following:

- **Group Activation (Exotic Beasts):** When a fighter with this special rule is activated, their controlling player must activate all Exotic Beasts belonging to this fighter as well as part of a 'Group Activation':
  - The controlling player selects and activates each fighter in this Group Activation as normal, fully resolving each activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.
  - If this fighter itself is activated as part of a Group Activation, this rule still applies, meaning any Exotic Beasts this fighter owns are activated as described above when this fighter is itself activated as part of a Group Activation.

Exotic Beasts must always end their activation within 3" of their owner. If the Exotic Beast is more than 3" away at the end of its activation, it must pass a Nerve test or become Broken.

- Should an Exotic Beast become Broken, it will run towards its owner when activated rather than for cover. When an Exotic Beast makes a Running for Cover (Double) action, it runs towards its owner. It is only concerned with getting back within 3" of its owner.
- An Exotic Beast that has become Broken automatically rallies if it ends an activation within 3" of its owner (note that, during Campaign play, Exotic Beasts do not gain XP for rallying in this way).
- If the owner is removed from the battlefield for any reason, the Exotic Beast is also removed from play.
- If an Exotic Beast is removed from the battlefield for any reason, it is not counted for the purposes of Bottle tests.
- Exotic Beasts gain Experience and suffer Lasting Injuries as a normal Ganger and may become a Specialist.
- Exotic Beasts may not take any additional equipment. They may not use weapons other than those detailed on their profile. They may never use Wargear.
- Exotic Beasts can be taken Captive, in which case the owning fighter's gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter. Exotic Beasts taken Captive cannot be put to work in any Territories.
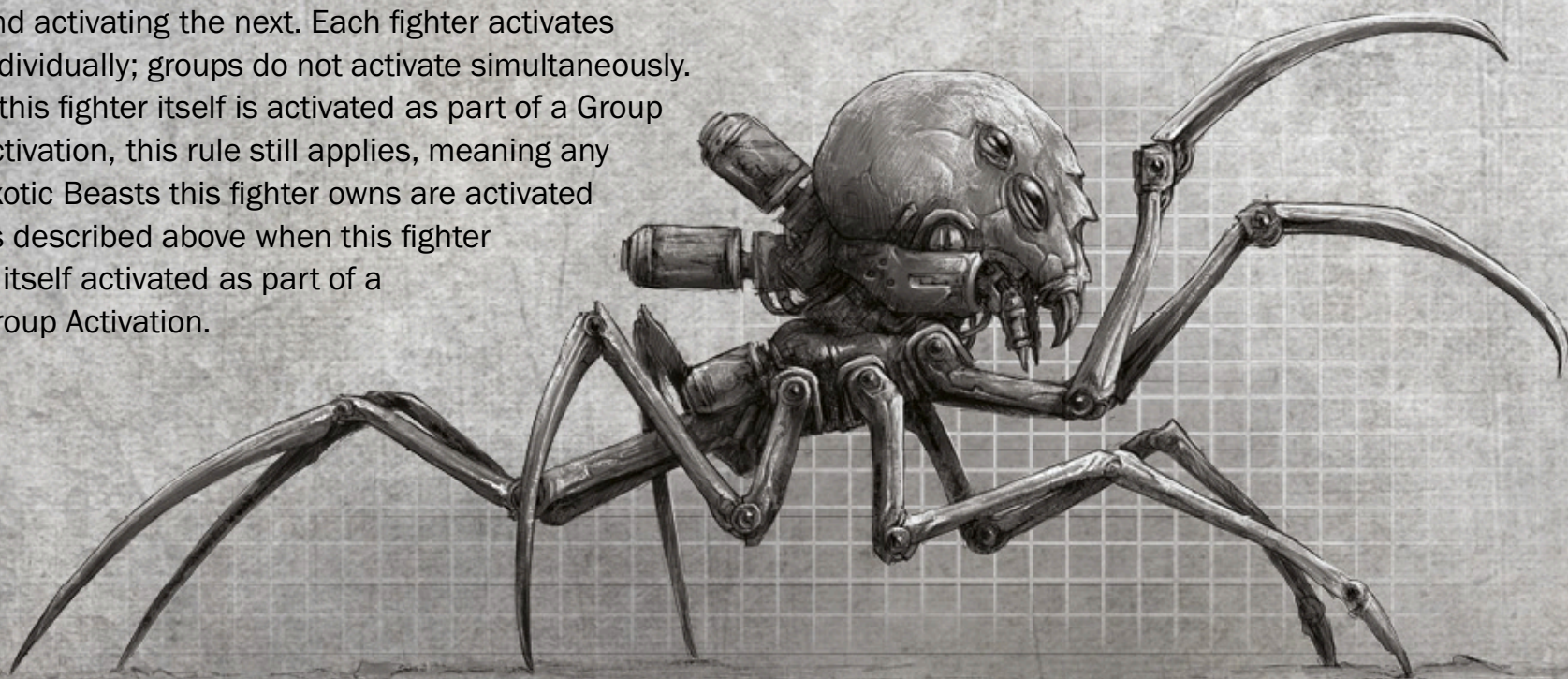
CYBERACHNID (EXOTIC BEAST) ....75 CREDITS

Spiders are common to every human-colonised world in the galaxy. Perhaps millennia ago, when Mankind set out to populate the stars, those first ships had onboard stowaways in the form of insects and arachnids, and they were accidentally introduced to new ecosystems. Perhaps they were deliberately introduced to control dangerous insect life on many worlds. Or perhaps they were always there. No one knows for sure, but that spiders can be found almost everywhere humanity thrives is beyond doubt.

The hives of Necromunda are infamous for their mutant spiders, and many millions of subspecies exist in the dark corners and dusty cracks of the great hives. Some varieties can grow to several feet across, and their presence can make whole domes uninhabitable.

The spiders of Necromunda mean much to the planet, not least featuring heavily in the heraldry of many clans and ruling families. Yet possibly the most readily-made association is to the House of Van Saar, whose sigil is the likeness of a spider. Van Saar play on this, capturing and breeding large Necromundan arachnids and modifying them cybernetically for many purposes. Van Saar gangs are often accompanied by several such slaved servitor spiders, and their gruesome appearance is often enough to make the faint-hearted maintain what they feel is a safe distance, but in truth is right in the crosshairs, where the Van Saar want them...

"It's horrible! Kill it, don't let it come closer!"

Last words of
Maeven Frincinea,
Wikid Sisters,
House Escher

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

SPECIAL RULES

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

Fear Inducing: Cyberachnids have the Fearsome (Ferocity) skill and may confer this onto their owner. The owner only gains this skill provided they have an Active Cyberachnid within 3", otherwise the skill is lost.

Fearsome (Ferocity) – If an enemy makes a Charge action that targets this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their activation ends immediately.

Horrific: A Cyberachnid is a horrifying meld of machine and spider that gangers of other Houses would just as soon not have in their hide-out. A Cyberachnid can never be Captured.
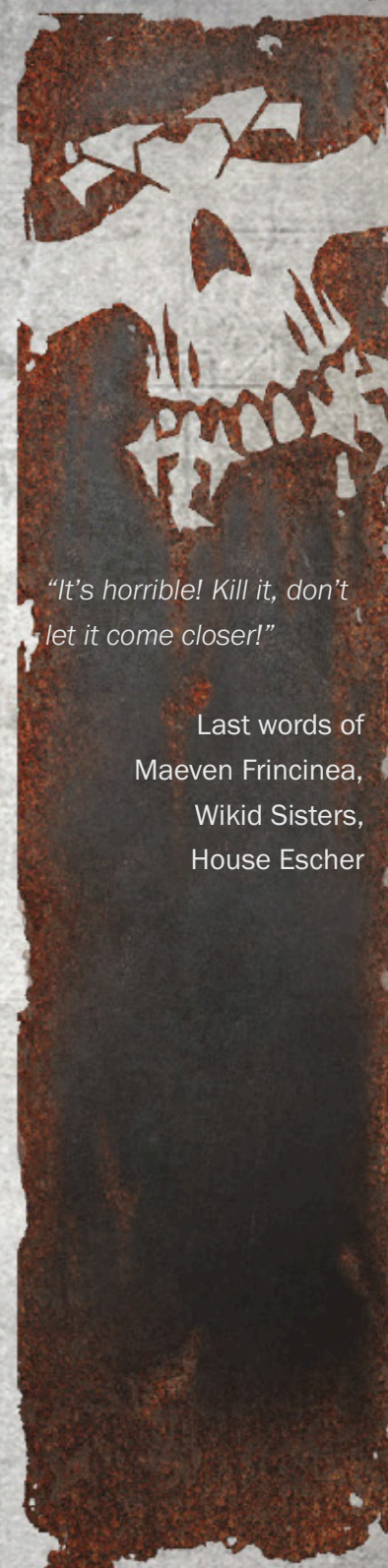
SKILL ACCESS

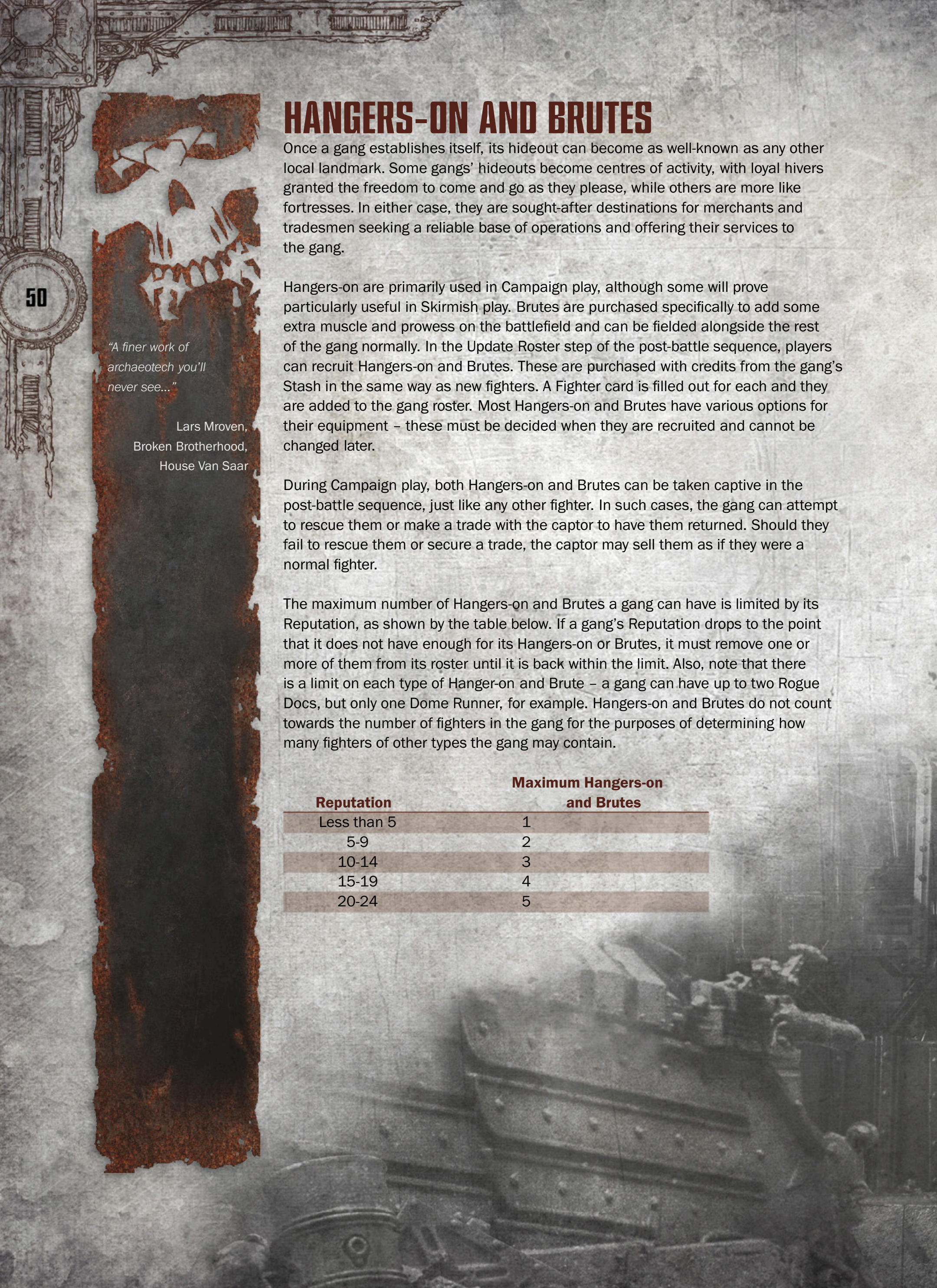Should a Cyberachnid become a Specialist, it has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Tech
Secondary	-	-	Primary	-	-	-	-	-

EQUIPMENT

A Cyberachnid may not purchase weapons or Wargear. A Cyberachnid is armed with a Venomous Bite and a Web Projector.

HANGERS-ON AND BRUTES

Once a gang establishes itself, its hideout can become as well-known as any other local landmark. Some gangs' hideouts become centres of activity, with loyal hivers granted the freedom to come and go as they please, while others are more like fortresses. In either case, they are sought-after destinations for merchants and tradesmen seeking a reliable base of operations and offering their services to the gang.

Hangers-on are primarily used in Campaign play, although some will prove particularly useful in Skirmish play. Brutes are purchased specifically to add some extra muscle and prowess on the battlefield and can be fielded alongside the rest of the gang normally. In the Update Roster step of the post-battle sequence, players can recruit Hangers-on and Brutes. These are purchased with credits from the gang's Stash in the same way as new fighters. A Fighter card is filled out for each and they are added to the gang roster. Most Hangers-on and Brutes have various options for their equipment – these must be decided when they are recruited and cannot be changed later.

During Campaign play, both Hangers-on and Brutes can be taken captive in the post-battle sequence, just like any other fighter. In such cases, the gang can attempt to rescue them or make a trade with the captor to have them returned. Should they fail to rescue them or secure a trade, the captor may sell them as if they were a normal fighter.

The maximum number of Hangers-on and Brutes a gang can have is limited by its Reputation, as shown by the table below. If a gang's Reputation drops to the point that it does not have enough for its Hangers-on or Brutes, it must remove one or more of them from its roster until it is back within the limit. Also, note that there is a limit on each type of Hanger-on and Brute – a gang can have up to two Rogue Docs, but only one Dome Runner, for example. Hangers-on and Brutes do not count towards the number of fighters in the gang for the purposes of determining how many fighters of other types the gang may contain.

Reputation	Maximum Hangers-on and Brutes
Less than 5	1
5-9	2
10-14	3
15-19	4
20-24	5

"A finer work of archaeotech you'll never see..."

Lars Mroven,
Broken Brotherhood,
House Van Saar

HANGERS-ON

Each of the different types of Hanger-on brings a specific benefit or a special rule to the gang that employs them. Hangers-on do not normally take part in battles; their role is a non-combat one. However, should a battle take place on the gang's own turf (i.e., when the gang has the Home Turf Advantage in a scenario), roll a D6 for each Hanger-on before choosing a crew. On a roll of 1, 2 or 3, the Hanger-on is unfortunate enough to be around when the fighting starts, and must be included as part of the crew.

Hangers-on cannot gain Experience or Advancements; if they suffer a Lasting Injury that would make a change to their Fighter card, they decide that the hideout is no longer safe and move on – they are removed from the gang roster. They cannot be given any equipment other than what is listed.

BRUTES

Unlike other Hangers-on, Brutes are purchased with the express intention that they be fielded in battle and are treated like any other fighter when selecting a crew. Unlike other Hangers-on, Brutes will gain Experience and Advancements in the same manner as a Van Saar Specialist . Unlike Hangers-on, Brutes will not leave the gang should they suffer a Lasting Injury that makes a change to their Fighter card.

"It's a primitive thing, but the power within it is undeniable!"

Sazkia Hortz,
Coldfire Cabal,
House Van Saar

HANGERS-ON

Van Saar gangs make use both of specialised Hangers-on to meet their unique needs, such as locating esoteric technology scattered across Necromunda, as well as Hangers-on of a more universal type; the type of associate that can be found hanging around with gangs belonging to any of the Clan Houses. Unless otherwise noted, the following Hangers-on can only be taken by a House Van Saar gang.

0-1 COGITATOR CORE SERVITOR..........................100 CREDITS
(AVAILABLE ONLY TO HOUSE VAN SAAR GANGS)

Despite the sanctions against the misuse of technology on Necromunda – and imposed by the Imperium – underhive gangs regularly adapt and adopt all manner of archaeo-devices for their own ends. Van Saar gangs are especially proficient at removing cogitator cores from the hive's many monitoring and regulating systems – splicing them into the lobotomised minds of maintenance servitors, greatly enhancing their ability to oversee and control their gang turf.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
3"	6+	-	3	4	1	6+	1	12+	3+	5+	3+

SPECIAL RULES

Mind in the Machine: In any scenario in which a gang that has a Cogitator Core Servitor is the defender, the gang is able to exert tremendous control over the battlefield. At the end of any End phase, the gang may turn the lights on or off at will. If the gang chooses to turn the lights off, the Pitch Black rules immediately come into effect. If the gang chooses to turn the lights on, the Pitch Black rules immediately cease to apply.

Hostile Environment: In any scenario in which a gang that has a Cogitator Core Servitor is the defender, after both sides have deployed but before the first round, the gang may place D3 booby traps (frag, krak or melta, see page 115) anywhere on the battlefield that is not within 6" of an enemy fighter.

Security Measures: In any scenario in which a gang that has a Cogitator Core Servitor is the defender, any fighter belonging to the enemy gang must apply an additional -1 modifier to their Intelligence check when making an Access Terminal (Basic) action or a Bypass Loot Casket Lock (Basic) action.

EQUIPMENT
A Cogitator Core Servitor has no equipment.

SKILLS
A Cogitator Core Servitor has no skills.

0-1 TECH-MERCHANT...40 CREDITS
(AVAILABLE TO ANY GANG, BUT AT A COST OF 80 CREDITS)

Throughout the underhive there are men and women who deal exclusively in tech. Often they set up tech bazaars in towns and holesteads, peddling their wares while purporting to know exactly what secret functions they hold – and some aren't even lying! Some gangs will hire on a Tech-merchant so as to have better access to the tech bazaar or to help them sell archaeotech finds.

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

SPECIAL RULES
Techno-baubles: If a gang has a Tech-merchant, it may reduce the Rare and/or Illegal value of any item in the Trading Post or the Black Market by 2, to a minimum of 7+. If this reduction would cause the Rare or Illegal value to fall below 7+, the item instead becomes Common.

Friends in the Trade: During every post-battle sequence, the cost of one item found in the Trading Post or Black Market may be reduced by D3x10 credits, to a minimum of 20 credits.

EQUIPMENT
A Tech-merchant may be armed with either a master-crafted laspistol or a master-crafted las sub-carbine.

SKILLS
A Tech-merchant has the Munitioneer skill.

0-1 DATA-SCRIVENER ....20 CREDITS
(AVAILABLE TO ANY GANG)

Necromunda's hives are filled with barely-understood technologies, ancient cogitator systems and forgotten machines. Data-scriveners excel at both stealing data from these devices and systems as well as manipulating them for a gang. A good Data-scrivener can tap into a dome's dormant workings and bring them to life, or turn them against the gang's rivals.

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

SPECIAL RULES
Data-hacked: Should any fighter belonging to a gang that has a Data-scrivener be required to make an Intelligence check whilst the Data-scrivener is present upon the battlefield, they may roll an additional D6 and discard the lowest roll.

EQUIPMENT
A Data-scrivener may be armed with either a laspistol or a las sub-carbine.

SKILLS
A Data-scrivener has the Gadgeteer skill.

"Intelligence is a commodity. What's it worth to you?"

Algen Halst,
Data-scrivener

0-3 AMMO-JACKS ....50 CREDITS
(AVAILABLE TO ANY GANG)

As gangs become more experienced, they discover the importance of regular weapon checks. Running out of ammunition or suffering a gun jam in the middle of a firefight can mean the difference between glorious victory and a bullet in the brain. House Van Saar makes use of Ammo-jacks to maintain weapons such as lasguns that are common within their gangs, leaving the more esoteric weapons under the care of House artificers.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	3+	3	3	1	5+	1	9+	7+	6+	7+

SPECIAL RULES

Gun-smith: If a gang has an Ammo-jack, its weapons are regularly serviced and their ammo stocks are carefully maintained. As such, fighters from the gang can re-roll any failed Ammo checks that roll a natural 1. The Ammo-jack does not have to take part in the battle for the gang to receive this bonus, but if they are not available for the battle, for example, if they are In Recovery or have been Captured, the bonus does not apply.

If a gang has more than one Ammo-jack, the bonus increases. A gang with two Ammo-jacks can re-roll failed Ammo checks that roll a natural 1 or 2. A gang with three can re-roll failed Ammo checks that roll a natural 1, 2 or 3.

EQUIPMENT

An Ammo-jack may be armed with either a boltgun or combat shotgun with salvo and shredder ammo, and with either a power hammer or power sword. All Ammo-jacks are equipped with mesh armour.

SKILLS

An Ammo-jack has the Munitioneer skill.

"I don't care how fine the technology is, if you don't maintain the weapon well, it's just a poorly made club."

Gurdo Baertz,
Ammo-jack

DICE 'HARD ROUNDS' HARDEN
SUMP CITY
AMMO-JACK

0-2 ROGUE DOCS ....50 CREDITS
(AVAILABLE TO ANY GANG)

Medical expertise is much sought-after in the underhive, and most of those who have such training sell their services at a not-insignificant price. Rogue Docs that possess even a modicum of knowledge related to the treatment of radiation are especially valuable to House Van Saar, able to treat both battlefield injuries and the ganger's more chronic issues.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	2	3	1	4+	1	9+	8+	7+	5+

SPECIAL RULES

Patch Up: If a gang has a Rogue Doc, it can make an additional Medical Escort action in the post-battle sequence in addition to any other post-battle actions performed by fighters with the Gang Hierarchy (X) special rule. This visit does not cost any credits – however, a result of 6 on the table is treated as Stabilised rather than a Full Recovery, due to the Rogue Doc's comparatively limited supplies and the lack of proper medicae technology.

If a gang has more than one Rogue Doc, it can make this additional action once for each of them.

EQUIPMENT

A Rogue Doc may be armed with either a laspistol or stub gun. All Rogue Docs are equipped with a medicae kit.

SKILLS

A Rogue Doc has the Medicae skill.

SHIDIA 'MATRON' COPPERTOWN ROGUE DOC

"All that shiny armour, it doesn't hide the stink of decay that clings to their skin."

Annika Swarm,
Rogue Doc

0-1 DOME RUNNER ....20 CREDITS
(AVAILABLE TO ANY GANG)

A gang's turf is its primary source of income, but as it expands outwards, the gangers might find themselves in areas they've never even visited before. Local guides, referred to as 'Dome Runners', are a regular sight among gangs wishing to root out this new turf's hidden treasures. House Van Saar often hires Dome Runners when searching for rumoured archaeotech and for scouting out vantage points in preparation for impending gang conflicts.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	5+	3	3	1	3+	1	10+	9+	7+	8+

SPECIAL RULES
Scout Ahead: Whenever a fighter from a gang with a Dome Runner opens a Loot casket, they may choose to re-roll the D6 to determine what the contents are. However, they must accept the result of the re-roll, even if it is worse.

EQUIPMENT
A Dome Runner may be armed with either a laspistol or stub gun, and with either a fighting knife or axe.

SKILLS
A Dome Runner has the Lie Low skill.

0-1 SLOPPER ....20 CREDITS
(AVAILABLE TO ANY GANG)

Food in the underhive rarely holds any joy. Most meals consist of corpse-starch or nutri-slime, supplemented with synth-fats and vitamin shots. As such, anyone who can produce 'real' food from the local flora and fauna can expect a steady stream of credits. Van Saar sloppers gain access to more reliable cooking tools that decrease the chance of poisoning their customers, although this does not guarantee an improvement of flavour.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	4+	4+	2	3	1	3+	1	9+	9+	5+	7+

SPECIAL RULES
Grub's Up: At the end of the Spend Experience step of the pre-battle sequence, roll a D6 for each of the gang's fighters that is In Recovery. On a roll of 6, a constant supply of good food has helped them recover more quickly – the fighter's In Recovery box on the gang roster is cleared, and they are now available for this battle.

EQUIPMENT
A Slopper is armed with a fighting knife.

SKILLS
A Slopper has no skills.

0-1 GANG LOOKOUT ....20 CREDITS
(AVAILABLE TO ANY GANG)

There are many hivers and settlement scum willing to keep watch on a gang's borders and pass warnings of unwanted visitors along. These lookouts can warn of attacking rivals or interest from the Enforcers, and allow a gang a chance to escape. Van Saar gangs employ lookouts to watch their flanks in order to prevent enemies from avoiding their defences and engaging the gang up close.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	5+	4+	2	3	1	3+	1	9+	7+	5+	7+

SPECIAL RULES
Heads Up: During Skirmish play, a gang with a look-out may add 1 to the dice roll to determine which gang is the Attacker or Defender. Additionally, if a gang with a look-out is the Defender in a scenario that uses the Sneak Attack rules, add 1 to all rolls to determine if a Sentry spots an Attacker.

EQUIPMENT
A Gang Lookout may be armed with either a laspistol or stub gun, and with either a fighting knife or axe.

SKILLS
A Gang Lookout has the Evade skill.

"They honestly seem to believe they've got this far completely unnoticed. It's laughable really!"

Uriel 'The Unseen',
Coldfire Cabal,
House Van Saar-affiliated
Gang Lookout

LANDDET 'SHARPEYE'
GANG LOOKOUT

"You can put your faith in that puny suit of armour if you wish."

Einer Hardaachen,
Coldfire Cabal,
House Van Saar

BRUTES

0-1 VAN SAAR 'ARACHNI-RIG' SERVO-SUIT ....240 CREDITS
(AVAILABLE ONLY TO HOUSE VAN SAAR GANGS)

Servo-rigs are effectively mechanical exoskeletons, most commonly seen in heavy industry, where workers may be equipped with them to aid with lifting and moving heavy materials or operating large tools or machinery – anywhere where weights not normally manageable by baseline humans must be handled, but where duties cannot readily be entrusted to abhumans or servitors. Where most servo-rigs are worn over the body and limbs, controlled by the wearer's physical movements and granting them extra strength, servo-rigs are often also utilised to give a worker extra limbs, greatly increasing their dexterity and the range of tasks that can be performed, making what may otherwise be the work of many, the work of a few. Such a rig may be plugged directly into the wearer's nervous system and controlled directly, or may be automated, forcing a worker to keep up with the pre-programmed movements of the rig into which they are strapped.

Van Saar makes particular use of such things, in no small part due to the physical deficiencies common within their House. Highly-advanced forms of servo harness, controlled by the wearer's nervous system or via a direct MIU are common, advanced artisan pieces that put to shame the simple utilitarian forms mass produced and seen in wide use. In battle, it is not uncommon to see Van Saar fighters wearing massive rigs that grant them a huge, spider-like appearance, with many mechanical limbs that greatly increase the combat efficiency of the gang as a whole.

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

WEAPONS

A Van Saar Arachni-rig Servo-suit is armed with a twin-linked heavy las carbine and four servo-arms. All Van Saar Arachni-rig Servo-suits are equipped with light carapace armour.

OPTIONS

• A Van Saar Arachni-rig Servo-suit may replace one servo-arm with a rad gun. Doing so will reduce its Attacks characteristic by 1... +60 credits
• A Van Saar Arachni-rig Servo-suit may replace one servo-arm with a plasma gun. Doing so will reduce its Attacks characteristic by 1 .... +60 credits
• A Van Saar Arachni-rig Servo-suit may upgrade its light carapace armour to heavy carapace armour .... +20 credits

SPECIAL RULES

Twin-linked: When a fighter makes a ranged attack with this weapon, they may re-roll any number of the Ammo dice rolled. However, they must accept the result of the re-roll, even if it is worse.

Van Saar Protective Gear: Van Saar fighters are somewhat protected from the effects of their own rad weapons by their armour and are therefore immune to the effects of the Rad-phage Weapon Trait (i.e., they will not suffer the additional Flesh Wound).

Superior Weapons Array: Rather than making a single Shoot (Basic) action each turn, this fighter may make two Shoot (Simple) actions per turn. Each action may be made with a different weapon, and each action may target a different enemy fighter, provided that all of the normal rules for Target Priority are followed.

SKILL ACCESS

A Van Saar Arachni-rig Servo-suit has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Tech
-	Secondary	-	-	Secondary	-	Primary	-	-

GAELEN 'THE SPIDER' ANGELLUM
NEXUS NINES
HOUSE VAN SAAR
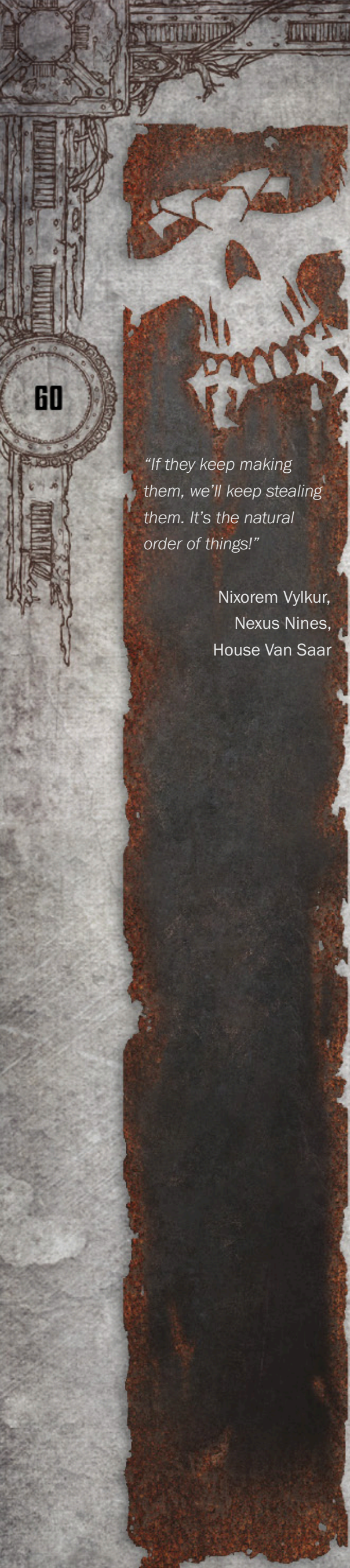
0-2 LUTHER PATTERN EXCAVATION AUTOMATA ('AMBOT') ....215 CREDITS
(AVAILABLE TO ANY GANG)

The Luther pattern Excavation Automata is a heavy construct built in imitation of the Ambull, a huge, roughly humanoid xenos creature common to hot, arid worlds. Thought to have evolved in the endless deserts of Luther McIntyre IX in the Segmentum Solar, the Ambull is now common across the Imperium as throughout the ages Mankind has attempted to domesticate the brutes and make use of the species' traits. Ambull are natural tunnellers, their powerful limbs ending in diamond-hard claws enabling them to dig through everything up to soft rock at a surprising speed. In addition, their eyes see deep into the infrared spectrum, making impeccable use of even the faintest levels of light, they are even able to detect heat signatures as a visual stimulus.

The transport and trade in Ambulls is extremely heavily sanctioned and controlled throughout the Imperium due to how dangerous they are as hunters and how unsuitable to domestication they have proven, escaping from any form of captivity and wreaking havoc upon human populations in mining colonies the galaxy over.

The greatest successes in domesticating the Ambull lie in using the creatures as the organic component of a heavy duty mining construct. Specially-crafted instrumentalities are fused with the brain and nervous system of the Ambull, in a process perfected by the Adeptus Mechanicus to circumvent the most ancient of laws proscribing the 'machina malifica' – the dreaded 'machine that thinks as a man'. When the creature awakens in its new robotic shell, it retains the natural tunnelling instinct it had when it was flesh, whilst its aggression and hunting impulses are suppressed by cranial governors. Of course, when Clan House gangs get their hands on one they are not thinking about its mining ability. House Van Saar is not known for its physical prowess and the clan's gangs will often acquire and repurpose 'ambots' to facilitate heavy lifting and excavation. The robotic beasts also serve as a perfect shield against opposing gangs that like to get up close and personal.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	5+	5	5	3	5+	2	8+	6+	8+	9+

WEAPONS
An Ambot is armed with two tunnelling claws. All Ambots are equipped with light carapace armour.

OPTIONS
• An Ambot may replace one of its tunnelling claws with a grav-fist...........+90 credits

SPECIAL RULES

Cranial Governors: In normal circumstances an Ambot's behaviour will be heavily governed to protect other workers from the aggressive instincts of the Ambull. Gangers however have no such safety concerns and will frequently switch off the inhibitors of an Ambot in their possession. When an Ambot is operating in Safe Mode, it follows the rules and profile described previously. Should the controlling player wish, Safe Mode can be switched off at the beginning of any round. Whilst Safe Mode is off, the Ambot gains the Berserker (Ferocity) skill and its Attacks characteristic becomes D3+1. However, when Standing and Engaged, the Ambot must divide its attacks amongst all fighters it is in base to base contact with, including friendly fighters. Once Safe Mode is off, it cannot be reinitiated until the Wrap-up.

Excavation Automata: If the gang that owns the Ambot also controls a Mine Workings territory, roll an additional D6 to generate income to represent the Ambot being put to work.

Valuable: Should an Ambot be captured by a rival gang and not be rescued, the gang holding it Captive may choose to either sell it to the Guilders as a normal captive, or to keep it and add it to their gang roster for free, assuming they have sufficient Reputation to take on an extra Hanger-on.
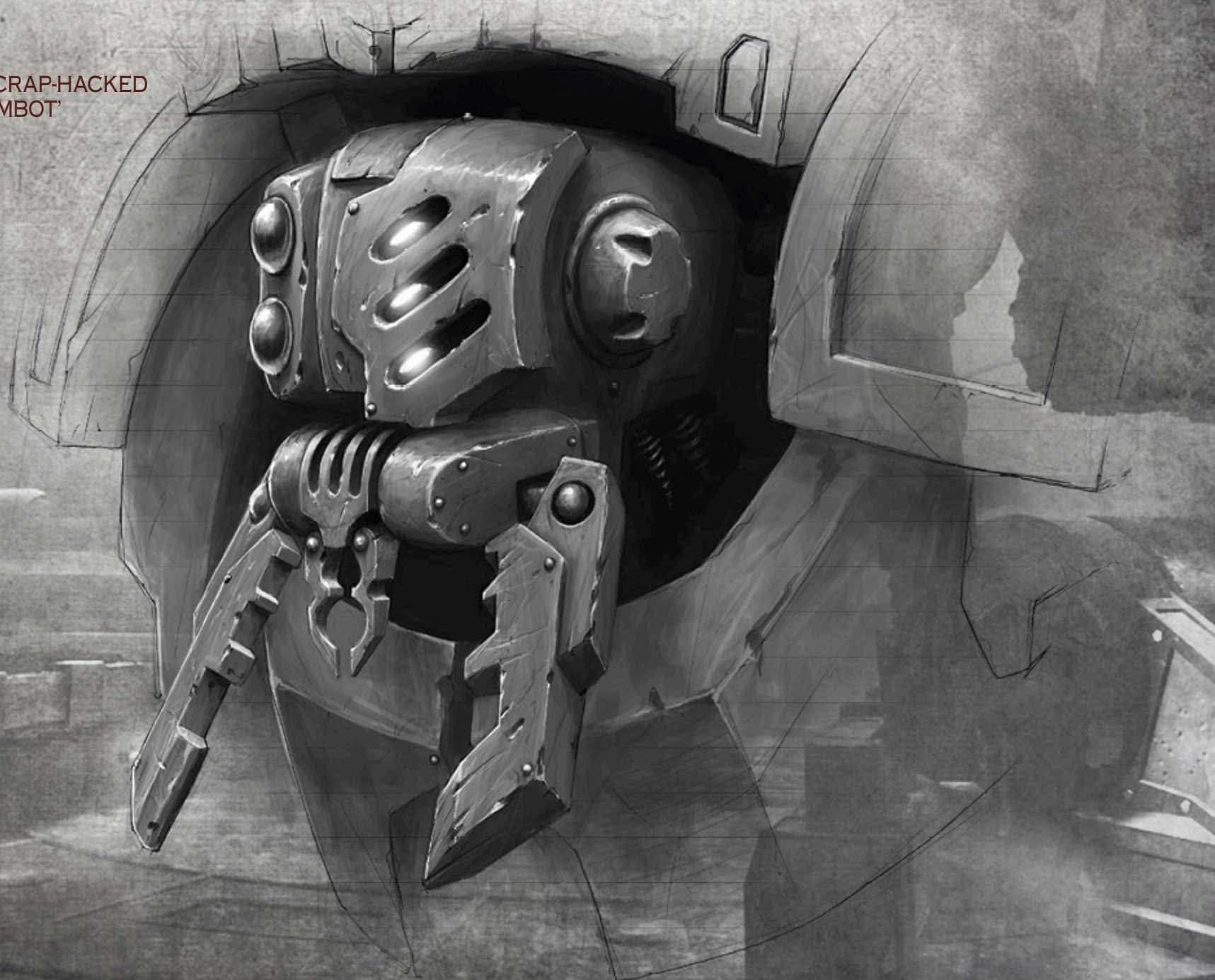
SKILLS
An Ambot has the Infiltrate skill (as described in the *Necromunda Rulebook*).

SKILL ACCESS
An Ambot has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Tech
-	Secondary	Secondary	-	Primary	-	-	-	-

SCRAP-HACKED
'AMBOT'

'JOTUNN' H-GRADE SERVITOR OGRYN.................210 CREDITS
(AVAILABLE TO ANY GANG)

Homo sapiens gigantus, commonly called 'Ogryns', are one of the most frequently seen strains of abhuman within the Imperium. Their origin is believed to be a chain of high gravity prison worlds, populated by Mankind many millennia ago and lost during the Age of Strife. In isolation from Ancient Terra, the humans stranded upon these worlds bred and adapted to their hostile environments, becoming progressively more large and hardy with each passing generation. Unfortunately intelligence, probably not that prominent a trait amongst the denizens of these prison worlds to begin with, deteriorated over the generations, so that by the time the Ogryn had become a distinct and stable sub-species of humanity, it was hopelessly dull and unintelligent.

Ogryns are incredibly strong, durable, and remarkably loyal, traits which make up for their lack of intellect in their usefulness to the Imperium. They are slow to learn, but once a lesson has been learned, it stays in their simple minds forever. The Ogryns of Necromunda fill the role of heavy industrial workers in Necromundan society, a resource that is in high demand given the factory nature of the hives. Servitor Ogryns provide much-needed muscle to House Van Saar and often serve as obedient bodyguards for important members of the clan's gangs – or as means of intimidation during gang 'negotiations'.

"And I agree; nothing beats an intelligent battle plan. But let him keep hitting them, it's working for now."

Ulrike Shaafen,
Daeyglow Dragons,
House Van Saar

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
5"	4+	5+	5	5	3	4+	2	7+	6+	8+	9+

WEAPONS
A 'Jotunn' H-Grade Servitor Ogryn is armed with two augmetic fists.

OPTIONS
- A 'Jotunn' H-Grade Servitor Ogryn may replace one of its augmetic fists with an arc welder .... +70 credits
- A 'Jotunn' H-Grade Servitor Ogryn may replace one of its augmetic fists with a storm-welder .... +75 credits
- A 'Jotunn' H-Grade Servitor Ogryn may replace one of its augmetic fists with a spud-jacker .... -20 credits
- A 'Jotunn' H-Grade Servitor Ogryn may be upgraded with furnace plates .... +15 credits

SPECIAL RULES

Loyal: Ogryns are very loyal creatures and form strong bonds with those they live and fight with. Whenever a friendly fighter making a close combat attack claims an Assist from this fighter, this fighter adds 2 to the result of any hit rolls rather than the usual 1.

Slow Witted: Ogryns are not especially bright or quick on the uptake. This fighter may never be activated as part of a Group Activation.

SKILLS

A 'Jotunn' H-Grade Servitor Ogryn has the Headbutt skill (as described in the *Necromunda Rulebook*).

SKILL ACCESS

A 'Jotunn' H-Grade Servitor Ogryn has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Tech
-	Primary	Secondary	-	Secondary	-	-	-	-

H.R.O.L.T. 06 'CRUSHER'
THE FREE OGRYNS
FORMERLY OF HOUSE GOLIATH

'EXO' KARLL,
COLDFIRE CABAL, HOUSE
VAN SAAR

HIRED GUNS

The Imperium of Mankind is a dangerous place. Countless billions of wretched souls deal with the bleakness of their existence by cowering from the horrors of the galaxy, dedicating their lives to relentless toil and drudgery in the service of Him on Terra.

Yet there are those who do not. Untold millions of brave or desperate souls take up arms, fighting for the fate of humanity in the Emperor's glorious armies. Many others, in numbers beyond counting, take to a life of violence for their own amusement, violent souls drawn to violent work. Yet more come to their bloody work through desperation, simply hoping to put food in their bellies. Ruthless bounty hunters prowl the underhive, hoping to get rich from their bloody-handed trade. Lowlife scum eke out a meagre existence, hiring their services to uncaring gang leaders looking for some expendable muscle. Even those who would prefer not to raise arms in violence find themselves drawn into the endless cycle of gang warfare, their skills retained in service of the crew that runs their hab block.

The hives of Necromunda are meat grinders for humanity. There is always someone willing to sell their services to keep the mechanism turning.

BOUNTY HUNTERS, HOUSE AGENTS AND HIVE SCUM

In Campaign play, gangs have the chance to recruit Hired Guns. These fall into three broad categories: Bounty Hunters, House Agents and Hive Scum, some of which will be named characters, better known as Dramatis Personae. Such fighters can be hired during the pre-battle sequence, thus securing their services for that one battle. They are not added to the gang roster, but a Fighter card will need to be filled out for them. They can be hired again for subsequent battles – as such, players might find it useful to keep an appropriate Fighter card, already filled in, for each Hired Gun model they have.

Hired Guns never gain Experience, they cannot purchase Advancements, and they do not suffer Lasting Injuries – if they go Out of Action, they simply play no further part in the battle.

In Skirmish battles, Hired Guns can be purchased in the same way as any other fighter.

In either mode of play, a Hired Gun increases the gang's Rating in the same way as any other fighter.

OUTLAW HIRED GUNS

For the most part, in spite of appearances, Bounty Hunters, House Agents, Hive Scum and Dramatis Personae are relatively upright citizens of the underhive who follow Lord Helmawr's laws as best they can. Therefore, ordinary Hired Guns can only be hired by Law Abiding gangs; they cannot be hired by Outlaw gangs (the rules for Outlaw gangs can be found in *Necromunda: The Book of Judgement*).

This does not mean that Outlaw gangs cannot hire Hired Guns. Outlaw gangs may purchase the services of a Hired Gun as normal. If they do however, the fighter must be designated an 'Outlaw' and will gain the Outlaw special rule. Additionally, Outlaw gangs may hire any Dramatis Personae with the Outlaw special rule on their profile.

Law Abiding gangs cannot hire Dramatis Personae with the Outlaw rule on their profile and cannot designate a Hive Scum or a Bounty Hunter they have hired as an Outlaw.
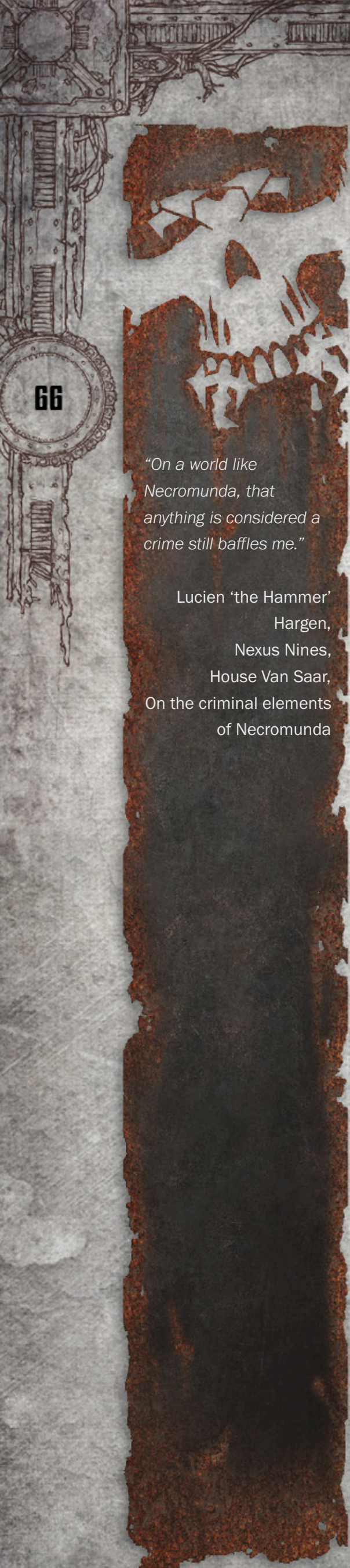
HIVE SCUM..30 CREDITS

Hive Scum, or Scummers, are masterless or itinerant hivers who will fight for anyone who offers them coin. Many are drunkards and down-and-outs, but even these have their uses and, despite appearances, are quite capable of holding their own in a fight. Others are mercenaries who travel from zone to zone, making few friends or commitments, earning whatever easy money is around before moving on. Scum are too wild and independent to submit to the leadership of anyone for very long, and they hire out their services as they feel like it. Despite their carefree lifestyle and happy-go-lucky attitude, Scummers are good fighters, so their services are always in demand. Many end up working for the Guilders, but there are always a few willing to tag along with a gang for a share of the spoils.

Hive Scum are especially valuable to a newly-founded gang, especially one whose fighters may be neither numerous nor especially experienced. In general, more established gangs eschew their services, preferring to rely on their own in the heat of battle. Nonetheless, Hive Scum are considered of great value as cannon fodder...

A gang may recruit up to five Hive Scum at a time.

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

SPECIAL RULES

Outlaw: A Hive Scum hired by an Outlaw gang is automatically an Outlaw themselves. In addition to the equipment options listed below, Outlaw Hive Scum may purchase Common items and any item with a Rare or Illegal value of 7 or below from the Black Market.

"You Get What You Pay For": Unlike other fighters, Hive Scum are not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, any Hive Scum available to the gang may be added to the crew, regardless of the Crew Selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

EQUIPMENT

Hive Scum may purchase up to 60 credits worth of weapons and Wargear from the Hive Scum equipment list. They may be armed with up to three weapons, only one of which may have the Unwieldy trait, and this counts as two weapons choices. Note that the value of these weapons and Wargear should be included when determining Gang Rating.
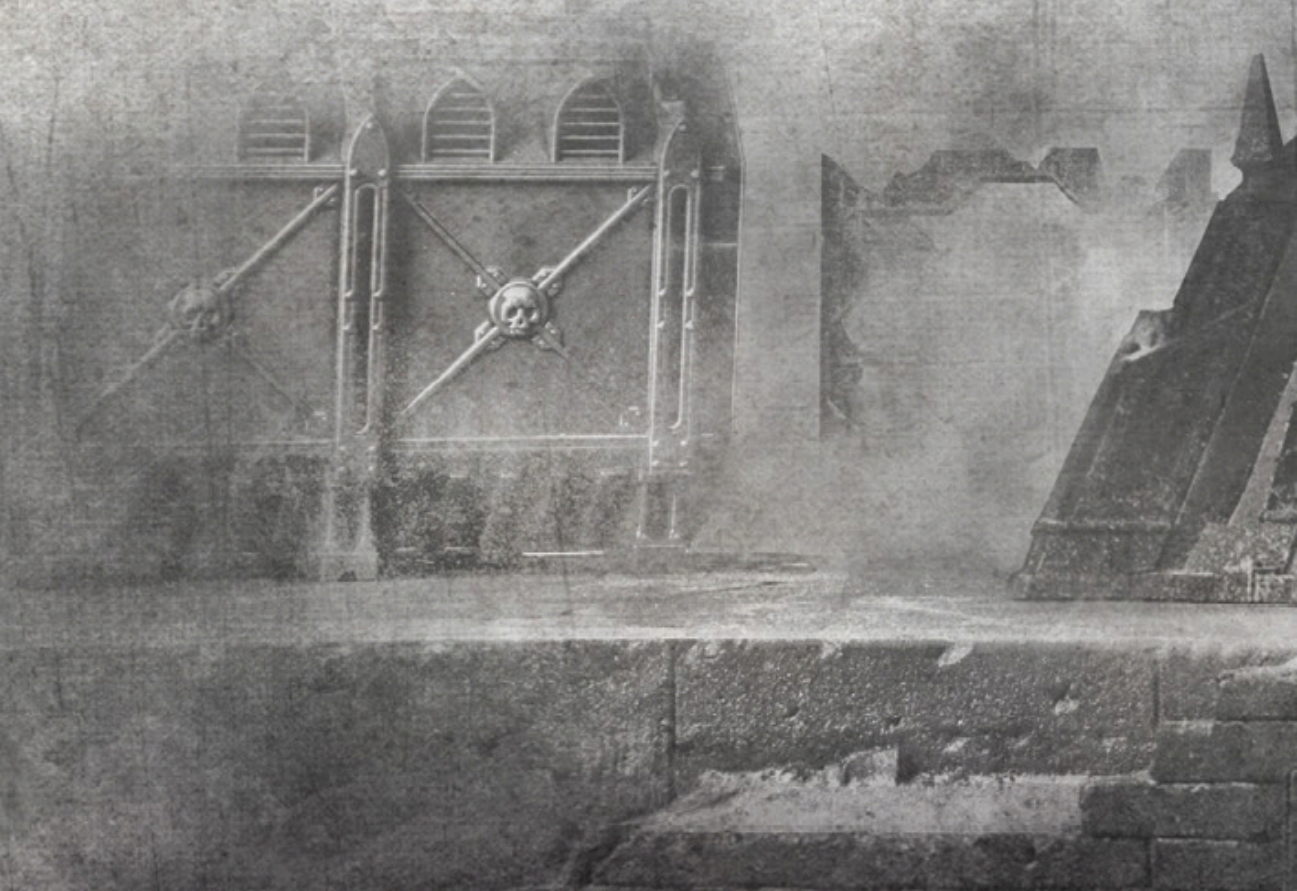
HIVE SCUM EQUIPMENT LIST

WEAPONS

BASIC WEAPONS
- Autogun .... 15 credits
- Reclaimed autogun .... 10 credits
- Lasgun .... 15 credits
- Sawn-off shotgun .... 15 credits
- Shotgun with solid & scatter ammo 30 credits
- Throwing knives .... 10 credits

PISTOLS
- Autopistol .... 10 credits
- Reclaimed autopistol .... 5 credits
- Laspistol .... 10 credits
- Stub gun .... 5 credits
  - dumdum rounds .... +5 credits

CLOSE COMBAT WEAPONS
- Axe .... 10 credits
- Chainsword .... 25 credits
- Fighting knife .... 10 credits
- Flail .... 20 credits
- Maul (club) .... 10 credits
- Two-handed axe* .... 25 credits
- Two-handed hammer* .... 35 credits

WARGEAR

GRENADES
- Blasting charges .... 35 credits
- Frag grenades .... 30 credits
- Krak grenades .... 45 credits
- Smoke grenades .... 15 credits

ARMOUR
- Flak armour .... 10 credits
- Hazard suit .... 10 credits
- Mesh armour .... 15 credits

PERSONAL EQUIPMENT
- Armoured undersuit .... 25 credits
- Drop rig .... 10 credits
- Filter plugs .... 10 credits
- Photo-goggles .... 35 credits

WEAPON ACCESSORIES
- Telescopic sight[†] (Pistols, Basic and Special Weapons only) .. 25 credits
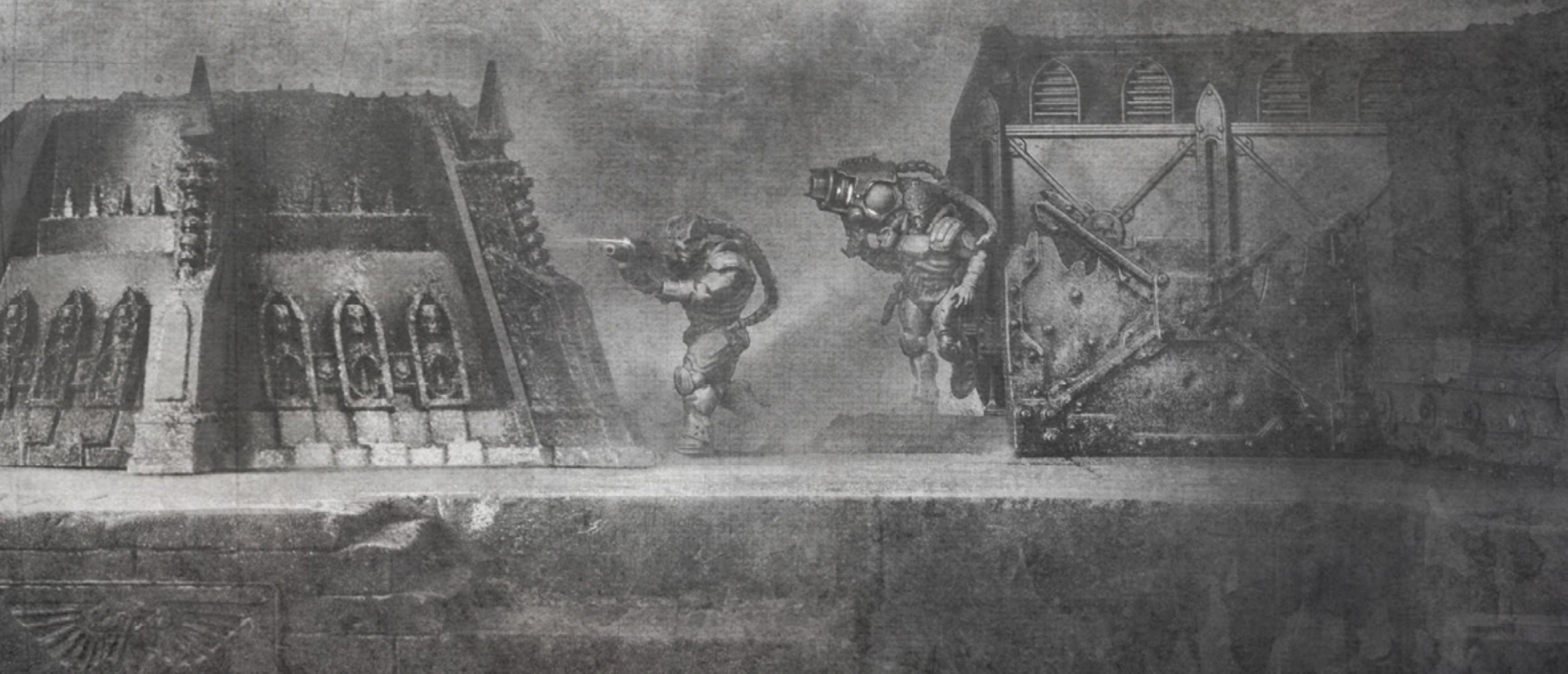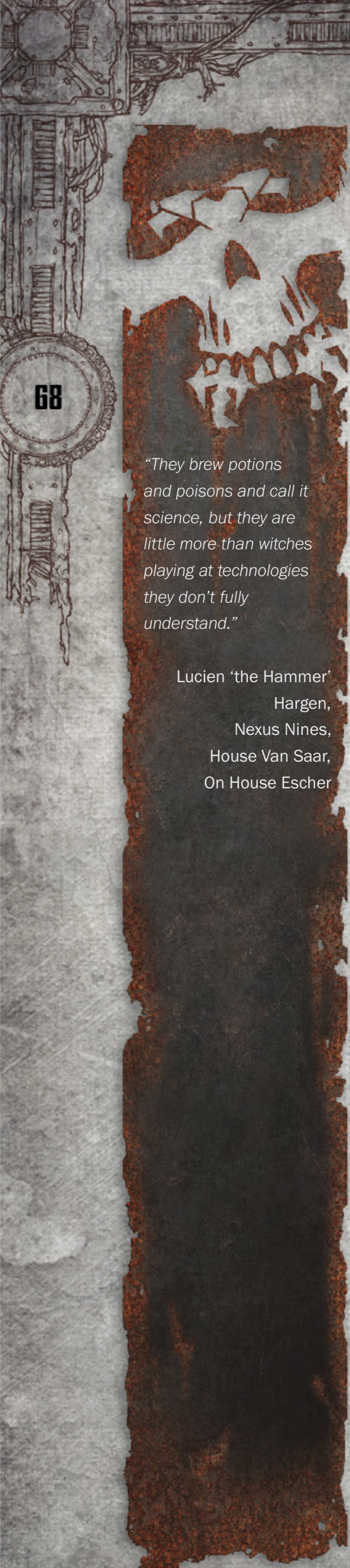
BOUNTY HUNTERS...80 CREDITS

Bounty Hunters are amongst the toughest and most dangerous of all underhivers. They survive perilous conditions, living out in the wastes, pursuing their quarry through the tunnels and ruins. Bounty Hunters are loners who neither need, nor want, to be associated with a gang. They will hire their services to a gang leader, though, if there are no decent bounties to be had or if their interests are aligned, but such allegiances tend to be temporary.

Bounties are displayed at all Trading Posts, offering rewards to anyone who brings in outlaw leaders, gangs, mutants and other criminal types. The rewards offered are good, but the job is a perilous one and many Bounty Hunters die out in the wastes, slain by the outlaws and mutants they set out to hunt.

Bounty Hunters are drawn from a wide range of backgrounds. Some were once gangers, still bearing the trappings of their former Clan House. Many Abhumans also find the life of a Bounty Hunter suits them well, for the Blood Warrant that serves as license and writ allows them to go where others of their kind might ordinarily be barred. Thus it is not uncommon to see Beastmen, Squats and other stable Abhuman strains operating as Bounty Hunters far from those areas set aside for their kind.

A gang can recruit no more than one Bounty Hunter at a time. To represent the great variety of Bounty Hunters active on Necromunda, the recruiting player chooses one of the following profiles to use:

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

SPECIAL RULES

Outlaw: A Bounty Hunter hired by an Outlaw gang is automatically an Outlaw themselves. In addition to the equipment options listed opposite, Outlaw Bounty Hunters may purchase Common items and any item with a Rare or Illegal value of 10 or below from the Black Market.

"You Get What You Pay For": Unlike other fighters, Bounty Hunters are not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, any Bounty Hunters available to the gang may be added to the crew, regardless of the Crew Selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

Dead, Not Alive: Any gang, Outlaw or otherwise, that employs a Bounty Hunter may claim a reward from the authorities for troublesome enemies they bring in dead. During the post-battle sequence, when an opponent deletes a dead fighter from their roster, the gang that hired the Bounty Hunter immediately claims half of that fighter's value, rounded up to the nearest 5 credits, as a reward.

Claiming Bounties: Any gang, Outlaw or otherwise, that employs a Bounty Hunter may claim a reward from the authorities for enemy fighters they help to Capture. If during the Wrap-up the recruiting gang captures an enemy fighter, roll a D6 in the Receive Rewards step of the post-battle sequence. On the roll of a 3 or higher, the Bounty Hunter recognises the Captive as a particularly wanted individual. The gang is given their cut of the reward for keeping this dangerous miscreant off the streets, immediately receiving D6x10 credits.

"We'll Get Our Bit...": If a Bounty Hunter does not generate additional income during a campaign battle via the Dead, Not Alive or Claiming Bounties special rules, there is a strong chance they will stick around until they do, whether the gang wants them to or not:

- If, at the end of the Update Roster step of the post-battle sequence, only one of the Dead, Not Alive or Claiming Bounties special rules has been used, roll a D6. If the result is a 4 or higher, the Bounty Hunter is dissatisfied with their earnings and is available for the recruiting gang's next battle for free. If the result is a 1-3, they take their credits and leave.
- If neither the Dead, Not Alive or Claiming Bounties special rules are used, there is no need to roll and the Bounty Hunter is automatically available for the recruiting gang's next battle for free.
- If, however, both the Dead, Not Alive and Claiming Bounties special rules are used during the post-battle sequence, the Bounty Hunter, happy with their payment, automatically leaves.
- If a Bounty Hunter that is available for the next battle for free in this way is not used, they will automatically leave. In other words, they must be used in the next battle, or be lost.
- If a Bounty Hunter is taken Out of Action during a campaign battle, they are considered have automatically rolled a result of 12-26 Out Cold on the Lasting Injuries table.

SKILLS
A Bounty Hunter may take either three skills determined at random, or one skill determined at random and one skill chosen by the recruiting player. Each skill is chosen from the following skill sets: Agility, Brawn, Combat, Cunning, Ferocity, or Shooting (as described in the *Necromunda Rulebook*). To determine a random skill, the player declares which skill set they are generating the skill from, and rolls a D6, re-rolling if the Bounty Hunter already has that skill. Choosing a skill is a simple matter of picking the desired skill from the sets available.

EQUIPMENT
In addition to their hiring fee, a Bounty Hunter may purchase up to 150 credits worth of weapons and Wargear from the Van Saar Prime equipment list that is on page 37 and from the Trading Post (note that, in addition, Outlaw Bounty Hunters may purchase items from the Black Market, as described previously). They may be armed with up to five weapons, only one of which may have the Unwieldy trait. A weapon with the Unwieldy trait counts as two weapons choices. Note that the value of these weapons and Wargear should be included when determining Gang Rating.
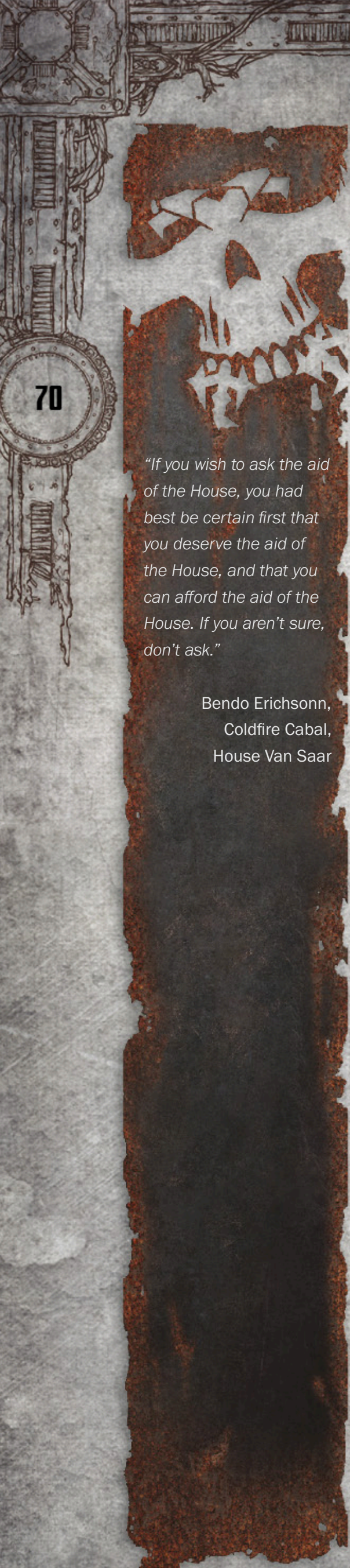
HOUSE AGENTS ....HIRING FEE VARIES*

The Clan Houses of Necromunda are at once dependent upon one another for their mutual prosperity and deadly rivals that seek to damage or destroy one another. Each controls its own share of the industry and resource that makes Necromunda so vital to the Imperium, jealously guarding its rights and power against rivals and enemies.

Often in the long history of Necromunda such rivalries have exploded into harmful civil wars, wars that damage industry and commerce. In the millennia since the ascendancy of House Helmawr such wars have been... discouraged, and Houses that would take up arms and threaten the status quo dealt with harshly. Yet war and conflict are only natural. The Clan Houses fulfil their need to draw one another's blood through the eternal struggle of the gangs, proxy warfare in the cramped habs and manufactoria replacing open battle and keeping the wide avenues and clan residences of the upper hive safe.

Many loyal scions of the Clan Houses have risen to positions of power and influence as gang fighters of great renown. Such famed warriors are often deployed as agents by the lords they serve, sent to aid gangs beset by enemies. These agents can be considered as both weapons of their masters' will and demonstrations of their power. Their arrival in the midst of a raging gang war sows fear in both allies and enemies alike, for their presence represents not just the interests of their masters, but highlights the failings of the local gangs to protect those interests...

A gang can recruit no more than one House Agent at a time. To represent the variety of renowned champions within each House, the recruiting player chooses one of the following profiles to use:

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

SPECIAL RULES

*Petition: A gang does not simply hire a House Agent. Instead, a House Agent may be dispatched to aid a gang when a petition is made by a gang leader. If a gang wishes to hire a House Agent, the controlling player must roll on the following table during the appropriate step of the pre-battle sequence:

D6+Rep	Result
1-5	The House heeds the gang's plea for aid and a House Agent is dispatched. The gang may hire a House Agent for this battle for 40 credits.
6-10	The House reluctantly agrees to send aid to the gang, but it will cost them. The gang may hire a House Agent for this battle for 80 credits.
11-15	The House feels the gang is capable of fighting its own battles. The gang may not hire a House Agent for this battle.
16+	The House is angered that such a capable and notorious gang would petition for further aid. The gang may not hire a House Agent for this battle and must pay a fine of 2D6x10 credits to the House as punishment for making foolish petitions.

Note that a gang may make a petition to hire a House Agent or it may roll on the House Favours table. It may not do both.

Gang Hierarchy (Champion): During a battle, should this fighter pass a Bottle test, friendly Van Saar fighters without this special rule that have not already taken a Bottle test this round and that are within 6" of this fighter will automatically pass their Bottle test for that round.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Van Saar fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all of the fighters who will be activated in this way before any of them are activated.
- Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

"You Get What You Pay For": Unlike other fighters, House Agents are not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, any House Agents available to the gang may be added to the crew, regardless of the Crew Selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

SKILLS

A House Agent may take either three skills determined at random, or one skill determined at random and one skill chosen by the recruiting player. Each skill is chosen from the following skill sets: Brawn, Combat, Ferocity, Leadership, Tech or Shooting (as described in the *Necromunda Rulebook*). To determine a random skill, the player declares which skill set they are generating the skill from and rolls a D6, re-rolling if the House Agent already has that skill. Choosing a skill is a simple matter of picking the desired skill from the sets available.

EQUIPMENT

A House Agent may be equipped with up to 150 credits worth of weapons and Wargear chosen for free from the Van Saar Prime equipment list . They may be armed with up to three weapons, only one of which may have the Unwieldy trait, and this counts as two weapon choices. Note that the value of these weapons and Wargear should be included when determining Gang Rating.
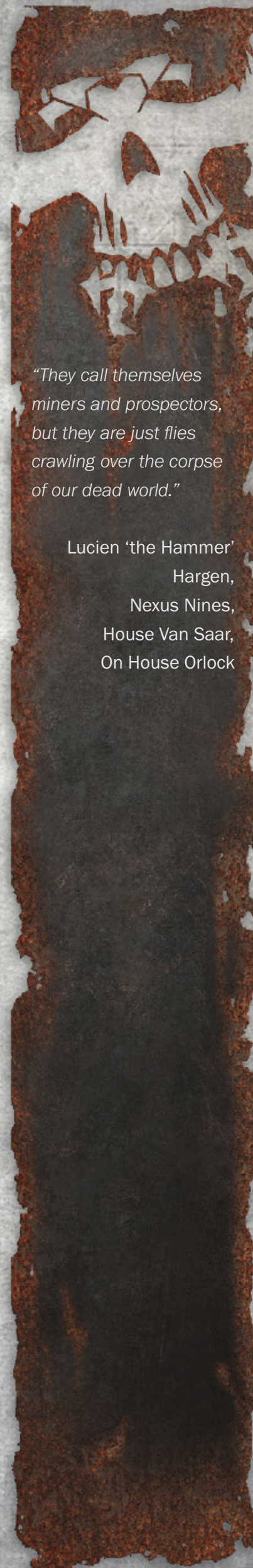
"They call themselves miners and prospectors, but they are just flies crawling over the corpse of our dead world."

Lucien 'the Hammer'
Hargen,
Nexus Nines,
House Van Saar,
On House Orlock

ARACHNOTEK GOLEM, HOUSE AGENT

The Arachnotek Golem is a technological horror born from the deranged imagination of the Archeotek, Sater Davos. It began its existence as a means for the Van Saar to cheat death. This was in the centuries before the clan perfected their environment suits, and Davos dabbled in full cybernetica bodies as replacements for the failing flesh of his people. It is said that dead and dying Van Saar Archeoteks were brought before the Golem, where they breathed their last upon its iron skin, and gave over their fading engrams to the mechanical man. The theory was that they would live on as ghosts in the machine spirit of the Golem, and the great minds of the Van Saar might somehow be preserved. Like so many things devised by the Archeoteks, the Arachnotek Golem was both a great success and a great failure for the clan. Unfortunately for Davos, and all who would come after him, the engramic coding imprinted on the Golem could never find purchase, and so the mind of the deceased would live on in the machine for a time before fading – meaning more dead and dying had to be brought before it so it might enjoy some semblance of life. Of course, even in this damaged state the Golem found its place within the clan.

Centuries later, the Arachnotek Golem is a tool of revenge. Its body has been added to over the years to make it a device of war, towering over most mortal hivers, its armoured torso held aloft on spider legs and armed with an assortment of archaeo-arcane weaponry created by some of the most powerful Archeoteks to have ever lived. Bold Van Saar gangs might petition the services of the Golem by offering up one of their brothers or sisters so the machine might absorb their engramic spirit for a time – such a melding is not without its risks, however, and can leave the donor little more than a blithering idiot.

SPECIAL RULES

*Petition: A Van Saar gang does not simply hire the Arachnotek Golem. Instead, it may agree to aid a gang when a petition is made by a gang leader. If a gang wishes to hire the Arachnotek Golem, the controlling player must roll on the following table during the appropriate step of the pre-battle sequence:

ARACHNOTEK GOLEM

* CREDITS

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

Weapon	Rng S	Rng L	Acc S	Acc L	Str	AP	D	Am	Traits
'Hystrar' energy projector	8"	16"	+1	-	5	-1	1	3+	Rapid Fire (3), Reckless, Shock
Shock claw	-	E	-	-	S+1	-1	2	-	Melee, Power, Shock

SKILLS: As host plus: Catfall, Clamber, Cold and Calculating, Mental Mastery, Rad-phaged

WARGEAR: Light carapace armour, bio-booster, respirator

D6 + Rep	Result
1-8	The Arachnotek Golem heeds the gang's plea for aid. The gang may hire it for this battle for 50 credits.
9-15	The Arachnotek Golem reluctantly agrees to aid the gang, but it will cost them. The gang may hire it for this battle for 100 credits.
16+	The Arachnotek Golem feels the gang is capable of fighting its own battles. The gang may not hire it for this battle.

Note that a Van Saar gang may make a petition to hire the Arachnotek Golem or it may roll on the House Favours table. It may not do both. Only Van Saar gangs may petition the Arachnotek Golem.

Combined Consciousness: The Arachnotek Golem does not have a consciousness of its own, as others might understand such things, and relies instead upon the thoughts and memories of others to give it a semblance of self-awareness.

Therefore, when it joins a gang, the controlling player must choose a fighter to loan their consciousness to it. This can even be a fighter that is currently In Recovery. This donor fighter is effectively removed from the gang for the duration of the battle and replaced by the Arachnotek Golem.

For the duration of the battle, all characteristics on the Arachnotek Golem's profile which are presented as a question mark (?) are replaced by the characteristics of the donor fighter. For the duration of the battle, the Arachnotek Golem gains the skills of the donor fighter.

Abominable Intelligence: Should the gang the Arachnotek Golem has joined win the battle, the donor fighter is returned with their faculties intact. However, should the gang lose the battle, the Arachnotek Golem deems them worthless and leaves immediately, taking its new-found memories with it. The donor fighter is left a drooling imbecile – their Leadership, Cool, Willpower and Intelligence characteristics are all reduced to 12+.

Seemingly Invulnerable: The Arachnotek Golem itself feels no pain. The Arachnotek Golem may make a 5+ save roll against any attack made against it. This save cannot be modified by a weapon's Armour Piercing value.

STRONG ALLIANCES

House Van Saar has special relationships with various other factions on Necromunda, either because of something these factions can offer the Clan House that it sorely needs, or because the faction benefits greatly from the skills and technology the Van Saars can provide. Van Saar gangs, in particular, benefit from strong ties with the Promethium Guild, Imperial Imposters and House Catallus.

Clan House gangs are given great freedom when it comes to furthering the interests of their House, and in the underhive operate about as independently as any group of people on Necromunda can. However, even a gang sometimes needs friends, access to extra ordnance or a little official clout to get the job done. In these instances a gang might make a temporary alliance with locals, Enforcers, Guilders or some other faction, donning the veneer of officialdom while it aligns with their interests. Such alliances rarely last for long, as once the gang has achieved its goal, independence becomes more important than the support they were offered. For their part, both Guilders and other sanctioned groups regard gangs as temporary tools to be used when it suits, but never fully trusted.

The Alliance rules represent a short-term alliance between a player's gang and a body such as a Guild, a criminal organisation or a Noble house. The benefits of having an Alliance depend on the ally, but can mean access to cheaper weapons and Wargear, bonuses when playing certain scenarios or special Hired Guns who will join the gang while the alliance lasts.

Alliances also come with drawbacks. These can include the allies taking a cut of the rewards from a scenario, gangs being forced to play certain scenarios favourable to their allies, or their opponents getting help from the allies' enemies.

DESIGNER'S NOTE: USING ALLIANCES

Alliances are optional rules that can be included in a campaign at the discretion of the Arbitrator. While it is possible to use the rules for alliances during Skirmish play, provided both players agree, they really come into their own when used over several battles – meaning players must take both the good (cheaper weapons, special Hired Guns) with the bad (having to play certain scenarios or giving up some of their scenario rewards).

Players and Arbitrators are encouraged to keep track of alliances as they can really help build an exciting narrative over the course of a campaign, with certain allies refusing to work with a gang based on their past history, or gangs developing rivalries depending on the allies they have chosen to back. Arbitrators could even require all gangs to make alliances for their campaign, forcing them to choose sides in a larger confrontation between Guilders, Enforcers, recidivists or seditious cults!

MAKING AN ALLIANCE

Alliances are not to be entered into lightly. Once a gang has pledged its support to an ally, you can be sure their new friends will force them to stick with it – at least until the ally gets some results or they decide the gang has become a liability.

Follow these steps to make an Alliance:

1. Any gang can decide to enter into an Alliance at the beginning of a campaign, or before any battle in a campaign, provided they do not already have an ally.
2. Choose an ally from those on offer, both in this supplement or from another supplement. Note that the allies presented in this supplement represent those that House Van Saar has a long history of collaboration with, meaning that House Van Saar gangs can make a Strong Alliance with these. Making an Alliance with an ally from another supplement is possible, but the Alliance may prove to be weaker.
3. Once a gang has made an Alliance it will last until the end of the current phase of the campaign, or until either they or their ally break it as a result of their actions. If a gang breaks their Alliance before the end of the current Campaign phase then they cannot gain another until the following phase unless their Arbitrator decides otherwise.
4. While part of an Alliance, a gang may not use any Sub-plots or roll on any of the House Favours tables.
5. Unless otherwise noted, a gang can never have more than one ally at a time. A gang should make a note of their ally on their gang roster, along with any benefits and drawbacks which the ally brings.

BENEFITS AND DRAWBACKS

Each Alliance brings with it a set of Benefits and Drawbacks. These are special rules that will apply to the gang for the duration of the alliance and can include things such as access to certain equipment, special Hired Guns or having to play certain scenarios when given the option. The exact details of an ally's Benefits and Drawbacks can be found in their individual descriptions, along with guidelines on how, and when, they come into play.

TESTING THE ALLIANCE

Sometimes the strength of an Alliance might be tested. This is usually because of something the gang has done or wants to do, or because the ally wants to exert their will upon the gang and the gang wants to resist. This is known as Testing the Alliance, and applies to the use of some Benefits and Drawbacks.

When an action requires the alliance to be tested, it will be noted in the ally's description. When Testing the Alliance the gang must roll a D6 on the table below, adding 1 to the result for each time their alliance has already been tested during this Campaign week:

TESTING THE ALLIANCE TABLE

D6	Result
1-4	**Disquiet:** The ally is not happy with the gang's actions but continues to hold up their end of the Alliance... at least for now.
5-6	**Warning:** The ally issues a warning to the gang, who must work to restore their good faith. During the next battle the gang takes part in, it does not gain any of the Benefits of the Alliance, though must still adhere to its Drawbacks.
7+	**Broken:** The Alliance is broken. The ally leaves the gang and the gang may not enter into an Alliance with another ally until the next phase of the campaign.

ALLIES OF HOUSE VAN SAAR

House Van Saar gangs may make any Alliance they wish, but it is with the Promethium Guild and Imperial Imposters that the majority of House Van Saar gangs choose to work closely, furthering the agendas of both parties.

A House Van Saar gang may also form an Alliance with House Catallus, the Noble House that backs the House of Artifice most often in the intricate political battlefields of Necromundan society and industry.

PROMETHIUM GUILD

Power in all its forms, whether created by burning promethium or tapping into a hive's great heat sink, is controlled by the Pyrocaen Lords of the Promethium Guild. House Van Saar maintains close ties with both the Mercator Pyros and the Mercator Lux, the generation and use of energy on Necromunda key to the wealth and power of the House of Artifice.

BENEFITS

Law Abiding Allies: Any gang may form an Alliance with the Promethium Guild provided it is a Law Abiding gang. The Guilds of Necromunda have no interest in collaborating with the criminal classes.

Strong Alliance (House Van Saar): The first time a gang belonging to House Van Saar is required to Test the Alliance (see page 75) with this ally, do not roll. Instead count the result as Disquiet.

Helmawr's Radiance: While the gang is allied with the Promethium Guild, any plasma or flame weapons (i.e., plasma pistol, plasma gun, plasma cannon or any combi-weapon with a plasma component, or any weapon with the Blaze trait) owned by the gang loses the Scarce trait, or, if they did not have the Scarce trait, gains the Plentiful trait.

Pyromantic Conclave: While the gang is allied with the Promethium Guild, in the pre-battle sequence the gang may attempt to add Guild Representatives in the form of a Pyromantic Conclave (see page 82) to their gang for the battle ahead:

Roll a D6 and add the gang's current Reputation:

- If the total is 11 or below, the Promethium Guild deigns to aid their allies on the battlefield.
- If the total is 12 or more, the Guilders decide the gang can cope alone.

This group of fighters does not cost a gang allied to the Promethium Guild any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random. If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty as follows) then a Pyromantic Conclave must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 11 or below, the gang is glad of this aid.
- If the total is 12 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

HEXTUS FLAVIUX
PYROCAEN LORD
MERCATOR PYROS

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission, and take on the role of the defender. On a 4+, they can choose any scenario as normal. Alternatively, instead of making this roll, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Power Tap: During the post-battle sequence, if the gang gained any credits as a scenario reward, the gang must give up a portion of this to their Guild allies:

- The gang must give D3x10 credits to the Guild. If the amount rolled is greater than the amount gained, the gang must give the full amount gained to their allies and the Alliance is automatically tested.
- Alternatively, the gang can choose to keep all of its rewards, but if they do they must Test the Alliance.

"My friend, with the right attitude, we can be anyone and anything we want to be."

Galder Scragett,
Imperial Imposter

IMPERIAL IMPOSTERS

Faux nobility are well-versed in the mechanisms of power that run Necromunda, and the aid of an Imperial Imposter can elevate a gang to unheard-of levels of power – provided they don't get caught. House Van Saar is, in many ways, as much a clan of secrets as the Delaque, the preservation of the STC requiring unseen hands working in the darkness – and for this the House of Artifice both employs and sponsors Imperial Imposters.

BENEFITS

Criminal Allies: Any gang may form an Alliance with an Imperial Imposter provided it is an Outlaw gang. The nature of their operations makes Fallen Houses deeply distrustful of Law Abiding gangs.

Strong Alliance (House Van Saar): The first time a gang belonging to House Van Saar is required to Test the Alliance with this ally, do not roll. Instead count the result as Disquiet.

An Honourable Word: While the gang is allied with an Imperial Imposter, they can protect themselves or another gang from being outlawed. At the start of a Campaign week, choose a gang (this can be the player's own gang). For the duration of this Campaign week, the selected gang can ignore any one action that would result in them changing alignment. If a gang that is allied with an Imperial Imposter changes alignment, it must Test the Alliance but does not add 3 to the dice roll.

Uphive Ambassadors: In the pre-battle sequence the gang may add a Master Charlatan to their gang for the game. This Hired Gun does not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If the gang is playing the Murder Cyborg, Shoot-out or Escort Mission scenario then a Master Charlatan must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Noble Ambitions: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played roll a D6. On 1, 2 or 3 the gang must choose Looters, Forgotten Riches or Caravan Heist. On a 4+ they can choose any scenario as normal. Instead of rolling the gang can choose to play any scenario, but if they do they must Test the Alliance.

Guilt by Association: During the post-battle sequence, if the gang fielded a Master Charlatan they must roll a D6. On a 6 their association has been discovered and the gang is outlawed. Instead of rolling, the gang can dissociate itself from the Imperial Imposters, but if they do they must Test the Alliance.

LISBETH THE IRON ANGEL, BOUNTY HUNTER

Lisbeth was only 16 when she first climbed into the harness of an arachni-rig. As a young clanner, she and her father joined a group of Van Saar green hivers heading for a new life in the underhive. Somewhere down-hive of Dust Falls, they were attacked by mutie raiders, hundreds of starving mutant cannibals pouring out of the shadows to fall upon the uphivers. Lisbeth's father, a former artisan of the Montari Artifice House, hastened to don his prized arachni-rig but was killed by a stray round, even as young Lisbeth hurried to strap him in. The young Van Saar quickly climbed into the rig herself, and in that first battle found her true calling. When the last mutie finally died howling under her mechanical claws, the battlefield was littered with dead and dismembered raiders, and she was covered from head to toe in their blood. The green hivers hailed her as a hero, and when they finally reached the promised domes outside the Bone-dry near Rust Town, Lisbeth was already getting offers of work.

Less than two cycles later, Lisbeth was known in the underhive of Hive Primus as the Iron Angel, an avenging techno-terror that preys upon outlaws, raiders and monsters of all kinds. She still works primarily for her own kind, joining Van Saar gangs if their interests align with her own. Mostly though, she takes jobs to repair her custom arachni-rig or make improvements to it, all the while hunting down the leader of the raiders who killed her father – a rogue psyker known as Alyce Shivver.

SPECIAL RULES

Arachno-Cyberteknika Savant: Lisbeth ignores any negative Movement modifiers caused by moving through difficult terrain and adds 2" to her Movement when moving vertically (for example, when climbing up a ladder or other vertical surface). In addition, she may re-roll failed Initiative checks to see if she falls when she goes from Standing to Prone within ½" of the edge of a level or platform. Should Lisbeth ever fall, half the distance (rounding fractions up) for the purposes of determining the Strength, AP and Damage of the hit she suffers.

House Van Saar Bounty Hunter: Lisbeth the Iron Angel is a Bounty Hunter that can only be hired by House Van Saar gangs. She is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

LISBETH THE IRON ANGEL

315 CREDITS

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

Weapon	Rng S	Rng L	Acc S	Acc L	Str	AP	D	Am	Traits
Twin-linked heavy las carbine (Arachni-rig servo-suit)	15"	30"	+1	-	4	-	1	4+	Plentiful, Rapid Fire (3)
Rad Gun	-	T	-	-	2	-2	1	4+	Rad-phage, Template
Servo arm (x3)	E	3"	-	+1	S	-	1	-	Melee, Versatile

SKILLS: Bull Charge, Nerves of Steel

WARGEAR: Van Saar arachni-rig servo-suit

FIORDELISE MENEGHINA
AND 'VIOLANTE'
HOUSE CATALLUS

HOUSE CATALLUS

Among the Noble Houses, Catallus is known as the
House of Masks. Brokers of diplomacy and deals,
they are the matchmakers and social overseers of
Necromunda, facilitating the connections between
the Great Houses and off-world organisations through
their agents. Some Houses look down upon them,
considering them little more than middlemen in
the great workings of the nobility, but without their
expertise at bringing people together and mediating
deals, little would get done. They are also one of the
most mysterious of the Great Houses, and its nobles
never venture forth from their chambers without their
traditional carnival masks firmly in place. This is all
part of the mystery that House Catallus cultivates in
its dealings with the rest of Necromunda, and while
there is a complex and subtle pattern to the shape,
design and expressions of their masks – the meaning
of which remains largely known only to the Great
House itself – members of House Catallus are often
considered a single entity by outsiders. The masks, and
the anonymity they bring, are all part of the power of
the Noble House, who believe in the Invisible Truth – a
philosophy that teaches that the only way to endure the
unendurable brutality of their world is to not exist at all.
After all, how can a lord, lady or family be extinguished
from history if they never lived in the first place?

Over its long history, House Catallus has taken many
forms, and as the political winds of Necromunda have
changed so too have the masters of the Noble House
changed with them in their pursuit of the Invisible
Truth. There is an old saying within the spire: 'Catallus
turns from friend to foe like the hands of the Great
Clock, and just as regularly'. At one time or another the
Noble House has been close allies or hated enemies
of almost every House and clan on the hive world,
including the Imperial House, and history records their
hand in many of the great wars and disasters to have
befallen Necromunda. The only constant in this long
history of broken alliances has been the Noble House's
connection to House Van Saar. For a reason perhaps
known only to Duke Otto XXIInd and the Faceless Lord –
the honorary title given to the head of House Catallus
– there is an unbreakable bond between the House of
Artifice and the House of Masks. Some have speculated
that it is the Van Saar who engineer the sophisticated
carnival masks worn by the nobles of Catallus, others
claim that House Catallus knows some dark secret
about Van Saar, such as where all their wondrous
technology is manufactured. Whatever the reason, the
two are often seen working together.

BENEFITS

Noble Intrigues: Any gang may form an Alliance with
House Catallus. In addition, House Catallus does not
care if a gang is Law Abiding or Outlaw – what matters
is that the Alliance benefits House Catallus!

Strong Alliance (House Van Saar): The first time a
gang belonging to House Van Saar is required to Test
the Alliance with this ally, do not roll.
Instead count the result as Disquiet.

Faceless Allies: House Catallus excels at making
people disappear from Imperial records, or covering up
their misdeeds. When attempting to sell to the Guilders
any Captive fighter taken from a gang that is allied to
House Catallus, enemy gangs gain no bounty (though
they may still sell the fighter, effectively removing them
from the campaign).

In addition, once each Campaign week, if a gang
allied to House Catallus would be declared Outlaw for
any reason, they may choose to ignore this change in
alignment and remain a Law Abiding gang, though the
gang must then Test the Alliance immediately.

Carnival of Death: During the pre-battle sequence, the
gang may add a House Catallus Carnival to their gang
. If the gang is facing an enemy crew
with any fighter worth 250 credits or more, they must
include a House Catallus Carnival, unless they choose
to Test the Alliance instead.

DRAWBACKS

Debts to be Paid: During the post-battle sequence of
any battle in which a House Catallus Carnival took part,
and if the gang contains any fighters with the Gang
Fighter (Juve) special rule, roll a D6 for each. On a roll
of 1, the House demands that fighter be turned over
to serve as a Mindfrayed. The fighter and all of their
weapons and Wargear are immediately deleted from
the gang roster. The gang may choose to ignore this roll
and keep all of its fighters, but if they do they must Test
the Alliance.

The Invisible Truth: Once a gang has made an alliance
with House Catallus, make a note on the gang's roster
and do not delete this note even if the alliance is later
broken. From this point onwards, should the gang ever
attempt to form an alliance (with any organisation),
roll a D6. On a result of 1, the gang immediately forms
a new alliance with House Catallus instead of the
alliance they were about to form.
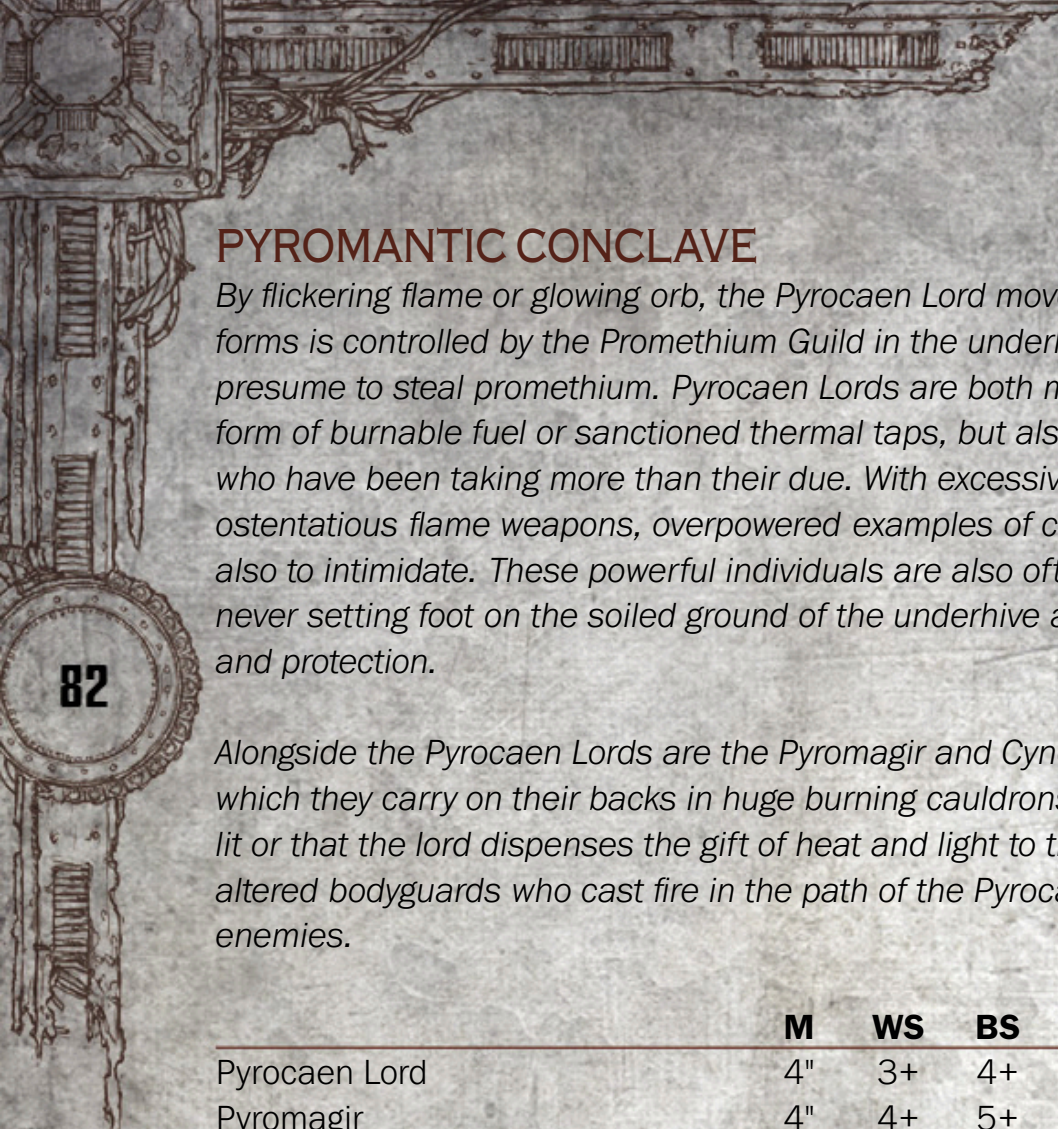
PYROMANTIC CONCLAVE

By flickering flame or glowing orb, the Pyrocaen Lord moves through the darkness of the underhive. Power in all its forms is controlled by the Promethium Guild in the underhive, with severe punishments dispensed upon those who presume to steal promethium. Pyrocaen Lords are both merchants and murderers, offering settlements trade in the form of burnable fuel or sanctioned thermal taps, but also holding executions by flame and electrocution for those who have been taking more than their due. With excessive promethium at their fingertips, Pyrocaen Lords favour ostentatious flame weapons, overpowered examples of common hive ordnance, designed not just to destroy but also to intimidate. These powerful individuals are also often held aloft on roaring flame and jet-driven palanquins, never setting foot on the soiled ground of the underhive as they have the fuel to waste for both their comfort and protection.

Alongside the Pyrocaen Lords are the Pyromagir and Cynders. The former are the bearers of the eternal flames, which they carry on their backs in huge burning cauldrons of promethium. It is from this flame that symbolic fires are lit or that the lord dispenses the gift of heat and light to the less fortunate. Then there are the Cynders, surgically altered bodyguards who cast fire in the path of the Pyrocaen Lord, heralding their coming or immolating their enemies.

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

COMPOSITION

A Pyromantic Conclave consists of one Pyrocaen Lord, one Pyromagir and two Cynders.

PYROMANTIC CONCLAVE SPECIAL RULES

Light in Dark Places: If the player controlling the Pyromantic Conclave chooses, they may announce during the pre-battle sequence, after crews have been chosen but before deployment, that the battle will be fought using the Pitch Black rules. Additionally, they may choose during any End phase that these rules no longer apply. Finally, if any member of the Pyromantic Conclave is removed from play, immediately before removing the fighter, resolve a photon flash grenade attack centred on the fighter.

A Band Apart: Members of the Pyromantic Guild take care of their own, especially valued representatives and their favoured attendants. A Pyromantic Conclave will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If a Pyromantic Conclave fighter goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

"Here to Help": Unlike other fighters, a Pyromantic Conclave is not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and, in some cases, must) be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

PYROCAEN LORD SPECIAL RULES

Pyromantic Conclave Hierarchy (Leader): During a battle, should this fighter pass a Bottle test, friendly Pyromantic Conclave fighters without this special rule that have not already taken a Bottle test this round and that are within 12" of this fighter will automatically pass their Bottle test for that round.

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Pyromantic Conclave fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

• The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
• Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not use this special rule themselves.

PYROMAGIR SPECIAL RULES

Pyromantic Conclave Hierarchy (Champion): During a battle, should this fighter pass a Bottle test, friendly Pyromantic Conclave fighters without this special rule that have not already taken a Bottle test this round and that are within 12" of this fighter will automatically pass their Bottle test for that round.

Group Activation (1): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready friendly Pyromantic Conclave fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

• The controlling player must nominate all of the fighters who will be activated in this way before any of them is activated.
• Once all participants of the Group Activation have been nominated, the controlling player selects one and activates them as normal, fully resolving their activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.

Additional fighters with this special rule activated in this way may not use this special rule themselves.

CYNDER SPECIAL RULES

Bodyguard: If the Pyrocaen Lord is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Cynder within 2" of the Pyrocaen Lord.

Indentured Fighters: If both the Pyrocaen Lord and Pyromagir are removed from play for any reason, any Cynders, without guidance, will automatically behave as if the crew they are part of has failed a Bottle test, regardless of how many fighters in total have been removed from play.

EQUIPMENT

The Pyrocaen Lord is armed with a shock stave and laspistol, and is equipped with a refractor field.

The Pyromagir is armed with a flamer and stub gun, and is equipped with a refractor field and a cult icon.

A Cynder is armed with either a laspistol and an axe or a laspistol and a maul (club). Both Cynders must be armed in the same way.

All Pyromantic Conclave fighters are equipped with photon flash grenades.

SKILLS

The Pyrocaen Lord has the Evade and the Overseer skills. They may, however, only use the Overseer skill to Order another member of the Pyromantic Conclave.

The Pyromagir has the Nerves of Steel skill.

Both Cynders have the Spring Up skill.

VON BUREN THE ROGUE ARCHEOTEK, BOUNTY HUNTER

Not all Archeoteks are content to follow the Three Laws. Especially when it comes to the innovation of technologies not born of the STC. Among these, perhaps the most infamous is the Rogue Archeotek known as Von Buren. Once one of the great minds of the Clan House, the Archeotek was a favourite of Duke Otto, and moved among the very highest circles of the House of Artifice. Like so many before him, however, Von Buren's genius became his downfall as he began using the output of the STC for his own bizarre experiments and creations. The most successful of these was the Heart of Iron, a complex cyberteknika rad-sink and power source Von Buren implanted into his own body. Using the Heart of Iron made the Archeotek almost immune to the exotic energies of the STC, as well as granting him a near limitless supply of energy to drive his weapons and wargear. When the inner circles of the Archeoteks learned of the invention, Von Buren was cast out, for fear he would take the STC for his own.

By the time of his exile Von Buren had surpassed the limited imagination of his peers, and left without quarrel, taking with him much of his research and a handful of his most promising students. Since becoming an outcast, Von Buren has travelled extensively across Necromunda, selling his inventions to gangs, Guilders and lords, and allying with gangs seeking out lost archaeotech. Some of his students have become great Archeoteks themselves, like Lydar the Technomatrix of Ceres, while others have succumbed to less noble pursuits like Freikstorn Strix, the augmented bounty hunter. As for Von Buren himself, kept unnaturally young and strong by the Heart of Iron, he continues to dig into the past of his clan, perhaps seeking the very secrets of its creation.

SPECIAL RULES

Master of Cyberteknika: When hired, Von Buren may choose any three items of Cyberteknika worth up to 200 credits in total to be equipped with. This does not cost any credits and does not increase the fighter's value.

Heart of Iron: Should Von Buren suffer a hit from a weapon with the Rad-phage trait, roll an additional D6 as normal. However, on a roll of 3 or higher, he does not suffer an additional Flesh Wound. Instead, Von Buren may discard a Flesh Wound he has already suffered.

In addition, the Heart of Iron grants any ranged weapon carried by Von Buren that has the Rad-phage trait the Plentiful trait as well.

Van Saar Archeotek: Von Buren is a Bounty Hunter that can only be hired by House Van Saar gangs. He is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

VON BUREN THE ROGUE ARCHEOTEK, BOUNTY HUNTER — 285 CREDITS

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

Weapon	Rng S	Rng L	Acc S	Acc L	Str	AP	D	Am	Traits
Rad gun	-	T	-	-	2	-2	1	4+	Rad-phage, Template
Rad blade	-	E	-	-	S	-1	1	-	Backstab, Melee, Rad-phage

SKILLS: Cold and Calculating, Fast Shot, Gadgeteer

WARGEAR: Armoured bodyglove, bio-booster, filter plugs, light carapace armour, medicae kit, photo goggles, respirator

MASTER CHARLATAN (IMPERIAL IMPOSTERS)

Master Charlatans blend seamlessly into Necromunda high society. Dressed as nobles and adopting their affectations they work towards their own ends – which is usually robbing the Noble Houses mercilessly. Some have deeper agendas – often because they are in the employ of other Noble Houses or vengeful renegades, though these are the exception rather than the rule. Then there are those who find their way down into the underhive. These duplicitous individuals play off the locals' ignorance of noble conventions to live comfortably or manipulate those around them – though the price of discovery is usually being hung from the settlement walls or thrown down the deepest, darkest hole around.

A Master Charlatan might aid a gang by offering unique talents such as disguising themselves as the gang's rivals on the battlefield or spreading disinformation before or after confrontations. Sometimes they might even appear as specific members of their allies' own gang, such as a noteworthy leader or champion, fooling the enemy long enough for them to be ambushed. Should the Master Charlatan be revealed, they are still a deadly prospect to face, their lifestyle having afforded them a wealth of concealed weapons and wargear.

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

EQUIPMENT

A Master Charlatan is armed with a needle pistol, a stiletto sword and four digi lasers, and is equipped with mesh armour, a holochromatic field and a Falsehood.

SKILLS

A Master Charlatan has the Evade, Infiltrate and Step Aside skills.

HONDO DAEDALLUS
MASTER CHARLATAN

HOUSE CATALLUS CARNIVAL

A House Catallus Carnival is a strange collection of individuals, even by the standards of Necromunda. Like dancers gathering for a performance, a Carnival arrives for its audience – usually someone who has drawn the ire of the Great House – before launching into a display of horrific violence and bloodshed. A Carnival can include any number of individuals, sometimes dozens of masked murderers gathering to do the work of House Catallus, other times only a handful or even one masked individual appearing from the crowd. In all cases, however, a Carnival is led by a Masked Killer – a nobleman or woman of House Catallus with a skill for killing, and armed extravagantly by the Great House with the finest blades, guns or energy weapons – often supplied by House Van Saar.

Often helping the Masked Killer in their work is a Mindfrayed. If the Masked Killer is a vision of serene indifference amid the violence of combat then the Mindfrayed is a howling horror, their mask shaped in an expression of utter terror that in turn infects those around them. The purpose of the Mindfrayed is much like that of a hound for a hunter, and the Masked Killer will send the Mindfrayed rushing forward into the unknown to flush out their enemies. This invariably means the Mindfrayed is the first to suffer at the hands of the Carnival's opponents, but this too is part of the Masked Killer's plan – and should a foe be foolish enough to cut down the Mindfrayed, they will find a nasty surprise waiting for them.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Masked Killer	6"	3+	3+	3	3	2	2+	3	7+	5+	6+	7+
Mindfrayed	6"	4+	5+	3	3	1	4+	2	9+	10+	5+	8+

COMPOSITION

A House Catallus Carnival consists of one Masked Killer and one Mindfrayed.

HOUSE CATALLUS CARNIVAL SPECIAL RULES

Many Faces, One Purpose: During the Choose Crew step of the pre-battle sequence, if the scenario uses the Random (X) Crew selection method, the gang may instead choose one of their fighters to be included in the Crew in the place of one selected at random. If, however, the gang chooses to use this special rule, then they may not include the House Catallus Carnival in their crew for this battle. This special rule takes precedence over the "Here to Help" special rule.

A Band Apart: Members of House Catallus take care of their own, especially valued representatives and their favoured attendants. A House Catallus Carnival will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If a House Catallus Carnival fighter goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.

"Here to Help": Unlike other fighters, a House Catallus Carnival is not counted during the Choose Crew step of the pre-battle sequence. Instead, at the end of this step, these fighters may (and, in some cases, must) be added to the crew, regardless of the crew selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

MASKED KILLER SPECIAL RULES

Catallus Carnival Hierarchy (Leader): During a battle, should this fighter pass a Bottle test, friendly Catallus Carnival fighters without this special rule that have not already taken a Bottle test this round and that are within 12" of this fighter will automatically pass their Bottle test for that round.

Artistry of Murder: A Masked Killer is a master of violence, able to land killing blows upon foes as easily as other people might brush insects from their clothes. All weapons wielded by a Masked Killer count as having the Shock trait. In addition, when rolling the Injury dice to determine the effects of their attacks, a Masked Killer may re-roll any results of a Flesh Wound.

MINDFRAYED SPECIAL RULES

Indentured Fighter: If the Masked Killer is removed from play for any reason, the Mindfrayed, without guidance, will automatically behave as if the crew they are part of has failed a Bottle test, regardless of how many fighters in total have been removed from play.

Infectious Terror: When a Mindfrayed becomes Pinned, all fighters within 6" that are Standing and Active (friend or foe) with the exception only of a Masked Killer (friend or foe) must immediately make a Cool check. If this check is passed, nothing happens. If, however, this check is failed, the fighter immediately becomes Pinned.

In addition, should a Mindfrayed ever fail a Nerve test, all fighters (friend or foe) within 6" of the Mindfrayed must also take a Nerve test or become Broken. While a Mindfrayed is Broken, fighters within 6" of it may not themselves recover from being Broken.

EQUIPMENT

The Masked Killer is armed with a master-crafted power sword and laspistol, or a master-crafted long rifle and laspistol. The Masked Killer counts as being equipped with an infra-sight and photo-goggles, and wears mesh armour.

The Mindfrayed is armed with a pair of flails.

SKILLS

A Masked Killer has the Dodge skill (as described in the *Necromunda Rulebook*).

A Mindfrayed has the Berserker skill (as described in the *Necromunda Rulebook*).

"Throne gelt makes the world go round, and someone has to count it all."

Lucien 'the Hammer'
Hargen,
Nexus Nines,
House Van Saar,
On the Merchant Guild

ADDITIONAL RULES

This section presents a collection of additional rules for running Van Saar gangs in games of Necromunda. These rules are intended to provide Van Saar players with a variety of new options, including new skills and abilities. This section also includes scenarios specific to House Van Saar, as well as extra scenario and post scenario rules such as Sub-plots and House Favours, both keyed to the House of Artifice.

VAN SAAR HOUSE FAVOURS

Van Saar House Favours represent the largess of the clan masters taking a personal interest in a particular gang. They might also represent more powerful gangs helping out up and comers, Primes and Archeoteks of great renown aiding their clan brothers and sisters in whichever manner they deem most appropriate.

To use the Van Saar House Favours table the gang 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 Favours result.

VAN SAAR HOUSE FAVOURS

2D6	RESULT
2	**Mind Wipe:** The House masters believe the gang has more than enough tools to achieve its goal, and punishes it for not evaluating its resources correctly. One of the gang's fighters, chosen by the player, is permanently removed from their gang roster, along with all of that fighter's equipment.
3-5	**Unwilling Upgrade:** If the gang would ask the favour of the House masters, its members must also prove they are willing to advance the knowledge of the House. Randomly select two fighters in your gang. Every weapon carried by those fighters that does not have the Melee trait gains the Unstable trait until the end of this Campaign week, unless it already has it. If a chosen fighter is part of the starting crew for a battle and finishes that battle without being Seriously Injured or taken Out of Action, they immediately gain an additional D3 XP.
6-8	**Trip to the Tech Bazaar:** The most reliable of weapons are always in stock. The player can add 2D6x10 credits worth of weapons from the Van Saar Tek equipment list (see page 45). Any credits not spent on these weapons are lost.
9-10	**Smooth Skin:** The most ambitious, and often successful young bloods travel from gang to gang, proving their skill through the fires of battle. The player can add one Neotek to their gang for the rest of the current Campaign week. If no appropriate models are available, re-roll this result. The Neotek is equipped with an armoured undersuit and grav-cutter as normal, and a 'Hystrar' pattern energy shield and plasma pistol free of charge. However, the plasma pistol (both profiles) gains the Reckless trait.
11-12	**Cranial Inload:** The Van Saar, long ago, engineered a method to temporarily bestow muscle memory patterns upon test subjects, and their masters have seen fit to share this technique with the gang. The player randomly chooses one of their fighters, and this fighter gains a single random skill from either a Primary or Secondary skill set chosen by the player. If the fighter already has the generated skill, the player may instead choose a skill from that skill set.
13+	**Gifts of the Archeoteks:** The player may choose one of their fighters and immediately give them a single piece of Archaeo-Cyberteknika (or upgrade one of their pieces of Cyberteknika) for free.
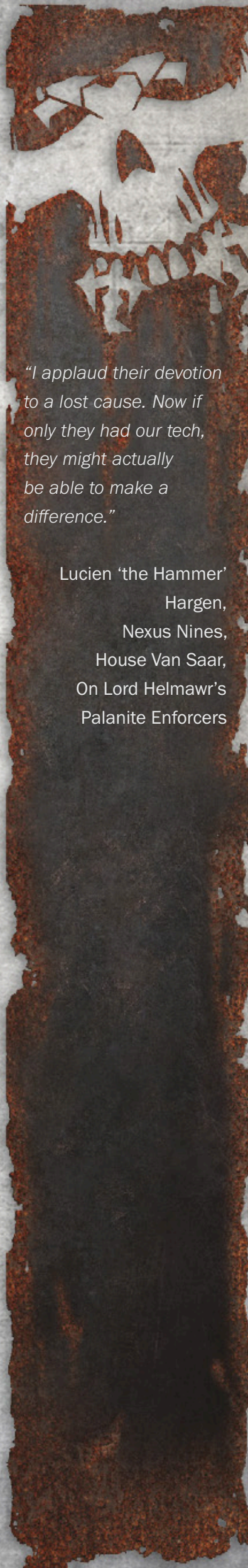
VAN SAAR SUB-PLOTS

The gangs of House Van Saar operate to protect the interests of the House, ensuring its vast manufactoria operations are protected from hostile rivals whilst simultaneously keeping the secrets of the House secure from outsiders. To do this, Van Saar gangs rely on their technological superiority and the intellectual prowess of hand-picked gang leaders to present shows of unrivalled strength through superior tactics and firepower. Where other gangs rely on brute force or dogged determination to win a fight, House Van Saar prefers to outwit and outgun its foes.

If players are using Sub-plots in their games (see the *Necromunda Rulebook*), then a Van Saar player may choose to use the Van Saar Sub-plots table rather than any of the ones in the rulebook. Unlike the Sub-plots in the rulebook, Van Saar Sub-plots do not use suits (i.e., any Ace drawn will represent the Retaliatory Fire Sub-plot regardless of its suit).

JERGE FURY
COLDFIRE CABAL
HOUSE VAN SAAR

VAN SAAR SUB-PLOTS (ANY SUIT)

CARD	SUB-PLOT
Ace	**Retaliatory Fire:** Reveal this Sub-plot if a Champion or Leader belonging to your gang is Seriously Injured or taken Out of Action by an enemy fighter. If, at the end of the Action phase, that enemy fighter is Seriously Injured or taken Out of Action, every fighter in your gang gains 1 XP. If the enemy fighter is not Seriously Injured or taken Out of Action by then, this card is discarded.
2	**Methodical:** Reveal this Sub-plot the first time a Seriously Injured enemy fighter is taken Out of Action by one of your fighters as a result of a Shoot (Basic) action. Your fighter immediately gains an additional 1 XP.
3	**Shooting Gallery:** The first time one of your fighters becomes Engaged by an enemy fighter, discard this Sub-plot. If, at the end of the battle, this Sub-plot has not been discarded, reveal this Sub-plot. If you do so, your gang earns D3 Reputation, in addition to any scenario rewards.
4	**Forward Thinking:** Reveal this Sub-plot when your opponent plays a gang tactic. If you have yet to play a gang tactic this battle, immediately gain one randomly determined gang tactic. If your opponent has played two or more gang tactics before this Sub-plot is revealed, and you have yet to play any gang tactics, immediately gain two randomly determined gang tactics instead.
5	**Radiation Purge:** Reveal this Sub-plot the first time an enemy fighter reduces their Toughness characteristic to 0 due to a 4+ being rolled as a result of the Rad-phage trait. Your gang gains D3 Reputation. If, however, that enemy fighter was a Champion or Leader, then your gang gains D6 Reputation instead.
6	**Seize the System:** If, at the start of any of your activations, two or more fighters have made a successful Intelligence check this round, for any reason, reveal this Sub-plot. You may immediately open, close and/or lock all doors on the battlefield, determining what happens to each door individually.
7	**Sucker Punch:** Reveal this Sub-plot if an enemy fighter becomes Seriously Injured or is taken Out of Action by a Reaction attack made by one of your fighters. That fighter gains an additional D3 XP.
8	**Well-prepared:** The first time one of your fighters fails an Ammo check, discard this Sub-plot. If, at the end of the battle, this card has not been discarded, your gang gains an additional D3 Reputation.
9	**Reliable Tech:** Reveal this Sub-plot during the Choose Crew steps of the pre-battle sequence. For the duration of the battle, only weapons with the Plentiful trait can be used; if a fighter that is part of your crew does not have such a weapon, they count as being equipped with a laspistol until the end of the battle, after which the laspistol is discarded. Should your gang win the scenario, it receives 2D6x10 credits, in addition to any scenario rewards.
10	**Shoot for the Head:** Reveal this Sub-plot if a fighter from your gang Seriously Injures or takes your opponent's Leader Out of Action with a Shoot (Basic) action. Your gang immediately gains D3 randomly determined gang tactics.
Jack	**Explosive Message:** Reveal this Sub-plot during the Wrap-up if, during the battle, one of your fighters Seriously Injured or took Out of Action at least three enemy fighters with attacks made with weapons with the Grenade trait. Your gang gains D6x10 credits, in addition to any scenario rewards.
Queen	**Deadeye:** Reveal this Sub-plot the first time an enemy fighter is Seriously Injured or taken Out of Action as a result of an Improbable Shot (i.e., the shot hit after rolling a 6 for the Improbable Shot and then successfully Injured the target) made by one of your fighters. That fighter gains an additional D3 XP and your gang gains an additional D3 Reputation.
King	**Burning with Energy:** Reveal this Sub-plot in the End phase of any round in which at least three enemy fighters have been taken Out of Action by any attacks with plasma weapons (i.e., plasma pistol, plasma gun, plasma cannon or plasma grenades). Your gang immediately gains one randomly determined Gang Tactic. If any of the fighters taken Out of Action in this way were a Leader or Champion, you gain two gang tactics instead.

TECH SKILLS

The gang fighters of House Van Saar differ from those of their rivals in a number of key areas. Where other Houses prize brute strength or savage combat prowess above all else, the Van Saar place their trust in advanced weapons and superior training. Tech skills are unique to House Van Saar. They represent both the technological know-how of the House and the superior craftsmanship and understanding of technology shown by its members, and the cold, calculating nature of the Van Saar themselves, fighters renowned for their clinical approach to the business of shedding blood. They are generally restricted to the most senior members of the House, such as gang Leaders and Champions.

TECH SKILLS

D6	Skill
1	Cold and Calculating
2	Gadgeteer
3	Mental Mastery
4	Photonic Engineer
5	Rad-phaged
6	Weaponsmith

COLD AND CALCULATING

Once per round, when making a Cool or Willpower check, this fighter may make the check against their Intelligence characteristic instead.

GADGETEER

If this fighter is in the starting crew, prior to the first turn, they may modify the Weapon Traits of any weapon they carry that has the Plentiful trait. If they do so, until the end of the battle the weapon loses the Plentiful trait and gains one of the following, as chosen by the controlling player: Knockback, Pulverise, Rending or Shock. Alternatively, a Plentiful weapon with the Rapid Fire (X) trait can add one to the X value. E.g., a Rapid Fire (1) would become Rapid Fire (2).

MENTAL MASTERY

This fighter cannot become subject to the Insane condition. In addition, if this fighter is chosen as the target of a Wyrd Power, and is Standing and Active or Prone and Pinned, they may attempt to Disrupt the power as if they were a Psyker.

PHOTONIC ENGINEER

This fighter may apply a +1 modifier to the Strength characteristic of all las weapons used by them. Doing so, however, causes the weapon to gain the Unstable trait. In addition, this fighter may re-roll failed Ammo checks with las weaponry, provided the weapon does not have the Unstable trait.

RAD-PHAGED

When this fighter is hit by a weapon with the Gas or Toxin traits, the opposing player must roll two D6 and discard the highest roll when rolling to see if this fighter is affected.

In addition, should this fighter suffer a hit from a weapon with the Rad-phage trait, roll an additional D6 as normal. However, on a roll of 4 or higher, they do not suffer an additional Flesh Wound. Instead, the fighter may discard a Flesh Wound they have already suffered.

Finally, in any scenario that uses the Pitch Black rules, this fighter always counts as being Revealed.

WEAPONSMITH

Any weapons this fighter is equipped with lose the Scarce trait if it has it. Any weapons this fighter is equipped with will gain the Plentiful trait if it does not have the Scarce trait. Weapons that already have the Plentiful trait gain no additional benefit from this skill.

VAN SAAR ARCHAEO-CYBERTEKNIKA

House Van Saar has a well-deserved reputation for tech, and bionics in particular, their artisans providing augmetics for many of the Great Houses, as well the Merchant Guild, powerful criminals, and anyone else who can pay their high prices. This mastery of the cybernetic comes not solely from a desire to bring wealth to the Clan House, but out of a necessity to preserve the failing flesh of its people. By the time a Van Saar clanner comes of age, their body will already be starting to fail them, kept alive only by the systems of their survival suits. As they age, or are wounded in the endless wars of the underhive, their body will degrade further, and only the intervention of augmetics can keep them going. Fortunately for a Van Saar ganger, access to the clan's Cyberteknika (as it is known within the Clan House) is plentiful, and a successful fighter can greatly extend their own life span, enhance their abilities and hide their inward degeneration through the use of masterfully wrought artificial skin and limbs.

USING ARCHAEO-CYBERTEKNIKA

All Van Saar fighters have access to Cyberteknika, and as they gain advances or suffer injuries they can use Cyberteknika to repair and enhance themselves. There are a few ways for a fighter to gain a piece of Cyberteknika – either to repair a Lasting Injury, once they have spent Experience points for an advancement (representing the fighter's body aging) or during gang creation (reflecting the older, more experienced, members of the gang).

To repair a Lasting Injury, during any post-battle sequence, the player simply pays the credits cost for the Cyberteknika associated with the injury (Eyes, Hands, etc) and places the fighter Into Recovery. Once the fighter leaves Recovery, the effects of the Injury will have been replaced with the effects of the Cyberteknika.

Alternatively, when a fighter gains a new advance, they may also replace any of their body parts with a piece of the Cyberteknika, paying the credits cost and going Into Recovery as above.

Finally, Van Saar fighters with the Gang Hierarchy (X) special rule may be given Cyberteknika during gang creation at the cost listed as follows.

ANSPACH GORDO BROKEN BROTHERHOOD HOUSE VAN SAAR

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UPGRADING ARCHAEO-CYBERTEKNIKA

Once a fighter has a piece of Cyberteknika, it is permanent. Cyberteknika can be used to replace any Bionics (as found in the Trading Post) in the location it is taken (Eyes, Hands, etc), and a fighter can only have one type of Cyberteknika in each location on their body. All Cyberteknika comes in three levels, ranked Alpha (the most basic), Gamma (intermediate), and Omega (the most advanced). When a fighter gains a piece of Cyberteknika, they can choose any level provided they can pay its cost in credits.

Fighters can also upgrade their Cyberteknika – this is the only instance in which they can change the type of Cyberteknika they have. To upgrade a piece of Cyberteknika the fighter must pay the difference between the cost of the level they have and the next level up, after which they will go into Recovery. Once the fighter leaves Recovery, they gain the improved piece of Cyberteknika (i.e., Alpha becomes Gamma and Gamma becomes Omega). Omega Cyberteknika cannot be upgraded.

DAMAGED ARCHAEO-CYBERTEKNIKA

If a fighter with Cyberteknika suffers a Lasting Injury to a location with Cyberteknika, roll a D6. On a 4+ the Lasting Injury itself is ignored, though the fighter must still go into Recovery. Otherwise the Cyberteknika is damaged and stops working (the fighter can no longer use its benefits), and the fighter then goes into Recovery. Note, however, that none of the other effects of the Lasting Injury are applied against the fighter.

To repair a piece of Cyberteknika the fighter must pay half its cost in credits during the pre-battle sequence of any battle, or during downtime in a Campaign.

CRANIAL CYBERTEKNIKA

Cranial Cyberteknika represents any number of cognitive cybernetics or brain implants that repair cortical damage or enhance mnemonic function:

• This Cyberteknika upgrade repairs the damage caused when a fighter suffers either a Head Injury or Humiliated result on the Lasting Injury table.
• This Cyberteknika upgrade may be damaged if the fighter suffers either a future Head Injury or Humiliated result on the Lasting Injury table.
• Each level of this Cyberteknika grants the fighter the benefits detailed below:

CRANIAL CYBERTEKNIKA

Level	Cost	Effect
Alpha	30 credits	This fighter is immune to the Insane condition.
Gamma	40 credits	This fighter is immune to both the Insane and the Intoxicated conditions.
Omega	75 credits	This fighter is immune to the Insane and Intoxicated conditions. In addition, the fighter cannot become Broken.

OCULAR CYBERTEKNIKA

Ocular Cyberteknika replaces the fighter's eyes with bionic enhancements, allowing them to see into a multitude of spectrums or shield them from the effects of blinding weapons like photon flash grenades:

- This Cyberteknika upgrade repairs the damage caused when a fighter suffers an Eye Injury result on the Lasting Injury table.
- This Cyberteknika upgrade may be damaged if the fighter suffers a future Eye Injury result on the Lasting Injury table.
- Each level of this Cyberteknika grants the fighter the benefits detailed below:

OCULAR CYBERTEKNIKA

Level	Cost	Effect
Alpha	50 credits	This fighter is considered to always be equipped with an infra-sight, the benefits of which are applied to any ranged weapon they carry.
Gamma	85 credits	This fighter is considered to always be equipped with both an infra-sight and a mono-sight, the benefits of which are applied to any ranged weapon they carry.
Omega	105 credits	This fighter is considered to always be equipped with an infra-sight and a mono-sight, the benefits of which are applied to any ranged weapon they carry, and photo-goggles.

SINDEXTROUS CYBERTEKNIKA

Sindextrous Cyberteknika repair hands and arms with corded bionics, making limbs more responsive and intricate manipulation far easier for the fighter, giving them a level of dexterity beyond that of their mortal flesh.
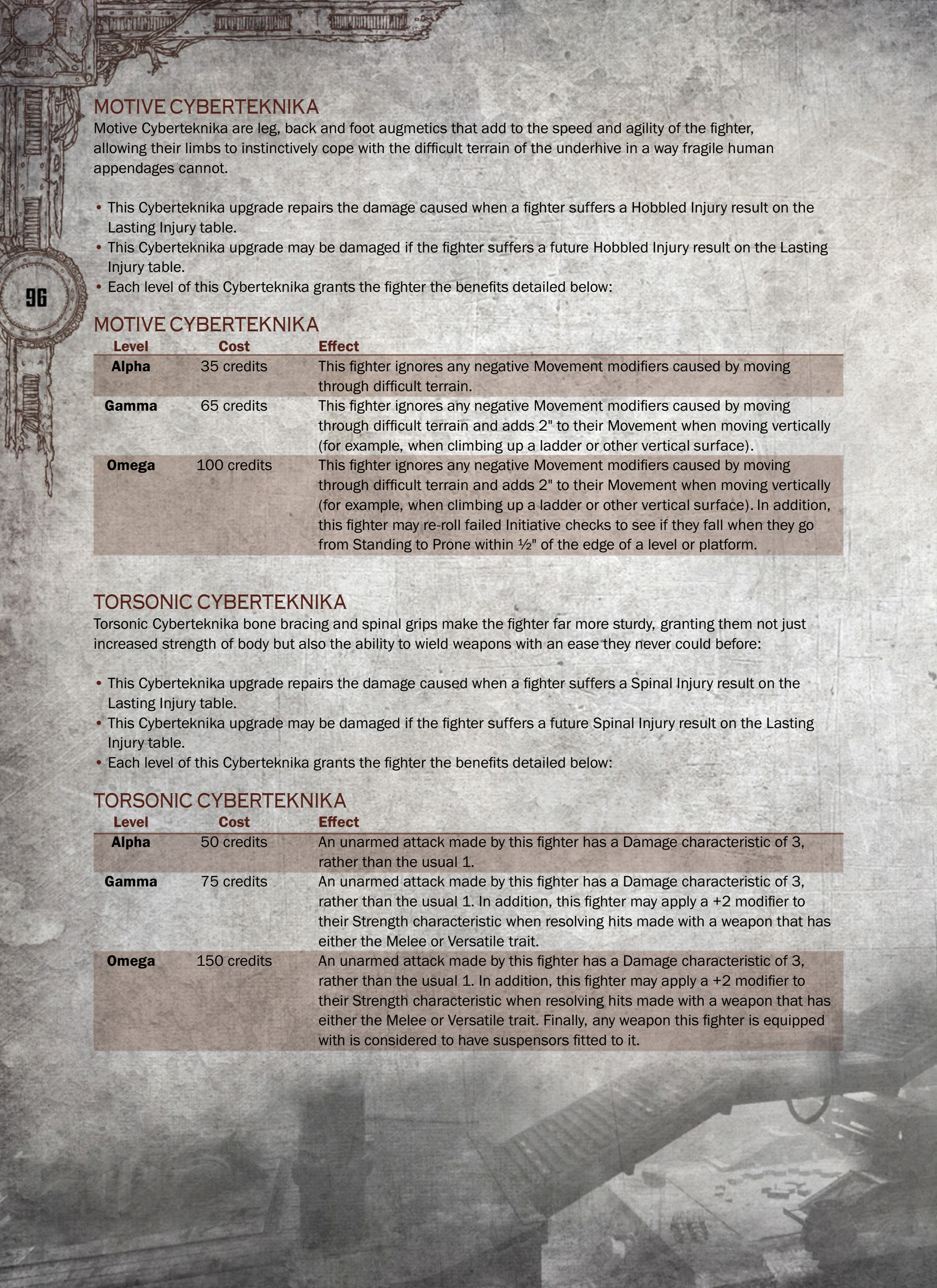
- This Cyberteknika upgrade repairs the damage caused when a fighter suffers a Hand Injury result on the Lasting Injury table.
- This Cyberteknika upgrade may be damaged if the fighter suffers a future Hand Injury result on the Lasting Injury table.
- Each level of this Cyberteknika grants the fighter the benefits detailed below:

SINDEXTROUS CYBERTEKNIKA

Level	Cost	Effect
Alpha	50 credits	This fighter ignores the effects of the Disarm trait.
Gamma	75 credits	This fighter ignores the effects of the Disarm trait and they do not suffer a -1 to hit modifier when making close combat attacks if they have to turn to face their opponent before attacking.
Omega	125 credits	This fighter ignores the effects of the Disarm trait and they do not suffer a -1 to hit modifier when making close combat attacks if they have to turn to face their opponent before attacking. In addition, this fighter's attacks cannot be parried.

MOTIVE CYBERTEKNIKA

Motive Cyberteknika are leg, back and foot augmetics that add to the speed and agility of the fighter, allowing their limbs to instinctively cope with the difficult terrain of the underhive in a way fragile human appendages cannot.

- This Cyberteknika upgrade repairs the damage caused when a fighter suffers a Hobbled Injury result on the Lasting Injury table.
- This Cyberteknika upgrade may be damaged if the fighter suffers a future Hobbled Injury result on the Lasting Injury table.
- Each level of this Cyberteknika grants the fighter the benefits detailed below:

MOTIVE CYBERTEKNIKA

Level	Cost	Effect
Alpha	35 credits	This fighter ignores any negative Movement modifiers caused by moving through difficult terrain.
Gamma	65 credits	This fighter ignores any negative Movement modifiers caused by moving through difficult terrain and adds 2" to their Movement when moving vertically (for example, when climbing up a ladder or other vertical surface).
Omega	100 credits	This fighter ignores any negative Movement modifiers caused by moving through difficult terrain and adds 2" to their Movement when moving vertically (for example, when climbing up a ladder or other vertical surface). In addition, this fighter may re-roll failed Initiative checks to see if they fall when they go from Standing to Prone within ½" of the edge of a level or platform.

TORSONIC CYBERTEKNIKA

Torsonic Cyberteknika bone bracing and spinal grips make the fighter far more sturdy, granting them not just increased strength of body but also the ability to wield weapons with an ease they never could before:

- This Cyberteknika upgrade repairs the damage caused when a fighter suffers a Spinal Injury result on the Lasting Injury table.
- This Cyberteknika upgrade may be damaged if the fighter suffers a future Spinal Injury result on the Lasting Injury table.
- Each level of this Cyberteknika grants the fighter the benefits detailed below:

TORSONIC CYBERTEKNIKA

Level	Cost	Effect
Alpha	50 credits	An unarmed attack made by this fighter has a Damage characteristic of 3, rather than the usual 1.
Gamma	75 credits	An unarmed attack made by this fighter has a Damage characteristic of 3, rather than the usual 1. In addition, this fighter may apply a +2 modifier to their Strength characteristic when resolving hits made with a weapon that has either the Melee or Versatile trait.
Omega	150 credits	An unarmed attack made by this fighter has a Damage characteristic of 3, rather than the usual 1. In addition, this fighter may apply a +2 modifier to their Strength characteristic when resolving hits made with a weapon that has either the Melee or Versatile trait. Finally, any weapon this fighter is equipped with is considered to have suspensors fitted to it.

VASCULAR CYBERTEKNIKA

Vascular Cyberteknika replaces key organs within the fighter's body, usually their heart and lungs, granting them resistance to the perils of the underhive, but also a level of regenerative ability.

- This Cyberteknika upgrade repairs the damage caused when a fighter suffers an Enfeebled Injury result on the Lasting Injury table.
- This Cyberteknika upgrade may be damaged if the fighter suffers a future Enfeebled Injury result on the Lasting Injury table.
- Each level of this Cyberteknika grants the fighter the benefits detailed below:

VASCULAR CYBERTEKNIKA

Level	Cost	Effect
Alpha	40 credits	This fighter may apply a +1 modifier to their Toughness characteristic for the purposes of the number of Flesh Wounds they can take before going Out of Action.
Gamma	80 credits	This fighter may apply a +1 modifier to their Toughness characteristic for the purposes of the number of Flesh Wounds they can take before going Out of Action. In addition, this fighter may re-roll any Toughness check they are required to make.
Omega	130 credits	This fighter may apply a +1 modifier to their Toughness characteristic for the purposes of the number of Flesh Wounds they can take before going Out of Action. In addition, this fighter may re-roll any Toughness check they are required to make. Finally, in the End phase of each round, this Fighter may discard a Flesh Wound they have suffered.

MODELLING ARCHAEO-CYBERTEKNIKA

The bionics used by the Van Saar, while functionally very similar to those employed by the majority of Necromundans, are of exceptional quality. Quite often they will be indistinguishable from human limbs, especially if concealed under their survival suits, and to the untrained eye a Van Saar fighter might appear completely natural – even if they are anything but. With this in mind, players should feel free to add Cyberteknika to their Necromunda models without the need to convert them – it can be imagined that the fighter's enhancements are hidden under their suit or appear identical to the real thing. That said, if a player wants to represent bionic limbs, eyes and other augments (perhaps raiding other kits from the Citadel Miniatures range for parts) then they should be able to do so, for not all Van Saar fighters favour subtlety, and many wear their bionics out in the open for all to see.

VAN SAAR TERRAIN

Gangs often make use of cunning terrain in their battles against their rivals. Sometimes this is whatever is lying around the underhive battlefield, such as barrels for cover or boltholes from which to launch ambushes. Other times they bring the terrain with them, setting up fixed weapon platforms, defensive barricades or piles of ammo crates within easy reach of their fighters.

Van Saar gangs can call upon a number of specialist terrain features to include in their gang. These pieces of terrain are bought from the Trading Post during the post-battle sequence. Once bought, they are added to the gang's stash, and can be fielded in any battle the gang takes part in unless noted otherwise.

PLACING GANG TERRAIN

Gang terrain is placed on the battlefield before any fighters are deployed. A gang can place its terrain in its own deployment area, or, if noted, in no-man's-land (i.e., anywhere outside their opponent's deployment zone and their own deployment zone). Some pieces of terrain (as noted in their descriptions) can only be used if the gang is the defender in a scenario with an attacker and a defender.

VAN SAAR TERRAIN

TERRAIN	COST	AVAILABILITY
Rad cannon Emplacement	145 credits	Rare (8)
Thermal Mine	70 credits	Rare (11)
Energy Sink	60 credits	Rare (10)
Rad Casters	40 credits	Rare (10)
Archaeo-relic	80 credits	Rare (9)

HIDDEN TRAPS

Some traps are cunningly hidden among the gloom and debris of the underhive, fighters not knowing if a pile of rubble is just more rubbish or a deadly surprise. If a trap uses the Hidden Traps rule then it is represented on the battlefield by not one but six markers. These markers can be tokens, or appropriate terrain elements on 25mm bases. When preparing these markers, one out of the six is the real trap (mark its underside, or secretly make a note to determine which one is real), the others are false traps. When a fighter triggers a trap, as detailed in the trap's description, it is revealed. False traps are discarded while the real trap remains on the battlefield. Note that even when the real trap is revealed, other false traps remain on the battlefield until they have been interacted with – this is important if more than one trap is in play, as it will keep the enemy guessing as to just how many traps remain to be discovered.

RAD CANNON EMPLACEMENT

The signature weapons of House Van Saar are those which utilise the same deadly radiation that blights the very existence of the Van Saar themselves against their enemies. To the Van Saar, such weapons hold little terror – they are accustomed to wearing protective gear that shields them against this invisible poison, and spend their lives enduring the painful treatments required to purge their thin blood of radiation – but to outsiders, the debilitating after-effects of Rad weapons are fearful to behold.

Van Saar gangs can only include a Rad Cannon Emplacement if they are the defender in a scenario with an attacker and defender. A Rad Cannon Emplacement uses the following profile:

| Weapon	Rng		Acc						Traits
	S	L	S	L	S	AP	D	Am	
Rad Cannon	24"	48"	-	-1	2	-2	1	3+	Blast (5"), Fixed, Rad-phage, Unwieldy

THERMAL MINE

A Thermal Mine is a larger, more powerful version of a melta bomb. When set off, the area within several metres of the mine is rapidly heated to temperatures high enough to melt rock. The effect on living organisms is profound, to say the least!

Thermal Mines are traps, and use the Hidden Traps rules. Thermal mines can be set up anywhere on the battlefield outside of your opponent's deployment area.

When an enemy fighter moves within 2" of a Thermal Mine marker, they must immediately stop and make an Initiative check. If this check is passed, they can continue their movement as normal. If it is failed, flip over the marker to see if it is the real trap as per the Hidden Traps rule. If it is a false trap, discard the marker. If it is the real trap, it explodes immediately with the following profile. Note that when a Thermal Mine explodes, every fighter that is currently within 6" of the marker is hit, whilst those that are within 3" of the marker are not only hit, but suffer the effects of the Melta trait.

Weapon	Rng		Acc						Traits
	S	L	S	L	S	AP	D	Am	
Melta trap	3"	6"	-	-	8	-4	3	-	Blaze, Melta
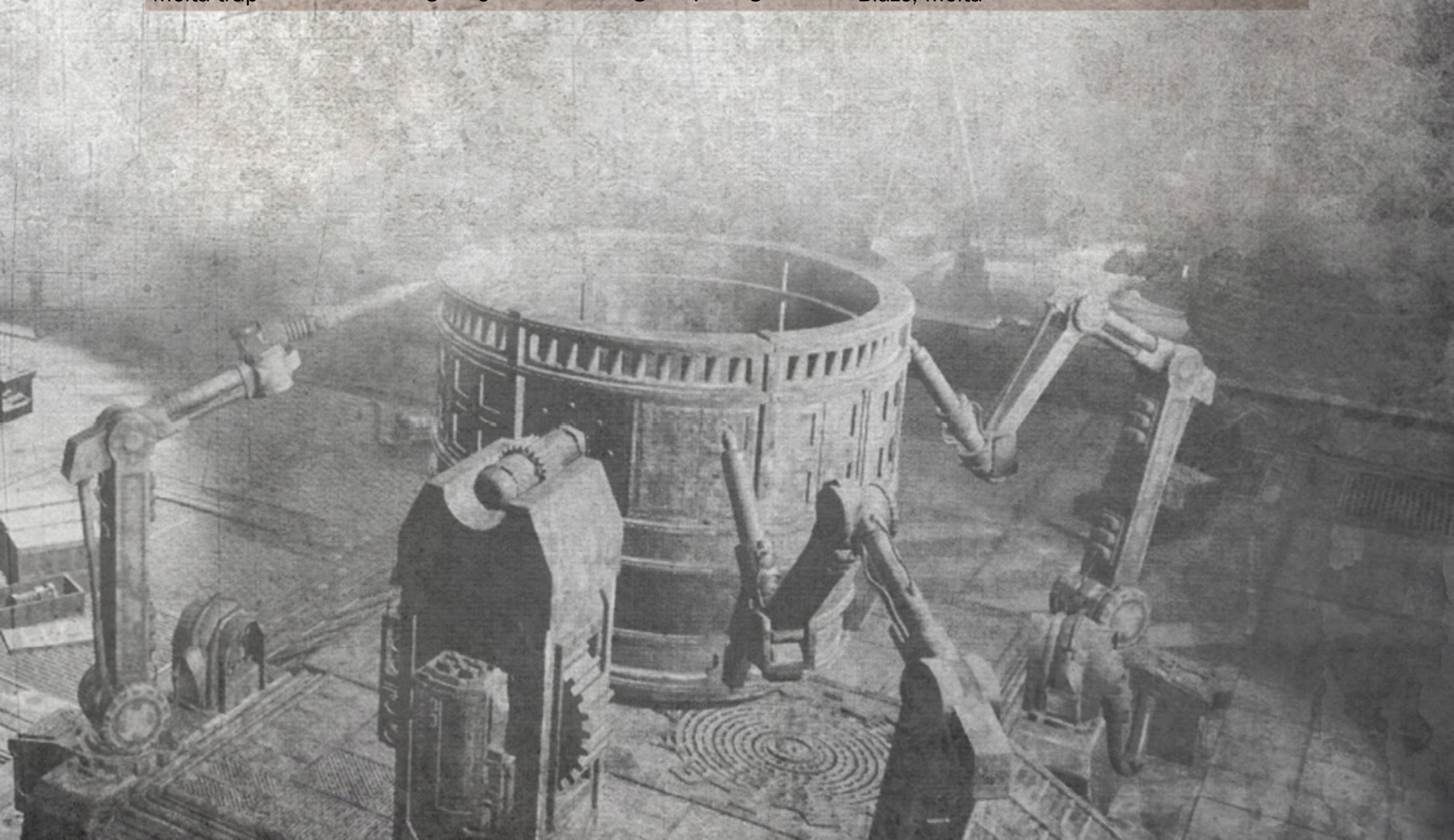
ENERGY SINK

An Energy Sink works by drawing power from its immediate environment to charge power cells. Prohibited across most of the Imperium due to how easily they can be misused to collect 'free' energy, House Van Saar seemingly cares little, utilising Energy Sinks to power their own weapons and disarm their enemies.

An Energy Sink can be represented by either a marker or a piece of terrain on a 25mm base. An Energy Sink can be set up anywhere on the battlefield outside of your opponent's deployment area.

Any fighter, friend or foe, that attempts to make a ranged attack with a las or plasma weapon, or a weapon with the Melta trait, or that attempts to make a close combat attack with a weapon with the Power trait whilst too close to an Energy Sink will find its Strength reduced:

- If the fighter is within 3" of the Energy Sink, reduce the weapon's Strength by D3, to a minimum of 1.
- If the fighter is within 6" of the Energy Sink, reduce the weapon's Strength by 1.

RAD CASTERS

Rad Casters hung from low ceilings or doorways slowly release deadly radiation into the air. They can be represented by either a marker or a piece of terrain on a 25mm base, and can be set up anywhere on the battlefield outside of your opponent's deployment area.

In the End phase, a fighter within 3" of a Rad Casters must make a Toughness check, adding +1 to the roll for each item of Wargear and armour that protects against weapons with the Rad-phage trait. If this check is failed, or the roll was a natural 6, the fighter suffers an immediate Flesh Wound.

Rad Casters can be thrown by a friendly fighter in base contact with them, just as if they were a grenade. Work out this attack as normal, counting the Rad Casters as a rad grenade. Once the attack has been worked out, remove the marker from the battlefield.

ARCHAEO-RELIC

House Van Saar relics are shrines to the wonders of technology. Strange structures that combine together advanced cogitation devices, weird power sources, and bizarre sensor arrays. Such devices are so alien in design to outsiders that they could easily be mistaken for being xenos in origin, and their disturbing appearance, combined with the strange waves of static and pulses of white noise, can deeply affect even the most unflappable of underhivers.

An Archaeo-relic counts as a Gang Relic (see the *Necromunda Rulebook*). In addition, enemy fighters who end their activation within 3" of an Archaeo-relic must make an Intelligence check. If the check is passed, nothing happens. If, however, the check is failed, the fighter immediately becomes subject to the Insane condition (as described in the *Necromunda Rulebook*).

Van Saar gangs can only include an Archaeo-relic if they are the defender in a scenario with an attacker and defender. An Archaeo-relic can be represented by an appropriate marker or a suitably impressive piece of industrial terrain, painted in the colours of the gang and modelled to represent advanced technology utilising unnatural and dangerous energy sources.

Note that if the Archaeo-relic is defiled (see the *Necromunda Rulebook*), it loses the bonuses it provides to Cool and Leadership checks, but retains its other benefits.

HOUSE VAN SAAR SCENARIOS

"Every shot in its place, and a place for every shot."

Gang Prime Nactjagr, the Clockwork Killer

House Van Saar is exacting and unrelenting when it comes to gang warfare. For the House of Artifice, violence is merely another tool to be used and refined, crafted like a masterwork object until it is perfect in form and function. Every Van Saar fighter knows this, and knows their place in the great gang conflicts of Necromunda, as if they are cogs in a mighty machine, ticking, working and clicking in perfect unison with each other. Their function in the underhive is primarily the protection, testing and discovery of lost technologies, or new technologies born of the STC, and each gang battle is often carefully recorded, dissected and stored for future reference as a result. With this wealth of knowledge the House of Artifice can more easily advance its agendas, whether it is taking over the trade concerns of another Clan House, delving deep into the underhive, or hunting down rogue elements within their own clan.

The following scenarios are designed to reflect some of the tricks and tactics common to House Van Saar. They include the use of awakened technology to dominate the battlefield and their rivals, as well as the last rites of an Archeotek, as the curse of the STC finally catches up with them.

When a Van Saar player has the option of choosing the scenario for their game they can, with the permission of the Arbitrator, choose one of the following scenarios. Where one player is the attacker and the other is the defender, this will be detailed in the scenario.

KEERAN GANTZ
BROKEN BROTHERHOOD
HOUSE VAN SAAR

DESIGNER'S NOTE: DEATH FOR ALL!

While the scenarios presented here have been designed specifically for House Van Saar gangs, there is no reason that, with the permission of the Arbitrator, they might not be used for any gang. Scenarios such as Deus Ex Machina lend themselves well to multi-player scenarios, where multiple gangs attempt to bring down an Archaeo-Cyborg. By contrast, Last Rites for the Machine makes for an interesting Arbitrated game, with the Arbitrator taking control of the Fading Legend while one gang attempts to protect them from destruction – or, alternatively, the Arbitrator can bring an entire cabal of Archeoteks, pitting them against the players and their gangs.

DEUS EX MACHINA

A cruel intelligence stirs deep within the underhive.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described in the *Necromunda Rulebook*.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If one gang is of House Van Saar and their opponent is not, then the House Van Saar gang will be the attacker. Otherwise, the player whose gang has the lower rating is the attacker. If both gangs have the same rating, players roll off and the winner decides whether they will attack or defend.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. The attacker uses the Custom Selection (10) method to choose their crew. The defender uses the Random Selection (10) method to determine their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment, as described in the *Necromunda Rulebook*.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when only one gang has fighters remaining on the battlefield or when the fighter harbouring the Abominable Intelligence has been taken Out of Action and the Abominable Intelligence captured.

VICTORY

The attacker wins if, at the end of the battle, the Abominable Intelligence has been captured. The defender wins if, at the end of the battle, the attacker has no fighters remaining on the battlefield and the Abominable Intelligence has not been captured. Any other result is a draw.

REWARDS

CREDITS

The victorious gang adds D6x10 credits to their Stash.

EXPERIENCE

Each fighter who took part in the battle earns 1 XP.

If, at the end of the battle, the Abominable Intelligence has been captured, the fighter that captured it earns D3 XP.

REPUTATION

If the defender is victorious, they gain D3 Reputation.

If the attacker is victorious, they gain D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

LARS LONGSHOT
BROKEN BROTHERHOOD
HOUSE VAN SAAR

GHOST OF THE MACHINE SPIRIT

A single randomly determined fighter within the defender's starting crew has been possessed by the Abominable Intelligence residing within a tech-trinket picked up as a curio from the local bazaar. The influence of this malign machine spirit improves each of this fighter's characteristics by 1 (to a maximum of 1+ or 10, as appropriate) for the duration of this battle.

In addition, this fighter may make a 5+ save roll against any attack made against them. This save cannot be modified by a weapon's Armour Piercing value. However, only one save attempt can be made per attack, therefore the controlling player must choose to either make a save attempt using the fighter's armour save, or using this special rule.

The player controlling the defending gang should place an appropriate marker on this fighter's Fighter card, representing the tech-trinket.

The identity of this fighter is known to the attackers at the start of the battle, and the attackers are hunting this fighter, certain that the machine spirit possessing them holds many secrets. To aid them, every member of the attacker's starting crew has been equipped with a containment unit with which to capture the Abominable Intelligence.
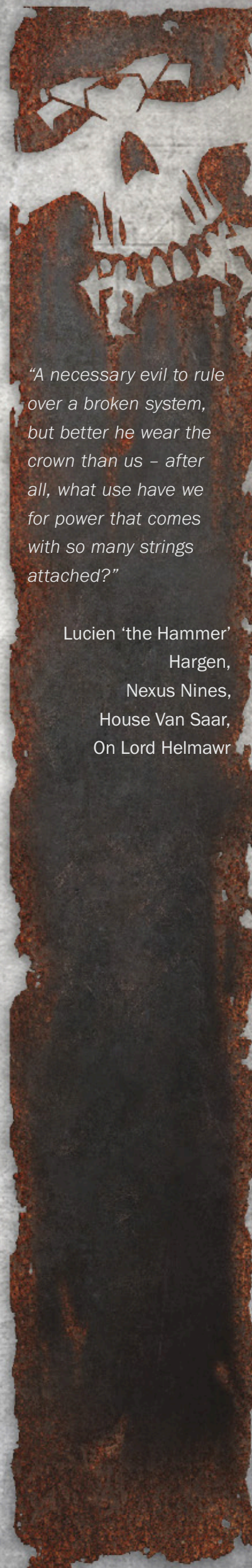
CAPTURING THE ABOMINABLE INTELLIGENCE

The attacker's first priority is to take the possessed fighter Out of Action. Once this is done, the Abominable Intelligence can be captured. Should the possessed fighter be taken Out of Action, when the model is removed from play, replace it on the battlefield with the tech-trinket marker. This represents the tech-trinket harbouring the Abominable Intelligence being dropped by the downed fighter.

Any member of the attacking gang that is within 1" of this marker can attempt to capture it using their containment device. To do so, the fighter makes the Operate Containment Device (Double) action and immediately makes an Intelligence check with a -2 modifier. If this check is passed, the fighter takes possession of the marker (place it on their Fighter card). If this check is failed, the marker remains on the battlefield.

"THAT'S OURS!"

Whilst the marker representing the tech-trinket lies on the battlefield and is not in the possession of a fighter, any member of the defending gang can pick it up. To do so, the fighter must be within 1" of the marker and must perform the Pick Up Tech-trinket (Simple) action.

Once a fighter has picked up the tech trinket, they become possessed by the Abominable Intelligence (as described above). The marker is placed on their Fighter card and they immediately become the focus of the attackers' attention!

"A necessary evil to rule over a broken system, but better he wear the crown than us – after all, what use have we for power that comes with so many strings attached?"

Lucien 'the Hammer' Hargen,
Nexus Nines,
House Van Saar,
On Lord Helmawr

LAST RITES FOR THE MACHINE

An Archeotek faces their final fight.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described in the *Necromunda Rulebook*.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If one gang is of House Van Saar and their opponent is not, then the House Van Saar gang will be the defender. Otherwise, the player whose gang has the lower rating is the defender. If both gangs have the same rating, players roll off and the winner decides whether they will attack or defend.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*. Both players use the Custom Selection (D3+7) method to choose their crew.

In addition, the defender's starting crew includes the Fading Legend, as described opposite.

DEPLOYMENT

This scenario uses the standard rules for deployment, as described in the *Necromunda Rulebook*.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when only one gang has fighters remaining on the battlefield.

VICTORY

The defender wins if, at the end of the battle, the Fading Legend has not gone Out of Action. The attacker wins if, at the end of the battle, the Fading Legend has gone Out of Action as a result of the "None of us are getting any Younger!" special rule. Any other result is a draw.

REWARDS
CREDITS

The victorious gang adds D6x10 credits to their Stash.

EXPERIENCE

Each fighter who took part in the battle earns 1 XP.

Every fighter belonging to the victorious gang earns 1 additional XP.

REPUTATION

If the defender is victorious, they gain D3 Reputation.

If the attacker is victorious, they gain D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

HANNAK SEVEN
COLDFIRE CABAL
HOUSE VAN SAAR

GOING OUT IN STYLE

The defender's starting crew must include the Fading Legend. This is a legendary House fighter who is rapidly approaching the end of their career as their aging body and many cyberteknika enhancements fail them. The Fading Legend has but one goal: to secure their legacy in a blaze of glory, facing their foes one last time before checking out:

- If the defending gang is of House Van Saar, the Fading Legend is a House Agent equipped with up to 400 credits worth of weapons, Wargear and Archaeo-cyberteknika.
- If the defending gang is of any other House, the Fading Legend may be either a House Agent or Bounty Hunter equipped with up to 300 credits worth of weapons and Wargear.

In both cases, the Fading Legend may be equipped with weapons and Wargear purchased from the equipment list used by the defender's Leader, from the Trading Post or from the Black Market.

"NONE OF US ARE GETTING ANY YOUNGER!"

Over the course of the battle, the Fading Legend will weaken and, if the battle proves too protracted, may even succumb to their failing health mid-fight. Keep track of how many rounds have been played and apply the following negative effects:

- In the End phase of rounds one, two and three, there are no negative effects to apply.
- In the End phase of round four, and in the End phase of each subsequent round, reduce by 1 the following characteristics on the Fading Legend's profile:
  - MA (to a minimum of 1")
  - BS (to a minimum of 6+)
  - WS to a minimum of 6+)
  - Wounds (to a minimum of 0)

Should the Fading Legend's Wounds characteristic be reduced to 0 in this way, they have succumbed to their failing health. The Fading Legend immediately goes Out of Action.

INSPIRATIONAL FIGURE

The Fading Legend provides huge inspiration to their fellow gangers, and to be able to fight with them one last time is an honour indeed. To represent this, the defending gang may choose to automatically pass any Bottle tests it is required to make whilst the Fading Legend is still on the battlefield.

HATED FOE

The Fading Legend is a hated foe to their enemies, and the opportunity to end their career in the underhive is not one to be missed. To represent this, any member of the attacking gang that can target the Fading Legend with a ranged attack can do so even if they are not the closest target, without having to first pass a Cool check to do so.

"No machine is truly ever dead – not so long as a spark of power still runs through its veins. The followers of the Omnissiah call it the 'machine spirit', but we know better – we understand what really makes it tick."

Cornalis Gar,
Rogue Factoria,
Hive Primus

VAN SAAR GANGERS

PRIME WITH PLASMA GUN
AND SHOCK STAVE

TEK WITH LASGUN

AUGMEK WITH
RAD CANNON

TEK WITH
TWO PLASMA PISTOLS

PRIME WITH COMBI-MELTA
AND ENERGY SHIELD

TEK WITH LASGUN

Van Saar fighters have a very futuristic look compared to the other gangs of Necromunda; their advanced body armour, weapons and wargear a collection of tightly interlocking plates, panels and circuitry that lends itself well to sharp highlights and complimentary colours. The dark colours used to paint the Van Saar models on this page illustrate these strengths, giving the fighters a look of well-equipped professionals, wearing highly-fabricated armour and carrying well-engineered weapons, their gear far beyond the usual standards for hive warfare. This quality of wargear contrasts with their flesh, where we can see it; the sickly, pallid skin of the Van Saar also speaking volumes about their Clan House and its unique curse.

TEK WITH LAS CARBINE

SUBTEK WITH TWO LASPISTOLS

TEK WITH LASGUN

TEK WITH SUPPRESSION LASER

VAN SAAR ARCHEOTEKS AND NEOTEKS ON GRAV-CUTTERS

NEOTEKS ON GRAV-CUTTERS WITH LASPISTOLS AND ENERGY SHIELDS

House Van Saar has access to some of the most advanced tech on Necromunda, including the flying grav-cutters and the esoteric weaponry of the Archeoteks. On the Neoteks on grav-cutters above, we can see that the sky boards have been painted to match the fighters themselves, giving the sense that their armour, weapons and wargear have all come from the same manufacturing source. By contrast, the Archeoteks shown below have had gold metallics added to their armour and weapons; giving the impression that they hold a higher rank within the Clan House and their equipment is similarly of a higher standard.

ARCHEOTEK WITH RAD BEAMER AND PLASMA PISTOL

ARCHEOTEK WITH SPIDER-RIG AND PLASMA PISTOL

COLOURS OF HOUSE VAN SAAR

There is a huge variety of colour schemes that can be used to capture the advanced armour and tech of the Van Saar. Dark or artificial looking colours work particularly well, giving the appearance of materials produced using high-tech means rather than shaped by hand or built using more base metals and fabrics. In some of the examples presented on this page, we can see how contrasting colours can be used to bring out the layered plates of the fighters' armour. Sharp edge highlights further throw each plate into contrast with the armour around it, while the sparing use of bright metallics draws the eye to the workings of their weapons.

Metallic colours are also especially appropriate for the fighters of House Van Saar. In the examples below, we can see how a combination of metallics creates a distinctive colour scheme for the gang, making their armour and weapons look as if they have been constructed from exotic ferric materials, finished with strange polymers, or made from some kind of ceramics – all adding to the impression of highly advanced fabricating methods. Another technique that works well with the energy-focused fighters of Van Saar is the adding of glow effects – as can be seen in the lenses of the fighter below, a faint glow around a weapon power pack or eyepiece giving the impression of power emanating from within.

TEK WITH PLASMA PISTOL AND LASPISTOL

TEK WITH SUPPRESSION LASER

TEK WITH LAS CARBINE

ARCHEOTEK WITH SPIDER-RIG AND PLASMA PISTOL

AUGMEK WITH PLASMA GUN

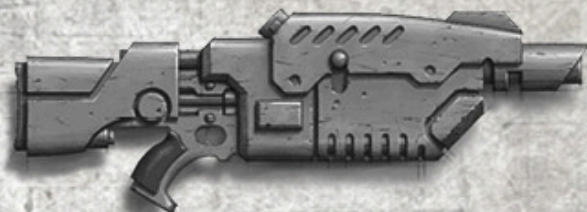**TEK WITH LASGUN**

TEK WITH LASGUN

HOUSE VAN SAAR WEAPONRY

PLASMA PISTOL
HOUSE VAN SAAR
PRIMUS PATTERN

LASPISTOL
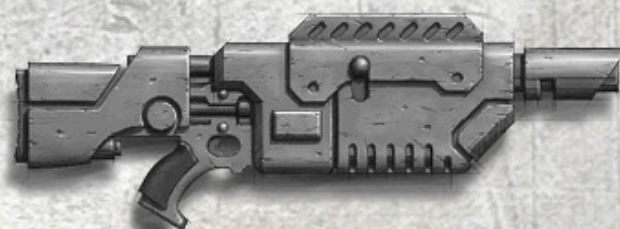HOUSE VAN SAAR
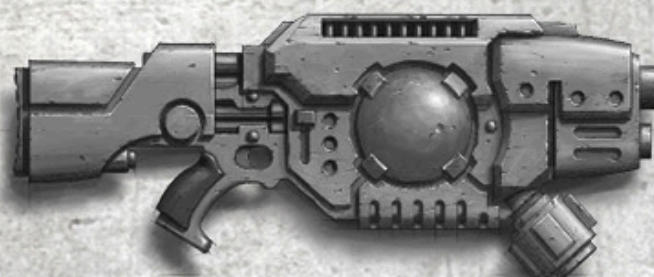NIHILUS PATTERN

'TOMAZ' NIHILUS PATTERN
LASGUN

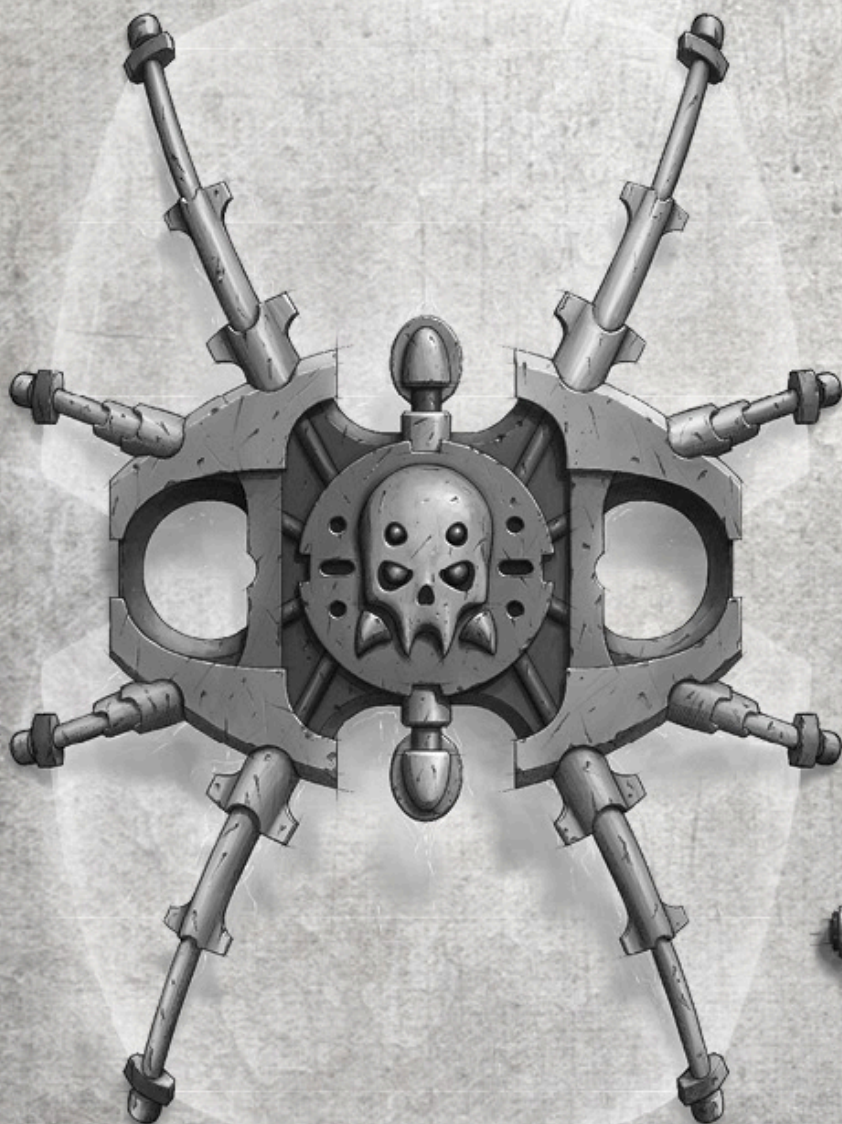COMBI-WEAPON –
LAS PISTOL/MELTA
MAGNA-NEEDLE MK X
PATTERN

HOUSE VAN SAAR
MANUFACTURED
GRENADES (FRAG,
KRAK, RAD)
LAS CARBINE

HOUSE VAN SAAR
NIHILUS PATTERN
PLASMA GUN

'WHITEFIRE' VARIANT
RAD CANNON NIHILUS

PATTERN 'HAB
PURGER' VARIANT
SHOCK STAVE

ENERGY SHIELD
'HYSTRAR' PATTERN
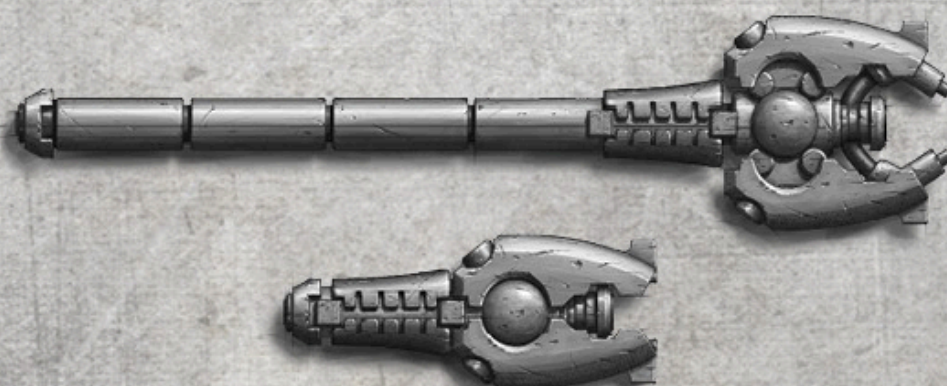
VAN SAAR PATTERN
(EXTENDED & RETRACTED)

HAND FLAMER
'COLDFIRE' VARIANT

COMBI-WEAPON –
LASPISTOL/PLASMA,
ULTRA-NEEDLE MK IX
PATTERN

SERVO CLAW
HOUSE VAN SAAR
'ARACHNIS' PATTERN
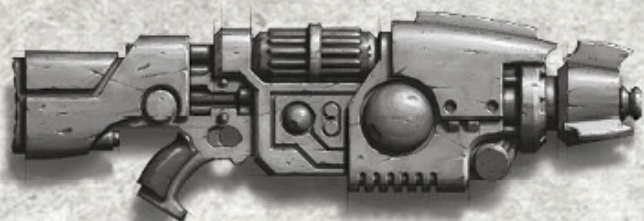
RAD GUN
NIHILUS PATTERN
'CLEANSING'

PLASMA CANNON
PRIMUS PATTERN
'SUPERNOVA' VARIANT
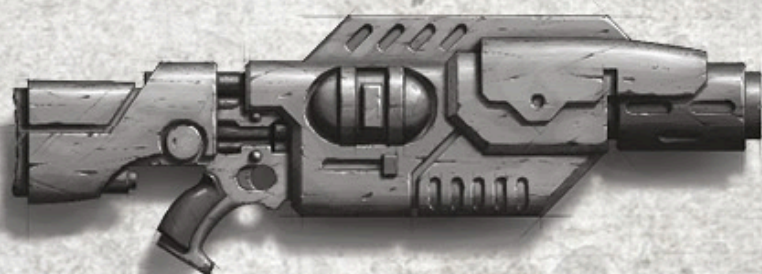
MELTAGUN
HOUSE VAN SAAR
'INFERNUS' PATTERN
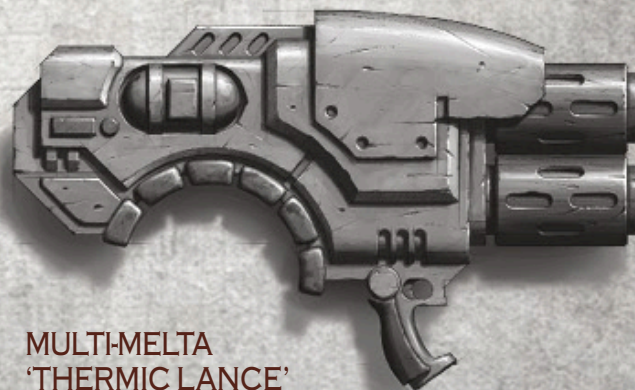
MULTI-MELTA
'THERMIC LANCE'
MK XI PATTERN

FLAMER
'COLDFIRE' VARIANT

SHOCK MAUL
PRIMUS PATTERN
'EQUALIZER'

GRAV GUN
'HYSTRAR' MK XII PATTERN

POWER KNIFE
NIHILUS PATTERN
UTILITY BLADE

WEAPON REFERENCE CHART

This reference section contains weapon profiles, Wargear rules and Weapon Traits for all of the weapons and Wargear available to House Van Saar gangs and their allies.
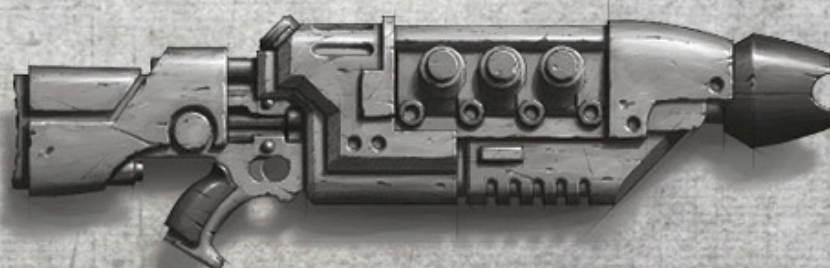
BASIC WEAPONS

Weapon	Rng S	Rng L	Acc S	Acc L	S	AP	D	Am	Traits
Autogun	8"	24"	+1	-	3	-	1	4+	Rapid Fire (1)
Reclaimed autogun	8"	24"	+1	-	3	-	1	5+	Rapid Fire (1)
Boltgun	12"	24"	+1	-	4	-1	2	6+	Rapid Fire (1)
Combat shotgun									
- salvo ammo	4"	12"	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
- shredder ammo	-	T	-	-	2	-	1	4+	Scattershot, Template
Lasgun	18"	24"	+1	-	3	-	1	2+	Plentiful
Master-crafted lasgun	18"	24"	+1	-	3	-	1	2+	Master-crafted, Plentiful
Las carbine	10"	24"	+1	-	3	-	1	4+	Plentiful, Rapid Fire (1)
Master-crafted las carbine	10"	24"	+1	-	3	-	1	4+	Master-crafted, Plentiful, Rapid Fire (1)
Sawn-off shotgun	4"	8"	+2	-	3	-	1	6+	Plentiful, Scattershot
Shotgun									
- solid ammo	8"	16"	+1	-	4	-	2	4+	Knockback
- scatter ammo	4"	8"	+2	-	2	-	1	4+	Scattershot
Suppression laser									
- broad burst	4"	8"	+2	-	2	-	1	4+	Plentiful, Scattershot
- short burst	8"	16"	+1	-	4	-	2	4+	Knockback, Plentiful
Master-crafted suppression laser									
- broad burst	4"	8"	+2	-	2	-	1	4+	Master-crafted, Plentiful, Scattershot
- short burst	8"	16"	+1	-	4	-	2	4+	Knockback, Master-crafted, Plentiful
Throwing knives	Sx2	Sx4	-	-1	S	-1	-	5+	Scarce, Silent, Toxin

PISTOLS

Weapon	Rng S	Rng L	Acc S	Acc L	S	AP	D	Am	Traits
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Reclaimed autopistol	4"	12"	+1	-	3	-	1	5+	Rapid Fire (1), Sidearm
Van Saar pattern combi-pistol									
Primary component:									
- Las pistol	8"	12"	+1	-	3	-	1	2+	Combi, Plentiful, Sidearm
Secondary component:									
- Plasma gun (low)	12"	24"	+2	-	5	-1	2	5+	Combi, Rapid Fire (1), Scarce
- Meltagun	6"	12"	+1	-	8	-4	3	4+	Combi, Melta, Scarce
Hand flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Master-crafted laspistol	8"	12"	+1	-	3	-	1	2+	Master-crafted, Plentiful, Sidearm
Las sub-carbine	4"	12"	+1	-	3	-	1	4+	Plentiful, Rapid Fire (1), Sidearm
Master-crafted las sub-carbine	4"	12"	+1	-	3	-	1	4+	Master-crafted, Plentiful, Rapid Fire (1), Sidearm
Plasma pistol									
- low	6"	12"	+2	-	5	-1	2	5+	Scarce, Sidearm
- maximal	6"	12"	+1	-	7	-2	3	5+	Scarce, Sidearm, Unstable
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
- with dumdum rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm
Web projector (Cyberachnid)	-	T	-	-	2	-	-	6+	Scarce, Silent, Template, Web

SPECIAL WEAPONS

Weapon	Rng S	Rng L	Acc S	Acc L	S	AP	D	Am	Traits
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Grav gun	9"	18"	+1	-	*	-1	2	5+	Blast (3"), Concussion, Graviton Pulse
Long rifle	24"	48"	-	+1	4	-1	1	4+	Knockback
Master-crafted long rifle	24"	48"	-	+1	4	-1	1	4+	Knockback, Master-crafted
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce
Plasma gun									
- low	12"	24"	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
- maximal	12"	24"	+1	-	7	-2	3	5+	Scarce, Unstable
Rad beamer									
- focused beam	12"	24"	+2	-	3	-2	1	5+	Rad-phage
- dispersed beam	12"	24"	-	-	2	-2	1	5+	Rapid Fire (1), Rad-phage
Rad gun	-	T	-	-	2	-2	1	4+	Rad-phage, Template
Storm-welder	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Reckless, Shock, Unstable

HEAVY WEAPONS

Weapon	Rng S	Rng L	Acc S	Acc L	S	AP	D	Am	Traits
Lascannon	24"	48"	-	+1	10	-3	3	4+	Knockback, Unwieldy
Multi-melta	12"	24"	+1	-	8	-4	3	4+	Blast (3"), Melta, Scarce, Unwieldy
Plasma cannon									
- low	18"	36"	+1	-	6	-1	2	5+	Rapid Fire (1), Scarce, Unwieldy
- maximal	18"	36"	+1	-	8	-2	3	5+	Blast (3"), Scarce, Unstable, Unwieldy
Rad cannon	16"	32"	-	-1	2	-2	1	4+	Blast (5"), Rad-phage, Unwieldy
Twin-linked heavy las carbine									
(Arachni-rig Servo-suit)	15"	30"	+1	-	4	-	1	4+	Plentiful, Rapid Fire (3), Twin-linked

KABLE
COLDFIRE CABAL
HOUSE VAN SAAR

CLOSE COMBAT WEAPONS

Weapon	Rng S	Rng L	Acc S	Acc L	S	AP	D	Am	Traits
Arc welder ('Jotunn' Servitor)	-	E	-	-	S+2	-3	3	-	Blaze, Melee
Augmetic fist ('Jotunn' Servitor)	-	E	-	-	S+1	-1	2	-	Knockback, Melee
Axe	-	E	-	-	S+1	-	1	-	Disarm, Melee
Chainsword	-	E	-	+1	S	-1	1	-	Melee, Parry, Rending
Digi laser	E	3"	-	-	1	-	1	6+	Digi, Melee, Versatile
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Flail	-	E	-	+1	S+1	-	1	-	Entangle, Melee
Grav fist (Ambot)									
- melee	-	E	-	-	S	-1	2	-	Melee, Pulverise
- ranged	6"	12"	+1	-	*	-1	2	5+	Blast (3"), Graviton Pulse, Concussion
'Hystrar'pattern energy shield	-	E	-	-	S	-	1	-	Knockback, Melee, Shield
Maul (club)	-	E	-	-	S	+1	2	-	Melee
Power hammer	-	E	-	-	S+1	-1	2	-	Melee, Power
Power knife	-	E	-	-	S+1	-2	1	-	Backstab, Melee, Power
Power sword	-	E	-	-	S+1	-2	1	-	Melee, Parry, Power
Master-crafted power sword	-	E	-	-	S+1	-2	1	-	Master-crafted, Melee, Parry, Power
Servo arm (Arachni-rig Servo-suit)	E	3"	-	+1	S	-	1	-	Melee, Versatile
Servo claw	-	E	-	-	S+2	-	2	-	Melee
Shock baton	-	E	-	-	S	-	1	-	Melee, Parry, Shock
Shock stave	E	2"	-	-	S+1	-	1	-	Melee, Shock, Versatile
Spider-rig	E	3"	+1	+1	S+1	-1	1	-	Entangle, Melee, Paired, Parry, Shock, Versatile
Spud-jacker	-	E	-	-	S+1	-	1	-	Knockback, Melee
Stiletto sword	-	E	-	-	-	-1	-	-	Melee, Parry, Toxin
Tunnelling claw (Ambot)									
- melee	-	E	-	-	S	-1	2	-	Melee
- ranged	4"	8"	-	-	6	-2	2	5+	Melta, Scarce, Sidearm
Two-handed axe	-	E	-	-1	S+2	-	2	-	Melee, Unwieldy
Two-handed hammer	-	E	-	-1	S+1	-	3	-	Knockback, Melee, Unwieldy
Venomous bite (Cyberachnid)	-	E	-	-	-	-	-	-	Melee, Toxin

GRENADES

Weapon	Rng S	Rng L	Acc S	Acc L	S	AP	D	Am	Traits
Blasting charge	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Grenade, Knockback
Frag grenade	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback
Krak grenade	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade
Photon flash grenade	-	Sx3	-	-	-	-	-	5+	Blast (5"), Flash, Grenade
Plasma grenade	-	Sx3	-	-	5	-1	2	4+	Blast (3"), Grenade, Unstable
Rad grenade	-	Sx3	-	-	2	-2	1	4+	Blast (3"), Grenade, Rad-phage
Smoke grenade	-	Sx3	-	-	-	-	-	4+	Blast (*), Grenade, Smoke*
Stun grenade	-	Sx3	-	-	2	-1	1	4+	Blast (3"), Concussion, Grenade

BOOBY TRAPS

Weapon	Rng S	Rng L	Acc S	Acc L	S	AP	D	Am	Traits
Frag trap	-	-	-	-	3	-	1	-	Blast (5"), Knockback, Single Shot
Gas trap	-	-	-	-	-	-	-	-	Blast (5"), Gas, Single Shot
Melta trap	-	-	-	-	8	-4	3	-	Blast (5"), Single Shot
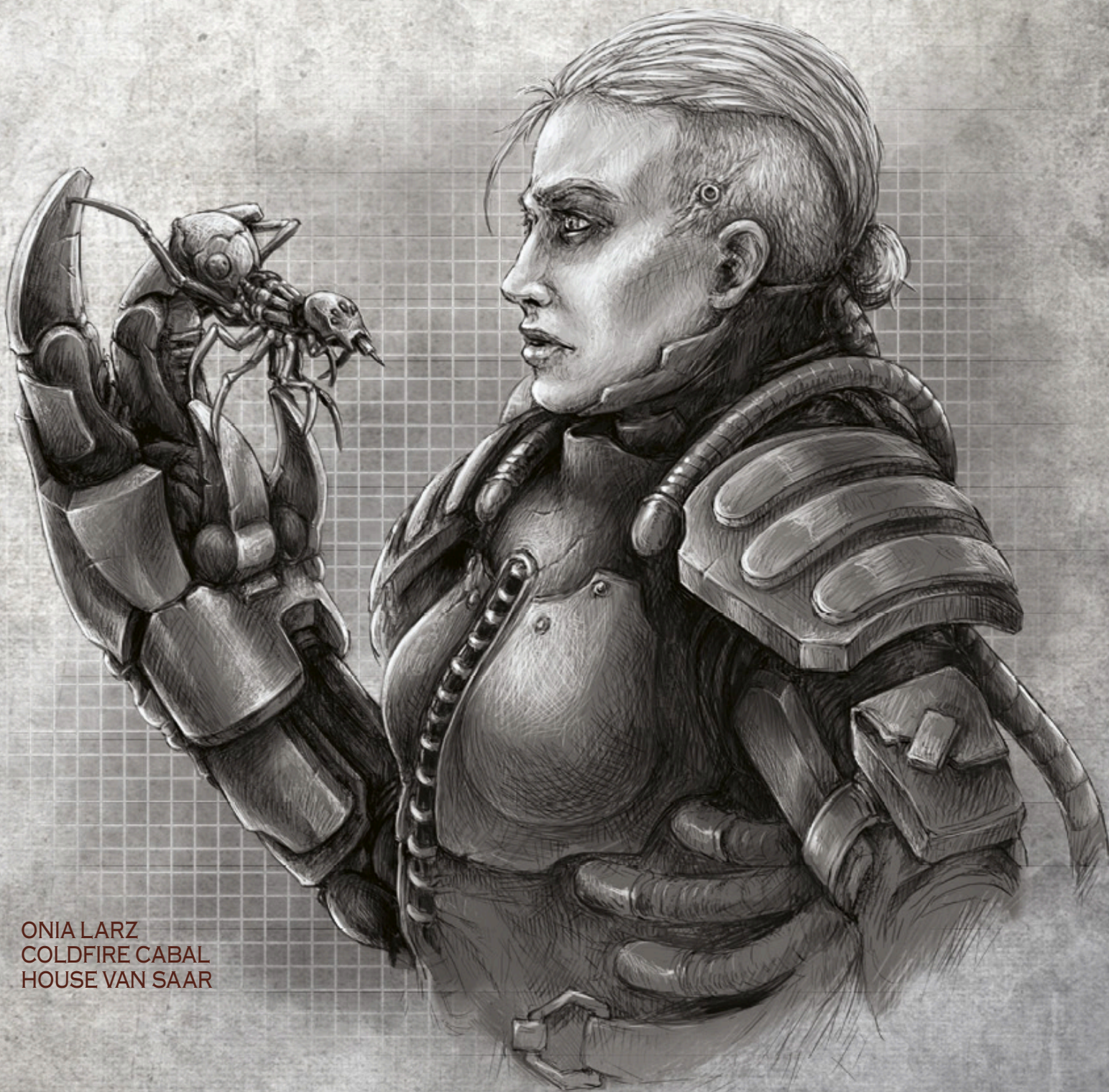
ONIA LARZ
COLDFIRE CABAL
HOUSE VAN SAAR

ARMOUR

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

ARMOURED BODYGLOVE

The fighters of House Van Saar are somewhat protected from the effects of their own rad weapons by their armour and are therefore immune to the effects of the Rad-phage Weapon Trait (i.e., they will not suffer the additional Flesh Wound) unless otherwise noted.

In addition, if a fighter is wearing an armoured bodyglove, their save roll is improved by 1. For example, if they are wearing flak armour and an armoured bodyglove, they would have a 5+ save, which would be increased to 4+ against Blasts. If a fighter does not already have a save roll, an armoured bodyglove grants a 6+ save.

Unlike other types of armour, an armoured bodyglove may be combined with other types of armour. It may not, however, be combined with an armoured undersuit.

CARAPACE ARMOUR

Light: Light carapace armour grants a 4+ save roll.

Heavy: Heavy carapace armour grants a 4+ save roll. This is increased to 3+ against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before the fighter model is placed Prone and is Pinned. If it is not clear if the attacker is within the fighter's front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, use the 3+ save roll. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the fighter does not have a facing (for example, if they are prone), use the 4+ save roll. However, due to the extra weight of this armour, the fighter's Initiative is reduced by -1 and their movement by 1" when making a Charge action.

FLAK

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.

FURNACE PLATES

Furnace plates grant 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, use the centre of the Blast marker in place of the attacker. If the fighter does not have a facing (for example, if they are Prone), use the 6+ save roll.

MESH

Mesh armour grants a 5+ save roll.

MARTEEUS
'NINE EYES'
COLDFIRE CABAL
HOUSE VAN SAAR

FIELD ARMOUR

Field armour provides its wearer with an alternative to conventional armour and may be worn in addition to conventional armour. The save given by Field armour cannot be modified by a weapon's Armour Piercing value. However, a fighter can only make one save attempt per attack, therefore the controlling player must choose to either make a save attempt using the fighter's Armour save, or using a field.

CONVERSION FIELD

A conversion field works by transforming the kinetic energy of an attack into light energy, absorbing the impact in a blinding flash. When a fighter wearing a conversion field is hit by an attack, roll a D6. On a 5+, the conversion field works and the attack has no further effect. However, any fighters, friend or foe, within 3" of the wearer count as being hit by a weapon with the Flash trait as the field flares up in a tremendous burst of light. Note that the wearer is unaffected by this flash of light as they are inside the field.

DISPLACER FIELD

A displacer field reacts to the energy of an impact by teleporting the wearer a safe distance away. The harder the impact, the further the wearer will be moved. For each hit a fighter wearing a displacer field suffers, roll a D6:

- On a 4+, the fighter is protected from harm by the field and the hit is ignored (even if any part of the fighter is still under the Blast marker or Flame template – if the attack used one – after being displaced as described below).
- If a fighter is saved from one or more hits by a displacer field, they will be moved once as the field displaces them. The fighter is moved a number of inches equal to the Strength of the attack in a random direction, determined by rolling a Scatter dice.
- A displacer field will not deposit its wearer inside a terrain feature – the fighter will move by the shortest route possible so that it can be placed clear of any impassable terrain features.
- Similarly, the fighter's base cannot overlap another fighter's base and the wearer must be moved by the shortest route possible until its base can be placed without overlapping.
- Note that the wearer may not end up within 1" of an enemy fighter as a result of being displaced and must be moved by the shortest possible route so that they can be placed 1" away.

However, displacer fields are notoriously oblivious to safe footings. A fighter wearing a displacer field may simply be flung into the open air. If, after being displaced, any part of the fighter's base is overhanging a hazard or overhanging a platform edge, the fighter must pass an Initiative test or will fall, following all of the rules for falling as required by the terrain type being fought over. If the entirety of the fighter's base is over a hazard or in the open air, they will simply fall.

If a fighter wearing a displacer field is transported off the battlefield, they immediately go Out of Action.

If an attack does not have a Strength value, then a displacer field cannot work against it.

REFRACTOR FIELD

A refractor field bends the energy of an attack around the wearer, harmlessly distributing it over a large area and robbing the attack of its lethal force. When a fighter wearing a refractor field is hit by an attack, roll a D6. On a 5+, the hit is ignored.

However, should the field work and the hit be ignored, roll another D6. If the result is a 1, then the field has been overburdened by the attack and its generator is burned out. Remove the refractor field from the fighter's card – it no longer works.
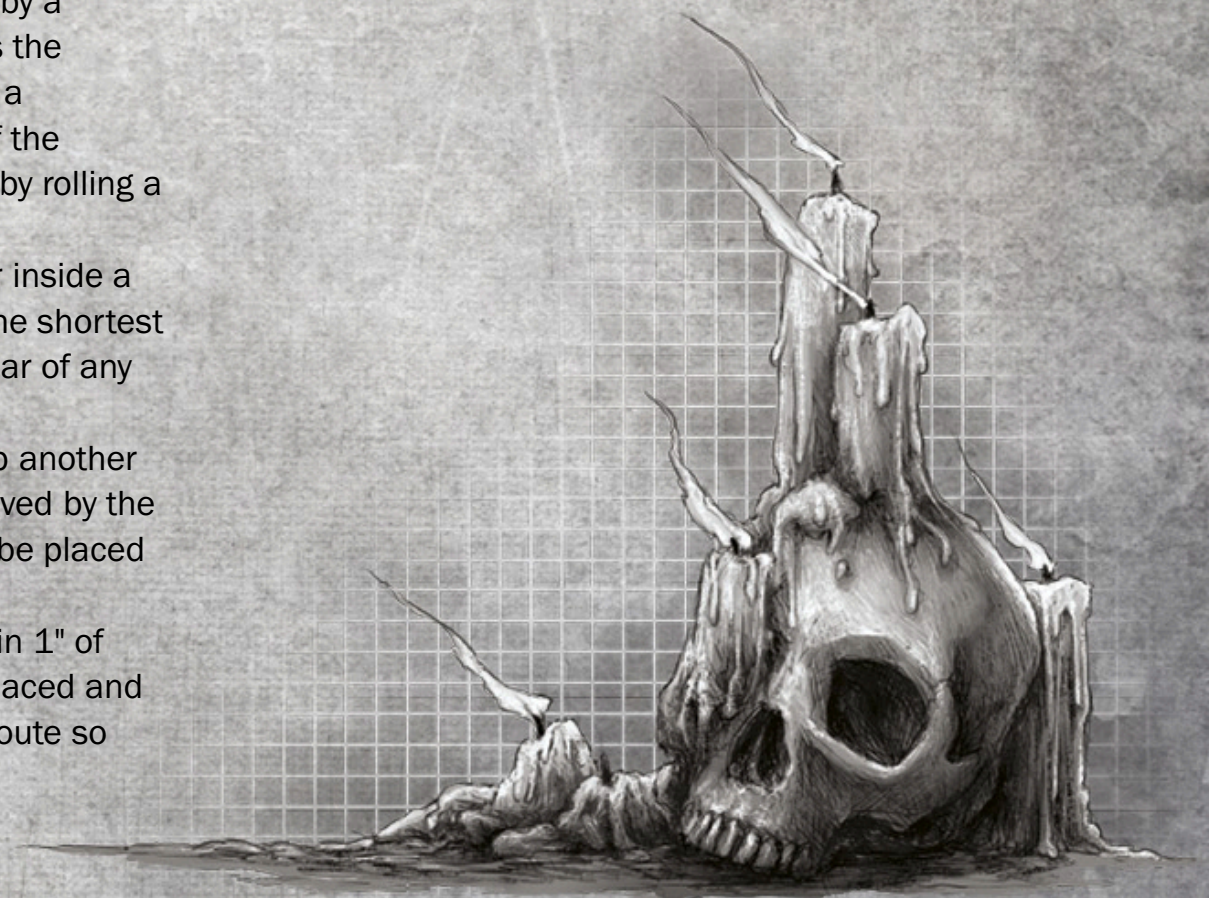
EQUIPMENT

This section covers equipment carried by fighters of House Van Saar and their allies to help them survive the rigours of battle and the harsh environment of the underhive.

ARMOURED UNDERSUIT

An armoured undersuit may be worn in addition to any armour type, with the exception of an armoured bodyglove. If a fighter is wearing an armoured undersuit, their save roll is improved by 1. For example, if they are wearing flak armour and an armoured undersuit, they would have a 5+ save, which would be increased to 4+ against Blasts. If a fighter does not already have a save roll, an armoured undersuit grants a 6+ save.

BIO-BOOSTER

The first time in each battle that an Injury roll is made for a fighter with a bio-booster, one less Injury dice is rolled. If only one dice was being rolled, two dice are rolled and the player controlling the fighter with the bio-booster can discard one of them.

CULT ICON

Unlike other items of Wargear, a gang may only purchase a single Cult Icon. This item must be carried by a fighter with both the Gang Hierarchy (X) and Group Activation (X) special rules. When a fighter that is carrying a Cult Icon uses the Group Activation (X) special rule, they may activate one additional Ready friendly fighter, meaning that a fighter with the Group Activation (2) special rule may activate three additional fighters, whilst a fighter with the Group Activation (1) special rule may activate two additional fighters.

DROP RIG

An Active fighter with a drop rig can make the following action while they are within 1" of the edge of a platform:

Descend (Basic) – The fighter makes a move of up to 3" horizontally and up to 12" vertically. Any vertical movement must be downwards, i.e., towards the ground.

FALSEHOOD

When this device is activated it projects a distortion field that changes the wearer's appearance, making them appear as someone else. A fighter equipped with a Falsehood cannot be targeted by ranged or melee attacks or enemy psychic powers, and will not cause the alarm to be raised if spotted by a sentry in a game using the Sneak Attack rules. These effects last until the fighter makes a melee or ranged attack, uses a psychic power on an enemy fighter, or until the End phase of the second round. At this point their suspicious or openly hostile acts give them away, the illusion is dispelled and the hood has no further effect.

FILTER PLUGS

If a fighter with filter plugs is hit by a weapon with the Gas trait, their Toughness is increased by 1 for the purposes of the roll to see whether they are affected. Filter plugs are one use; if a fighter uses them during a battle, they are deleted from their Fighter card when the battle ends.

GRAV CHUTE

If the fighter falls or jumps down to a lower level, they do not suffer any damage – they simply move down without any rolls being made.
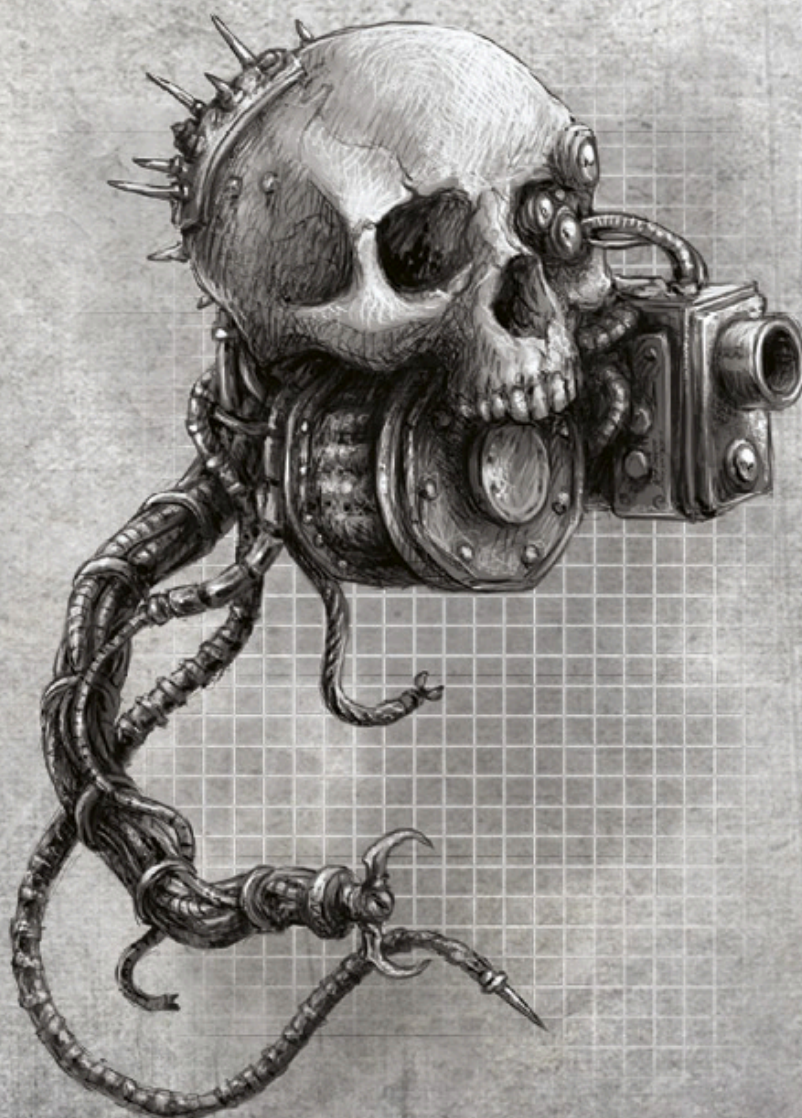
GRAV-CUTTER

A fighter equipped with a grav-cutter increases their Movement characteristic by 2", ignores all terrain, may move freely between levels without restriction, can never fall, and may move over enemy fighters, ignoring the 1" rule. They may not, however, ignore impassable terrain and may not end their movement with their base overlapping an obstacle or within 1" of another fighter's base.

When a fighter equipped with a grav-cutter is hit by a ranged attack, they do not become Prone and Pinned. However, a fighter equipped with a grav-cutter is unable to perform a Take Cover (Basic) action, nor can they voluntarily become Prone and Pinned for any other reason. In addition, a fighter equipped with a grav-cutter is not able to make the best use of cover. To represent this, when an enemy fighter shoots at a fighter equipped with a grav-cutter, any negative modifiers that may apply to the hit roll due to cover are reduced by 1.

Should a fighter equipped with a grav-cutter ever become Prone for any other reason (due to being Seriously Injured and then recovering, for example), they are unable to make a Stand Up (Basic) action and must instead make a Stand Up (Double) action, regardless of any other special rules or skills that may otherwise affect their ability to stand up (the Spring Up skill, for example).

FLY BY ATTACKS – A fighter equipped with a grav-cutter is able to use its speed and bulk to strike down enemy fighters as they pass them by. A fighter equipped with a grav-cutter may perform the following action:

Hit & Run (Basic): This fighter may move a distance up to their Movement characteristic, exactly as if they were making a Move (Simple) action. If, during the course of this movement, the fighter passes over any enemy fighters, nominate one of those fighters to be the target of a single attack, representing this fighter attempting to strike them a glancing blow with the grav-cutter. Make a single hit roll by making a WS check as normal. If this check is passed, resolve a Strength 4, AP -, Damage 1 hit against the target, as if made by a weapon with both the Concussion and Knockback traits.

HOLOCHROMATIC FIELD

A holochromatic field surrounds its wearer in an aura of scintillating colours. Ranged attacks against a fighter with a holochromatic field suffer a -2 to hit, while melee attacks against them suffer a -1 to hit. Each time the fighter is targeted with an attack, roll a D6. On a 1, the holochromatic field has been drained and cannot be used again this game. Fighters wearing an active holochromatic field count as always having a Revealed marker on them in scenarios using the Pitch Black rules. A holochromatic field cannot be combined with cameleoline cloaks or similar devices that make the wearer harder to see.

MEDICAE KIT

When a fighter with a medicae kit assists a friendly fighter's Recovery test, roll an extra Injury dice then choose one to discard.

PHOTO-GOGGLES

A fighter with photo-goggles can attack through smoke clouds, can make ranged attacks against fighters 12" away under the Pitch Black rules and may gain other benefits in low light conditions, depending upon the scenario. In addition, if they are hit by a Flash weapon, add 1 to the result of the Initiative test to see whether they become subject to the Blind condition.

RESPIRATOR

When a fighter with a respirator is hit by a weapon with the Gas trait, their Toughness is increased by 2 for the purposes of the roll to see whether they are affected.

SERVO HARNESS – PARTIAL

A fighter wearing a partial servo harness gains a +2 modifier to their Strength characteristic and a +1 modifier to their Toughness characteristic. This may take them above their maximum characteristics but it is not a permanent increase and will be lost should the servo harness be lost or cease to function for any reason. Also, a fighter wearing a partial servo harness gains the benefits of suspensors on any Unwieldy ranged weapon they carry. However, a fighter wearing a partial servo harness reduces their Movement and Initiative by 1. This item cannot be combined with a servo claw or any other type of servo harness.

WEAPON ACCESSORIES

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.

FOCUSING CRYSTAL (SEE HOUSE VAN SAAR FIGHTER EQUIPMENT LISTS)

A weapon fitted with a focusing crystal improves its AP characteristic by 2 (for example, a weapon with an AP of -1 would improve its AP to -3 when fitted with a focusing crystal). However, such modifications are not without risk, and a weapon fitted with a focusing crystal also gains the Unstable trait.

HOTSHOT LAS PACK (LASGUN AND LASPISTOL ONLY)

At the expense of reliability, a lasgun or laspistol (not including las carbines, las sub-carbines or suppression lasers) can be fitted with a hotshot las pack, increasing its Strength to 4 and Armour Piercing to -1. However, the weapon loses the Plentiful trait and its Ammo value is reduced to 4+.

INFRA-SIGHT (PISTOLS, BASIC, SPECIAL AND HEAVY WEAPONS)†

Weapons with the Rapid Fire (X) or Blast (3"/5") trait cannot be fitted with an infra-sight. A weapon with an infra-sight can be used to attack through smoke clouds , and proves more effective in Pitch Black conditions (see the *Necromunda Rulebook*). In addition, there is no hit modifier when the weapon targets a fighter in partial cover, and a -1 modifier (instead of -2) when it targets a fighter in full cover.

LAS-PROJECTOR (PISTOLS, BASIC AND SPECIAL WEAPONS)

The weapon's Short range accuracy bonus is improved by 1 (for example, if it is +1, it becomes +2; if it is -, it becomes +1; if it is -1, it becomes -).

## MONO-SIGHT (BASIC, SPECIAL AND HEAVY WEAPONS)†

If the fighter attacks with this weapon after making an Aim (Basic) action, add 2 to the result of the hit roll instead of 1.

SUSPENSORS (HEAVY WEAPONS)

An Unwieldy ranged weapon fitted with suspensors is far more manoeuvrable. Firing it becomes a Basic action rather than a Double action.

TELESCOPIC SIGHT (PISTOLS, BASIC AND SPECIAL WEAPONS)†

If a fighter attacks with this weapon after making an Aim (Basic) action, the weapon's Short range accuracy modifier is used even if the target is within the weapon's Long range.
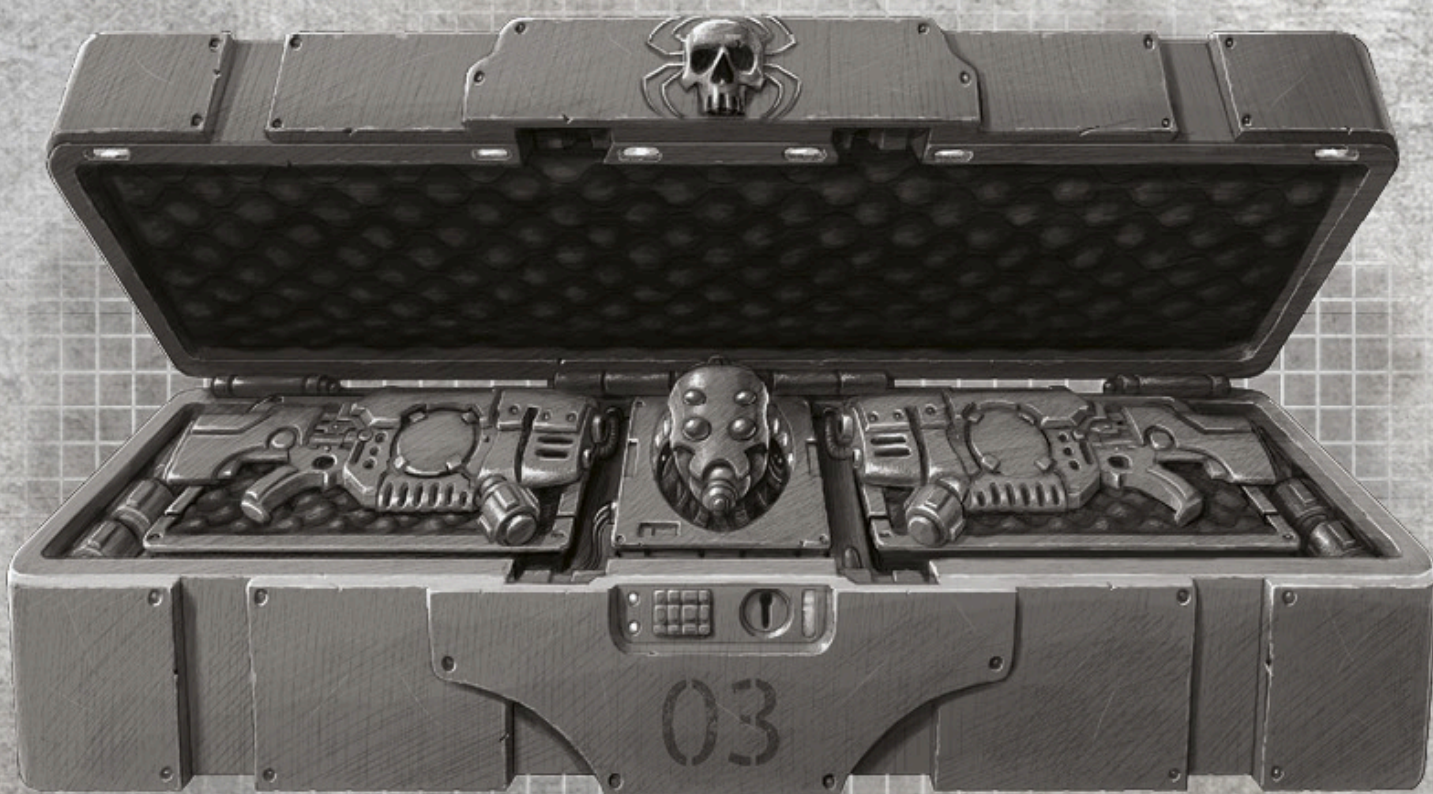
WEAPON TRAITS

The following list contains all of the Weapon Traits included in *Necromunda: House of Artifice*.

BACKSTAB

If the attacker is not within the target's vision arc, add 1 to the attack's Strength.

BLAST (3"/5"/*)

The weapon utilises a Blast marker, as described in the *Necromunda Rulebook*.

BLAZE

After an attack with the Blaze trait has been resolved, roll a D6 if the target was hit but not taken Out of Action. On a 4, 5 or 6, they become subject to the Blaze condition. When activated, a fighter subject to the Blaze condition suffers an immediate Strength 3, AP -1, Damage 1 hit and must act as follows, after which their activation will end:

- If Prone and Pinned the fighter immediately becomes Standing and Active and acts as described below.
- If Standing and Active the fighter moves 2D6" in a random direction, determined by the Scatter dice. The fighter will stop moving if this movement would bring them within 1" of an enemy fighter or into base contact with impassable terrain. If this movement brings them within ½" of the edge of a level, platform or pitfall, they risk falling. If this movement takes the fighter beyond the edge of a level, platform or pitfall, they will simply fall. At the end of this move, the fighter may choose to become Prone and Pinned. The fighter may then attempt to put the fire out.
- If Standing and Engaged or Prone and Seriously Injured, the fighter does not move and attempts to put the fire out.

To attempt to put the fire out, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a result of 6 or more, the flames go out and the Blaze marker is removed. Pinned or Seriously Injured fighters add 2 to the result of the roll to see if the flames go out.

COMBI

A combi-weapon has two profiles. When it is fired, pick one of the two profiles and use it for the attack. Due to the compact nature of the weapons, they often have less capacity for ammunition, and are prone to jamming and other minor issues. When making an Ammo check for either of the weapons, roll twice and apply the worst result. However, unlike most weapons that have two profiles, ammo for the two parts of the combi-weapon are tracked separately – if one profile runs Out of Ammo, the other can still fire unless it has also run Out of Ammo.

CONCUSSION

Any fighter hit by a Concussion weapon has their Initiative reduced by 2, to a minimum of 6+, until the end of the round.

DEMOLITIONS

Grenades with the Demolitions trait can be used when making close combat attacks against scenery targets (such as locked doors or scenario objectives). A fighter who uses a grenade in this way makes one attack (regardless of how many Attack dice they would normally roll), which hits automatically.

DIGI

A Digi weapon is worn mounted on a ring or hidden inside a glove. It can be used in addition to any other Melee weapon carried by the fighter, granting an additional close combat attack which must be made with this weapon. A weapon with this Trait does not count towards the maximum number of weapons a fighter can carry. However, the maximum number of weapons with this Trait a fighter can carry is 10.

DISARM

If the hit roll for an attack made with a Disarm weapon is a natural 6, the target cannot use any weapons when making Reaction attacks for the remainder of that round – they make unarmed attacks instead.

ENTANGLE

Hits scored by weapons with the Entangle trait cannot be negated by the Parry trait. In addition, if the hit roll for an Entangle weapon is a natural 6, any Reaction attacks made by the target have an additional -2 hit modifier.

FIXED

A fixed weapon is not included on a fighter's card, but instead represented by a weapon on its own base. Fixed weapons can only be moved by fighters who begin their activation in base contact with the weapon and take the Move Weapon (Double) action. This action allows a fighter to move up to their Movement characteristic and then place the weapon in base contact with themselves when they finish moving.

Fighters in base contact with a fixed weapon count it as if it were a weapon on their Fighter card (i.e., they can aim, shoot and reload it as normal), provided there are no enemy fighters also in base contact with the weapon.

FLASH

If a fighter is hit by a weapon with the Flash trait, no wound roll is made. Instead, make an Initiative check for the target. If it is failed, they become subject to the Blind condition. A Blind fighter loses their Ready marker; if they do not have a Ready marker, they do not gain a Ready marker at the start of the following round. Until the next time the fighter is activated, they cannot make any attacks other than Reaction attacks, for which any hit rolls will only succeed on a natural 6.

GAS

When a fighter is hit by an attack made by a weapon with the Gas trait, they are not Pinned and a wound roll is not made. Instead, roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, make an Injury roll for them (regardless of their Wounds characteristic). If the roll is lower than the target's Toughness, they shrug off the effects of the gas – no save roll can be made against a weapon with this Trait.

GRAVITON PULSE

Instead of rolling to wound normally with this weapon, any fighter caught in the Blast must instead roll equal to or under their Strength on a D6 (a roll of 6 always counts as a fail), or suffer Damage with no armour save roll allowed. After the weapon has been fired, leave the Blast marker in place. For the remainder of the round, any fighter moving through this area will use 2" of their Movement for every 1" they move. Remove the Blast marker during the End phase.

GRENADE

Despite being Wargear, grenades are treated as a special type of ranged weapon. A fighter equipped with grenades can throw one as a Shoot (Basic) action. Grenades do not have a Short range, and their Long range is determined by multiplying the fighter's Strength by the amount shown.

A fighter can only carry a limited number of grenades. The Firepower dice does not need to be rolled when attacking with a grenade. Instead, after the attack has been resolved, it is assumed that the Ammo symbol has been rolled and an Ammo check is made automatically. If this is failed, grenades cannot be reloaded; the fighter has run out of that type of grenade and cannot use them for the remainder of the battle.

KNOCKBACK

If the hit roll for a weapon with the Knockback trait is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking fighter. If the fighter cannot be moved the full 1" because of impassable terrain or another fighter, they move as far as possible and the attack's Damage is increased by 1. If a Blast weapon has the Knockback trait, roll a D6 for each fighter that is hit. If the result is equal to or higher than their Strength, they are knocked back as described above – however, they are moved directly away from the centre of the Blast marker instead. If the centre of the Blast marker was over the centre of their base, roll a Scatter dice to determine which way they are moved. If a Melee weapon has the Knockback trait, the attacking fighter can choose to follow the target up, moving directly towards them after they have been knocked back to remain in base contact. If the attack was made across a barricade, the attacker cannot do this. If any part of the knocked back fighter's base crosses the edge of a platform, make an Initiative check. If this is failed, they will fall. If this is passed, they stop moving at the edge of the platform.

LIMITED

This special rule is applied to some special ammo types which can be purchased for weapons. If a weapon fails an Ammo check while using Limited ammo, they have run out – that ammo type is deleted from their Fighter card, and cannot be used again until more of that special ammo is purchased from the Trading Post. This is in addition to the normal rules for the weapon running Out of Ammo. The weapon can still be reloaded as normal, using its remaining profile(s).

MASTER-CRAFTED

Once per battle, a fighter with a Master-crafted weapon may re-roll a single failed hit roll.

MELEE

This weapon can be used during close combat attacks.

MELTA

If a Short range attack from a weapon with this Trait reduces a fighter to 0 wounds, no Injury dice are rolled – instead, any Injury dice that would be rolled cause an automatic Out of Action result.

PAIRED

A fighter that is armed with Paired weapons counts as being armed with dual weapons with the Melee trait for the purposes of calculating the number of Attack dice they will roll. Additionally, when making a Charge (Double) action, their Attacks characteristic is doubled.

PARRY

After an enemy makes close combat attacks against a fighter armed with a Parry weapon, the fighter can force the attacking player to re-roll one successful hit. If the fighter is armed with two Parry weapons, they can force the attacking player to re-roll two successful hits instead.

PLENTIFUL

Ammunition for this weapon is incredibly common. When reloading it, no Ammo check is required – it is automatically reloaded.

POWER

The weapon is surrounded by a crackling power field. Attacks made by Power weapons cannot be Parried except by other weapons with the Power trait. In addition, if the hit roll for a Power weapon is a natural 6, no save roll can be made against the attack (except Field armour save rolls) and its Damage is increased by 1.

PULVERISE

After making an Injury roll for an attack made by this weapon, the attacking player can roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, they can change one Injury dice from a Flesh Wound result to a Serious Injury result.

RAD-PHAGE

After fully resolving any successful hits a fighter suffers from a weapon with this Trait, roll an additional D6. If the roll is a 4 or higher, the fighter will suffer an additional Flesh Wound.

RAPID FIRE (X)

When firing with a Rapid Fire weapon, a successful hit roll scores a number of hits equal to the number of bullet holes on the Firepower dice. In addition, the controlling player can roll more than one Firepower dice, up to the number shown in brackets (for example, when firing a Rapid Fire (2) weapon, up to two Firepower dice can be rolled). Make an Ammo check for each Ammo symbol that is rolled. If any of them fail, the gun runs Out of Ammo. If two or more of them fail, the gun has jammed and cannot be used for the rest of the battle.

If a Rapid Fire weapon scores more than one hit, the hits can be split between multiple targets. The first must be allocated to the original target, but the remainder can be allocated to other fighters within 3" of the first who are also within range and line of sight. These must not be any harder to hit than the original target – if a target in the open is hit, an obscured target cannot have hits allocated to it. Allocate all of the hits before making any wound rolls.

RECKLESS

Reckless weapons are indiscriminate in what they target:

- Before making a ranged attack with a Reckless weapon, randomly determine the target of the attack from all eligible fighters (including friendly fighters) within this fighter's line of sight and range of the weapon.
- Attacks made with a Reckless weapon that also has the Melee trait are randomly distributed between any fighters (including friendly fighters) that are in base contact with this fighter.
- Attacks made with a Reckless weapon that also has the Versatile trait are randomly distributed between any fighters (including friendly fighters) that are within the weapon's Long range.

If the weapon also has the Rapid Fire (X) trait, then any additional hits generated from the Firepower dice must be distributed among the maximum number of eligible targets. If there are more hits than eligible targets, the fighter may choose where any spare hits are allocated.

RENDING

If the roll to wound with a Rending weapon is a 6, the attack causes 1 extra point of Damage.

SCARCE

Ammunition is hard to come by for Scarce weapons, and as such they cannot be reloaded – once they run Out of Ammo, they cannot be used again during the battle.

SCATTERSHOT

When a target is hit by a Scattershot attack, make D6 wound rolls instead of 1.

SHIELD

A shield grants a +2 armour save modifier (to a maximum of 2+) against melee attacks that originate from within the fighter's vision arc (the 90° arc to their front), and a +1 armour save modifier against ranged attacks that originate from within the fighter's vision arc; check this before the fighter model is placed Prone and is Pinned. If it is not clear whether the attacker is within the target's front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, the energy shield can be used. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the target does not have a facing (for example, if they are Prone), the energy shield cannot be used.

SHOCK

If the hit roll for a Shock weapon is a natural 6, the wound roll is considered to automatically succeed (no wound roll needs to be made).

SIDEARM

Weapons with this Trait can be used to make ranged attacks, and can also be used in close combat to make a single attack. Note that their Accuracy bonus only applies when making a ranged attack, not when used to make a close combat attack.

SILENT

In scenarios that use the Sneak Attack special rules, there is no test to see whether the alarm is raised when this weapon is fired. Additionally, if using the Pitch Black rules, a fighter using this weapon that is Hidden does not become Revealed.

SINGLE SHOT

This weapon can only be used once per battle. After use, it counts as having automatically failed an Ammo check. There is no need to roll the Firepower dice unless the weapon also has the Rapid Fire (X) trait.

SMOKE

Smoke weapons do not cause hits on fighters – they do not cause Pinning, and cannot inflict wounds. Instead, mark the location where they hit with a counter. They generate an area of dense smoke, which extends 2.5" out from the centre of the counter, vertically as well as horizontally. Fighters can move through the smoke, but it blocks line of sight, so attacks cannot be made into, out of or through it. In the End phase, roll a D6. On a 4 or less, the cloud dissipates and the counter is removed.

TEMPLATE

Template weapons use the Flame template to determine how many targets they hit, as described in the *Necromunda Rulebook*.

TOXIN

Instead of making a wound roll for a Toxin attack, roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, make an Injury roll for them (regardless of their Wounds characteristic). If the roll is lower than the target's Toughness, they shrug off the toxin's effects.

TWIN-LINKED

When a fighter makes a ranged attack with this weapon, they may re-roll any number of the Ammo dice rolled. However, they must accept the result of the re-roll, even if it is worse.

UNSTABLE

If the Ammo symbol is rolled on the Firepower dice when attacking with this weapon, there is a chance that, in addition to needing an Ammo check, the weapon will prove as hazardous to its user as the enemy. Roll a D6. On a 1, 2 or 3, something has gone wrong and the attacker is taken Out of Action. The attack is still resolved against the target.

UNWIELDY

A Shoot action made with this weapon counts as a Double action as opposed to a Basic action. In addition, a fighter who uses a weapon with both the Unwieldy and Melee traits in close combat cannot use a second weapon at the same time – this one requires both hands to use.

VERSATILE

The wielder of a Versatile weapon does not need to be in base contact with an enemy fighter in order to Engage them in melee. During their activation or when making Reaction attacks, they may Engage and make close combat attacks against an enemy fighter so long as the distance between their base and that of the enemy fighter is equal to or less than the distance shown for the Versatile weapon's Long range characteristic.

An enemy fighter is considered to be Engaged by a fighter armed with a Versatile weapon if they are within both the Long range of the Versatile weapon and the Vision Arc of that fighter. An enemy fighter may not in turn be Engaging the fighter armed with the Versatile weapon unless they too are armed with a Versatile weapon, and so may not be able to make Reaction attacks.

At all times other than during this fighter's activation or when making Reaction attacks, this Trait has no effect.

WEB

If the wound roll for a Web attack is successful, no wound is inflicted, and no save roll or Injury roll is made. Instead, the target automatically becomes Webbed. Treat the fighter as if they were Seriously Injured and roll for Recovery for them during the End phase (Web contains a powerful sedative capable of rendering the strongest fighter unconscious). If a Flesh Wound result is rolled during Recovery, apply the result to the fighter as usual and remove the Webbed condition. If a Serious Injury is rolled, the fighter remains Webbed. If an Out of Action is rolled, the fighter succumbs to the powerful sedative and is removed from play, automatically suffering a result of 12-26 Out Cold on the Lasting Injuries table.

A fighter that is Webbed at the end of the battle does not succumb to their Injuries and will automatically recover. However, during the Wrap-up, when rolling to determine if any enemy fighters are Captured at the end of the battle, add +1 to the dice roll for each enemy fighter currently Webbed and include them among any eligible to be Captured.
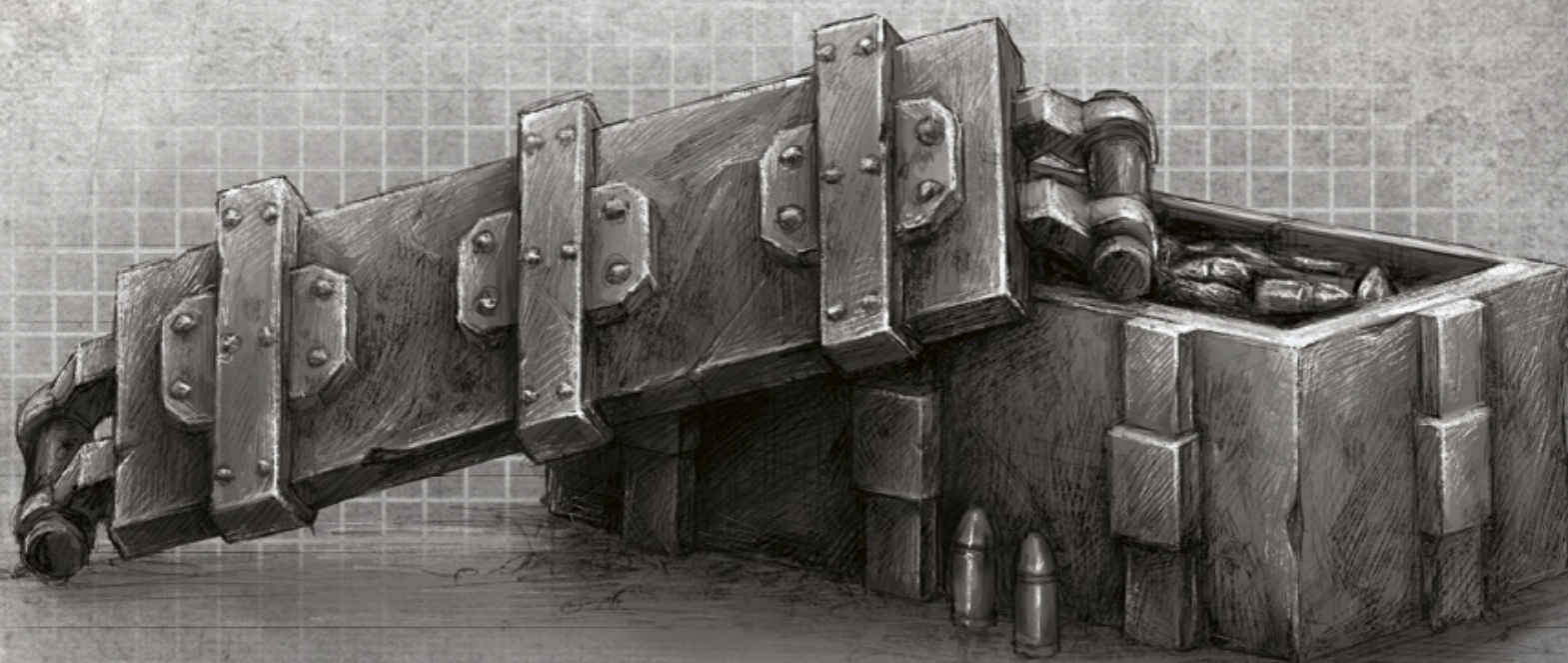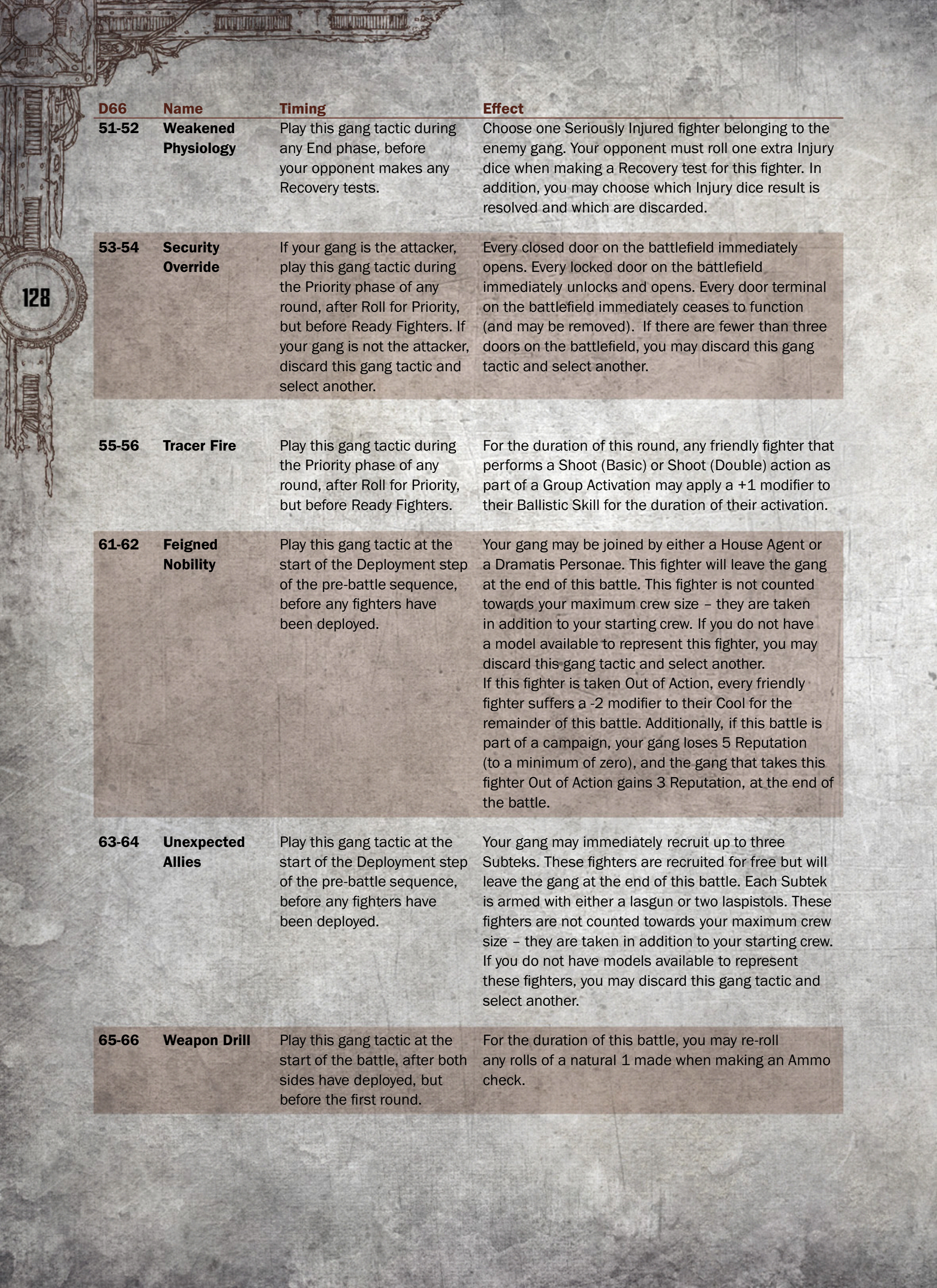
HOUSE VAN SAAR GANG TACTICS

Each scenario details how many gang tactics each player gets and how they are selected, with players either choosing the gang tactics they want or determining them at random. Gang tactics can be randomly determined either by drawing cards from a shuffled deck of Gang Tactics cards or by rolling a D66 (taking care to keep the result a secret), and referring to the table below:

D66	Name	Timing	Effect
11-12	Longshot	Play this gang tactic when a friendly Van Saar fighter makes a Shoot (Basic) action, before rolling any dice.	For the duration of this action, this fighter's BS is 2+. In addition, for the duration of this action, this fighter ignores all negative modifiers that may apply to their hit rolls. However, after resolving the attack, the weapon is immediately Out of Ammo.
13-14	Power Up	Play this gang tactic when a friendly Van Saar fighter makes an attack using any form of 'las' weapon.	For the duration of this action, the Strength characteristic of the weapon used is doubled.
15-16	Ablative Mesh	Play this gang tactic when a friendly Van Saar fighter suffers a hit from any weapon with a Strength characteristic other than '-'.	Treat this hit as having been caused by a weapon with the Knockback trait but do not resolve the hit itself. Instead, the hit is discarded.
21-22	Ammo Dump	Play this gang tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed.	Place an additional Ammo crate anywhere on the battlefield. Any fighter that activates whilst within 3" of this Ammo crate that is not Seriously Injured and that has a weapon that is currently Out of Ammo may immediately make a free Reload (Simple) action. A fighter can make this action even if they would normally be unable to do so, for example, if an Out of Ammo weapon has the Scarce trait.
23-24	Bodyguard	Play this gang tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed.	One fighter with the Gang Fighter (X) belonging to your gang that is not part of your starting crew may be added to your starting crew. Nominate a Leader or Champion within your crew. For the duration of this battle, the chosen Gang Fighter (X) follows the rules for Exotic Beasts, as if they were owned by the chosen Leader and Champion.
25-26	Defensive Protocols	Play this gang tactic when a Leader or Champion belonging to your gang is hit by a ranged attack, before the hit is resolved.	You may choose to transfer the hit and all of its effects onto any friendly fighter with the Gang Fighter (X) special rule that is within 2" of the Leader or Champion that was hit.

D66	Name	Timing	Effect
31-32	Enhanced Cyberteknika	Play this gang tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed.	For the duration of this battle, any fighters in your gang equipped with a piece of Cyberteknika may treat that piece of Cyberteknika as being of the next level up. For example, a fighter equipped with a piece of Alpha Cyberteknika counts as being equipped with the Gamma level equivalent for the duration of this battle. Fighters equipped with Omega level Cyberteknika gain no benefit.
33-34	Shut-in	If your gang is the defender, play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters. If your gang is not the defender, discard this gang tactic and select another.	Every open door on the battlefield immediately closes. Every door on the battlefield that has a door terminal becomes locked. Every closed door on the battlefield that does not have a door terminal also becomes locked but can only be opened with force, either by targeting them with attacks or by performing a Force Door (Basic) action against them. If there are fewer than three doors on the battlefield, you may discard this gang tactic and select another.
35-36	Arachni-ropes	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	For the duration of this battle, D6 friendly fighters of your choice in your starting crew count as being equipped with a grav chute (make a note of this on the chosen fighters' Fighter cards).
41-42	Rad-clouds	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	Place D3 markers anywhere on the battlefield, more than 6" away from an enemy fighter. These markers represent pockets of radiation. Roll a D6 for any fighter, friend or foe, that does not belong to House Van Saar that ends their activation within 3" of the centre of one of these markers. On a 5 or 6, that fighter immediately suffers a Flesh Wound. At the start of each End phase, roll a D6 for each marker. On a 1, the marker is removed.
43-44	Data Mining	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	Your opponent must immediately reveal to you their remaining, unplayed gang tactics. After reading your opponent's gang tactics, choose one. Your opponent must immediately discard the chosen gang tactic and randomly select another.
45-46	Medical Intervention	Play this gang tactic during any End phase, before making any Recovery tests.	Choose one Seriously Injured friendly Van Saar fighter. Do not make a Recovery test for this fighter. Instead, this fighter immediately recovers, exactly as if a Flesh Wound result had been rolled for them.

D66	Name	Timing	Effect
51-52	Weakened Physiology	Play this gang tactic during any End phase, before your opponent makes any Recovery tests.	Choose one Seriously Injured fighter belonging to the enemy gang. Your opponent must roll one extra Injury dice when making a Recovery test for this fighter. In addition, you may choose which Injury dice result is resolved and which are discarded.
53-54	Security Override	If your gang is the attacker, play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters. If your gang is not the attacker, discard this gang tactic and select another.	Every closed door on the battlefield immediately opens. Every locked door on the battlefield immediately unlocks and opens. Every door terminal on the battlefield immediately ceases to function (and may be removed). If there are fewer than three doors on the battlefield, you may discard this gang tactic and select another.
55-56	Tracer Fire	Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.	For the duration of this round, any friendly fighter that performs a Shoot (Basic) or Shoot (Double) action as part of a Group Activation may apply a +1 modifier to their Ballistic Skill for the duration of their activation.
61-62	Feigned Nobility	Play this gang tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed.	Your gang may be joined by either a House Agent or a Dramatis Personae. This fighter will leave the gang at the end of this battle. This fighter is not counted towards your maximum crew size – they are taken in addition to your starting crew. If you do not have a model available to represent this fighter, you may discard this gang tactic and select another. If this fighter is taken Out of Action, every friendly fighter suffers a -2 modifier to their Cool for the remainder of this battle. Additionally, if this battle is part of a campaign, your gang loses 5 Reputation (to a minimum of zero), and the gang that takes this fighter Out of Action gains 3 Reputation, at the end of the battle.
63-64	Unexpected Allies	Play this gang tactic at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed.	Your gang may immediately recruit up to three Subteks. These fighters are recruited for free but will leave the gang at the end of this battle. Each Subtek is armed with either a lasgun or two laspistols. These fighters are not counted towards your maximum crew size – they are taken in addition to your starting crew. If you do not have models available to represent these fighters, you may discard this gang tactic and select another.
65-66	Weapon Drill	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	For the duration of this battle, you may re-roll any rolls of a natural 1 made when making an Ammo check.

Hive Primus
The Palatine

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

7

Great Houses
6 Greim
Ulanti
Ty
Ran Lo
Catallus
Ko'iron

5

4

Clan Houses
3 Cawdor
Escher
Goliath
Van Saar
Orlock
Delaque

2

1

Lower
Atmospheric
Level

Imperial Fists
Chapter House

The Shell

The Spire

Landing Field

The Wall

Cloud Cover

Hab Zones
Manufactory Zones
Ruined Manufactories

Hive City

Subsidary Spires

Poisonous
Undercloud

The Stranger's
Spire

Current Surface Level

External
Shanty Sprawl

The Underhive

Hive Bottom

The Sump

Primary Heat Sink

Necromunda

Cartograph by Order of Adeptus Terra
C.M.42.966

Stormlands

Bighole

Rothgol

Scum Lake

Palatine Cluster

Primus

Temenos

Acropolis

Great Ash Road

Great Ash Road

Trazior

Slag
Sea

Port Blackwater

Great Equatorial Waste

Xenos Quarantine Zone

Secundus

Slag Coasts

Skull

Mynerva Cluster

Ceres

Vlantia

Ash Pole

▲ ▲ **Major Hives**

Deep Core Mine

▫ **Major Settlement**

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

Ruined
Cluster

The Spoil

Quinspirus Cluster

Worldsump
Ocean

Chem Coasts

Vôsroth

Sulphurous Sea

Sump Coasts

Cog-tooth Bridge

Mortis

Carrion Town

Helmawr's Graveyard

Pie City

Gothrul's
Needle

Great Scavie Basin