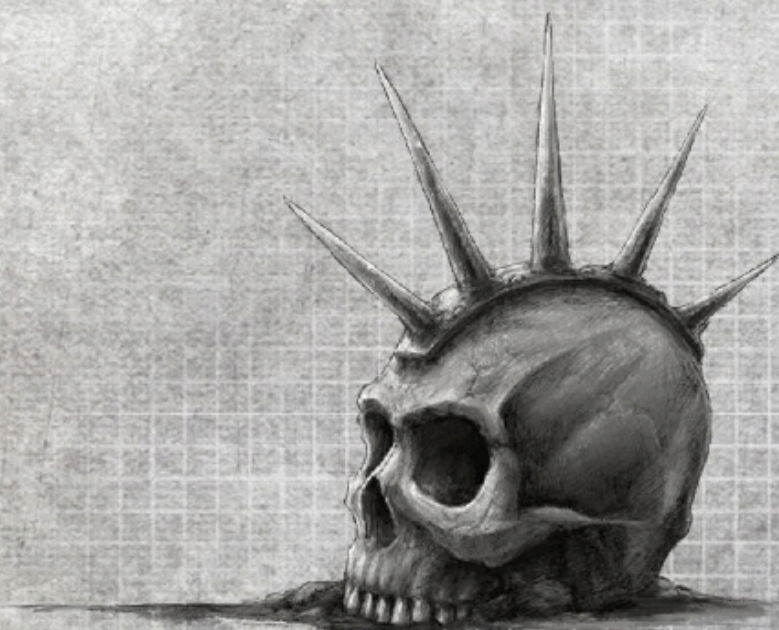


NECROMUNDA

ON NECROMUNDA ONLY THE STRONG SURVIVE.

IT IS A WORLD BUILT UPON THE BONES OF THE WEAK, EACH CRUMBLING LAYER OF ASH CHOKED WITH THE CORPSES OF THOSE WHO TRIED AND FAILED TO TAME THE TOXIC PLANET. TO BE BORN INTO THE CRUSHING PRESS OF HUMANITY OF THE HIVE CITIES IS TO BE FIGHTING FROM YOUR FIRST BREATH TO YOUR LAST. AIR, FOOD, WATER AND LIGHT ARE ALL HUNGRILY CONSUMED BY THE SUBJECTS OF THE IMPERIAL HOUSE, AND THERE IS NEVER ENOUGH TO GO AROUND. TO NOT JUST SURVIVE, BUT TO THRIVE, ONE MUST BE A MAGNIFICENT SPECIMEN OF VIOLENCE AND A CREATURE OF SINGLE-MINDED BRUTALITY. SUCH IS THE GOLIATH. IT IS A CREATURE BORN OF THE BONES OF THE VANQUISHED AND THE ASH OF PAST CIVILISATIONS; A GENE-SMITHED CONQUEROR WITHOUT PITY, REMORSE OR FEAR.

FOR THE CRUEL NECESSITY OF THE IMPERIAL TITHE WERE THE MEN AND WOMEN OF THE GOLIATHS MADE, ASH AND IRON THEIR CRADLE, THE TOXIC WORLD OF NECROMUNDA THEIR BIRTHRIGHT.



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>>> Subject: Event log shift 545 of the year of Him of Terra 996.M41.
>>> Conduit Necro-vox WEY818.
>>> Thought for the Day: Righteous are the Strong.

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

- ++ All drudging classes of Vat City are required to increase forge quotas by 117% for the glory of the Great Tithe – failure to meet your quotas is punishable by reassignment to the Corpse Grinder factorums so that you might contribute to Necromunda in other, more productive, ways.
- ++ Lord Helmawr praises the efforts of the forge clans and their weapons of blade and iron. The Imperial House reminds all hivers that the bullet tax has been tripled so as to foster an environment in which the melee weapon output of the war forges can be best put to good use – the Lord of Necromunda reminds you, never use a bullet when a blade will suffice.
- ++ In his infinite beneficence, Lord Helmawr has seen fit to reopen the Pit of Bones in Hive City. This preeminent fighting pit has witnessed some of the hive's greatest warriors spill blood for the adulation of the crowd, and will do so again! Subjects are reminded that the Pit of Bones' slave masters are always looking for promising candidates – no experience necessary.
- ++ The Imperial House must warn against the dangers of wayward abhumans. If an Ogryn makes eye contact, uses a word with more than one syllable, or refers to itself in the first person, you have just had an encounter with a seditious member of a dangerous splinter faction within the Ogryn slave caste that threatens the very fabric of our glorious society. Notify your local Palanite Enforcers immediately!
- ++ Average Pit Fight attendance quotient +69.85%. House of Pain blood season (cf. Murderdome).
- ++ Average Pit Fighter training quotas +143.6%. Pit of Bones grand cycle (cf. Enforcer punitive enslavement protocols).

>>> [Additional] Rumours of an abhuman uprising are nothing to be concerned about and have been fabricated by misguided hivers who are ill-informed about the goings-on in the underhive. The Imperial House reminds subjects that should they encounter a renegade Ogryn, they need not fear. Despite their size, Ogryns are slow and surprisingly weak, much of their bulk being for intimidation purposes only. Ogryns also have notoriously poor eyesight and, if all else fails, simply standing still will render a hiver invisible to their feeble senses.



DUKE ZARROS KHORDD-GOLIATH XXIXTH
'THE DUKE OF FIVE HUNDRED FOUNDRIES'
NOBLE OF HOUSE GOLIATH



HOUSE GOLIATH

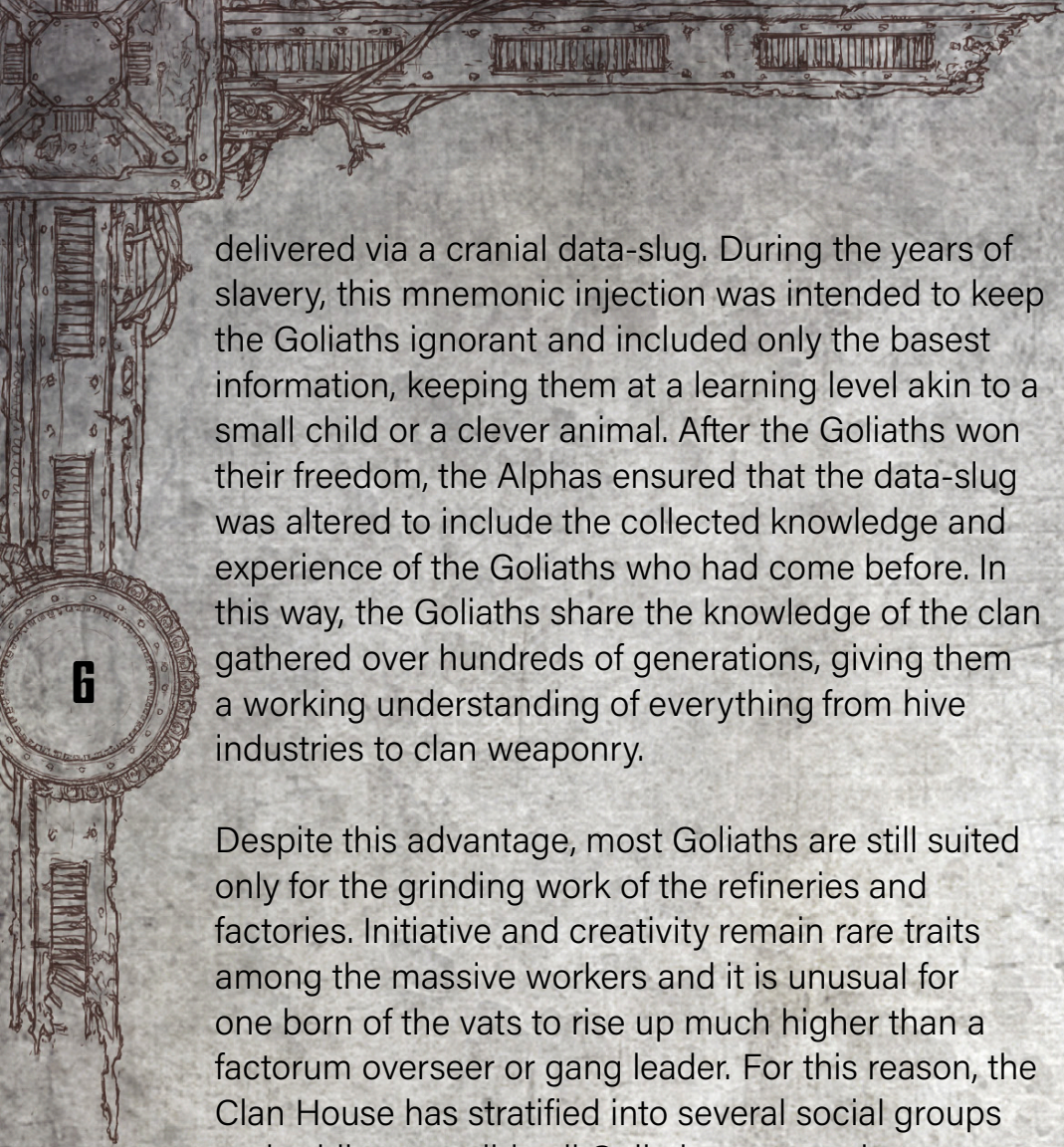
"Who needs brains when you have brawn!"

Underhive Saying

Strength is all for House Goliath. Without the physical strength to dominate rivals or to endure the hardships of Necromunda, a Goliath is nothing. They were created as a slave race to work the refineries and forges of Necromunda and toil in places where even hardy Necromundans could not survive, and while the members of the clan are practically abhuman in their size and strength, only fools underestimate their resourcefulness and low cunning. It was the folly of their creators, who believed the Goliaths could be kept docile and ignorant though genetic meddling, that allowed elements of the clan to gain their independence. Ironically, no sooner had the Goliaths gained their freedom from their creators than they enslaved themselves again through the creation of a savage hierarchy. From among their ranks, the strongest rose to dominate domes and hives, culminating in the ascendance of the Over-tyrant, the lord of all the Goliaths on Necromunda. This overlord holds dominion over the clan via the flow of life-giving stimms – chem cocktails essential to the continued existence of all Goliaths. The clan's reverence of strength, however, grants the Over-tyrant

this right, and while the members of House Goliath once rebelled against outside control, they willingly accept rulership by one of their own.

Goliaths are unique among the peoples of Necromunda, being on the whole gene-smithed beings, forged from a stable genus of humanity but enhanced for strength and endurance. Whether or not Goliaths are, in fact, abhumans remains a subject of much debate among the representatives of the Adeptus Terra on Necromunda, though the Imperium has deemed them 'sanctioned' for use on the hive world under the proviso that Lord Helmawr monitors their development. To date, most Goliaths are still largely created through esoteric biological means – rapidly grown in amneo-vats from flesh-templates and turned out into the refineries and factories for immediate hard labour. These brutish creations are mostly male and mostly sterile, living for less than a decade on a diet of backbreaking work and growth stimms before their bodies fail and they die. Despite this short life-span, Goliaths are born with a baseline knowledge of their world and their position in it,



delivered via a cranial data-slug. During the years of slavery, this mnemonic injection was intended to keep the Goliaths ignorant and included only the basest information, keeping them at a learning level akin to a small child or a clever animal. After the Goliaths won their freedom, the Alphas ensured that the data-slug was altered to include the collected knowledge and experience of the Goliaths who had come before. In this way, the Goliaths share the knowledge of the clan gathered over hundreds of generations, giving them a working understanding of everything from hive industries to clan weaponry.

Despite this advantage, most Goliaths are still suited only for the grinding work of the refineries and factories. Initiative and creativity remain rare traits among the massive workers and it is unusual for one born of the vats to rise up much higher than a factorum overseer or gang leader. For this reason, the Clan House has stratified into several social groups and, while ostensibly all Goliaths are equal, some are born with more gifts than others.

The largest sub-group within House Goliath are the so-called 'Vatborn.' These are the workers who fill the factories of the House, maintain its position as a refining and manufacturing powerhouse on Necromunda and also provide fodder for the Goliath gangs. Second in population size to the Vatborn are the 'Natborn,' or natural-born Goliaths,

who enjoy a longer life-span and (relatively) heightened intelligence.

Many of the Alphas are Natborn, as are the Over-tyrants almost without exception. The Natborn also represent the future of the Goliaths, and a stable way for the clan to reproduce that may one day free it from the necessity of the amneo-vat technologies. Outside agencies are also interested in the Natborn, for if the Goliath genus can reliably reproduce itself then the clan could become true abhumans and perhaps be seeded to other worlds where their strength and hardiness might aid the Imperium.

Lastly, there are the 'Unborn,' or outsiders. These are by far the smallest sub-group and are made up of men and women who have been 'enhanced' by Goliath growth technologies to earn a place among the House. Unborn are unusual in that they have chosen to join the Goliaths, sometimes unwillingly, rather than been born to them. To become Goliaths they must undergo dangerous augmentations to change their bodies. Despite coming from outside the clan, the Unborn are welcomed into the House provided they can prove their strength and will to survive the rigours of the Goliath life; Unborn are also valued by the Natborn as a means of introducing more diversity into the Goliath genus, and another potential key to unlocking a future for the clan free of the amneo-vats. To other clans the difference

THE HOUSE OF CHAINS

Throughout the hives of Necromunda and beyond, House Goliath is often known as the House of Chains, a nod to its past as well as a grim reminder of its present. It is not known for sure where the name first came from, though some have speculated the moniker was first used by the Escher or the Van Saar to remind House Goliath of its place among the hierarchy of the clans. Whether this is true or not, the Goliaths have appropriated the name for themselves, wearing it proudly as a reminder that they were once enslaved by others – while at the same time conveniently forgetting that they merely traded the slavery of their birth for a less defined, but no less real, subservience to their Alphas and ultimately to the Imperial House.

'House of Chains' also fits the Goliaths well, for perhaps of all the clans they rely upon the largest numbers of slaves, serfs and indentured workers

to deal with the cycle-to-cycle running of their enclaves, or to fight for their amusement and violent gratification in the pits. Their close relationship with the Mercator Sanguis, the Slave Guild, has turned them into slavers themselves, and the rattle of chain gangs is a fixture of Goliath territories, while Goliath gangs go on regular slaving raids for their clan to bring fresh meat for the pits or the factories.

House Goliath has even less respect for slaves than the other clans, which is saying something. The Goliaths see slaves not just as the lowest of Necromunda's classes, but also weaklings fit only for menial tasks or death in the pits. This attitude, along with the title House of Chains, could just be part of the nature of Goliaths. However, perhaps it exists to distance the clan from its past, and the time when its members were the weaklings, held captive on the leash wrought by their creators.

between Vatborn, Natborn and Unborn is negligible, each seemingly similar in size and appearance. By contrast, the Goliath themselves can tell the lineage of a brother or sister at a glance.

While some consider House Goliath's strength to come from its unique genetic history, its true power on Necromunda does, in fact, come from its industry. Gravitating toward the most dangerous places, the House has given new life to forges, refineries and production lines grown cold and idle over long millennia of neglect. Knowing full well that its rivals are too weak to survive in these failed regions of the hives, House Goliath has used them to maintain its edge over the other Clan Houses, despite being one of the least numerous clans of Necromunda. These toxic machine pits and smelting forges are the natural environment of the clan: the gale-forges of Hive Rothgol, the Iron Deeps of Hive Primus and the Dustways' Magma Cauldron all the strongholds of the Clan House that would otherwise be classified as Badzones. In some hives, the Goliaths have even purposefully polluted their territory by smashing air ducts or rad-cleansers to keep the other clans at bay. It is a practice abhorrent to the Noble Houses of Necromunda, who consider the ancient system of the hive sacred, though one that is undeniably effective. It is also not without some truth that the industrial rivals of the clan fear that one day House Goliath might rise up to eclipse all other Clan Houses, perhaps even outliving all other humans on Necromunda to become the last living things on the planet – all the while still working dutifully for the Imperium.

The other Houses have tried for centuries to break the metal-forging monopoly created by the Goliaths but have been stymied not just by the savagery of the Clan House but also the Noble Houses. It is a poorly-concealed secret that many of the Noble Houses, and even the Imperial House of Helmawr, favour the Goliaths, for they represent the ideal underclass: hardy, naïve and short-lived. Or perhaps this is just what House Goliath wants them to believe. The House has rapidly made itself indispensable to the Imperial House, and for its labours is afforded certain concessions not granted to the others.

The excessive violence endemic to House Goliath is openly tolerated by the Noble Houses, provided it remains contained to the lower levels of the hive. A degree of brutishness and savagery that might elicit a response from Lord Helmawr's Palanite Enforcers is met with token punishments or dismissed as being simply 'Goliath' behaviour – the genhanced workers

not knowing any better. It is this kind of acceptance that allowed the Over-tyrant Varran Gor to snap the neck of his rival in the presence of Lord Helmawr without the Master of Necromunda so much as looking up from his wine. Even the Palanite Enforcers, the notorious implements of Lord Helmawr's will, seldom bother Goliath enclaves and almost never enter the Clan House's territory. Goliaths are usually left to sort out their own problems, and if another clan has an issue with the Goliaths then they too are left to pursue it without excessive interference by the Imperial House. It is a system that has worked for centuries and seen a steady growth in Goliath territories throughout the hives, as well as an increase in the production output of their forges, something of far more interest to Lord Helmawr than a few broken heads.

Despite the Alphas keeping the local clan enclaves in line, there are still those Goliaths who go rogue. Some become outlaw gangers, heading down-hive to make their fortune, while others try to escape out into the ash wastes, perhaps in a misguided effort to find some rumoured promised land. In most cases, these rebellious members of the clan are left to perish once their diet of stimms runs out or the horrors of the Outlands consume them. There are persistent stories though of a free Goliath state somewhere on Necromunda. Known as the Last Forge, rumours have it located in places as far flung as beneath the Spoil, on a subterranean island in the middle of the Worldsump Ocean or on one of the rusting hulks of the Navis Mortus. If it is the eventual dominance of House Goliath that keeps the other Clan Houses awake during night cycle then it is the Last Forge that scares Lord Helmawr. As long as Goliaths remain slaves to their biology they can be controlled, or terminated if need be, though should the day ever come that an entire community of Goliaths can live and breed without the need for technology, Necromunda may well be in trouble!

HISTORY OF HOUSE GOLIATH

House Goliath is the youngest of the six Clan Houses of Necromunda, its rise to power both sudden and shocking by the stagnated pace of the world's history. In the space of a few centuries, the House shook off the fetters of its masters and carved out a name for itself in the ancient ranks of Necromundan society. Through strength and determination, House Goliath achieved these things – but also through need. For more than any other Clan House, the people of Goliath had but two choices when the chance for freedom presented itself: fight or die.



BORN IN CHAINS

For as long as anyone on Necromunda can remember, the hives have been failing. And for as long as the Imperial House has held domination over the toxic world, the Helmawr line has sought to keep its industries alive. Automation, the dominion of the Adeptus Mechanicus and the Dark Age of Technology is widely mistrusted on Necromunda, and many factories and tasks have become impossible to perform without vast numbers of workers to turn wheels, haul chains or push conveyors day after day. However, unlike the immutable strength of steel, the human form is fragile, and Necromunda's industries must be constantly fed on a diet of broken bones and mangled flesh if they are to continue operating. This is where the story of House Goliath begins, born from the ambition of Alberoth Helmawr and the religious hysteria of the Redemption.

The 39th Millennium was drawing to a close when the first flames of the Imperial Cult known as the Redemption blossomed to life in Hive Primus. The cult spread rapidly through the drudging classes, stripping hives of their workforces and prompting mass exoduses across the planet. During the upheaval caused by the Redemption's disordered birth, some Houses saw opportunity while others saw disaster. Alberoth Helmawr only saw factories abandoned and hives rendered unproductive by misguided faith in a distant overlord. Though Necromunda was vast, and nothing so simple as a religious awakening could rob it of its power, Alberoth felt control over his people waning. Worse than this, Alberoth rankled at the notion that the subjects of his world should see him as anything less than their absolute ruler – or their god.

To mend this tear in his perfect reality, Alberoth turned to those with a vested interest in creating a devoted and hardy workforce: the other Clan Houses. From those to court his interest, both Van Saar and Escher offered the most convincing prototypes for gene-smithed workers, the Houses offering their skills to Lord Helmawr for special concessions once the workers were ready. Alberoth was never going to place such an important task in the hands of a single Clan House – after all, they could go behind his back with another Noble House, or choose to keep the creation for themselves. As cunning as any Helmawr to come before him, Alberoth invited both Houses to collaborate on the project, for surely a vat-grown slave born of Van Saar bio-tech and Escher alchemical expertise would surpass anything either House could accomplish alone.

SEAM-WELDER FIRST CLASS
'DUSTY' DEKK
HIVE EXTERIOR ARMOUR
MAINTENANCE CREW
HIVE PRIMUS

For decades, the two Houses warred over the task set by Alberoth, even as they ostensibly worked together to give the Lord of Necromunda what he desired. Of course, it was not the first time in the long history of the planet, or even the history of the Van Saar and Escher, that the creation of a slave race had been attempted. For centuries Van Saar Archeteks had sought to grow healthy bodies to replace those ravaged by the exotic radiation emitted by their clan's secret STC device. These efforts had met with failure as the technologies used by the Van Saar often proved unstable. Horrific mutants or psychotic abominations were produced as often as brain-dead organ bags or vats of fleshy, self-aware soup, the Van Saar lacking the stabilising agents produced only by the Escher chem-covens. By contrast, the Escher had enjoyed some success with the revival of the recently dead and chemical mind control, though neither of these solved the problems of their withered male population. Both Houses coveted the other's technology and expertise for their own ends; the Van Saar imagining a slave race from which to harvest uncorrupted organs, the Escher hoping for breeding stock to father strong and capable daughters and sons for the clan.

The history of the endeavour was plagued by sabotage and intrigue, not just between Escher Chem-matrons and Van Saar Bio-archeteks. Both Noble and Clan Houses sought to end Alberoth's ambitions, as did external agencies who regarded the artificial creation of life as an affront to the laws of the Imperium. The only House not to work against Van Saar and Escher during this time were the scions of Delaque – though if this was by accord with Lord Helmawr or for their own interests remains unclear.

Despite these setbacks and struggles, by the millennium's end a stable genus had been created and the first of a new breed of Goliath emerged from his amniotic vat to stand blinking beneath the iron skies of Hive Primus.

MADE FOR THE FORGE

Alberoth marvelled at the things House Van Saar and House Escher had created. At the suggestion of the Escher they were dubbed the Goliaths, the name once belonging to one of the clan's rivals, for it amused the matriarchs to pass it on to a race of slaves. The Goliaths had been bred for their size and endurance, with purposefully diminished intelligence and life spans to make them more docile. As workers they proved far superior to the human stock of the hives and factories filled with them immediately saw

THE ANCIENT HOUSE OF GOLIATH

Over the millennia, there have been several Clan and Noble Houses to bear the name of Goliath. The earliest of these are little more than names scratched into the ledgers of the *Necromundas Nobilis*, often spelled as 'Golyeth' or 'Goileth', hinting at family lines who can trace their ancestors back to the first centuries of Compliance when the Imperium subjugated Necromunda. Later tales recall that the Goliath were a ruling House of one of the equatorial hive clusters, its peoples known for their size and stature. What became of these first Goliaths remains lost to time, though fragments hint at some calamitous event that destroyed their home, and forced them out into the wastes.

More recently, the name Goliath was held by one of the major Clan Houses of the Mynerva Cluster. These Goliath, similar to those who came after, were known for their great size, clad in muscles and favouring savage dress and adornments. Unlike the current Goliaths, however, they were natural-born Necromundans who built up their strength through toil rather than genetic manipulation. It is recorded that these Goliaths were bitter rivals of the Escher, then known as the Eschaki. The two Clan Houses fought over the spore mines of Mynerva, until their gang war reached its peak during the Mynerva Cluster famine, when both sides sought to leverage the situation against their rivals. In this House Eschaki had an edge, as their holdings and interests spanned many hives, while the Goliaths were largely contained within the Mynerva Cluster. In an event known as the Great Poisoning, the Eschaki wiped out the Goliaths by tricking them into capturing a tainted corpse-starch shipment, then launching a massive assault before the Goliaths could recover. It is believed some of the Mynerva Goliaths did escape the wrath of House Eschaki, though what became of these outcasts remains unknown. Some have speculated that the strongest among them have joined the current House Goliath as Unborn, while other stories tell of rebel enclaves still ruled over by this forgotten House. Whatever the truth, the Eschakis' hatred of the Goliaths seems to have transcended the destruction of the Mynerva clan, and been placed firmly on the shoulders of their successors – who were named by the Escher themselves as a dark joke.

increases in production and efficiency. Yet the process of creating the Goliaths remained slow, for it relied on the alliance of Van Saar and Escher. Despite their successes as workers, the Goliaths failed to solve the problems of their creators. The short life-span made them unsuitable as organ donors for the Van Saar, whose own shortened lives seemed long by comparison. Equally, the Escher found little use for the Goliath as, almost without exception, the slave race was born sterile. Both Clan Houses blamed the other for purposefully engineering these traits into the Goliaths to confound their rivals, and both fought many clandestine wars believing the other had kept back vital secrets.

While the Clan Houses bickered, the Imperial House saw to it that Goliaths were seeded in hives across the planet. Sold via the Slave Guild, tens of thousands of the hulking workers brought life to manufactoria and domes that had not seen industry for centuries. Soon the sight of grease- and soot-covered giants lumbering through the gloom of the hives became a common one, and even the drudging classes accepted these strange new additions to their ranks. Goliaths were given the worst jobs possible, usually working forges where heat and toxic fumes made factories anathema to life. Their resilience also saw them spread into other hostile environments such as the depths of the Bore Mines, the deep Ash Wastes and the bilges of the world's orbital fortresses. Despite this spread across the planet, compared to the billions of people of Necromunda the Goliaths remained a minority, their numbers limited by the technology used to create them.

Life, even artificially wrought, has a way of subverting the expectations of even the wisest of the Imperium's Magos Biologis, and the Goliaths were no exception. It began almost unnoticed by those set to oversee the Goliath workforces. In the scant years a Goliath lived, between emerging from their tank to dying worn out by their labours, their intelligence crept up by degrees. This was seen as a boon by the Clan Houses as it allowed the Goliaths to better execute their duties, and posed little threat to their control as, if a generation grew too independent of thought, the next would reset the scale. Yet the Goliaths had begun passing knowledge down from one generation to the next, the most cunning among them creating a crude language and scratching messages onto factory walls or machine casings for those who came after. As time passed, this language evolved, as did the Goliaths themselves, until they could tell how many generations had worked a factory before them, or how

long Goliaths had been in a hive, and even where they might have come from. This simple knowledge told a Goliath they were not alone, that out beyond the steel walls of their world there were many more of their kind waiting to be free. So it was that, year by year, the Goliaths learned of their place on Necromunda, and planned to change it.

Had the alliance between House Van Saar and House Escher endured, even unprecedented as it was in the natural order of Necromunda, the Goliaths might still be slaves today. When Alberoth Helmawr died, drowning in a bath filled with Simerian wine, the union of Van Saar and Escher was well and truly finished. Dividing the technologies used to create the Goliaths, both Houses attempted to claim the production and control of the slaves for themselves. Van Saar Archeteks experimented with extending the Goliaths' lives while Escher Chem-matrons grew the first female Goliaths in an effort to create a viable abhuman strain. Unwittingly, the clans had given the Goliaths the tools they needed to break free, and they were swift to take advantage.

SLAVES NO MORE

Had the Goliaths risen up as rebels and torn down the hives around them, they doubtless would have been wiped from existence like so many of Mankind's past mistakes. But the Goliaths did not need anything so dramatic, for they had already been given vast territories suitable only for their own use, and all they needed to do was claim them. Remote settlements were the first to fall to the Goliaths, their overseers replaced or exiled until the Goliaths ruled in their stead. Then those that sheltered in the depths of hives or clung to their shells, hostile to most Necromundans but tolerable by Goliath standards, gained a measure of autonomy. Inevitably, there was violence between the Goliaths and the Houses who had sought to enslave them, though critically the Imperial House remained apart from these wars of independence.

The Goliaths, ruled over by the most evolved of their kind, were wise to maintain, or in many cases increase, their production quotas even as they wrested control of their fate. Lady Jeuns Helmawr, successor to Alberoth, regarded her father's notion of a slave race antiquated. Considering all inhabitants of Necromunda were in effect slaves to the Imperial House, the title seemed redundant. Slaves were also generally inefficient, since they needed to be guided and guarded. *"If the Goliaths want to govern themselves then let them prove their worth,"* Lady Helmawr is claimed to have said on the matter. So the Imperial House decreed it would stay

out of the rise or fall of House Goliath, provided its forges kept up with the planet's production demands.

House Escher was perhaps the most violently opposed to the emancipation of the Goliaths and fought bitterly to keep them in their place. Ironically, it was the Escher's creation of female Goliaths that was to finally free the Goliaths of their dependence on the technologies of their making. During the Hundred Cycle War in Hive Primus, that saw the Clan Houses seek to exterminate the Goliaths of the Hanging-Forges, the first Goliath Alphas emerged. These were natural born Goliaths, far more intelligent than others of their kind, and with longer life spans. The Clan Houses had hoped to starve the Goliaths of their vat-technologies and simply allow them to die out, but the Alphas proved this was not going to be a viable tactic. The tipping point was when House Van Saar made an alliance with the Goliaths. In a historic meeting Duke Hedrick Xth met with the first Over-tyrant Hefrum, also known as the Vat-mother for the genetic heritage she shared with countless members of her Clan. Hedrick offered Hefrum the technologies to create more of her kind, if the Goliaths would enter into a lucrative trade partnership with the Van Saar. Hefrum was cunning enough to realise that the Van Saar's offer had as much to do with harming House Escher as it did aiding the fledgling Goliaths, though she knew she had little choice if the Goliaths were to have a long-term future.

It would be several centuries before all Goliaths were free. Even after the Goliaths of Hive Primus established themselves as an independent power, the violence continued. In some places, like the Grind-rigs of the Northern Spoil, the Goliaths remained as slaves for years before being liberated by their brothers and sisters, while in others like the Sumpsprawl of Hive Quintus, the Goliaths were exterminated by the ruling clans for fear of rebellion. Piece by piece, however, the Goliath claimed territories, proving their right to exist on Necromunda.

By the middle centuries of the 40th Millennium the Goliaths had taken their place among the Clan Houses, even if many of their peers did not yet fully accept them. The process of claiming independence had forged them into a clan far more robust than any of their rivals. Combined with the fact that Goliaths shared a genetic heritage unique on Necromunda – or perhaps even within the Imperium – they were brothers and sisters far more so than even the fanatics of Cawdor, who only shared a religion, or the members of Van Saar, who were held together by a secret curse. Though they often fought for dominance between themselves, the means of their birth had created a foundation of kinship upon which to build for centuries to come.

SPHERES OF INFLUENCE

Each of the Clan Houses, and indeed the Noble Houses and the Guilder families, displays its own unique and often highly idiosyncratic mode of dress, language and behaviour, and this is as true of street-born gangers as it is of spire-born nobles. Visually, a House's culture is expressed most vividly at the heart of its holdings, where distinctive clothing, hairstyles and equipment mark clanners out as born and bred of their House.

But not every subject of Necromunda is born of a clan, a Guild or a Noble House, and neither do they bear the colours or wear the dress associated with one. Rather, the bulk of the world's population belong to the so-called 'drudging classes' – numberless ranks of indentured industrial helots who live and die in their work place and whose most cherished hope is to make it through a shift without incurring a beating from the ever-watchful industrial commissars.

In between the clanners and the helots, there exists numerous other human stratum. As individuals find themselves drawn by fate or commerce towards the power centre of a given House, they might take on something of its distinctive culture in order to mark their allegiance. Later, they might come under the influence of a rival House, perhaps taking on something of that House's culture as a sign of loyalty to their new patron. Nonetheless, there is a clear distinction between purebred clanners and such temporary affiliates and, of course, the very nature of some Houses excludes it, in particular House Escher, whose subjects are nearly exclusively female.

Of course, in the underhives of Necromunda the centres of Clan House power are very distant indeed, and so the distinctive House gangs often move like brightly-clad predators amongst the drab, grey-clad mass of the dregs of humanity.



HOUSE GOLIATH TIMELINE

M39 – BIRTH OF A CLAN

House Goliath, as it will be known in the latter millennia of Necromunda, is born into slavery. In the last years of the 39th Millennium, the Goliaths would acclimatise to the world into which they had been made, while at the same time rebelling against the chains placed around their necks.

A FAILING SYSTEM

Necromunda's hostile environment prompts many of its leaders to consider the future of their workers. These efforts to improve the lot of the underclasses are not driven by anything so altruistic as goodwill but rather a fear of the planet one day failing to meet its massive Imperial tithes.

LORD HELMAWR'S DARK DREAM

Lord Alberoth Helmawr becomes obsessed with the notion of creating the perfect Necromundan worker, one tough enough to survive the worst the planet has to offer but remain docile and compliant. To this end, he sponsors surgeon-covens and alchemican biologists across the planet to create such a creature.

AN ALLIANCE OF CONVENIENCE

After centuries of mishaps and abominations, including the 'thing' that ate Hive Cinus and the birth of the Grey Ooze of Bighole and the subsequent demise of the Edge Lord of Bighole, Van Saar Bio-archeteks and Escher Chem-matrons combine their skills to embark upon the creation of Alberoth's uberworker.

SETBACKS AND SABOTAGE

Fearful of the imbalance a gene-smithed worker could bring to Necromunda, Clan and Noble Houses alike seek to stop the Van Saar-Escher alliance. Bio-labs and chem-claves become fortresses for their workers, as assassins and saboteurs stalk the hive intent on stopping their experiments.

A HAND IN THE SHADOWS

A combined army of rival Clan Houses launches a massive attack on the Alchemist's Spire, the Van Saar and Escher's primary bio-lab in Hive Primus. In the first hour of the assault, thousands are slain on both sides, and the defenders are pushed back to the very doors of the uberworker vault. Only a sudden betrayal changes the outcome of the battle, agents of House Delaque within the attacking army turning on their 'allies'. In the aftermath of the battle, the Delaque ask nothing of Van Saar and Escher, though the clans know a debt will be owed for their timely intervention.

THE FIRST TRUE BIRTH

After almost two centuries of trial and error, the Van Saar and Escher marvel at their creation, the first Vatborn Goliath emerging from its amniotic tank to breathe Necromunda's stale air.



M40 – SLAVES OF NECROMUNDA

Years of servitude mark the beginning of the 40th Millennium. During this time, the initial rumblings of rebellion within the clan begin and the first real inroads to freedom begin to unfold. Oblivious to the chain of events they have started, the other clans continue to use the Goliaths for their own agendas and plots.

SLAVES TO THE FORGE

A few scant years after the first Goliath is birthed, the slave clan is put to work. Tens of thousands of gene-smithed workers, with an intelligence little more than animals, are herded into the factorums and taught the simple tasks they will perform for the rest of their short lives.

BEYOND EXPECTATIONS

In the early decades of their existence, the Goliaths exceed even Alberoth's most optimistic expectations. Tens of thousands of them are shipped out to hives across Necromunda and the Lord of the Imperial House places orders for hundreds of thousands more.

MISHAPS AND MYSTERIES

Despite the success of the Goliaths, some strange events dog their dissemination across the planet. Some shipments of Goliaths go missing, while others escape into the wastes becoming feral things who hunt ash waster and hiver alike. Perhaps most disturbing of all are rumours of secret labs producing their own strain of the Goliath genus.

A SECRET LANGUAGE

Overseers discover Goliath workers are leaving crude markings on their machines. Warnings to Alberoth's manufactory emissaries that the slave-workers are communicating with each other are met with derision and dismissed out of hand.

REMOTE SETTLEMENTS

Goliath slave-crews are driven into long-abandoned wasteland settlements, forcing out waster tribes and reclaiming ancient factorums for the Lord of Necromunda. Some of these settlements, such as Pit City, grow into thriving centres for outland trade and travellers.

UNSANCTIONED EVOLUTION

Generation by generation, the Goliaths become more aware of their situation and more intelligent. Their masters hail this development as a new strength of the slave race making them better at their job, despite voices raised in concern over what this could mean for the future of the planet.



M40

M40 – BROKEN CHAINS

By the midpoint of the millennium, the clan stands on the cusp of rebellion and the true work of becoming a Clan House can begin. Seeing the potential of this newly-risen faction, Lady Helmawr manipulates events to spread the influence and power of the Goliaths to every corner of her blighted, industrial world.

A SANCTIONED UPRISING

In the far flung hive of Urstarden's Grace, Goliath workers rise up against their overseers, murdering every member of their manufactorum not of the clan. While the Clan Houses of Urstarden scream for retribution against the rogue factorum, the hive's lord chooses to grant the Goliaths autonomy, in no small part because of an immediate increase in their production rates. This act will set a precedent repeated across the world over the following century.

THE SHADOW FORGES

With the death of Alberoth and the failure of the long alliance between the Clan Houses of Van Saar and Escher, central control of the Goliaths fragments. In places they remain slaves under their clan masters, while in others they win their freedom, either through violence or the plotting of their overseers. During this time, the first Shadow Forges appear comprising independent Goliath enclaves.

FEAR, FOLLY AND BETRAYAL

The Clan Houses seek an alliance to stem the rise of House Goliath, though their efforts are plagued with betrayal. Each clan believes their rivals are in fact working to enslave the Goliaths for themselves, while in the spire the new Lady Helmawr manipulates events to ensure the survival of Necromunda's newest House, her eyes fixed firmly on the future of her domain.

HOUSE GOLIATH TAKES ITS PLACE

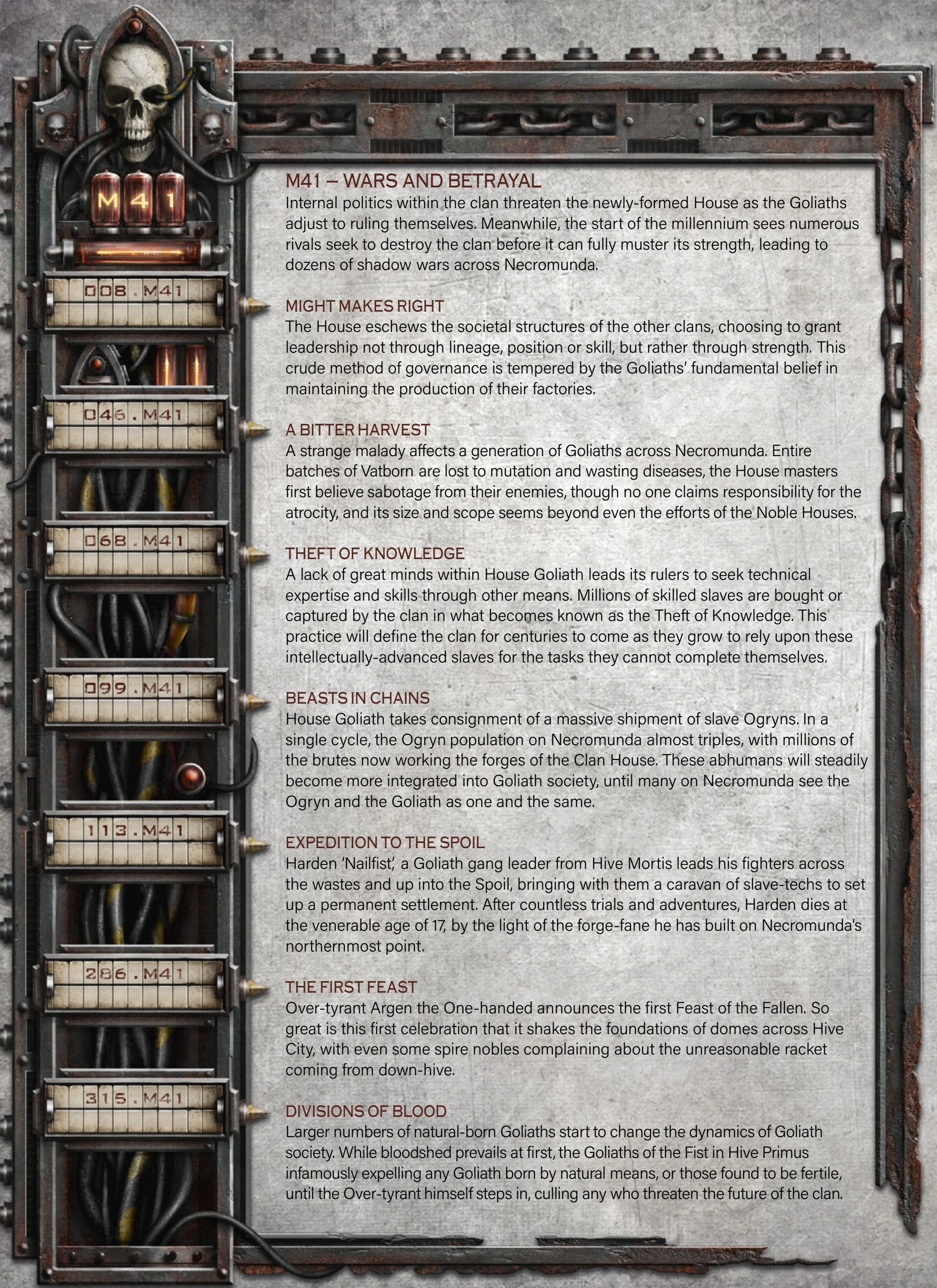
Despite decades of minor uprisings and endemic gang violence, the Goliaths continue to thrive. When Over-tyrant Hefrum marches into the Council of Clans in 743.M40, her peers realise their efforts to stop the Goliaths have failed and, with the blessing of Lady Helmawr, the clan takes its place officially among the Clan Houses of Necromunda.

MONSTERS OF ROTHGUL

Lies spread by the Cawdor paint the Goliaths of Hive Rothgul as xenos monsters sent to steal Necromunda's children. Rather than refute these rumours and try to defuse the violence directed against them, the Goliaths paint their skin in vivid colours and wear spiked suits of furnace plates, using the stories to spread terror among their foes and further expand their reputation and territories.

VIOLENCE OF THE FORGE

With the sanctioning of Lady Helmawr, and having mustered their strength over the intervening decades, House Goliath launches a massive expansion of its territory in the final years of the 40th Millennium. This begins in Hive Primus with the Day of Iron, a mass assault by the Goliaths on rival forge works throughout Hive City. Running battles unfold throughout the searing workings of manufactorums, the Goliaths filling the hive with the sounds of screams and gunfire.



M41 – WARS AND BETRAYAL

Internal politics within the clan threaten the newly-formed House as the Goliaths adjust to ruling themselves. Meanwhile, the start of the millennium sees numerous rivals seek to destroy the clan before it can fully muster its strength, leading to dozens of shadow wars across Necromunda.

MIGHT MAKES RIGHT

The House eschews the societal structures of the other clans, choosing to grant leadership not through lineage, position or skill, but rather through strength. This crude method of governance is tempered by the Goliaths' fundamental belief in maintaining the production of their factories.

A BITTER HARVEST

A strange malady affects a generation of Goliaths across Necromunda. Entire batches of Vatborn are lost to mutation and wasting diseases, the House masters first believe sabotage from their enemies, though no one claims responsibility for the atrocity, and its size and scope seems beyond even the efforts of the Noble Houses.

THEFT OF KNOWLEDGE

A lack of great minds within House Goliath leads its rulers to seek technical expertise and skills through other means. Millions of skilled slaves are bought or captured by the clan in what becomes known as the Theft of Knowledge. This practice will define the clan for centuries to come as they grow to rely upon these intellectually-advanced slaves for the tasks they cannot complete themselves.

BEASTS IN CHAINS

House Goliath takes consignment of a massive shipment of slave Ogryns. In a single cycle, the Ogryn population on Necromunda almost triples, with millions of the brutes now working the forges of the Clan House. These abhumans will steadily become more integrated into Goliath society, until many on Necromunda see the Ogryn and the Goliath as one and the same.

EXPEDITION TO THE SPOIL

Harden 'Nailfist', a Goliath gang leader from Hive Mortis leads his fighters across the wastes and up into the Spoil, bringing with them a caravan of slave-techs to set up a permanent settlement. After countless trials and adventures, Harden dies at the venerable age of 17, by the light of the forge-fane he has built on Necromunda's northernmost point.

THE FIRST FEAST

Over-tyrant Argen the One-handed announces the first Feast of the Fallen. So great is this first celebration that it shakes the foundations of domes across Hive City, with even some spire nobles complaining about the unreasonable racket coming from down-hive.

DIVISIONS OF BLOOD

Larger numbers of natural-born Goliaths start to change the dynamics of Goliath society. While bloodshed prevails at first, the Goliaths of the Fist in Hive Primus infamously expelling any Goliath born by natural means, or those found to be fertile, until the Over-tyrant himself steps in, culling any who threaten the future of the clan.



M41 – RISE OF THE ALPHAS

With the establishment of the Over-tyrants, a lineage of House masters is formed. From this structure are born the Alphas and a system of strength and respect settles into the clan's social structures. This internal strength will define the clan for centuries to come and give it the power to take on all-comers.

THE FIRST ALPHA

Skullgar Hammerfist of Hive Primus fights his way up from the pits to challenge Over-tyrant Vascara Bull for the right to rule the clan. Skullgar falls to Vascara's fists, though she does not kill the usurper, rather granting him the title of Alpha and rulership over the enclaves of Primus under her ever-watchful eye.

A NEW KIND OF MEDICINE

As the Alphas become the de facto House masters of the Goliath hives, the number of Unborn increases. Individuals drawn by the strength and power of Goliath make their way to Goliath enclaves. This in turn draws docs looking for work and greatly increases the longevity of both Alphas and Over-tyrants.

VICTORY ON THE PLASMA SEA

A raid by the Goliath gang, the Dog Soldiers, breaks through the advanced defences of the Van Saar Home-Reactor. There, on gantries above a glowing sea of reactive plasma, the Overfiend himself steals one of the Van Saar clan's data-shards, containing countless technological secrets. Though the Dog Soldiers will eventually trade the priceless shard for a crate of Wild Snake, it is not before their doc extracts valuable information on improving the Goliaths' amneo-vat technologies.

THE FIRST FORGE WARS

Since earning their freedom, the Goliaths have been steadily taking over the industrial smelting and forging of metal on Necromunda. As their power waxes they launch the first forge wars, aggressive assaults on rival factorums and manufactoria.

BEATDOWN TOWN

In Hive Trazior, Goliaths establish the outlaw settlement of Beatdown Town. The Badzones outpost soon becomes a centre of Trazior's Narco Lords, who find ready customers in the Goliaths. Several assaults by the Palanite Enforcers end in failure with the Goliath gang and their allies driving the Enforcers back from their walls. Eventually, the Lords of Trazior choose to ignore the existence of Beatdown Town and get on with their lives.

THE GREAT OVER-TYRANT

Thulan Rex becomes the 99th Over-tyrant of the Goliath and heralds a new age of expansion for the clan. A Natborn, Thulan will live for almost 50 years, by far the longest lived Over-tyrant to date. During his life his reforms will strengthen the clan, from the Bond of Alphas, to the grand alliance with the Mercator Sanguis.



M41

705.M41

759.M41

847.M41

973.M41

982.M41

996.M41

V.11

0.7

X1

M41 – THEIR RIGHTFUL PLACE

House Goliath corners the Necromundan production of forged metals and ferrite compounds, supplying all the other Clan Houses with the bulk of their smelted ores and industrial materials. This manufacturing power makes the Goliaths one of the swiftest-rising Houses on the planet, rapidly outpacing all its rivals.

INDUSTRIAL POWERHOUSE

In the space of less than 1,000 years, House Goliath has grown in industrial power to rival Houses who have been on Necromunda for millennia. Perhaps of more concern to the clan's enemies, House Goliath has made itself vital to the output of the world's huge industrial quotas.

OUT IN THE WASTES

Goliath road gangs multiply out in the wastes, rivalling the Orlocks for their size and aggressiveness. The Mungan Ash Riders raid in the name of the clan along the Great Ash Road west of Hive Mortis, the sight of their rumbling war trucks and razor bikes striking terror into Ash Waste Nomads and Guild Caravans alike.

THE SAVAGE COUNCIL

A gathering of the Alphas in the Fist of Hive Primus turns into an all-out brawl. Such is the violence of the fight that it spills out into the lower sections of Hive City, sparking an uprising that eventually forces the hive lords to call in the Palanite Subjugators to put it down.

TOO UGLY TO LIVE, TOO STUPID TO DIE

Grunner Jax, leader of the Iron Dukes, confounds his enemies by repeatedly refusing to die. Despite getting shot in the face, having a Ripper Jack burrow into his chest and also being carried off into the Sump by a gigantic necro-arachnos, Jax returns each time with some new scars and the same dumb expression plastered on his ugly face.

SHIV'S CRUSHERS

Doc Shiv begins perfecting her formulas for hyper-stimms, allowing more gangs to turn their fighters into Stimmers or 'Zerkers and adding greatly to their destructive potential. Too late, Clan House assassins learn of Shiv's work, the doc soon never seen far from her stimmed-up bodyguards.

TRUE NECROMUNDANS

By the final years of the 41st Millennium, the decline of Necromunda is continuing to claim hives and hive populations at a steady rate, while the resources of the world teeter close to exhaustion. Among this woe, only the Goliaths seem to prosper, leading some to believe that perhaps of all the creatures of Necromunda, they and they alone will one day inherit the planet.

FEAST OF THE FALLEN

The fleeting span of a Goliath's life, together with the unique means of their birth, combine to make the clan far more mindful and connected to previous generations than most people of Necromunda. To honour the clan's genetic ancestors, upon whose toil the House stands, the Goliaths created the Feast of the Fallen. Each hundred cycles, hive clans within the House gather to remember those who have come before. The names of great clan leaders and notable clan members are restored to life through brutal acts of violence and feats of strength performed in their honour. Nominated members of the gathering don the mantle of these ancestors, and then act out their greatest achievements, usually by engaging in hand-to-hand combat with their peers. In this way, the ancestors are believed to remain part of the clan, their deeds kept alive and their strength undiminished. If a Goliath dies in the guise of an ancestor, it is considered a good sign, as the strength of the slain clan member has now become one with the ancestor, and their name is added to the ritual of the fallen. For this reason, Goliaths will hurl themselves into their role during the Feast of the Fallen, as if daring their ancestors to come and claim them.

Goliath gangs mimic this ritual, though they add the names of their fallen comrades to those of their ancestors. For many gangs, the Feast of the Fallen is also a means for the Goliaths to deal with leadership challenges when a gang leader dies. Those who believe they have the strength to lead take on the guise of the previous leader, before fighting for their lives. The ganger who survives the feast is said to embody the fallen leader's spirit, and thus has the right to become the gang's leader. Meanwhile, those who have fallen nourish the leader's memory with their blood and make him stronger as a result.

Other Clan Houses and nobles consider the Feast of the Fallen barbaric, as it almost always involves numerous fatalities. Even among gangs who readily accept the need for leadership challenges to be resolved with blades or guns, the brutality of a Goliath Feast of the Fallen challenge leaves them wondering how the House has not torn itself apart before now. For the Goliaths however, strength is all and the ritual allows them to prove that.

HOUSE STRUCTURE

*'You live in the pits, you learn the ways of the pits.
And in the pits there is only one rule – the strong thrive and the weak die.'*

Rhagun Cripplefist, Pit Master of the Twelve Agonies Arena

To outsiders, the hierarchy of House Goliath is akin to underhive beasts fighting for dominance. Lineage and intelligence are seen to take second place to strength and aggression, with the strongest dominating those weaker than themselves for as long as they can, before they too are torn down and dominated by their rivals. While there is some truth to this, it does not tell the full story of life within the domains of the Goliaths. In reality, there is a bond of brotherhood and sisterhood that exists between the Goliaths absent

from many other Clan Houses, its people sharing a common genetic ancestry. The Goliaths also have a stratified society divided between those born by different means that remains almost invisible to those outside the House. Finally, the savagery perceived by the rest of Necromunda hides a system within House Goliath that allows the lowest worker to rise up to become overlord of the clan, making the Goliaths perhaps one of the freest Houses on all of Necromunda.

19

HIERARCHY OF CHAINS

OVER-TYRANT OF
HOUSE GOLIATH

VARRAN GOR



HIVE ACROPOLIS ALPHA

TORGAN THE CRUSHER

HIVE PRIMUS ALPHA

DIORGAN IRONHARD

HIVE TRAZIOR ALPHA

BERTHOR HAMMER

EACH HIVE HAS ITS
OWN HIVE ALPHA

ALPHA OF THE FIST

ALEX GORGOTH

ALPHA OF THE IRON NEXUS

BREOTH SKILL

EACH GOLIATH ENCLAVE
WITHIN THE HIVE
HAS AN ALPHA

SLAVE BOSSES
OF THE FIST

FORGE BOSSES
OF THE FIST

GANG BOSSES
OF THE FIST

SLAVERS OF THE FIST

FORGE-MILITIA OF THE FIST

GANGERS OF THE FIST

GOLIATH FORGE-BORN

For the first year or two of a Goliath's life they must prove themselves worthy to be part of the clan. As if the trials of being grown in a vat or educated via a cranial neural-slug jammed into the back of your head were not enough, Goliaths do not respect those who cannot display their obvious strength and endurance. Ostensibly this process is to weed out the weak members of the clan, but in reality many overseers and gang leaders expect these trials of their new recruits as they went through the process themselves. Those undertaking their House trials are known as Forge-born, a catch-all term for newly-minted manufactoria workers, pit fighters in training and Badzones prospect scouts, among other clan new bloods. Notably, while Goliath gangs sometimes include groups of Forge-born, these are not the same as Juves who, though new to the gang, might have served for years at the forge or in the pits.

It is expected that a Forge-born undertake the most dangerous jobs in the forge. This can mean running under the smelting chambers collecting spilled steel, as molten gobbets rain down around them, or working on the outside of the hive with storm-welders. In the pit, Forge-born perform unusual exhibition matches to warm up the crowd, fighting in extreme conditions, like over a boiling sump lake or against monstrous foes such as Ambots or battle-Ogryns. As part of a hive gang, Forge-born typically carry dangerous and unpredictable weapons, eager to inflict the most damage possible on their enemies and earn the respect of their gang leader. This, in many ways, encapsulates the mentality of a House Goliath Forge-born, who is even more reckless than a normal Goliath, and more fearless. This stems from the fact that Forge-born crave acceptance within the clan, and to the prospect there can be only two outcomes in their life: either they will prove their worth and join the ranks of House Goliath proper, or they will die gloriously at the forge, in the pit, or out in the hive, fighting for their brothers and sisters.

THE OVER-TYRANT

Above all other Goliaths stands the Over-tyrant. In the eyes of the Clan House they are the Alpha of Alphas, strongest of not just their hive but of all Necromunda. Given the Goliaths' view of other clans, this makes the Over-tyrant the most powerful individual on the planet, short of Lord Helmawr himself. It is both a strength and a weakness of House Goliath that control of their interests rests in the meaty fists of a single individual. On the one hand, the clan does not have to contend with the squabbles other Houses are prone to, and should another Goliath challenge the Over-tyrant they will almost always do so head-on. Thus the Over-tyrant need not surround themselves with sycophants or lackeys to soothe their egos and protect them from assassins. On the other hand, a single individual in command makes the clan vulnerable to decapitation attacks launched by other houses. Of course, the Goliaths see this danger as merely another test of the Over-tyrant, and if they are truly worthy of their position they need not fear such perils.

The current Over-tyrant is Varran Gor, known as 'Gor Iron-eye,' or 'Gor the Fist,' both for his glinting bionic eye and tendency to beat rivals to death with his bare hands. Like most of the Over-tyrants to come before him, Gor is Natborn, granting him not just the size and strength of the Goliaths, but also an extended life-span and increased intelligence. Gor began life as a lowly pit fighter in the Shatterbone Arena beneath Hive City. His gifts as a Natborn, combined with a relentless thirst for combat, allowed Gor to fight his way up from the pits, first making a name for himself as a rebel gang leader, before proving his worth to the clan through punishing raids against rivals of House Goliath. Over years of brutal violence, Gor was able to move up through the house's hierarchy to become the Alpha of Acropolis Hive, before eventually making the journey to Hive Primus to challenge – and defeat – the previous Over-tyrant Rygar Drune.

Drune, and Gor who followed him, are but the most recent Over-tyrants. Few outside the clan now remember the first Over-tyrant to rule the Goliaths, though her name is graven into the forge-stones of countless Goliath manufactorums. Over-tyrant Hefrum, also known as Hefrum the Vat-mother, was the first Natborn Goliath female to emerge from the amneo-vats, and the first to bear a Natborn child – or so the Goliath legends go. She remains an icon for the clan and represents the point they first set out on the road to true freedom from their creators. Hefrum is also remembered during the Feast of the Fallen, Goliaths fighting and drinking in her name, hoping her spirit will bring them favour.

ALPHAS

Goliaths love nothing more than to prove their strength; whether it is on the manufactorum floor where they compete to haul the largest load, or in the fighting pits where Goliaths test their might against all-comers. The Alphas are the product of these constant contests of brawn, having proven themselves the strongest in their gang, manufactoria, pit stable or hab-combine, they set out across their hive to find worthy challengers. As aspiring Alphas journey to challenge the current Alpha of their hive, they will sometimes amass trophies of their victories – hanging their armour with trinkets scavenged from the vanquished or tattooing their bodies with the names of places where they have fought. Most challengers to the hive Alpha never reach their intended destination, killed in backroom brawls or broken into submission, and sold into slavery by rivals, who proved stronger than themselves. A few though will stand tall before the hive Alpha, showing off their scars and reciting the challenger's litany. If they are indeed stronger than the Alpha, and can defeat them, then they will take their place, though will have to contend with challengers soon enough just as their predecessor did. The majority of would-be Alphas are killed, for there can be no mercy for those who try to usurp the House rulers of their hive.

Each hive on Necromunda with a Goliath presence has an Alpha. Just as the Over-tyrant controls the fate of all Goliaths, the Alpha governs the Goliaths within their hive. For the most part the role of the Alpha is to protect their clan from its rivals, for the Goliaths themselves respect the role of overseer, Alpha and Over-tyrant and seldom rebel against their own. These Goliath lords also enjoy the best the clan can afford in medicae technologies and rejuve treatments meaning – provided they survive being challenged – they live much longer than the ordinary members of the clan. This longevity allows the Alpha to better guide their hive's gangs, directing them to inflict the most damage on the enemies of the House, or to where territories might need to be expanded. Alphas also make sure the clan's forges are turning out a constant stream of production, and that the House's place within the structures of Necromunda remains unchallenged. Perhaps the most important role of the Alpha, however, is protecting the amneo-vats vital to the creation of fresh generations of Goliaths. Alphas who allow other clans to threaten these most sacred technologies have the Over-tyrant to answer to.

'TENDERIZER' SKRALL
UNFORGED CHAINS
HOUSE GOLIATH



VATBORN

The first Goliaths were grown in Van Saar amneovats, and to date this is still the means by which the majority of the clan come into the world. Though the Goliaths have worked hard – or at least worked over other more technologically-minded people of Necromunda – to improve the processes by which Goliaths are made, there remain a number of deficiencies hardwired into their genes. Vatborn Goliath, as they are known, have stunted intelligence even with the knowledge imparted by their data-slug. Over time, this intelligence may increase, but lateral thinking, abstract concepts and true creativity remain well beyond the reach of most members of the clan. The other major drawback of the Vatborn are the limits to their enhanced physiology. Larger and stronger than a baseline human, Goliaths pay for their physical gifts with a lifelong dependence on chems, and a longevity that rarely exceeds 10 years. This means most Goliaths are but a few years old when they earn their place in one of the clan's gangs, workforces or pit fighting stables, and can expect to survive only a few more before they are burnt out or broken by their labours and their body fails them. Those Vatborn who would escape their lot at birth

must do so swiftly, rising to the rank of overseer, gang boss or Alpha and earning the right to use the House's rejuve treatments. Even then, they will never live as long as a Natborn Goliath, and so must burn brightly while they can.

This limited life-span makes the Vatborn bolder than most. The Goliaths don't fear death or pain in the way others do, actively seeking to test themselves, and welcoming extreme danger as another way to prove themselves superior to those around them. This is perhaps most evident in the Goliath prospects, fighters fresh from the vats who must prove themselves in those first critical years of their existence. With a head filled with stock memories and skills within days of their 'birth,' a prospect is tagged and sent off into the workforce. There they are given the most dangerous jobs in the forge, a time-honoured tradition of the Goliaths to weed out the weak. Those who don't fall into molten metal or incinerate themselves using storm-welders can live out their lives surrounded by their brothers and sisters toiling for the Over-tyrant. Some though learn to love the danger more than most, and for these prospects a life in the gangs or pit-stables beckons.

STIMMERS AND 'ZERKERS

To say the Goliaths are body obsessed is an understatement. Even though the processes of their creation endow the members of House Goliath with many natural gifts of size and strength, most are always striving to make themselves bigger and more musclebound. For most this means weight training and the rigours of close combat, as Goliaths are prone to wielding massive weapons simply to improve their strength. Then there are Stimmers and 'Zerkers. These Goliaths take the chemical route. While all members of the clan rely upon a regular dose of growth and adrenal stimms to keep their massive bodies functioning, some take it to extremes. Even a Goliath has limits, however, and too many stimms can turn the fighter into a raging mountain of muscle little better than a beast.

Stimmers are Goliaths who have mastered the art of chem-use. By brewing their own concoctions of stimms and following a careful regimen, they maintain a level of strength beyond even that of a normal Goliath. While they can be prone to rages or violent outbursts, for the most part Stimmers are

rational, reasoning people, and as a result often rise to positions of command, either as pit overseers or gang leaders. The life of a Stimmer can be short, even by the standards of a Vatborn, and should they overdose on stimms, or the level of chems in their body builds up to a dangerous level, they may suffer a sudden, and spontaneous, muscular mutation. The result of this transformation is a 'Zerker.

'Zerkers are Stimmers who have used too many chems. Reason is lost to them as their bodies respond to an overdose of Goliath growth stimms, turning into a hulking monstrosity only vaguely recognisable as human. Despite diminished intelligence and animalistic responses to most situations, 'Zerkers still recognise their clan brothers and sisters and so remain useful to House Goliath. Some industries use 'Zerkers for the most dangerous of environments or where massive brute strength is required, and of course the giants are popular in the fighting pits. 'Zerkers are best put to use fighting alongside Goliath gangs where they can be loosed upon the enemy with suitably horrific results.

NATBORN

In the centuries since the creation of House Goliath, its members have continued to evolve, until at last they stand on the cusp of breaking free of their artificial origins. In the first years of their existence, Goliath were, without exception, male and, almost without exception, sterile; these aspects deliberately engineered into their biology. Even on a hellish world such as Necromunda, however, life finds a way of confounding technology. The Natborn, or Natural Born, first appeared when the original female Goliaths emerged. Unlike their male kin, these women of the clan were often fertile and able to reproduce – provided they found a fertile male Goliath – without the need for amneo-vats. Thus were the first Natborn brought into the world.

Natborn live much longer than Vatborn, those not meeting violent ends surviving for up to four decades or more. With this longevity comes increased intelligence – by the standards of the Goliath – and a greater will to dominate. Natborn often become forge overseers or gang leaders, or rise to greatness in the fighting pits, many then going on to challenge for hive Alpha. Despite the Natborn's genetic superiority to the Vatborn, the latter have come to accept the Natborn as the next step in the clan's dominance of Necromunda. Vatborn willingly follow Natborn rather than resenting them or turning against them – for the most part...

The first natural-born Goliaths were, according to legend, the children of the Over-tyrant Hefrum, and she fought hard to protect her sons and daughters from the enemies of the clan. Events like the Steel-Spyder plague unleashed by Van Saar or the attack of the Poison-Widows perpetrated by Clan Escher proved Hefrum's paranoia well-founded. During these first years of their existence, the Natborn often moved among the clan's population anonymously, lest they be singled out and exterminated by the other Houses. The few times assassins found their way into one of the Goliath nurseries or cornered a Natborn, they often got more than they bargained for. Even the Goliaths born of other Goliaths grow rapidly, and tales of newborns crushing the skulls of rats and Ripper Jacks with their bare hands is not uncommon. Some clan-enclaves even abandon their Natborn children in the wastes to harden them against the perils of Necromunda. Known among the Goliath as the Feast of Ash, the young Goliaths are left in the Badzones and forced to survive. That few Goliath children ever perish during the Feast is a testament to their strength, and the mastery of their gene-smithing – for they truly are the heirs of the polluted world.



BRAK 'SHARPEYE'
SPIKED DEVILS
HOUSE GOLIATH

UNBORN

Smallest of all the gene-factions of the Goliaths are the Unborn, or Outsiders. These are men and women who do not share a common genetic history with the Goliaths, but have instead elected to join the clan through physical enhancement. The process of becoming an Unborn is a dangerous one, requiring extensive surgeries and cocktails of volatile growth serums. Many would-be Unborn die screaming on the flesh-makers' table, their bodies rejecting the changes, and either tearing themselves apart or dissolving into proteyn-goo. Those that recover from the transformation wrought upon them by the Goliaths' gene-smithing processes are accepted into the clan as brothers and sisters, embraced for their pursuit of strength and perfection. Aspiring Unborn are usually drawn from the ranks of pit slaves and outlanders who, through their dealings with the Goliaths have proven themselves – usually through displays of extreme violence or endurance – to be suitable physical candidates for the clan. Only in extremely rare cases are Unborn former members of other Clan Houses or Noble Houses, the former considered untrustworthy and the latter seldom having the desire to risk their lives to belong to a Clan House. Of course, once an aspirant has survived the process they are Goliath, and their former life is considered over.

For the good of the clan, the Unborn are welcomed by the Alphas and the Over-tyrant. Their genetic diversity mixes with that of the other gene-factions, making for stronger and more long-lived Goliaths. Unborn are also usually eager to prove their worth, even once they have been transformed into hulking mountains of meat indistinguishable from their peers. Goliath gangs especially are quick to capitalise on this eagerness, pressing the Unborn into service as frontline fighters, though the Unborn themselves often form gangs to win fortune for the House through daring attacks on the other Clan Houses. Those who survive rise quickly within the ranks of the clan, and it is not uncommon for Unborn Goliaths to rule over areas of the underhive within their region in an effort to win the praise of their Alpha. The Forbidden City of Scargrad is an example of the heights to which the Unborn might attain, the entire subterranean expanse a haven for outcasts and outlaws all ruled over by the Spinecracker Boys – former pit slaves turned Goliath gangers. Scargrad is also one of the Goliaths' infamous 'free' cities, where slaves can find sanctuary – provided they pay their dues to the Spinecracker Boys – and former slavers can expect a one-way ticket to the pits to fight for the Goliaths' amusement. It is a state of affairs that might seem contradictory to the stratified hierarchy of Necromunda, but as long as Scargrad protects his ghastr farms, Lord Helmawr is more than willing to let its rulers do as they please.

GOLIATH DIALECTS

Necromunda is home to thousands of languages and dialects, each hive and region having its own unique tongue, or version of Imperial Gothic. High Gothic is seldom spoken outside the Spire, and even the various types of Low Gothic are typically restricted to Hive City and the Merchants Guild – though most gangers and underhivers know enough to get by. Each clan has its own dialect based on common clan words or words and phrases appropriated from other languages, or is a bastardisation of Low Gothic, and House Goliath is no exception. Skinnies and Starvins are both terms Goliaths use for non-clanners, though they have their own terms for specific rival clans. Wastes is a common Goliath term for Van Saar, while they like to refer to Eschers as Vyps, Seks or Vens because of the almost all-female clan's heavy use of poison. Guilders are called Scrugs, possibly a reference to Hive Lugs, an old term referencing the Merchants Guild's role in Necromunda society. Alphas, the Over-tyrant and Lord Helmawr are all Boss-Meyn, or Korf-Boss, representing our boss or forge boss

respectively. Goliaths are also rightly proud of their forge-enclaves and have their own terms for these sacred places. To a Goliath their forge is their Korf, or Meyn-Korf if they want to accentuate the fact it is their home. Their gang is their Korf-Broheym, or forge-brothers. Vatborn, Natborn and Unborn also have their own terms within the clan, known as Bron-embo, Bron-tru and Bron-ost respectively.

However, despite the wealth of unique clan words and phrases, the Goliaths don't just communicate by spoken language alone. In the deafening roar of the factorum the Goliath use their own kind of sign language known as Half-hand. Using one hand the Goliath signs common phrases like 'Stand Back', 'Help Me' or 'Fight Me'. Gangs have further adapted Half-hand to include their tattoos, the fighters gesturing to body markings with different signs to communicate 'Enemy Ahead', 'Bad Air' or 'Scrag 'Em!'. This level of sophistication is often lost on their enemies, who think the Goliaths are merely slapping their muscles, or making obscene gestures, and not discussing battle tactics.

HOUSE INDUSTRIES

'These days there is nary an ounce of plasteel, ferro-compound or pig-iron that doesn't come from the Goliath forges.'

Master of Coin Hess Vyr, Mercator Gelt

House Goliath is famous for their forges, and the majority of smelted materials produced on Necromunda is made by the clan. Few other Clan Houses can compete with the output of the Goliaths, the gene-engineered workers of the clan able to work longer and harder at the forge, while ignoring the toxic atmosphere created by their factories. Forging metals and composite materials, however, is only one of the industries of the House, even if it is the main one. Goliath manufactorums produce weapons – mostly those suited for close quarters battle, and then of simple and brutish design – as well as armour and industrial equipment. Likewise, the clan has its hand in chems, docs and pit slaves too – the first two largely reliant on experts from other Houses, the last through close association with the Slave Guild.

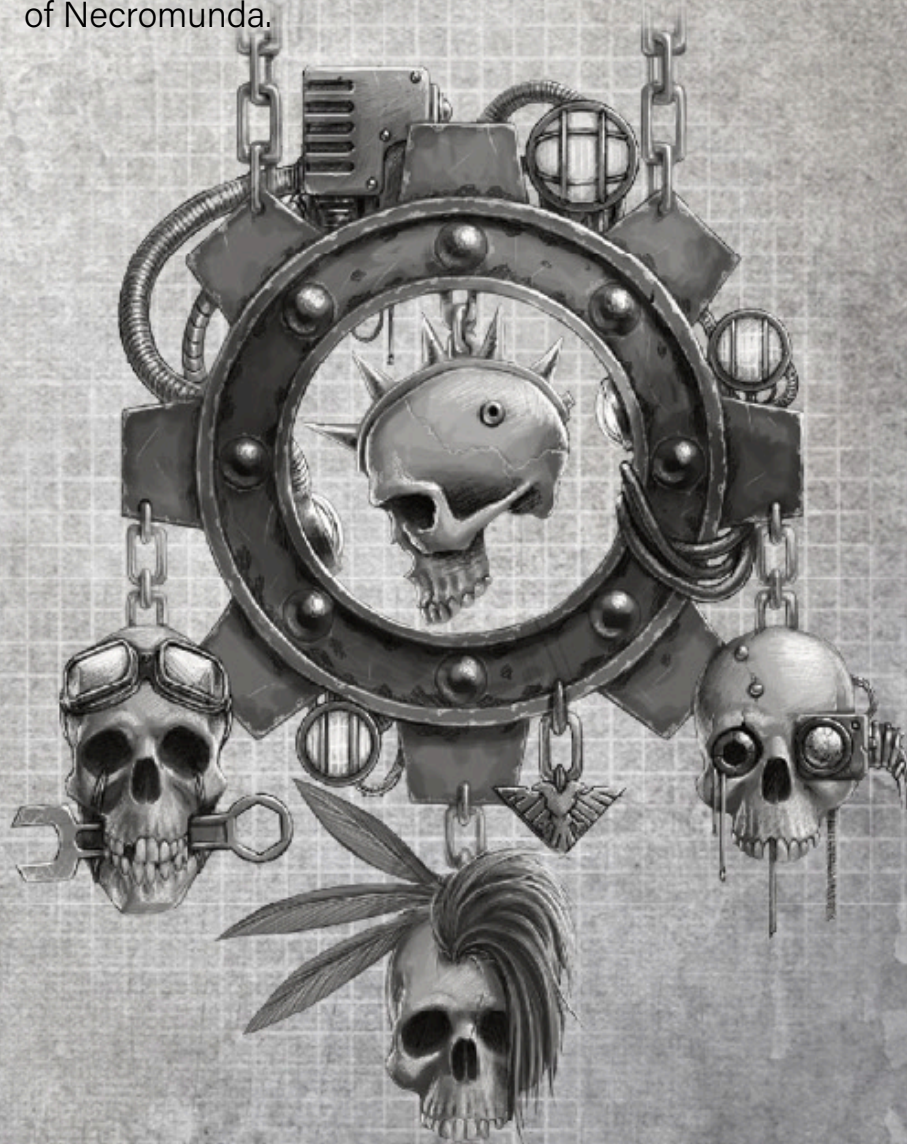
FORGES

At the heart of House Goliath are its forges. These are the lifeblood of the clan and from their molten smelting pits are the raw materials of Necromunda reborn into fabricated compounds. Metal of all kinds is the most common output of the Goliaths' forges, made from ore mined in the Spoil and other, similar places across the planet. House Orlock, via the Guild of Coin, provide the Goliaths with the bulk of these materials, and the Goliaths in turn provide all the other Clan Houses with the materials to create weapons, wargear and other finished goods. Other compounds are also produced by the clan, made from the endless supply of recycled items found throughout the hives. Protoplastics, mercurian compounds and ferrite sludge, the main ingredient in ferrocrete, are all turned out by the Goliaths' forges. While House Goliath does not hold a monopoly on smelting, the Van Saar, Cawdor and Orlocks all having their own lesser metalworking industries, none can compete on their scale and quality.

Forges are, for the Goliath, more than merely places of industry. The clan is unique in that it is both smaller and far more unified than any other on Necromunda, and as a result more protective of its territories. Each Goliath forge is an enclave where the clan's members live and work around the life-giving heat of the smelting works. Where other Necromundan

settlements and domes are built around public squares, or Administratum buildings, House Goliath holdings orbit around the manufactorum's forge. Workers eat, sleep and die within earshot of the thundering piston-hammers of the forgeworks, their cycles measured by production quotas and the barked commands of their overseers. In the shadow of House Goliath ore refineries, generations are born and die, seldom leaving the company of their Vatborn kin.

Slave bosses, gang leaders and Alphas are all unusual in that they eventually leave the forge enclaves, forming the face of the clan to the outside world. For most Goliaths, whether they work at the forge, toil on the factorum assembly lines or transport ore from the edges of the House's territories to its ever-hungry refineries, the forge is their whole world. This, of course, is just the way most Goliaths like it, raised for a single purpose, and with a single desire – delivered to their brain via the data-slug – work the industries of the clan and make it the greatest House on all of Necromunda.



ARMOURIES

The greater wealth of House Goliath's labours feeds the industries of the other Clan Houses of Necromunda. This amounts to millions of tonnes of forged metal for the fabrication of weapons and ordnance each cycle, the insatiable arms industries of the planet requiring a constant diet of materials. Some of these metals are then developed by more advanced methods into plasteel, armourglass or ceramite by combining them with the technological expertise of Houses such as Van Saar.

House Goliath does not, however, deal in finished materials alone, and a measure of the clan's output goes into their own arms industries. The armouries of House Goliath are for the most part primitive. They have a well-earned reputation for making combat blades, trench axes and clubs; simple weapons guaranteed to keep on killing when a motorised chain blade or energised power weapon might fail. Astra Militarum bayonets across the segmentum owe their existence to the clan, and the reputation of Goliath steel is something Imperial Guardsmen know they can rely on. Despite their favouring close combat weaponry, the clan also produces ranged weapons. Goliath-made Necromunda pattern heavy stubbers are a common cupola support weapon on tanks and armoured personnel carriers, from planetary militias to Arbites suppression vehicles and Imperial Guard Leman Russ battle tanks. For domestic use, Goliath-wrought stub guns and stub cannon form the bulk of the clan's personal armouries, the House fighters liking something with a good kick! Many of these weapons find their way out onto the streets of Hive City, and beyond, and for someone outside the clan it can be an impressive status symbol to own a revolver you can barely lift.



In addition to adding to the wealth of the clan, the armouries of House Goliath serve a secondary purpose. While all the Clan Houses have their own weapons industries, a key reason for Necromunda's importance to the Imperium, House Goliath remembers all too well the time when they were at the mercy of their creators. Long ago, the first Over-tyrants swore that no Goliath would ever be a slave to those outside their clan again. To this end, the Goliaths have spent centuries stockpiling weapons against the aggression of the other Houses, or the possibility that a Lord or Lady Helmawr might decide the grand genetic experiment is over and extinguish them from existence. Perhaps the most telling example of this caution can be seen in the tools used by the Goliaths in their work: things such as the rivet cannon, spud-jacker and storm-welder. Designed not just for the manufacturums, these tools were created so they could be swiftly turned into weapons, ensuring every Goliath, no matter their station, is always armed and ready to fight.

SLAVES

It might seem ironic that the Goliaths, who were once slaves themselves, are now heavily involved in the Necromunda slave trade, but then the clan has a strange idea of what it means to be free. Much of Goliath philosophy, if there can be said to be such a thing, is based on the idea that those who work hard for the clan are elevated by their labours in the eyes of the Over-tyrant. As a result, the Goliaths cannot understand why a slave would not be thankful to be given the chance to work for the clan, which is, after all, the greatest of all the Clan Houses on Necromunda. Slaves also fulfil a vital role within the House. Goliaths are not by nature technically-minded, nor are they adept at work that requires finesse or patience. Not to mention the fact there are times where maintenance or repair requires a Goliath to worm their way into one of the tiny ductways of their dome or manufactorum. All these tasks fall to slaves, be they medically-trained servants, ordnance artificers or crank-runners, which scuttle about in the workings of machines, conducting repairs as cogs grind on relentlessly around them.

House Goliath is also heavily involved in pit fighting, a favoured pastime of the clan, and the principal form of Goliath entertainment. Goliaths themselves routinely fight in the pits but also groom slaves for this purpose. A good pit slave is a much sought after possession for a Goliath, the victories of the slave bringing them great respect among their peers. Pit slaves are also a valuable source of potential Unborn, and if the

slave has proven themselves in the pits, they might be rewarded with elevation to a Goliath and a place in the clan – provided they survive the process of course.

The Slave Guild has very close ties to House Goliath. Many families of the Mercator Sanguis have worked alongside the clan for centuries, or longer, growing rich off the Goliaths' constant need for fresh slaves to supplement their industries and serve their workers. It is an oft-ignored historical fact that some of these families once dealt in Goliath slaves, or even had alliances with the Van Saar and Eschers when the Goliaths were a slave race to be bought and sold by the other Clan Houses. The Goliaths do not, however, hold grudges against those who make them wealthy, and grand Guild families such as the Krugen Crowns and the Kalashi Raiders have permanent settlements within the House Goliath enclaves of Hive Primus. These favoured slave traders are seldom seen without Goliath protection details, another sign of the special relationship between House and Guild.

CHEMS

Chems, lucigens, stimms, jolts and narcos – whatever they are called, chems in all their forms are an important part of Necromundan society. And House Goliath relies on these substances more than most. A huge proportion of the clan's wealth is expended on ensuring a steady supply flows into its forge-enclaves. Most of this trade comes from House Escher via the Guild of Coin, though large amounts are also bought secretly from the Narco Lords. It has been a dream of many Over-tyrants to free their brothers and sisters from the chemical leash imposed by their creators, and some drugs are even produced by the Goliaths themselves. These are sadly poor imitations of the potent concoctions to come from the Escher alchemy-covens, and so the clan's reliance continues.

The amount and quality of the chems required by the clan varies greatly from one enclave to the next and from one hive to another. The Vatborn, Natborn and Unborn also have their own chem requirements, as do the Alphas and the Over-tyrant, the latter needing a rare mixture of stimms to maintain their strength and longevity. Then there are the chemical compounds used in the amneo-vats. This life-giving substance is like pure water to the Goliaths, both rare and prized beyond anything else.

It remains in the interests of Lord Helmawr, and most of the other Houses of Necromunda, that the Goliaths must trade for the chems they need to keep their manufactorums functioning and their people strong. Having a free and completely independent House Goliath, who might one day threaten the status quo of the planet, is something no one wants – not even really the Goliaths themselves, who are perhaps not fully aware of what they could eventually become. To this end, many clandestine operations have been carried out by the Clan Houses, and even the Imperial House, to eliminate those who might bring this about. Most recently an alliance between the Clepsydran Coven, an outlaw gang of Escher alchemists, and the Sons of the Fist, a Vatborn Goliath gang, led to both being hunted deep into the underhive by deputised gangs and Enforcers. In the following shoot-out almost all the combatants were killed – according to the official Palanite reports – but rumours later surfaced the two outlaw gangs had been working on a new strain of Vatborn. More worrying yet, are the tales that some of these escaped into the Badzones, prompting hefty bounties on their apprehension – preferably dead.



'CHEMHOUND' NURK
RIVET HAMMERS
HOUSE GOLIATH

DOCS

If it is the constant supply of stimms that keep most Goliaths alive, then it is the docs who put them back together when things go wrong. Docs, the common hive term for anyone with any kind of medicae skills, are always in short supply. In the spire, noble families and their favoured servants might enjoy the best medical technology available to the Imperium. This means bionic limbs and organs to replace those damaged by age or violence, chems to wash away pain or madness and, for the select few, even rejuve treatments that can extend a human's lifespan from decades to centuries. In Hive City, docs keep workers working – usually by the cheapest means possible – and grant overseers and officials a degree of care. Things get sketchier in the underhive, where people must rely on whoever they can find to patch up bullet wounds or replace lost limbs with scavenged bionics.

For the Goliaths, docs help grow the Vatborn, birth the Natborn, and surgically alter the Unborn. In exchange for their expertise, the clan offers these individuals the wealth and protection of the House. It is not surprising then that many docs gravitate toward House Goliath for the stable work and good pay. This resource in medicae care also gives the clan leverage with the local populace. Many domes have welcomed Goliath takeovers as it means not just productive factorums but also an upswing in the number of local docs.

House Goliath is also a refuge for rogue docs fleeing their former employers, or Lord Helmawr's justice. If the doc can convince the local Goliath boss of their skill, they will vanish into the workings of the House of Chains. While the doc might lament the fact they have to work in the depths of a bore mine, or high up in one of the hanging forges, they can take solace in the fact there is a large wall of muscle between them and those who might wish them ill.

Some Goliaths, mostly from the Natborn or Unborn castes, become docs themselves. Thick fingers and massive arms, though, mean Goliath docs often need to use specialised equipment. Some, like the Meat Kore docs of Hive Trazor, rely on servitors for fine surgical work – the servitors created from outsider docs who have crossed the Goliaths, much to the amusement of the Meat Kore. Others, like the Bonesaw Brothers, from Gantry in Hive Primus, use surgical mecha-rigs made from old mehadendrites and servo-harness articulators. Then there are the Unborn Goliath docs who were once regular rogue docs, but gained their clan status by self-experimentation. Many within the clan have great respect for these docs as it takes both great courage and very steady hands to not only decide to become Unborn but then to perform the procedure yourself!

THE SLAVE PITS

All House Goliath enclaves include extensive slave pits. These sweat- and blood-stained dens of human misery supply the clan with the labour it needs, so the Goliath themselves might exclusively work the factorums. They also act as a near limitless supply of warm bodies for the fighting pits, the Goliaths often ending their long gruelling shifts by sending slaves to the arena for their own amusement. Goliath slave bosses oversee these pits, carrying glowing steel brands and arcing electro-mauls to keep their charges under control. Not that the massive clan keeper needs such tools, their own brute strength often more than enough to fend off any feeble violence the slaves might offer up. Slave bosses treat the clan's slaves as merely another component in the great forge machine, albeit one that swears and screams a lot more when it is kicked, burned or broken.

Slaves bought by the Goliaths seldom see other owners in their short and brutal lifetimes. They are branded with molten marks from their forge

enclave, the gleaming metal symbol of the House and Hive plain for all to see upon their chest, arms and face. Some, should they prove valuable or find success in the arena, will be forced to wear compliance tattoos. These painted chains form literal chains within the slave's muscles, nanite-pigments constricting in response to electro-pulse charges, rendering them completely paralysed.

Despite the horrific conditions of the slave pits, and the dangers a slave must endure in the service of House Goliath, the clan is neither needlessly cruel nor excessively wasteful of their human chattel. A slave that proves themselves strong will gain the Goliaths' respect, if not their freedom, and one who shows true promise may even become Unborn – provided they survive the process. Finally, the Goliaths are always willing to allow slaves the chance for freedom, should they truly desire it, offering to face them in single combat. That few choose this option says as much about the strength of the slave bosses as it does about the wisdom of those under their 'care'

Hive Primus: The Fist

It is a disreputable place of great nauseating rancour and overwhelming odour. The Fist, as its colourful inhabitants refer to it, is just as repugnant as the creatures who inhabit it.

It is the opinion of this Surverator, in the good graces of Lord Helmawr's mighty personage himself, that while it remains a necessity for the glory of our great industrial world, it does not behove us to visit such an abomination to the senses.

- | | |
|--------------------|------------------|
| 1. House of Pain | 4. Hab City |
| 2. Great Slave Pit | 5. Primary Forge |
| 3. Molten Flow | 6. Slay Falls |



It says much for the hardness of House Goliath that they do not cringe from the toxic atmosphere of our world, their realm torn open to the elements like a festering wound, and to its railing poison clouds, the hivers themselves wandering to and fro without regard for the caustic air they breathe.

The areas around the Fist are largely abandoned, locals having been forced out by the interminable noise of this place. House Goliath has been swift to capitalise upon the reticence of their neighbours, filling these empty domes with waste from their forges or raw materials yet to be forged.

Sealed slave pits abound throughout the Fist. Such is the terrible atmosphere, unprotected slaves do not last long if exposed cycle after cycle and so must be kept in shelters between their shifts, or set to tasks away from the worst of the toxic winds. Even so, the life of a slave is mercifully short in the Fist, even by the dismal standards of the lower hive.



HOUSE TERRITORIES

'Take a deep breath, scrut. You smell that, that's the smell of industry, the smell of real Necromundans doing real work, the smell of... scrut? Oh, I should have mentioned, if you ain't a Goliath, you don't wanna be breathing that stuff in.'

Goliath Overseer Hordum Flex, Hive City Slagpits

30

The first territories to be claimed by the Goliaths were the manufacturums where they toiled for their masters and creators. From these first forge-fortresses, the clan spread out into the inhospitable places of the hives and beyond. Today, the centre of House Goliath remains its forge-enclaves, those great manufactoria that grant the clan its wealth, and define its existence. Beyond these centres of industry, Goliaths can be found in abandoned domes, broken factories and toxic zones too lethal for any but them to work. In all of these places the Goliaths make their mark, turning the forgotten and the disused into tools of industry, and homes for their hulking members.

FORGE-ENCLAVES

Only the hardened eardrums of a Goliath could endure the noise of a forge-enclave for long. These are places of constant industry where every space is given over to production, metal working and smelting. Between pounding machines and grinding wheels, the habs of House Goliath workers are crammed, a Goliath never more than a few hundred metres from their workstation. The air is thick with fumes and the ground littered with searing embers cast off from the constant rivers of molten metal that flow across the enclave like canals. To an ordinary citizen of Necromunda, such a place is perilous, even by the almost nonexistent safety standards of the hives but, to a Goliath, the noise, heat and burns are just part of their daily life.

In many ways the forge-enclaves represent a Goliath's natural environment, for this was what they were designed for. Visiting Guilders and other dignitaries shuffle about in the smog, clad in heavy, blackened cloaks to ward away the heat and flame, their faces hidden by respirators. The slaves bought by the Goliaths in such large numbers must often be confined to specially-vented and protected areas for their labours unless, of course, the local boss wants to use them up in the space of a few cycles. Nomad traders and well-travelled Guilders have even gone so far as to comment on how the forge enclaves of the Goliath make the ash wastes seem inviting.

In every hive where House Goliath has a presence, there will be a forge-enclave. Some hives, like Hive Primus, have dozens scattered through the lower and outer layers of Hive City and the Badzones of the underhive. The largest of the Hive Primus enclaves is known as the Fist in the upper reaches of Vat City. Like many other Goliath enclaves, the Fist is built into a previously-abandoned section of the hive, in this case a crater in the hive skin caused centuries ago by an orbital shuttle crash. Travellers tell of how the glow from the Fist can be seen for kilometres across the wastes and, even among the countless sounds of the hive, the Fist's hydraulic hammers can be heard thundering out into the cloud-choked sky. If the sound from afar is daunting, it is nothing compared to entering the Fist itself. The whole hive seems to shake to the enclave's industries, while the air moves in hot waves driven out of the forge like the breath of some fiery god. Domes close to the Fist have been abandoned over time, driven out by the Goliaths either by gang violence or the toxic industries. These, in turn, have been taken over as store houses for unrefined ore, or finished ingots, each new territory slowly increasing the dominance of the House within the hive.



HIVE CITY

Most hives on Necromunda have a House Goliath enclave, and most of these are located on the edges of Hive City, the sprawl's principal population centre. While most of the clan's members live their lives within the local forge-enclaves, some Goliaths do work and live out in the greater expanse of the city. Individual Goliaths work as slave overseers, factorum foremen and bodyguards, using their impressive size and strength to excel among the ordinary people of Necromunda. For a long time, the Goliaths were an insular clan, eschewing contact with all but the Guilds who they required to connect their industries to the rest of the planet. In recent centuries, several Over-tyrants have sought more integration with the rest of the world, their belief that this will increase the longevity of their clan. A Goliath who proves their worth in the pits, factory or forge might be given a choice to either rise up within the ranks of their fane, or strike out into the larger world. Those that choose the latter are encouraged to find a place working for the Guilds, or to found their own Goliath enclaves in regions where the clan has yet to make its presence known.

In Hive Rothgol, the Axgrinders are gangs of Goliath weaponsmiths who sell their services to any who can meet their fees. Driving clanking, smoke-belching wagons, the Axgrinders are close allies of the Blade Guilds and Slavers, their warrior-smiths famed for the huge kingspire blades they carry across their backs. Then there are the Gunbad Guard of Hive Primus, Goliath bodyguards who work for Guilders and visiting nobles. In the human press of Hive City they do an excellent job at clearing a path through the crowds for their charges, and dealing swiftly and brutally with any would-be assailants. Some Goliaths have even integrated with the other clans of Hive City, such as in the Mynerva Cluster, where an alliance of House Orlock and House Goliath sees the two share the ancient foundry-works that dominate the lower reaches of the hive. A rare lasting coalition, the two clans have even been known to field mixed gangs of warriors to deal with any threats to the Mynerva ore trade. Finally, there are those hives where the Goliaths dominate Hive City for want of any opposition to their power. Catsyr's Crown is one such place. Gutted by threadneedle worms, the Goliaths now run everything from the city organofarms to the shielding veins, it being a rare sight to see a 'norm' among the muscular forest of Goliath flesh.

AMNEO-VATS

Most Goliaths begin life as tiny zygotes floating in nutrient tanks. These fertilised cells are created using a poorly-understood method that combines cloning and gene-smithing; the clan enclaves containing gene-vaults filled with potential future workers. Specially-designed servitors do most of the work when it comes to implanting the zygote in the tank, though in larger enclaves, docs or other professionals will oversee the process.

Once a nutrient tank has been prepared, and its host placed within, the zygote quickly matures into an embryo, and the rapid-gestation cycle begins in earnest. Though the process is not without mishaps, within the span of a few planetary cycles the lifeform within is a clearly recognisable humanoid. Within a few more, the distinctive hunched form and bunched muscles of a Goliath can be seen. How long the subject is allowed to grow is a matter of debate among the Goliath enclaves – which is to say each one does it their own way and considers the others to be wrong. This means Vatborn can range in gestation time massively, some birthed with rubbery limbs and poorly-formed cognitive function, others cooked too long into over-muscled monsters, with little relation to their kin. Sometimes the timing of opening a nutrient tank is irrelevant, as its occupant has grown into something no longer human, perished as an embryo, or turned into genetic soup, staining the vat with blackish gore.

Next to the forges of the manufactorum, the gene-vaults and their vats are the most important part of any Goliath enclave, protected from attack or sabotage by carapace-clad guardians, and overseen by specially-conditioned slaves and servitors. It is a vulnerability that numerous enemies of the House have attempted to exploit in the past, though most have met with failure. Even those who make it to the gene-vault and attempt to destroy them trigger a final fail safe, the vats emptying their contents to defend the ancient technologies. Even half-formed, a Goliath is a fearsome prospect, as more than one intruder has learned the hard way.

THE UNDERHIVE

In the Badzones beneath the hives, House Goliath has carved out many settlements and rekindled abandoned forges. These regions, located beneath collapsed domes or drowned in toxic spills, are all but ignored by others, and are only sparsely populated by underhivers. It is not uncommon for a Goliath gang to move into an area and stake a claim for their clan, clearing out the locals, and any dangerous creatures. In the wake of this new territory being secured, the hive Alpha will send in Goliath work crews to bring long-abandoned factories to life, or to start mining the area for useful resources. In time, a new Goliath enclave emerges, other hivers bringing new life to the region so they might take advantage of the Goliaths' wealth and protection.

While this practice is not completely unique to the Goliaths, the clan is, without a doubt, the most effective at it. These kinds of aggressive territorial grabs of the underhive have, in the past, sparked massive gang wars, with alliances of other Houses fighting the Goliaths. In regions such as the gale-forges of Hive Rothgol, these wars have never really ceased, the Goliaths facing constant assaults from rival gangs and criminal organisations who take exception to their presence. In Hive Rothgol, the Goliath have gone so far as to weaponise their manufactorums against these threats, and enemies foolish enough to penetrate deep into the enclave find an environment designed to crush the weak. Counter-weight doors, cogs that periodically grind down corridors, and crawlways that double as plasma vents, all work to crush, maim and incinerate the non-Goliath.

It is not always the ambitions of other Clan Houses, or criminal syndicates, who determine the shape Goliath underhive territories take. In the depths of Hive Trazior, the Black Well is among the most remote of House Goliath's hive enclaves. Floating atop the Sump, the Well was once an ancient mining platform given new life by the clan after its discovery by a lost Goliath gang leader. So far from the light of Hive City, the Well has become a bastion of civilisation amid a nightmare realm of mutant spiders, scavie tribes and horrors of the deep. Only Goliaths can survive for long down there in the dark, their lungs adapted to the thin toxic air and their bodies shielded against the poisons absorbed by the food and liquids they must consume. Even so, the Black Well must be periodically moved, hundreds of Goliath workers taking chains to the Sump's scrap-covered shores and dragging the mining platform through the dark.

BEYOND THE HIVES

Clan Houses centre their power around the hives of Necromunda, though every one of them has interests in the wastes and wilds of the planet – and House Goliath is no exception. Crusher-forts in the Spoil, slag caravans on the Great Ash Road, and renegade forges in Carrion Town and Bighole all have enclaves of Goliaths working their factories and rigs. Most other clans have a hostile relationship with the wasters beyond the hives, or the muties who populate most of its major towns, appearing in force and taking what they want with violence. While the Goliaths are not averse to using their strength and wealth to dominate those less fortunate than themselves, there are a number of reasons why the clan has started to take root in these wilderness places. The first is the greed and ambition of Varran Gor. Under the rulership of the Over-tyrant, House Goliath has prospered and expanded, Gor eager to see his clan spread out as far and wide as possible. This is, in part, because Gor seeks to squeeze the riches of Necromunda out of its dead soil by whatever means necessary, but it is also because of his paranoia. Gor fears the other clans and the fickle nature of Lord Helmawr and the Great Houses; he knows that despite their genetic gifts they are different from the other clans and nobles. The Over-tyrant believes, should Lord Helmawr choose, he might pass an edict of extermination upon the Goliaths, and for this reason Gor wants to be ready.

The second reason why the Goliaths prosper in the wastes is because of their hardy physiology. The same biology that makes them well-suited to the claustrophobic hell of the forge allows them to survive out in the ash wastes with a minimum of protective equipment. This is no more evident than in Pit City. Located on the Blistering Plateau in Necromunda's southern hemisphere, hundreds of kilometres south of Hive Mortis and west of Lord Helmawr's Graveyard, Pit City is built in and around the rusting remains of one of the world's great termite-ships. These massive subterranean craft were responsible for Necromunda's bore mines, and once made yearly circumnavigations of the planet's mantle gathering up minerals for its hives. For centuries these ships were home to only scavies and ash waste nomads, until the arrival of Alpha Rygon the Giant. Large even for a Goliath, Rygon had made the long trek from Hive Mortis to the termite-ship looking for scrap. Instead, Rygon founded an enclave, and within a few generations Pit City was born. Now the Goliaths both forge and mine the ore still caught in the termite-ship's teeth, and another light glows amid the wastes.

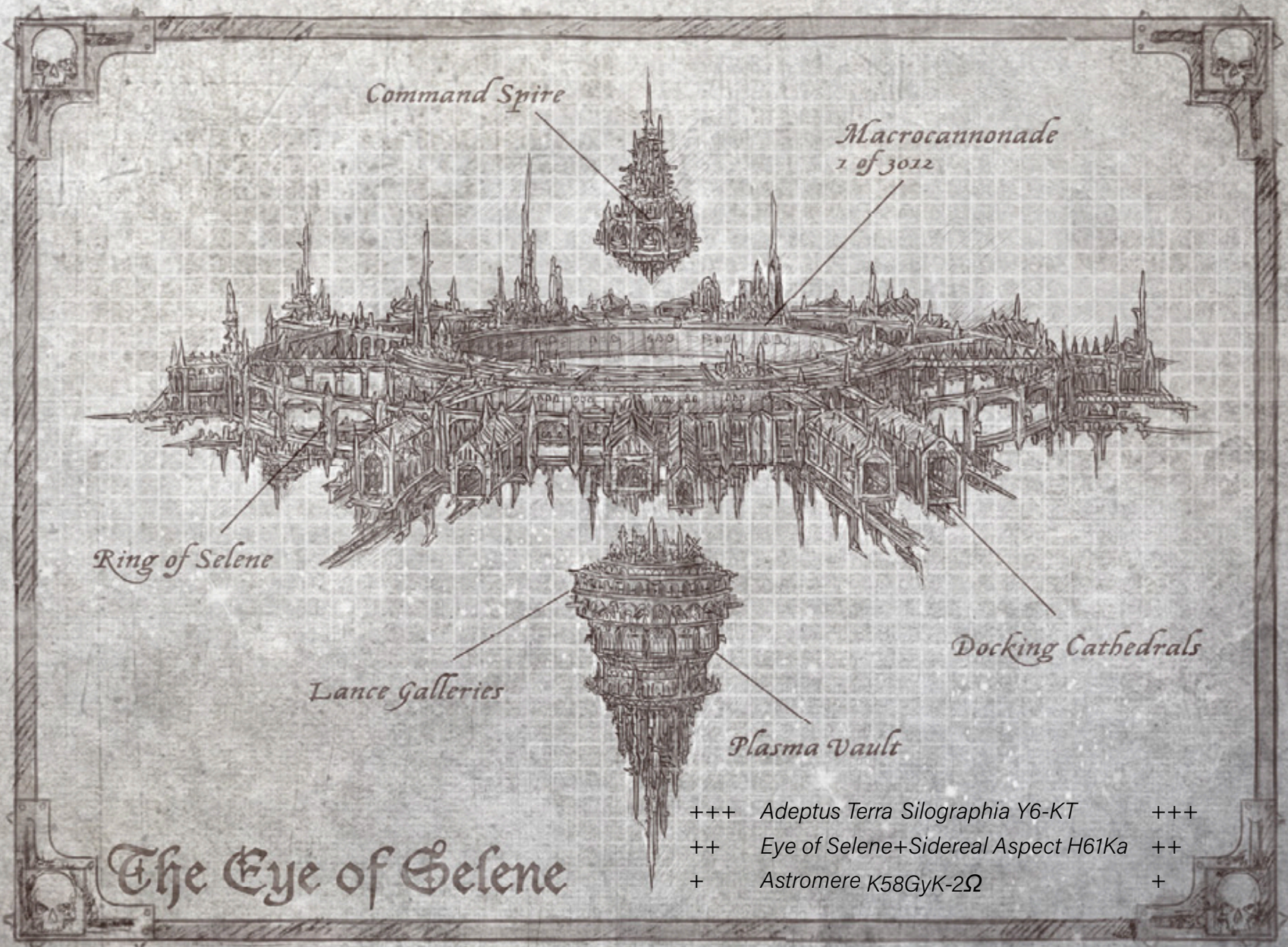
THE EDGE OF THE VOID

Necromunda's upper atmosphere and low orbit is choked with orbital defences, shipyards and storage platforms. The largest of these is the Eye of Selene, and even here, high above Hive Primus, House Goliath has a foothold among the merchant clans and cargo cults. The first Goliaths to ascend the gravity well did so as slaves, Van Saar bioteks and Escher covenites interested to see how their creations dealt with the rigours of the void. As it turned out, the Goliaths took to this new environment like any other they had been exposed to, and excelled in any task they were given. These first captive enclaves were put to work in the plasma vaults of the Eye of Selene where weak magnetic shielding let in solar radiation and let out streams of gamma rays from the station's massive reactors. Baseline humans, and even mutants, did not last long in this environment, their working life measured in months rather than years. It was not long before the plasma vaults were run exclusively by Goliaths and, as with the hives on the planet below, their numbers slowly grew.

By the time of the first Over-tyrant, Goliath enclaves could be found throughout the near-Necromundan orbital zone, on defensive platforms, solar mining stations and cargo transfer hubs.

On the Eye of Selene, their gangs were fighting constant wars in the low-gravity gloom of the station against the other Clan Houses, Cold Traders and cargo cults as they sought to expand their influence beyond the plasma vaults. The first void boss, Blind Yurge, united the Goliath of the Eye by pledging his strength to Over-tyrant Hefrum. In return, she sent amneo-teks, vats and fresh bodies up the well, cementing the Goliaths' position on the station.

Since that time, the Goliaths have remained the strongest contingent of the Clan Houses on the Eye of Selene. Only the Escher and their Cold Trader allies come close to rivalling the power of the Goliaths, though the few times the matriarchal clan has attempted to usurp their power, the hulking brutes have retreated into the plasma vaults, where their enemies fear to follow. Centuries of habitation by the Goliaths have transformed this area of the station. Once it was filled with sickened workers, servitors and Tech-Priests, now clan graffiti and crude hammered icons adorn the walls and giants in hazard plates and rebreathers stomp down its corridors, while the agents of the Adeptus Mechanicus move about in whispering groups, clearly visitors in foreign lands.



HOUSE ENCLAVES

'See that big steel skull on the wall? That's Goliath territory past this point. You don't wanna be going in there unless you're looking for a fight and you're looking to lose.'

Teal Minx, Hive City Gutter Warden

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Though the members of House Goliath are united under the rule of the Over-tyrant and bound together by a shared genetic origin, there is significant variance in their enclaves. The Goliaths of the Palatine like to think of themselves as the superior members of their clan, living as they do in the shadow of the Alpha of Alphas, and the birthplace of their kind. In reality, Goliaths across Necromunda have adapted to their environments since spreading out from Hive Primus. By the end of the 41st Millennium, hundreds of distinctive groups of Goliaths populate the industrial planet, many with their own methods of dress, brutal customs and unique settlements.

HIVE PRIMUS

The King of Hives, the Palatine, the Needle that Threads the Eye, and the Imperial Spire, are all names that proclaim Hive Primus as the greatest hive on all of Necromunda. The Goliaths of the Palatine Cluster are among the most prosperous and numerous of all the Goliath enclaves on that world. From Vat City in Hive Primus and the trade-forts of Hive Trazior, to the Imperial sanctums of Acropolis Hive, and the Industrial Cathedrals of Temenos House, Clan Goliath has major holdings throughout the cluster. Its Goliaths are the subjects of the Over-tyrant and act accordingly.

The Palatine Cluster, and Hive Primus in particular, form the frontline in House Goliath's war of survival and dominance against the other House Clans. It is also no accident that Lord Helmawr has allowed the House of Goliath to grow strongest directly beneath his gaze, the overlord of Necromunda watching the clan's expansion with interest. Goliath gangs formed from the subjects of the Palatine Cluster can expect the best training and equipment offered by the Alphas, and the greatest chance for advancement. For these reasons, it is rare for an Alpha of the Palatine Cluster or an Over-tyrant to come from somewhere else on Necromunda; only the hardest of individuals able to both dominate the Goliaths of their own hive and then make the perilous journey to Hive Primus to do it all over again.

THE SKULL

The ruined hive known as the Skull is no place for the weak – or even, perhaps, those with a shred of self-preservation. Fortunately, for the Over-tyrant, the workers of House Goliath possess neither of these qualities. In contravention of Lord Helmawr's xenos exclusion zone, groups of Goliaths have set up settlements in the wreckage around the base of the old hive. Digging down into the toxic earth to gain some measure of protection from both ash storms and the highly radioactive ruins of the hive, these tunnel-dwelling Goliaths have constructed hundreds of kilometres of underground chambers so as to exploit the ruins of the Skull.

Savage muties and nightmare things constantly crawl forth from the Skull in search of prey. Those that make it as far as the Dustwall are torn apart by the guns of the Necromundan 8th, though for the Goliaths no such protection exists. To survive against these horrors the clan has had to become savage themselves. Equipping themselves with crude xenos weapons dug up from the ancient battlefields surrounding the hive, painting their flesh in xenos glyphs and even smearing their bodies with grey-green ash, the Skulldiggers, as the Goliath enclaves are known, have become a formidable force.

HIVE MORTIS

Entropy saturates Hive Mortis and none who live there can escape its touch. Goliaths have found a ready home in the abandoned manufacturums and forgeworks of Hive Mortis but have, in turn, been changed by the experience. Plague zombies, carrion swarms and far darker things stalk the shadowy domes of Mortis. Then there is the chance of running into another scavenging expedition, which often ends in violence as the two sides see easier prey in the living. Complicating matters further is the fact that House Escher dominates most of Hive Mortis, and its fighters have a special hatred for the Goliaths. Of course, if there is one thing Goliaths do well, it is thriving in the face of adversity.

The Dedboys, as other Goliaths mockingly refer to their clan kin of Mortis, are unusual among House Goliath for not having a forge-fane. To be a Dedboy is to be a nomad, wandering the vastness of Hive Mortis, dragging with them their massive smelting cauldrons. Armed and armoured against adversity, the Dedboy Goliaths are survivors, favouring reliable weapons such as axes and shotguns to see off plague zombie swarm attacks or Escher night-cycle raids. Their gangs are made up of skilled monster hunters who adorn their armour with grisly trophies, zombie hands nailed to furnace plates or dripping shifter skins turned into cloaks. These grim displays are, in part, to scare the other clans, but mostly to prove the Goliaths' strength, and show that nothing Hive Mortis can vomit forth frightens them.

GOTHRUL'S NEEDLE

Despite being largely isolated from the rest of the planet's hives by distance, and the ancient laws of House Helmawr, the subjects of Gothrul's Needle enjoy a standard of living unique on Necromunda. Where education and automation have failed or vanished in other places, they thrive in Gothrul's Needle under its democratic citizen's council. That the people probably enjoy fewer freedoms than their equivalents in Hive Primus, or other places, most accept the rules of the council for the good of all. The Goliaths are no exception, and their enclave, the Titanworks, is wholly committed to the continuance of the council and their programs for the betterment of all. This loyalty has been rewarded by Gothrul's leader granting the Goliaths advanced technologies and excellent medicae care. Perfect specimens of their race, the people of the Titanworks stand taller and prouder than many other Goliaths, displaying their forms not with crude armour and intimidating mohawks, but with gleaming bald heads and immaculate forge suits, bearing the giant human silhouette of the Titanworks.

All is not well in Gothrul's Needle, however, and the gangs of the Titanworks must fight constant battles against Delaque interlopers, the shadowy Clan House waging a war on behalf of Lord Helmawr to bring down the council, a war the Goliaths are determined to win.

QUINSPIRUS CLUSTER

Perched on the edge of the Worldsump, the Quinspirus Cluster was once a great Necromundan seaport. Despite the millennia of pollution that turned the planet's oceans to sludge, sump-skiffs still embark from the sunken docks to seek out the riches of the Worldsump Ocean. The Ironbones Goliaths ply these toxic waters, gathering up sunken treasures and pillaging the free sump settlements. Their skin bleached white by the poisonous fog that hangs perpetually over the Worldsump, the Ironbones look like nothing less than giant revenants come to claim the living. To play up this terrifying image, the Ironbones paint skull features over their faces in soot, or press bloody handprints upon their chests.

When it has filled its holds with plunder, an Ironbones war-skiff returns to the hanging forges of the Quinspirus Cluster. Suspended beneath the ancient dock works, these gantry factories glimmer in the toxic fog, their forges acting as makeshift lighthouses for the Ironbones' vessels. Periodically, other clans and their gangs will launch assaults against the Ironbones' hanging forges, fighters rappelling down from the abandoned shipyards above. To date, though, the savage Goliaths of Quinspirus have always seen them off, the bodies of their enemies doomed to sway in the poisonous winds beneath the docks as a warning to others.



THE SLUG

A Goliath fresh from the vat is a wild instinctual thing, ill-suited to the structures of Necromundan society. Even the Natborn, who mature from infants to young adults in the space of one or two great cycles, need an accelerated method of learning to be more than simpletons once they are fit to work. To solve the problem of mewling babes wrapped in the muscled bodies of giant humans, House Goliath uses mnemonic data-slugs, or as it is known by those who have had it, the slug. Based upon the same neuro-technologies used to create mono-task servitors, the slug literally realigns the neurons in the subject's brain, creating patterns granting language and motor skills. The slug also inserts memories into a Goliath's brain, giving them knowledge of the clan's history, its enemies, and the world in which they live. Basic combat skills are also part of the slug, giving all Goliaths the ability to competently use weapons like spud-jackers or stub guns the first time they pick them up.

Of course, dumping years' worth of knowledge into a person's mind in the span of a few minutes is not without its risks. Some subjects are overwhelmed, their brains refusing to accept the data, leaving them as drooling messes requiring a hard reset or, failing that, euthanasia into vat fodder. Others are turned into raving lunatics, a faulty slug scrambling the data until nothing the subject sees makes sense, driving them into a murderous rage. And sometimes, just sometimes, the Goliath's brain simply explodes!

To the Goliaths who have survived the slug, it is described as the hardest hit you'll ever take, akin to taking a shock maul to the back of the head or being kicked in the brain by an Ambull. It is also a defining moment that links the Vatborn and Natborn together as survivors of their savage creation. Unborn have been known to ask for the slug during their transformation, so as to share these bonds of Goliath brotherhood and sisterhood, even though the risks of the data dump become exponentially higher when applied to a fully formed mind.

HIVE CERES

The decrepit spires of Hive Ceres hide a realm ruled over by one of Necromunda's largest Redemptionist congregations. Amidst the shanty domes and makeshift temples the Brotherhood of Iron thrives in the lightless depths of the underhive. An all-male enclave of House Goliath, the Brotherhood lives in a state primitive even by the low standards of their Cawdor neighbours. Seldom seen beyond the forging pits of their clan strongholds, many badzone settlements believe the grime-covered Goliaths are giants or ogres of myth, the hammering of their tools like drums of war echoing in the deep.

Goliath gangs of Ceres do little to dispel these tall tales, appearing from the gloom clad in tanned rat skins or beaten plate armour, wielding savage melee weapons straight out of humanity's distant past. They are well known for their periodic raids into the lower parts of Ceres Hive City, carrying off goods and slaves stolen from the other Houses. The Cawdor word-bearers teach that the Goliaths are the wrath of the Emperor made manifest, and warn their people and inhabitants of the hive to avoid the deep places of Ceres. Meanwhile, the Brotherhood of Iron produces vast amounts of hand-beaten metal items, sending their goods out into the wastes via the Guild of Coin, and bringing profit to the clan.

Hive Ceres is also a haven for slave Ogryn gangs, the brutes often finding their way into the hive's depths to live alongside the Goliaths. Unlike the Goliaths of other hives, those in Ceres welcome the hulking warriors and care little if they are escaped slaves or renegade pit fighters – provided they help them in their wars against the Cawdor. One advantage to this large population of Ogryns is it only adds to the terror the Goliath gangs instil in their enemies, many ignorant hivers believing the Ogryns are simply what happens to a Goliath should they live long enough.



'SKULLCHUCKER' GROG
BONECRUSHERS
HOUSE GOLIATH

GANGS OF LEGEND

'Those Goliath might not live long, but they sure make the most of it while they're around!'

Pale Jono, Dust Falls Scrivener

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Centuries of rebellion and dominance by the House of Chains has seen countless Goliath gangs make their mark upon Necromunda. These storied bands of killers are responsible for some of the most savage acts of violence ever perpetrated in the hive cities, and mightily proud of that fact they are too! Like all Clan Houses, the Goliaths often hold up their most successful gangs as examples of the values of their clan, or for political gain, in the endless competition between the Houses. Unlike many of their peers, however, these gangs then become enshrined in the clan's legends, going on to be celebrated during the Feast of the Fallen.

IRONLORDS

The Ironlords are one of the largest and most powerful Goliath gangs in Hive Primus. It is said that the gang was founded by the Over-tyrant Varran Gor, back when he was fresh out of the prospects, and already making a name for himself in the underhive. Not long after coming to power, Gor and the Ironlords claimed the great swing bridge into Two Tunnels, and grew rich off trader tolls. One of the gang's favoured pastimes became challenging other gangers to pit fights, fought on the bridge while its ends were swung out over the abyss. More than one rival gang leader met their end as Gor hurled them out into oblivion, the Goliath laughing like a demon as he did.

True fame for the Ironlords came when they took over the Ironhard, a long abandoned ore silo hanging in the abyss below Dust Falls. Such a prize was bitterly contested by local gangs, most notably the Carrion Queens who had taken exception to their leader being killed by the current Ironlord's boss Skullshank. Between the bridges to Two Tunnels, control of the sump forges below Slime City, plus the wealth of the Ironhard to fuel them, the Ironlords command the bulk of Goliath territory in the Primus underhive. This, plus the favour of Varran Gor, mean they are unlikely to disappear any time soon.

IRONTREE REAVERS

Raiding gangs are not uncommon on Necromunda, their crews ranging far from the base of operations of their clan. The Irontree Reavers are such a gang, stalking the spider-points and the ash gates of the

Palatine Cluster looking for trouble. Axon is the leader of the Irontree Reavers, his battle-rig, the Behemoth, grinding its way through the ash dunes of the Palanite near-wastes, a cloud of smaller Goliath vehicles in tow. It says a lot about Axon's arrogance that he routinely steals from Orlock convoys and Guilder caravans out in the wilds, only to bring his score back to Primus or Trazior to sell. For this reason, the Reavers are viewed as outlaws in most places, and Axon carries a hefty bounty on his head set by House Orlock.

Of course, raiding the spider-points is not enough to make a gang infamous. Axon's reputation is built upon his many adventures out into the wastes, or down into the underearth realms beneath the Palatine Cluster. Often on foot, with only his strongest fighters backing him up, Axon has explored the warrens beneath Cinderdeeps and the tunnels reputed to link the Dust Wall to Secundus. Certainly, the massive Goliath has dragged many strange and wondrous trophies back to the drinking holes of the Fist in Hive Primus, earning him the admiration of many within his clan.

SHIV'S CRUSHERS

Doc Shiv is well known in the depths of Hive Primus, mostly for her illegal experimentation on underhivers, but also for her close association with the Goliaths. Shiv's track record of making Unborn is almost 50%, which makes her amongst the most successful docs in her field, and the first stop for many wannabe Goliaths. She also has a talent for concocting chems, which has brought House Escher gangs to her doorstep with accusations of stealing clan secrets. Her knowledge of chems, plus her need for protection, prompted Shiv to seek out the Goliath Stimmer Brok and build him a gang – dubbed the Crushers for being large, even by Goliath standards.

Brok the Stimmer, a champion of his clan, grown strong on a steady diet of combat chems, is utterly devoted to Shiv. This could be some misguided romantic attachment given the Goliaths' tendency to adopt weaker humans as 'pets', but is more likely the result of Shiv putting something in Brok's chems to ensure his loyalty. In either case, the Crushers led by Brok have solved plenty of Shiv's problems, including

nosy Escher gangs and even other rogue docs who set up too close to her territory. Rumour has it that Shiv has almost perfected an elixir based on Brok's blood to turn any Goliath into a Stimmer which, if true, could elevate Shiv to a real power in the Hive Primus underhive.

KNUCKLE BOYS

Durgan Kill-Fist is a rarity among the Goliaths, in that everyone in the underhive of Hive Trazior has heard of him, but no one seems to have actually met him. It all started with an illegal pit fighting ring out of Paupertown, known as the Knuckle Boys. When the Enforcers brought in some of the gangers involved, and started asking them some hard questions about who was behind the pit fights, no one seemed to know anything. Rumours on the street, though, pointed to a Goliath boss by the name of Durgan Kill-Fist. Over the next few grand-cycles, Durgan and the Knuckle Boys would be linked to dozens of other illicit pit fights and pit fighter gangs, the Guild and the Enforcers offering hefty rewards for Durgan's capture.

The Knuckle Boys reached new heights of violence when they turned Trazior Underhab Zone Gamma into their own personal arena. Sealing up every entrance, and gathering the locals into the central workers' plaza, the gang started a brutal competition to fight the toughest fighters present. Legend has it that it was here that Durgan made one of his rare appearances, whipping the crowd up into a frenzy and then pummelling the first challengers into the dust. By the time the Enforcers broke their way into the dome, the Knuckle Boys were gone, leaving behind the smell of stale sweat and blood spatters but taking with them the winners of their 'games'

DOG SOLDIERS

A famous Unborn gang, the Dog Soldiers are the fanatical followers of the Overfiend. Rumours abound as to the true origins of the Overfiend, the hulking hairy brute who leads the Dog Soldiers. Some claim he was one of Lord Helmawr's personal bodyguards, sent to the gene-smiths of Clan Goliath to be 'enhanced', but somehow escaping into the underhive rather than serve the Master of Necromunda. Others say the Dog Soldiers were a small-time gang operating out of Cogcity, until they found a stasis casket in the badzones with a giant inside and, in fact, the Overfiend is not a Goliath at all but something ejected from a Biologis lab. Then there is the persistent story of how the Overfiend was once the governor of a world that rebelled against the Imperium and how he fled to Necromunda to hide. These tales go on to say he traded his wealth for a place in House Goliath, and a new identity in the underhive.

Whether or not these outlandish rumours have any truth to them, the Dog Soldiers are one of the toughest gangs of the Palatine Cluster, perhaps second only to the Ironlords. With hideouts and chapters in most of the cluster's hives, the Overfiend has his main territory in Guilder Crossing, the Dog Soldiers' gang house rising up like a fortress over Slaver's Bridge. Some have speculated that the Overfiend could take on Varran Gor and become the Over-tyrant if he wanted. For some reason though, the Overfiend doesn't want that kind of attention, and he has been content to remain in the shadows.

T.H.R.U.G. 12 'SPARKY'
WANTED BY THE MERCHANTS GUILD,
FORMERLY OF HOUSE VAN SAAR

GURNARK THE BOOTKING

The self-styled Bootking is a legend among the gangs of Hive Acropolis. It is an oft-told tale of how Gurnark and his boys fought their way up from running the cog-side of the Ash Gates and dodging the longshore clans to become one of the most powerful crews this side of the Spider Points. Control of the Ash Gates has traditionally been the purview of House Orlock and the Guild of Coin. Together, under the writ of service issued by the Imperial House, they protect the land trade between the cluster's hives and beyond. Orlock's gangs run the gates in Helmawr's name, and their House benefits from the trade they bring. It is not uncommon for other clans and gangs to make a play for these vital conduits of commerce, but the gates are well-defended and taking them on is pretty much a death sentence for all but the toughest of fighters.

Gurnark and the Ashfists gang are still counted as one of the few crews to ever take control of an entire Ash Gate. For over a month they controlled Hive Acropolis' westernmost Ash Gate despite constant assaults from Orlock wrecking crews and longshore clan battle-rigs. In that time Gurnark grew fantastically rich off the guilders forced to use 'his' gate, and though in the end a massive alliance of Clan House gangs ousted him, both his wealth and his name had been made.

SPARKY'S UPRISING

The ex-slave Ogryn known as Sparky is something of a legend to the Ogryns of Hive Primus. Having escaped captivity from House Van Saar, the Ogryn leads an abhuman uprising in the depths of the underhive. Ratlings, Beastmen, awakened servitors and even Squats have all flocked to his banner, and they have been carving out a realm for themselves somewhere out in the badzones. Sparky has held this rag-tag group of malcontents together not just because of his prodigious size and strength, but because he believes in a single seductive idea: freedom. The inner circle of the uprising are all Ogryns, some ex-servitors, some natural-born abhumans who have escaped from Lord Helmawr's slave farms. Known as 'Sparky's Soldiers,' each one would willingly give their lives for their boss, going so far as to claim his identity if it means confounding bounty hunters or hive assassins.

So far Sparky's Uprising has only added to the general mayhem of the underhive, their raids and battles lost in the violence of the constant gang warfare. However, Sparky's army is growing, with word passing between the hives to other Ogryn enclaves and escaped slaves, promising a new world order if they unite behind Sparky. Even now, agents of Lord Helmawr are desperately trying to track down Sparky and end his sedition, lest his message of hope and equality take permanent root among the millions of abhuman slaves serving the Imperial House.

HAMZUL THE BEASTMASTER AND 'MAICI'
THE KROCDOGS
HOUSE GOLIATH



"We're Goliaths. Strong as plasteel and twice as tough. Nothin' gonna break us before we break them. One day, we'll be the only ones left standing."

Forge Factor
Nathan Skor,
House Goliath

HOUSE GOLIATH GANG LIST

When founding a Goliath 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 Goliath 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 Goliath Bruiser (Ganger). This indicates that within House Goliath, such fighters are called 'Bruisers', whereas within the rules of the game, this fighter is a 'Ganger'.

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

GANG COMPOSITION

The first step is to choose and purchase the fighters that make up the gang. The House Goliath 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 Goliath 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.

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 Goliath 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 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.

"I've climbed the spires of Primus. I've crossed the waste and survived ash storms no other could. I drove the Van Saar from our enclaves and burnt out them Delaque. The clan is strong because of me! You think you can do better? You think you're stronger than me? Then come and have a go!"

Berthor Hammer,
Alpha of Hive Trazior

"Damn Vyps always in our faces, always trying to cut us down to size. Don't know why they hate us so much, but if they want to bring it, we'll be waiting."

Skullshank,
House Goliath
Forge Tyrant,
on House Escher

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 below.

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 Goliath Forge Tyrant owns a spud-jacker, 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 Goliath 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.

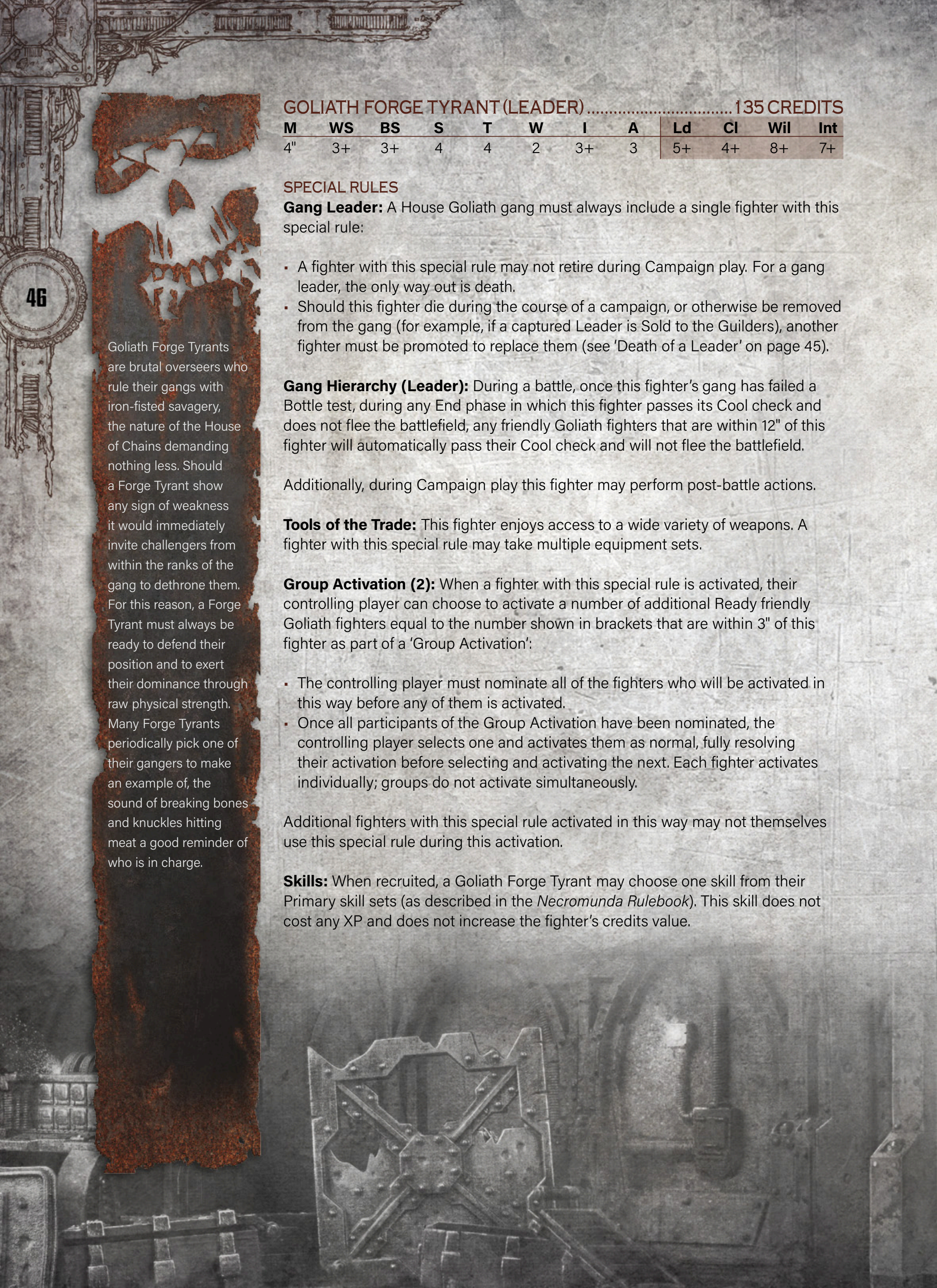
When a fighter is promoted in this way, they gain the Gang Leader special rule, and from now on they count as a Goliath Forge Tyrant for the purposes of determining which equipment and skill sets they can access. Their existing characteristics and special rules do not change.

'SPIKER' KRUGRUG
FORGE TYRANT
OF THE FIRE SONS
HOUSE GOLIATH



*"The Boss was the boss
'till he weren't. Cause I
killed him. Now I'm the
boss."*

'Spiker' Krugrug,
Forge Tyrant
of the Fire Sons,
House Goliath



Goliath Forge Tyrants are brutal overseers who rule their gangs with iron-fisted savagery, the nature of the House of Chains demanding nothing less. Should a Forge Tyrant show any sign of weakness it would immediately invite challengers from within the ranks of the gang to dethrone them. For this reason, a Forge Tyrant must always be ready to defend their position and to exert their dominance through raw physical strength. Many Forge Tyrants periodically pick one of their gangers to make an example of, the sound of breaking bones and knuckles hitting meat a good reminder of who is in charge.

GOLIATH FORGE TYRANT (LEADER) 135 CREDITS

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

SPECIAL RULES

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

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed 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 45).

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Goliath fighters that are within 12" of this fighter 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 Goliath fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

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

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

Skills: When recruited, a Goliath Forge Tyrant may choose one skill from their Primary skill sets (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 Goliath Forge Tyrant has access to the following skill sets:

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

EQUIPMENT

A Goliath Forge Tyrant may purchase weapons and Wargear from the Goliath Forge Tyrant equipment list:

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

GOLIATH FORGE TYRANT EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Boltgun.....55 credits
- Combat shotgun with salvo & shredder ammo.....60 credits
- Shotgun with solid & scatter ammo.....30 credits
 - Executioner ammo +20 credits
 - Inferno ammo.....+15 credits
- Stub cannon.....20 credits

PISTOLS

- Combi-pistol (bolt pistol/ hand flamer).....110 credits
- Combi-pistol (bolt pistol/ plasma pistol).....80 credits
- Combi-pistol (stub gun/ plasma pistol).....40 credits
- Bolt pistol.....45 credits
- Hand flamer.....75 credits
- Stub gun.....5 credits
 - Dumdum rounds.....+5 credits

SPECIAL WEAPONS

- Combi-weapon (bolter/flamer).....175 credits
- Combi-weapon (bolter/ grenade launcher with frag grenades).....80 credits
- Combi-weapon (bolter/melta).....165 credits
- Combi-weapon (bolter/plasma gun).....115 credits
- Flamer.....140 credits

- Grenade launcher with frag & krak grenades...55 credits
 - Smoke grenades.....+15 credits
 - Stun rounds.....+15 credits
- Meltagun.....135 credits

HEAVY WEAPONS

- Heavy bolter*.....160 credits
- Heavy flamer*.....195 credits
- Heavy stubber*.....130 credits
- 'Krumper' rivet cannon*.....70 credits
- Missile launcher (with frag & krak missiles)*..165 credits
- Multi-melta*.....180 credits

CLOSE COMBAT WEAPONS

- Axe.....10 credits
- Brute cleaver.....20 credits
- Chainsword.....25 credits
- Chainaxe.....25 credits
- Fighting knife.....10 credits
- Maul (club).....10 credits
- Power axe.....35 credits
- Power hammer.....45 credits
- 'Renderizer' serrated axe*.....40 credits
 - Master-crafted +10 credits
- Servo claw.....35 credits
- Spud-jacker.....15 credits
 - Master-crafted.....+5 credits
- Two-handed axe*.....25 credits
- Two-handed hammer*35 credits

WARGEAR

GRENADES

- Blasting charges.....35 credits
- Frag grenades.....30 credits
- Krak grenades.....45 credits
- Smoke grenades.....15 credits
- Stun grenades.....25 credits

ARMOUR

- Carapace armour
 - Light.....80 credits
 - Heavy.....100 credits
- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured undersuit.....25 credits
- Bio-booster.....35 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Photo-goggles.....35 credits
- Respirator.....15 credits
- Skinblade.....10 credits
- Stimm-slug stash.....25 credits

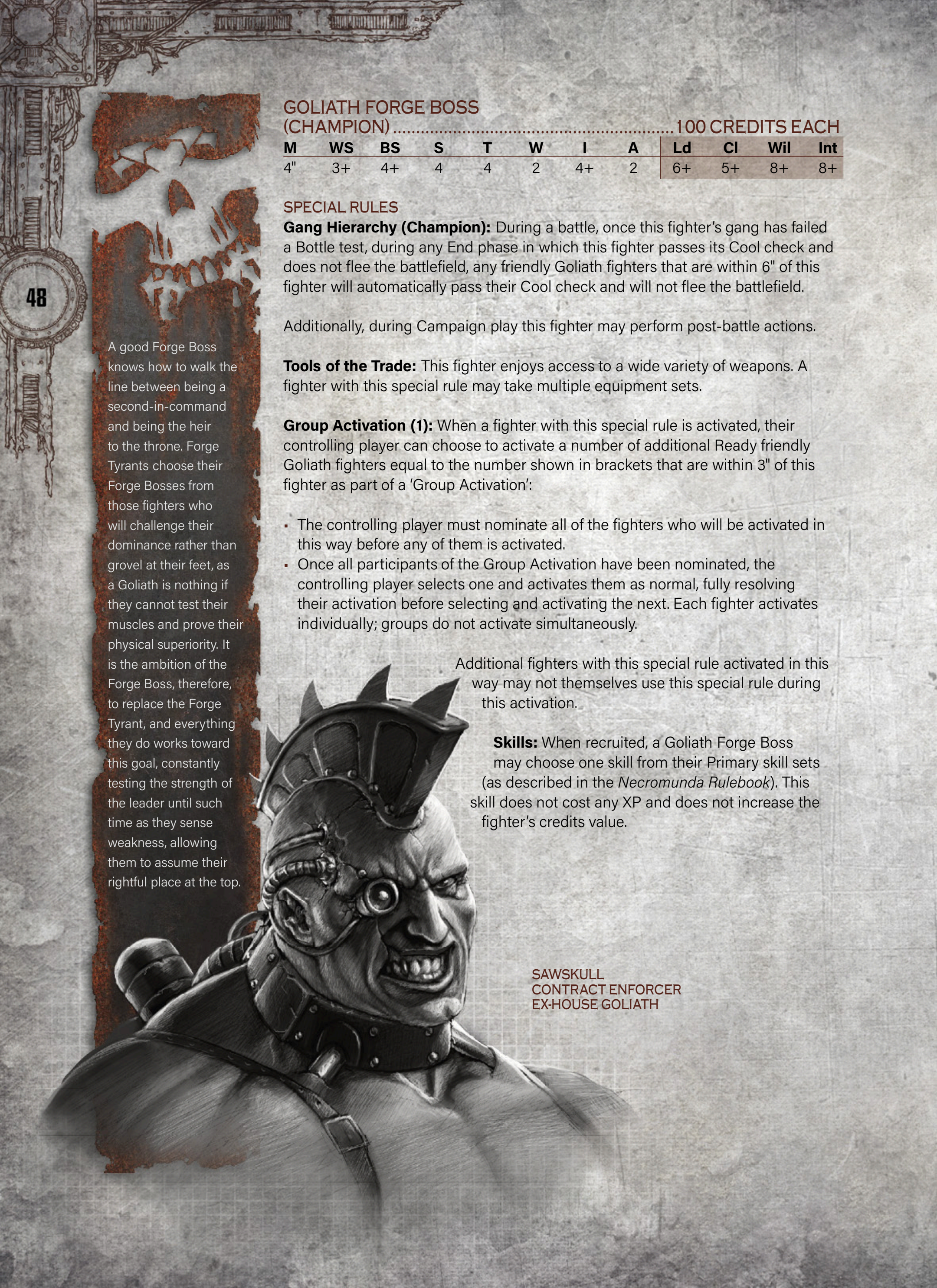
WEAPON ACCESSORIES

- Gunshroud (Basic Weapons and Pistols only).....20 credits
- Suspensor (Heavy Weapons only).....60 credits
- Telescopic sight† (Pistols, Basic and Special Weapons only).....25 credits

STATUS ITEMS

EXOTIC BEASTS

- 0-1 Sumpkroc.....130 credits



A good Forge Boss knows how to walk the line between being a second-in-command and being the heir to the throne. Forge Tyrants choose their Forge Bosses from those fighters who will challenge their dominance rather than grovel at their feet, as a Goliath is nothing if they cannot test their muscles and prove their physical superiority. It is the ambition of the Forge Boss, therefore, to replace the Forge Tyrant, and everything they do works toward this goal, constantly testing the strength of the leader until such time as they sense weakness, allowing them to assume their rightful place at the top.

GOLIATH FORGE BOSS (CHAMPION) 100 CREDITS EACH

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

SPECIAL RULES

Gang Hierarchy (Champion): During a battle, once this fighter's gang has failed a Bottle test, during any End phase in which this fighter passes its Cool check and does not flee the battlefield, any friendly Goliath fighters that are within 6" of this fighter 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 Goliath fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

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

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

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

SAWSKULL
CONTRACT ENFORCER
EX-HOUSE GOLIATH

SKILL ACCESS

A Goliath Forge Boss has access to the following skill sets:

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

EQUIPMENT

A Goliath Forge Boss may purchase weapons and Wargear from the Goliath Forge Boss equipment list:

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

GOLIATH FORGE BOSS EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Boltgun.....55 credits
- Combat shotgun with salvo & shredder ammo.....60 credits
- Shotgun with solid & scatter ammo.....30 credits
- Stub cannon20 credits

PISTOLS

- Combi-pistol (bolt pistol/ hand flamer).....110 credits
- Combi-pistol (bolt pistol/ plasma pistol)80 credits
- Combi-pistol (stub gun/ plasma pistol)40 credits
- Bolt pistol.....45 credits
- Hand flamer75 credits
- Stub gun.....5 credits
 - Dumdum rounds+5 credits

SPECIAL WEAPONS

- Combi-weapon (bolter/flamer).....175 credits
- Combi-weapon (bolter/ grenade launcher with frag grenades).....80 credits
- Combi-weapon (bolter/melta).....165 credits
- Combi-weapon (bolter/plasma gun).....115 credits
- Flamer.....140 credits
- Grenade launcher with frag & krak grenades...55 credits
 - Smoke grenades.....+15 credits
 - Stun rounds+15 credits
- Meltagun.....135 credits

HEAVY WEAPONS

- Heavy bolter*160 credits
- Heavy flamer*195 credits
- Heavy stubber*130 credits
- 'Krumper' rivet cannon*70 credits
- Missile launcher (with frag & krak missiles)*165 credits
- Multi-melta*180 credits

CLOSE COMBAT WEAPONS

- Axe10 credits
- Brute cleaver20 credits
- Chainsword25 credits
- Chainaxe25 credits
- Fighting knife10 credits
- Maul (club).....10 credits
- Power axe.....35 credits
- Power hammer45 credits
- 'Renderizer' serrated axe*40 credits
 - Master-crafted+10 credits
- Servo claw35 credits
- Spud-jacker15 credits
 - Master-crafted+5 credits
- Two-handed axe*25 credits
- Two-handed hammer*35 credits

WARGEAR

GRENADES

- Blasting charges35 credits
- Frag grenades30 credits
- Krak grenades45 credits
- Smoke grenades.....15 credits
- Stun grenades15 credits

ARMOUR

- Carapace armour
 - Light.....80 credits
- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured undersuit25 credits
- Bio-booster35 credits
- Drop rig.....10 credits
- Filter plugs10 credits
- Photo-goggles35 credits
- Respirator15 credits
- Skinblade.....10 credits
- Stimm-slug stash25 credits

WEAPON ACCESSORIES

- Gunshroud (Basic Weapons & Pistols only)20 credits
- Suspensor (Heavy Weapons only).....60 credits
- Telescopic sight† (Pistols, Basic and Special Weapons only).....25 credits

STATUS ITEMS

EXOTIC BEASTS

- 0-1 Sumpkroc.....130 credits

When a ganger rises up through the ranks and gets a taste for chems and violence, they sometimes eschew the path to leadership, instead focusing all their efforts on the mastery of violence in its most brute forms. This is the Stimmer, a combat stim-driven gang champion who has taken mastery of close combat to the extreme, and is happiest when running screaming at the enemy, guns blazing, or reducing fools to bloody hunks of meat up close and personal.

GOLIATH STIMMER (CHAMPION).....125 CREDITS

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

SPECIAL RULES

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

Combat Chems Stash: Whenever this fighter is activated, it may choose to use Combat Chems. Until the End phase of this round this fighter gains an additional +D3 Attacks. However, if the dice roll is a natural 1, the fighter instead suffers a bad reaction and its Attacks characteristic is reduced to 1 until the End phase of this round.

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

‘RAZORHEAD’
STEEL SNAPPERS
HOUSE GOLIATH



SKILL ACCESS

A Goliath Stimmer has access to the following skill sets:

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

EQUIPMENT

A Goliath Stimmer may purchase weapons and Wargear from the Goliath Stimmer equipment list:

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

GOLIATH STIMMER EQUIPMENT LIST

WEAPONS

PISTOLS

- Stub gun.....5 credits
- Dumdum rounds+5 credits

HEAVY WEAPONS

- Assault grenade launchers (twin-linked) with stun rounds & frag grenades*65 credits
- Krak grenades.....+30 credits
- Smoke grenades.....+20 credits

CLOSE COMBAT WEAPONS

- Fighting knife10 credits
- 'Pulverizer' serrated axe.....30 credits
- Master-crafted+10 credits
- Paired 'Pulverizers'*50 credits
- Master-crafted+10 credits

'Renderizer'

- serrated axe*40 credits
- Master-crafted+10 credits
- Spud-jacker15 credits
- Master-crafted+5 credits
- Paired spud-jackers*25 credits
- Master-crafted+10 credits

WARGEAR GRENADES

- Frag grenades30 credits
- Incendiary charges40 credits
- Krak grenades45 credits
- Melta bombs60 credits
- Smoke grenades.....15 credits
- Stun grenades.....25 credits

ARMOUR

- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured undersuit25 credits
- Bio-booster35 credits
- Drop rig10 credits
- Respirator15 credits
- Skinblade.....10 credits
- Stimm-slug stash25 credits

STATUS ITEMS

EXOTIC BEASTS

- 0-1 Sumpkroc.....130 credits

Forge-born are the promising up and comers of the House of Chains. Harvested from a promising batch of Vatborn, or the sons and daughters of a powerful Alpha, they represent the future of the clan. In typical House Goliath fashion, these future gang champions and leaders are not coddled or protected, but rather thrust violently into the world to prove their worth. It is a task the Forge-born take to eagerly, often engaging in the riskiest professions for the clan, or bringing the most dangerous and unpredictable weapons to battle, so they might cause enough carnage to draw the eye of the Alphas and earn thereby their place in the gang.

GOLIATH FORGE-BORN (PROSPECT).....35 CREDITS

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

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

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

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

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

Hot-headed: Fighters with this special rule have much to prove and often act on impulse alone, hoping to impress their superiors. Consequently, older and wiser fighters expect them to be short-lived. Should a fighter with this special rule be Seriously Injured or be taken Out of Action, friendly fighters that are within 3" 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 Goliath Forge-born has access to the following skill sets:

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

EQUIPMENT

A Goliath Forge-born may purchase weapons and Wargear from the Goliath Forge-born equipment list:

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

GOLIATH FORGE-BORN EQUIPMENT LIST

WEAPONS

PISTOLS

- Stub gun.....5 credits
- Dumdum rounds+5 credits

SPECIAL WEAPONS

- Storm-welder*75 credits

CLOSE COMBAT WEAPONS

- Fighting knife10 credits
- Heavy rock saw*120 credits

WARGEAR

GRENADES

- Frag grenades30 credits
- Incendiary charges40 credits
- Krak grenades45 credits
- Smoke grenades15 credits

ARMOUR

- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured undersuit25 credits
- Bio-booster35 credits
- Filter plugs10 credits

NEDHIN
ROCKCRETE BRUTES
HOUSE GOLIATH



Bruisers comprise the bulk of most Goliath gangs. They come from all parts of the clan, and can be Vatborn, Natborn or Unborn, each one drawn to the life of a ganger by the promise of quick creds and brutal violence. That most Bruisers end their days bleeding out in some dismal corner of the underhive doesn't deter a Goliath, whose life expectancy is usually measured in only a handful of great cycles – if they are lucky!

GOLIATH BRUISER (GANGER).....55 CREDITS EACH

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

SPECIAL RULES

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

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

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



'SNARLER' JEK
FURNACE HOWLERS
HOUSE GOLIATH



SKILL ACCESS

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

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

EQUIPMENT

Goliath Bruisers and Goliath Specialists may purchase weapons and Wargear from the Goliath Bruiser equipment list:

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

GOLIATH BRUISER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Boltgun.....55 credits
- Combat shotgun with
salvo & shredder ammo60 credits
- Shotgun with solid & scatter ammo30 credits
- Stub cannon20 credits

PISTOLS

- Bolt pistol.....45 credits
- Hand flamer.....75 credits
- Stub gun.....5 credits
 - Dumdum rounds+5 credits

SPECIAL WEAPONS

- Flamer.....140 credits
- Grenade launcher with
frag & krak grenades55 credits
 - Smoke grenades.....+15 credits
 - Stun rounds+15 credits
- Meltagun.....135 credits

CLOSE COMBAT WEAPONS

- Axe10 credits
- Brute cleaver20 credits
- Fighting knife10 credits
- Maul (club).....10 credits
- Spud-jacker.....15 credits
- Two-handed axe*25 credits
- Two-handed hammer*35 credits

WARGEAR

GRENADES

- Frag grenades30 credits
- Incendiary charges40 credits
- Krak grenades45 credits
- Smoke grenades.....15 credits

ARMOUR

- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured undersuit25 credits
- Drop rig10 credits
- Filter plugs10 credits
- Photo-goggles35 credits
- Respirator15 credits
- Stimm-slug stash25 credits

WEAPON ACCESSORIES

- Telescopic sight[†] (Pistols, Basic
and Special Weapons only)..25 credits

If the life of a Bruiser is short and savage then the life of a Bully is even more so. Bullies join Goliath gangs with none of the combat experience of a Bruiser, often fresh from the forge gangs or slave pits, with only the ambition to break free of their past life driving them on. Some may, in time, rise up to take their place in the gang proper, or even make a name for themselves as a Forge Boss or even a Forge Tyrant. Most, however, don't survive their first gang fight, sent out by their leaders to soak up bullets and shrapnel and clear the way for more valuable fighters.



UNDU 'STEELBRAIN'
BRUTES OF TRAZIOR
HOUSE GOLIATH

GOLIATH BULLY (JUVE)35 CREDITS EACH

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

SPECIAL RULES

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

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

When a fighter is promoted in this way, they will from now on count as a Goliath Bruiser 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 (Goliath Specialist) and Fast Learner special rules and gain all the special rules associated with a Goliath Specialist.

Fast Learner: During campaign play, when this fighter gains a characteristic Advancement, they do not need to spend an additional 2 XP if the characteristic being improved 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 Goliath Bully has access to the following skill sets:

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

EQUIPMENT

A Goliath Bully may purchase weapons and Wargear from the Goliath Bully equipment list:

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

GOLIATH BULLY EQUIPMENT LIST
WEAPONS

PISTOLS

- Stub gun.....5 credits
- Dumdum rounds+5 credits

CLOSE COMBAT WEAPONS

- Axe.....10 credits
- Brute cleaver20 credits
- Fighting knife.....10 credits
- Maul (club).....10 credits
- Spud-jacker.....15 credits

WARGEAR
GRENADES

- Frag grenades30 credits
- Incendiary charges40 credits
- Krak grenades45 credits
- Smoke grenades.....15 credits

ARMOUR

- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured undersuit.....25 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Stimm-slug stash25 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, is the type and variety of pets that people choose to keep...

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

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

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



Group Activation (Exotic Beasts): When a fighter with this special rule is activated, their controlling player must activate all Exotic Beasts belonging to this fighter as well as part of a 'Group Activation':

- The controlling player selects and activates each fighter in this group activation as normal, fully resolving each activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.
- If this fighter itself is activated as part of a Group Activation, this rule still applies, meaning any Exotic Beasts this fighter owns are activated as described above when this fighter is itself activated as part of a Group Activation.
- Exotic Beasts must always end their activation within 3" of their owner. If the Exotic Beast is more than 3" away at the end of its activation, it must pass a Nerve test or become Broken.
- Should an Exotic Beast become Broken, it will run towards its owner when activated rather than for cover. When an Exotic Beast makes a Running for Cover (Double) action, it runs towards its owner. It is only concerned with getting back within 3" of its owner.
- An Exotic Beast that has become Broken automatically rallies if it ends an activation within 3" of its owner (note that, during Campaign play, Exotic Beasts do not gain XP for rallying in this way).
- If the owner is removed from the battlefield for any reason, the Exotic Beast is also removed from play.
- If an Exotic Beast is removed from the battlefield for any reason, it is not counted for the purposes of Bottle tests.
- Exotic Beasts gain Experience and suffer Lasting Injuries as a normal Ganger and may become a Specialist.
- Exotic Beasts may not take any additional equipment. They may not use weapons other than those detailed on their profile. They may never use Wargear.
- Exotic Beasts can be taken Captive, in which case the owning fighter's gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter. Exotic Beasts taken Captive cannot be put to work in any Territories.

SUMPKROC (EXOTIC BEAST).....130 CREDITS

Hive legend has it that many thousands of years ago, during a different age of Necromunda, a now long-extinct type of reptile became the fashion accessory of choice for uphive nobility. Imported as eggs, once hatched these snappy little creatures were seen everywhere for a period of several seasons, kept in fine artificial habitats or carried around in specially-made hand luggage. They became almost common, rapidly...

But as they became common, so too did they become big, and with size came increased aggression. Many were culled after accidents led to lost digits, even lost limbs, and in some cases, so the legends go, loss of life. Many more were hurriedly discarded down waste chutes and heat sinks. And so, in the fullness of time, many were found by the denizens of the underhive. Over time, these strange creatures were captured as a new food source, but that practice ended as they were more likely to make food of their human hunters.

And there their story might have ended in extinction, but for the intervention of House Goliath. For some inexplicable reason, the Goliaths were attracted to these creatures as pets, taking pride in their size and strength, and revelling in their ferocity.

Today, the Sumpkrocs that House Goliath keep are somewhat different to the original creature, with centuries of genetic cloning causing a few changes and they no longer wholly resemble the creature first imported...

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	-	4	4	2	6+	2	8+	6+	7+	11+

SPECIAL RULES

Counter-charge: If the Sumpkroc's owner is Engaged by an enemy fighter as the result of the enemy fighter making a Charge (Double) action, and if the Sumpkroc is Standing and Active, it may immediately activate and make a Charge (Double) action, moving towards the charging enemy fighter. If, at the end of this movement, the Sumpkroc has Engaged the enemy fighter, it may immediately attack, as normal for a fighter performing a Charge (Double) action. This activation interrupts the enemy fighter's action, being performed after movement but before attacks.

The Sumpkroc may only make one Counter-charge per round.

Scaly Hide: The Sumpkroc has a naturally scaly and resilient hide, granting it a 5+ save roll.

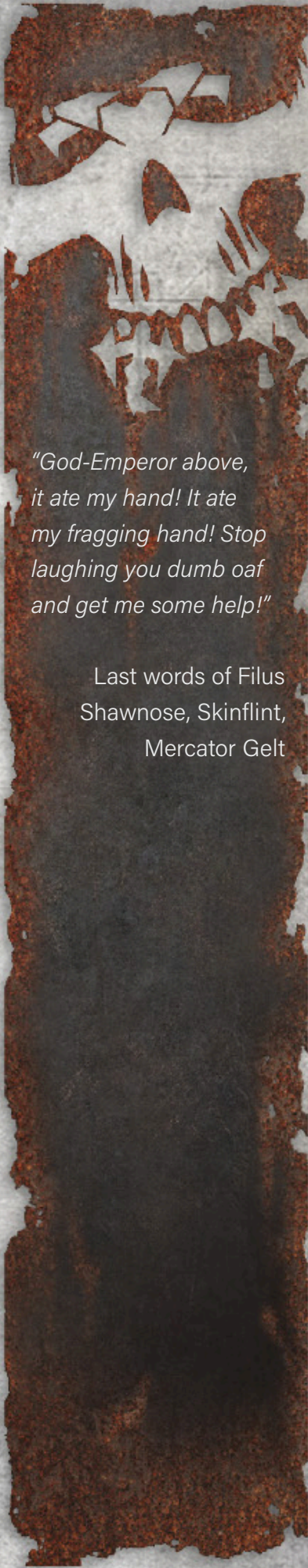
SKILL ACCESS

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

EQUIPMENT

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

A Sumpkroc may not purchase weapons or Wargear. A Sumpkroc is armed with Ferocious Jaws.



"God-Emperor above,
it ate my hand! It ate
my fragging hand! Stop
laughing you dumb oaf
and get me some help!"

Last words of Filus
Shawnose, Skinflint,
Mercator Gelt

OLD THREE-EYES, GOLIATH SUMP BEAST DRAMATIS PERSONAE

There is a story, told most often by itinerant fungus farmers deep in their cups, or by hucksters keen for a mark, that describes what some call the 'Mother of the Sumps' – the first and greatest of all the Sumpkrocs. They claim that the beast that eventually came to be known as Old Three-eyes started out as a cute, if somewhat snappy, pet, purchased by an uphive noble from an off-world trader for a sum that would make a Guilder wince. The pet was gifted to the noble's favourite daughter in celebration of her majority, but within the year the creature had grown to such a size that she threatened her mistress' life and limb. After the pet ate the governess and three of the House Yeomen, she was forced down a sluice-tube, never to bother the House again.

A hardy beast of muscle and tooth, the creature survived the ordeal and was later discovered in the underhive by members of House Goliath, having grown huge (not to mention sprouting two additional heads). Goliath gangers captured the beast, though not without loss, and turned her over to the House masters, who cloned her and brought into existence the line from which all underhive Sumpkrocs are bred. The original creature, so the stories say, grew so large she escaped the breeding chambers and fled into the depths of the Sump. There, the drunken fungus farmers claim, she resides to this day, a monster capable of slaughtering entire gangs.

It is said that bold Goliath gangs can even lure Old Three-eyes out of her lair with the right kind of bait (a trussed-up Delaque does the job nicely!). Of course, once the lumbering three-headed beast enters the fray, the gang is advised to keep their distance.



SPECIAL RULES

Dramatis Personae: A House Goliath gang may hire Old Three-eyes in the same way as any other Dramatis Personae. However, it is important to note that Old Three-eyes is neither a Bounty Hunter or a Hive Scum, and therefore is not subject to any of the special rules associated with Bounty Hunters or Hive Scum.

Mother of Sumpkrocs: Any Sumpkrocs within 6" of Old Three-Eyes can use her Cool and Willpower characteristics instead of their own.

Scaly Hide: Old Three-eyes has a thick scaly hide, granting her a 4+ save roll.

Unpredictable: Old Three-eyes cannot be included in Group Activations, nor can she benefit from the Leading by Example rule. In addition, all her attacks have the Reckless trait.

OLD THREE-EYES, DRAMATIS PERSONAE

175 CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4"	2+	-	4	4	3	5+	3	8+	4+	6+	10+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Ferocious Jaws	-	E	-	-	S	-1	1	-	Melee, Rending

SKILLS:

Impetuous, Nerves of Steel, Hurl

WARGEAR:

None



"Those wasters, sickly little twig boys who can't take a good hit, or the boot it takes to break 'em. Nice toys though."

Skullshank,
House Goliath
Forge Tyrant,
on House Van Saar

"Nuffin' beats a loyal Sumpkroc. Get yourself a good'un and they'll keep you alive longer than an axe or a stubber will."

Hamzul the Beastmaster,
The Krocdogs,
House Goliath

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 on 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
Each additional 5	+1

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.

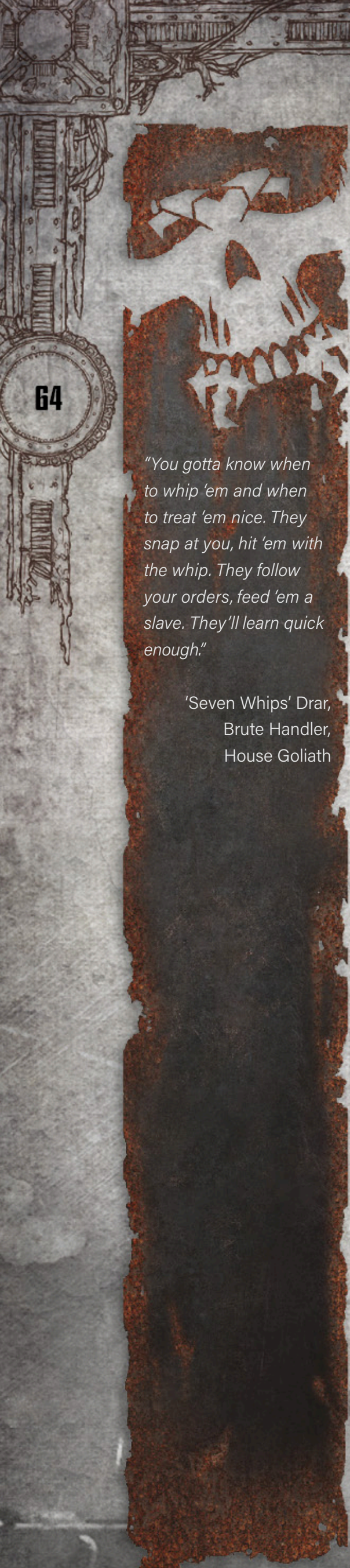
Hangers-on cannot gain Experience or Advancements; if they suffer a Lasting Injury that would make a change to their Fighter card, they decide that the hideout is no longer safe and move on – they are removed from the gang roster. They cannot be given any equipment other than what is listed.

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 Goliath Specialist (see page 54). Unlike Hangers-on, Brutes will not leave the gang should they suffer a Lasting Injury that makes a change to their Fighter card.

"Think'n they better than us. Without their wall, and their money, they're just weedy wasters like'n the rest of them hivers."

Skullshank,
House Goliath
Forge Tyrant,
on the Noble Houses
of Necromunda



"You gotta know when to whip 'em and when to treat 'em nice. They snap at you, hit 'em with the whip. They follow your orders, feed 'em a slave. They'll learn quick enough."

'Seven Whips' Drar,
Brute Handler,
House Goliath

HANGERS-ON

Goliath gangs make use both of specialised Hangers-on to meet the unique needs of their gangs, such as procuring restricted chems, 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 Goliath gang:

0-1 BRUTE HANDLER.....55 CREDITS
(AVAILABLE TO ANY GANG, BUT AT A COST OF 110 CREDITS)

Brutes are typically savage and dull-witted, herded into battle by gangs to increase their firepower and intimidate their enemies. Even those Brutes with the sense to listen to their leader's commands in combat still need guidance and training, and Goliath Brute Handlers are ex-pit fighters or factorum overseers and know how to get the most out of muscle.

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

SPECIAL RULES

Training: A gang with a Brute Handler can train their Brutes between games. Provided the Brute is not In Recovery, the controlling player can make a Willpower check for any of their Brutes, using the Brute's unmodified Willpower. If the check is failed, the Brute gains D3 Experience. If the check is passed, the Brute proves too wilful and the training doesn't work. A Brute Handler can only train one Brute at a time.

In addition, if a Standing and Active Brute Handler is on the battlefield, and within 3" of a friendly Brute, the Brute gains the Nerves of Steel skill and can re-roll any Leadership, Cool, Willpower or Intelligence checks it is required to make.

Part of the Crew: Unlike other Hangers-on, this fighter is always ready for a fight. As long as this fighter is part of the gang roster, they are treated just like a regular Ganger for the purposes of selecting a crew. Therefore, this fighter may be chosen or randomly selected as part of their gang's starting crew just like any other Ganger.

However, just like any other Hanger-on, this fighter cannot gain any Experience or Advancements and, should they suffer a Lasting Injury that would make a change to their Fighter card, this fighter is removed from the gang roster just like any other Hanger-on.

EQUIPMENT

A Brute Handler is armed with a shock whip.

SKILLS

A Brute Handler has the Iron Jaw skill.

0-1 CHEM DEALER – 25 CREDITS
(AVAILABLE TO ANY GANG, BUT AT A COST OF 50 CREDITS)

Chems are a vital resource in the underhive, and many gangs don't like to leave acquiring them to chance. A Chem Dealer is a dedicated supplier for a gang and, for a bit of protection and some creds, provides a gang with chems when they need them. Of course, while Chem Dealers are not as vulnerable to criminal reprisals as freelancers, when a deal goes sour they can just as easily end up with a stub round in their brain.

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

SPECIAL RULES

Steady Supply: A gang with a Chem Dealer counts all Chems as Common availability when buying them from the Trading Post or Black Market. Chem Dealers can also, in a pinch, acquire Chems 'on consignment' during the pre-battle sequence of a game. This allows the gang to buy a single dose or any Chem, or items containing Chems, such as a single stim-slug stash or medicae kit, without expending any credits. However, during the post-battle actions step of the post-battle sequence, the gang must pay for these items. If the gang cannot or will not pay for any item, the Chem Dealer is removed from the gang's roster. Should this happen, news of the bad deal gets around, and the gang cannot hire another Chem Dealer Hanger-on for the remainder of the current campaign.

EQUIPMENT

A Chem Dealer is armed with a stub gun. All Chem Dealers are equipped with a single dose of any Chem, chosen from the Black Market.

SKILLS

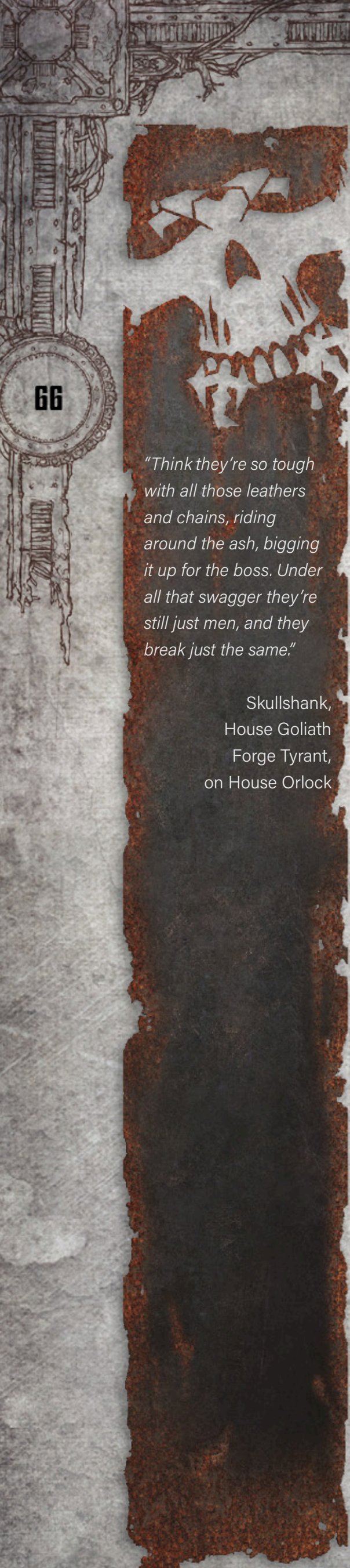
A Chem Dealer has the Fixer skill.

"It takes a lot of effort
to get a Goliath to trust,
you but if you can, you'll
never be short of scrimp."

'Shady' Narlendi,
Chem Dealer,
Hive Primus

'SHADY' NARLENDI
CHEM DEALER
HIVE PRIMUS





"Think they're so tough with all those leathers and chains, riding around the ash, bigging it up for the boss. Under all that swagger they're still just men, and they break just the same."

Skullshank,
House Goliath
Forge Tyrant,
on House Orlock

0-1 PIT TRAINER75 CREDITS
(AVAILABLE ONLY TO HOUSE GOLIATH GANGS)

Pit fighters are rightly feared for their close combat abilities, and the best ones train constantly under Pit Trainers to improve their skills. Goliath gangs favour Pit Trainers over more conventional trainers, as they have a focus on melee combat and vicious takedowns, usually in the bloodiest way possible for the enjoyment of the crowds.

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

SPECIAL RULES

Combat Ready: A gang containing a Pit Trainer can train fighters between battles. Up to three fighters, who are not In Recovery, can be trained at once. A fighter who undergoes training gains a random skill, generated from their Primary or Secondary skill lists, for the next battle the fighter takes part in. This is a temporary skill, and is removed from the fighter's card at the end of the battle. If the generated skill is one they already have, they may instead choose the temporary skill from their Primary or Secondary skill lists.

However, when a fighter trains for the pit, there is a chance they will be injured. Roll a D6 for each fighter in training. On a roll of 1, the fighter must immediately make a roll on the Lasting Injury table and immediately apply the results. If a fighter suffers an injury that puts them Into Recovery, they must miss the next battle.

EQUIPMENT

A Pit Trainer is armed with a chainsword and a fighting knife.

SKILLS

A Pit Trainer has the Mentor skill.

0-1 DOME RUNNER20 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. Local guides, referred to as 'Dome Runners', are a regular sight among gangs wishing to root out this new turf's hidden treasures. House Goliath gangs regularly use Dome Runners to find forgotten forges and rich slag deposits for the clan's factorums.

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.

0-2 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. House Goliath has special need of well-trained medicae personnel, both to maintain their genetically-crafted bodies and mend their numerous combat-related injuries. As a result, Rogue Docs in Goliath employ tend to be extremely overworked.

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 medical technology.

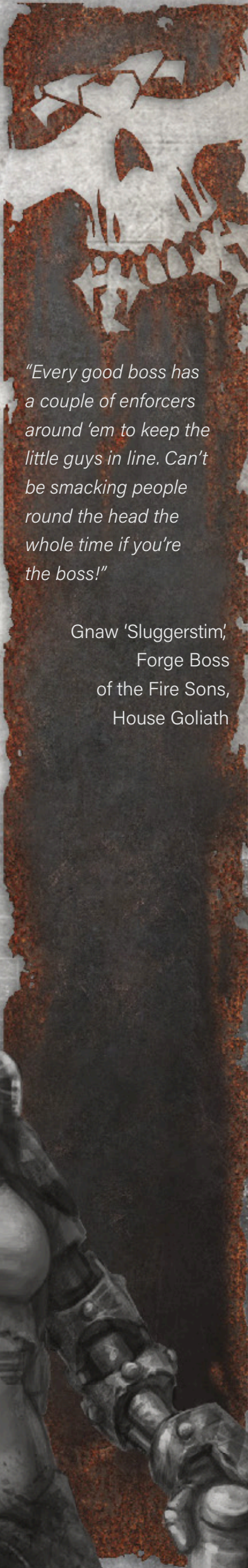
If a gang has more than one Rogue Doc, it can make this additional action once for each of them.

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.

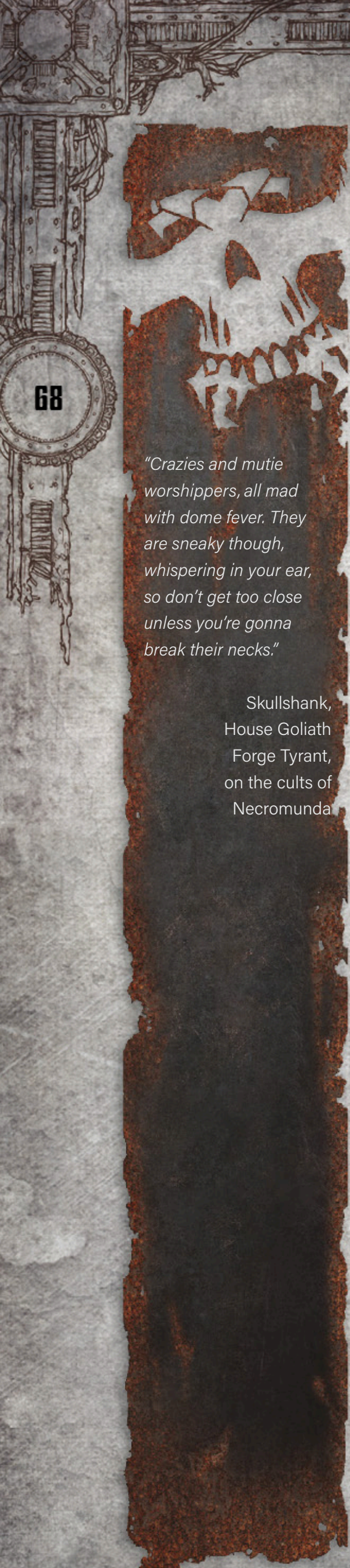


"Every good boss has a couple of enforcers around 'em to keep the little guys in line. Can't be smacking people round the head the whole time if you're the boss!"

Gnaw 'Sluggertim',
Forge Boss
of the Fire Sons,
House Goliath



SHIDIA 'MATRON'
COPPERTOWN
ROGUE DOC



"Crazies and mutie worshippers, all mad with dome fever. They are sneaky though, whispering in your ear, so don't get too close unless you're gonna break their necks."

Skullshank,
House Goliath
Forge Tyrant,
on the cults of
Necromunda

0-1 GANG LOOKOUT20 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 the chance to escape – or in the case of House Goliath, run screaming into the jaws of the would-be assault on their turf!

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: In Skirmish play, a gang with a Gang Lookout may add 1 to the dice roll to determine which gang is the Attacker or Defender. Additionally, if a gang with a Gang Lookout 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.

0-1 SLOPPER20 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. Goliath Slopplers have the advantage that their customers are not especially picky about what they eat, not to mention that if they accidentally poison their employers, they probably won't kill them!

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.

0-3 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 is just not acceptable for a gang that wishes to be taken seriously. Goliath gangs are no exception, and even the most basic knowledge of gun maintenance is regarded as a wondrous power by the technologically-challenged Goliaths.

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.

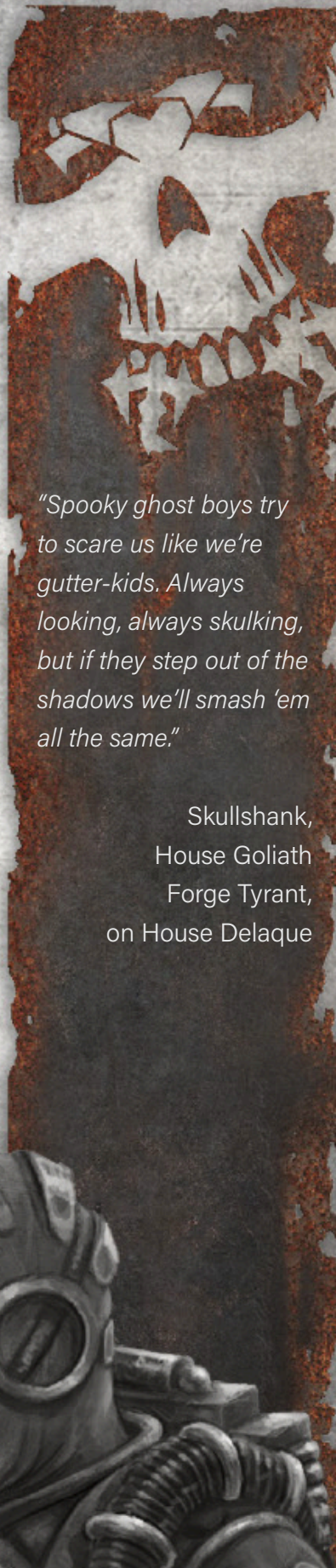
If a gang has more than one Ammo-jack, the bonus increases. A gang with two Ammo-jacks can re-roll failed Ammo checks that roll a natural 1 or 2. A gang with three can re-roll failed Ammo checks that roll a natural 1, 2 or 3.

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.



"Spooky ghost boys try to scare us like we're gutter-kids. Always looking, always skulking, but if they step out of the shadows we'll smash 'em all the same."

Skullshank,
House Goliath
Forge Tyrant,
on House Delaque



LANDDET 'SHARPEYE'
GANG LOOKOUT



BRUTES

0-1 GOLIATH 'ZERKER.....210 CREDITS
(AVAILABLE ONLY TO HOUSE GOLIATH GANGS)

The members of House Goliath are notorious for their gen-hancing and bio-manipulation of their physical forms to monstrous levels. Many Goliath infants are vat-grown, the better to ensure a healthy specimen, whilst others are born of Goliath parents deemed suitable to reproduce for their adherence to the Goliath physical ideal. Whatever the infant's origin, from an early age House Goliath utilises all manner of artificial assistance to boost its members' abilities to superhuman levels, be it through the use of combat stimms or other, more esoteric drugs brokered through dealings with House Escher, or the genetic manipulation of their young, up to and including the surgical grafting on of huge volumes of extra muscle mass. There are almost no limits to which the members of House Goliath will not go in their pursuit of what they deem to be the physical ideal. Indeed, this manipulation of their form has gone on for so many centuries that there are those within the Administratum and the Adeptus Mechanicus who believe that many of House Goliath have evolved to become a distinct sub-set of abhuman unique to Necromunda. This is quite alarming considering that gen-hancement and vat-grown muscle grafting is common across the Imperium, and speaks volumes about the levels to which House Goliath has taken these practices.

Such abuse of growth stimms, surgeries and other methods is not without risks, however, as even the most baseline of Goliaths will show noticeable reductions in cognitive function. For Goliaths that push the limits of their physical form to the extreme, the risks are even greater. Rampant and uncontrollable muscle growth, spontaneous bone spur mutations, metabolisms that rage out of control and total loss of all higher brain functions are common. Such post-human flesh hulks are frequently seen in the gangs of the underhive, where in the crude parlance of the gangs they are called 'Zerkers', bringing rampant destruction to the foes of their house.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
4"	3+	6+	6	5	3	5+	3	7+	6+	8+	10+

WEAPONS

A Goliath 'Zerker is armed with two open fists.

OPTIONS

- A Goliath 'Zerker may take mutated fists & bone spurs+70 credits
- A Goliath 'Zerker may take furnace plates+10 credits
- A Goliath 'Zerker may take a stim-slug stash+20 credits

SPECIAL RULES

Combat Chems Stash: Whenever this fighter is activated, it may choose to use Combat Chems. Until the End phase of this round this fighter gains an additional +D3 Attacks. However, if the dice roll is a natural 1, the fighter instead suffers a bad reaction and its Attacks characteristic is reduced to 1 until the End phase of this round.

SKILLS

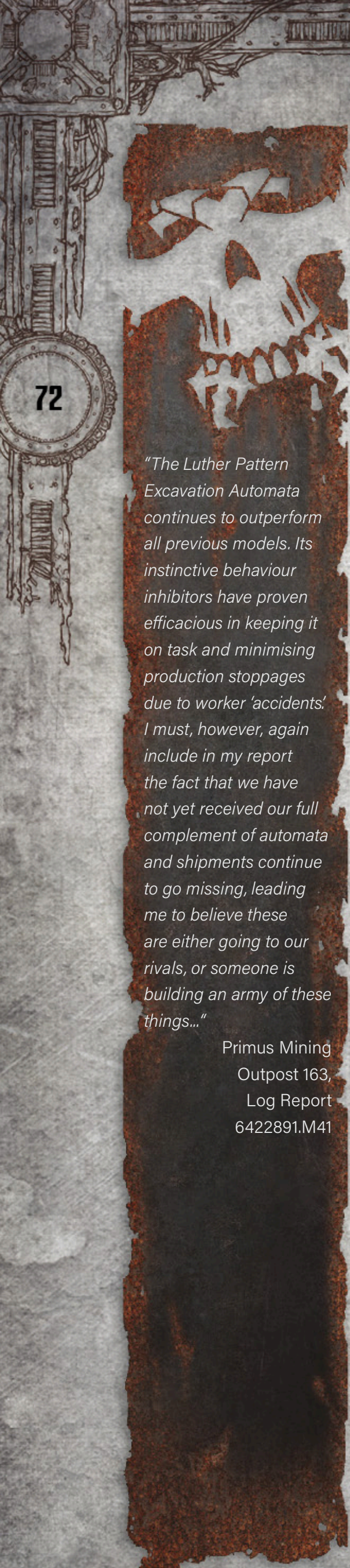
A Goliath 'Zerker has the Impetuous skill (as described in the *Necromunda Rulebook*).

SKILL ACCESS

A Goliath 'Zerker has access to the following skill sets:

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

MUNGO MEATFIST
KNUCKLE BOYS
HOUSE GOLIATH



"The Luther Pattern Excavation Automata continues to outperform all previous models. Its instinctive behaviour inhibitors have proven efficacious in keeping it on task and minimising production stoppages due to worker 'accidents'. I must, however, again include in my report the fact that we have not yet received our full complement of automata and shipments continue to go missing, leading me to believe these are either going to our rivals, or someone is building an army of these things..."

Primus Mining
Outpost 163,
Log Report
6422891.M41

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. Ambulls 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 Goliath especially favours Ambots, as gangs have dubbed them, for their size and brutality. Many Goliath gangs paint them red, spray gang markings on their hulls and even weld spikes onto their fists for that added level of close combat carnage.

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 models it is in 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	Savant	Shooting	Muscle
-	Secondary	Secondary	-	Primary	-	-	-	-

SCRAP-HACKED
'AMBOT'





"Filthy scrap-zealots, they smell as bad as the rats they run with. Like rats though, you stomp on one and there are a dozen more waiting to take its place."

Skullshank,
House Goliath
Forge Tyrant,
on House Cawdor

0-2 'JOTUNN' H-GRADE
SERVITOR OGRYN 180 CREDITS
(AVAILABLE TO ANY GANG, BUT AT A COST OF 210 CREDITS)

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

Ogryns are incredibly strong, durable, and remarkably loyal, traits which make up for their lack of intellect in their usefulness to the Imperium. They are slow to learn, but once a lesson has been learned it stays in their simple minds forever. House Goliath has a special relationship with the Ogryns of Necromunda, the two similar in the role they fill in Necromundan society and their overall level of intelligence. The Clan House forges rely upon the hulking abhumans, as do the Goliath fighting pits, and it is not unusual to see a Goliath gang with a servitor Ogryn in tow. House Goliath is also adept at augmenting its Ogryns, whether they are out and out mind-wiped mono-task servitors, or still retain a measure of their consciousness. Bionics, bone-fused weapons and dermal plating bearing the stamp of the clan are all common, leaving little doubt as to who the massive creature serves.

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	Savant	Shooting	Muscle
-	Primary	Secondary	-	Secondary	-	-	-	-

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





MANKLE THE BUTCHER
BLOODRUN BOYS
HOUSE GOLIATH

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 play, 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.

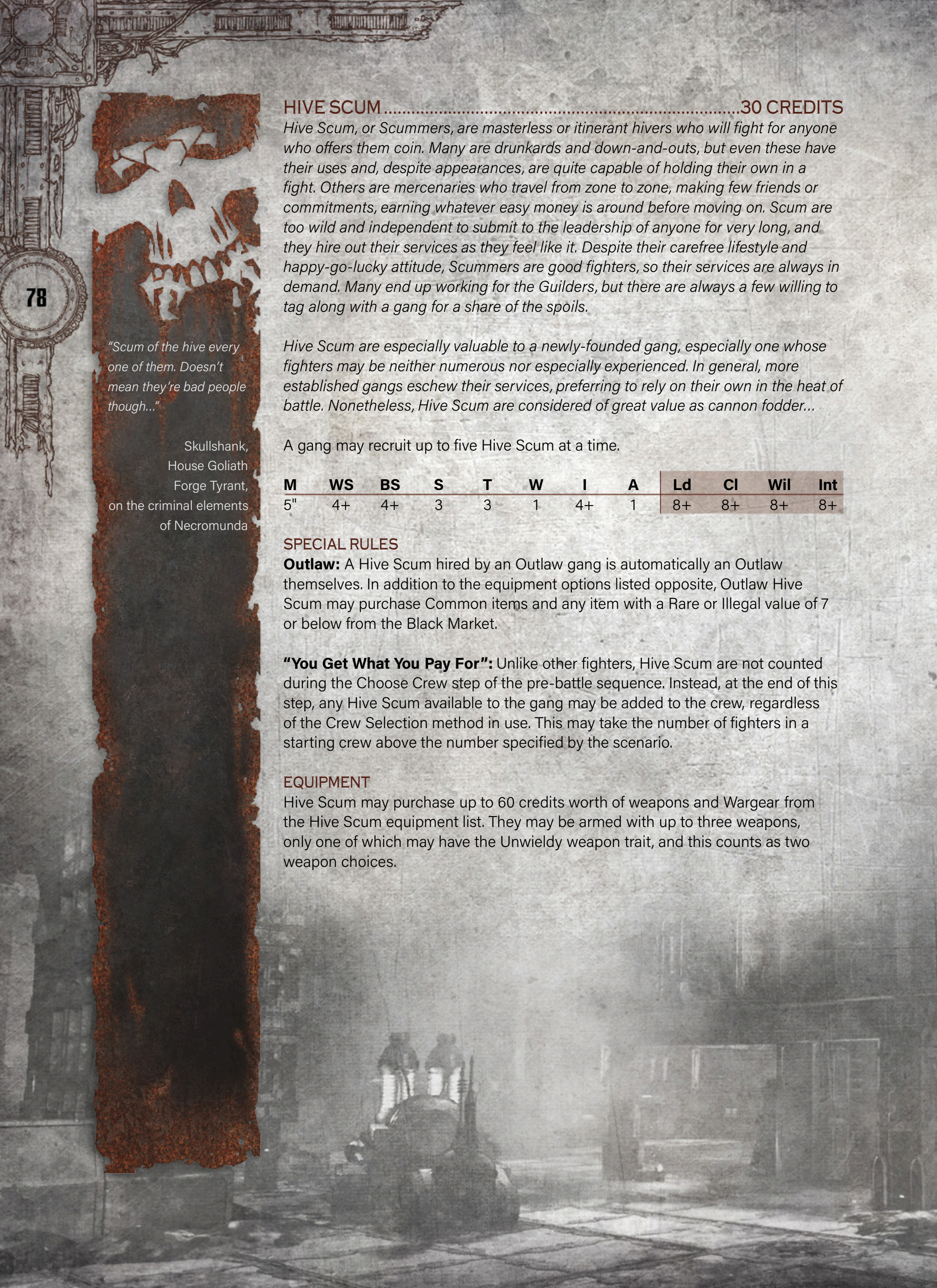
OUTLAW HIRED GUNS

For the most part, in spite of appearances, Bounty Hunters, House Agents, Hive Scum and *Dramatis Personae* are relatively upright citizens of the underhive that 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 only those *Dramatis Personae* that have 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.



"Scum of the hive every one of them. Doesn't mean they're bad people though..."

Skullshank,
House Goliath
Forge Tyrant,
on the criminal elements
of Necromunda

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 opposite, Outlaw Hive Scum may purchase Common items and any item with a Rare or Illegal value of 7 or below from the Black Market.

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

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 weapon trait, and this counts as two weapon choices.

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 ammo30 credits
- Throwing knives.....10 credits

PISTOLS

- Autopistol10 credits
- Reclaimed autopistol5 credits
- Laspistol10 credits
- Stub gun.....5 credits
 - Dumdum rounds+5 credits

CLOSE COMBAT WEAPONS

- Axe.....10 credits
- Chainsword.....25 credits
- Fighting knife10 credits
- Flail20 credits
- Maul (club).....10 credits
- Two-handed axe*25 credits
- Two-handed hammer*.....35 credits

WARGEAR

GRENADES

- Blasting charges35 credits
- Frag grenades30 credits
- Krak grenades45 credits
- Smoke grenades.....15 credits

ARMOUR

- Flak armour10 credits
- Hazard suit10 credits
- Mesh armour.....15 credits

PERSONAL EQUIPMENT

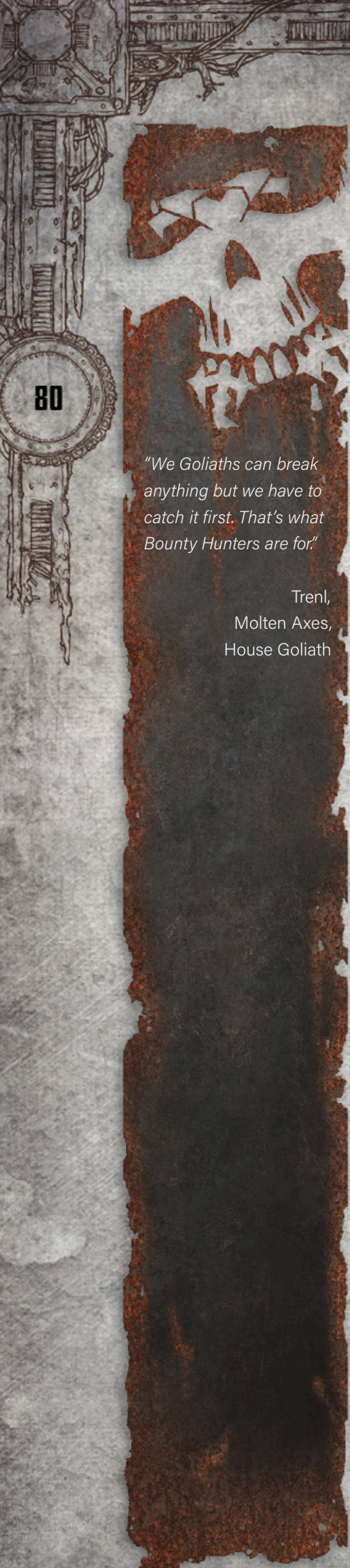
- Armoured undersuit.....25 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Photo-goggles35 credits

WEAPON ACCESSORIES

- Telescopic sight†
(Pistols, Basic and
Special Weapons only).....25 credits

GRUB TARGESON
HIVE SCUM





"We Goliaths can break anything but we have to catch it first. That's what Bounty Hunters are for."

Trenl,
Molten Axes,
House Goliath

BOUNTY HUNTERS80 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 may claim a reward from the authorities for enemy fighters they help to Capture. If during the Wrap-up the recruiting gang captures an enemy fighter, roll a D6 in the Receive Rewards step of the post-battle sequence. On the roll of a 3 or higher, the Bounty Hunter recognises the Captive as a particularly wanted individual. The gang is given their cut of the reward for keeping this dangerous miscreant off the streets, immediately receiving D6x10 credits.

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

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

SKILLS

A Bounty Hunter may take either three skills determined at random, or one skill determined at random and one skill chosen by the recruiting player. Each skill is chosen from the following skill sets: Agility, Brawn, Combat, Cunning, Ferocity, or Shooting (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 Goliath Forge Tyrant equipment list on page 47 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 weapon trait. A weapon with the Unwieldy trait counts as two weapon choices.

"They're the boss man out in the domes, but they best not be bringing their 'justice' to the forge, or they'll soon find out what the real law of Necromunda is."

Skullshank,
House Goliath
Forge Tyrant,
on Lord Helmawr's
Palanite Enforcers

HOUSE AGENTSHIRING 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 is only natural. The Clan Houses fulfil their need to draw one another's blood through the eternal struggle of the gangs, proxy warfare in the cramped habs and manufactoria replacing open battle and keeping the wide avenues and clan residences of the upper hive safe.

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

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

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

SPECIAL RULES

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

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

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

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

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

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

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

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

SKILLS

A House Agent may take either three skills determined at random, or one skill determined at random and one skill chosen by the recruiting player. Each skill is chosen from the following skill sets: Brawn, Combat, Ferocity, Leadership, Muscle 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 Goliath Forge Tyrant equipment list on page 47. They may be armed with up to three weapons, only one of which may have the Unwieldy weapon trait, and this counts as two weapon choices. Note that the value of these weapons and Wargear should be included when determining Gang Rating.



AJEX GORGOTH, LORD OF THE FIST, GOLIATH ALPHA HOUSE AGENT

The Fist of Hive Primus is the largest Goliath enclave on Necromunda, and Ajax Gorgoth is its master. One of the eight Alphas of Hive Primus, he serves Over-tyrant Varran Gor by ruling the manufactorums, slave pits, fighting arenas and forges of the Fist. Unlike his counterparts in other Clan Houses, Ajax is far from some middling bureaucrat or hive overseer, content to live his life counting quotas and gathering up tithe chits. The Lord of the Fist is a far more 'hands on' master, either fighting in the House of Pain – the Fist's largest fighting pit – or descending into the underhive to expand the territories of the clan and gather slaves for its factories.

Ajax's long and bloody history began in the forge pits of Vat City, gathering up molten-slag spilled from the great weapon presses. A Natborn, Ajax's cunning was apparent even then, the future Alpha using cast-off metal to fashion his own weapons. Over the following years, Ajax fought his way up to lead the Forge Lords gang, augmenting his body with home-made bionics and blades, including replacing his nose when it was bitten off in a fight. His 'powered' armour is something he fashioned himself, the weight far beyond what most normal fighters could hope to carry. Fed on dirty promethium, it emits clouds of greasy black smoke, but also gives his servo claw the strength to rip off an Ambot's head. Ajax eventually became the ruler of the Fist when he defeated its previous Alpha, whose skull he still carries around on a trophy rack fixed to his back. Varran Gor is watching Ajax's career with great interest, lest Gor's skull also end up adorning the Alpha's armour.

SPECIAL RULES

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

D6+Rep	Result
1-8	Ajax Gorgoth heeds the gang's plea for aid. The gang may hire him for this battle for 100 credits.
9-15	Ajax reluctantly agrees to aid the gang, but it will cost them. The gang may hire him for this battle for 200 credits.
16+	Ajax Gorgoth feels the gang is capable of fighting its own battles. The gang may not hire him for this battle.

Note that a Goliath gang may make a petition to hire Ajax Gorgoth, or it may roll on the House Favours table. It may not do both. Only Goliath gangs may petition Ajax Gorgoth.

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

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

- The controlling player must nominate all of the fighters who will be activated in this way before any of them 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.

Naaargah!: Ajax Gorgoth has the Naaargah! Muscle skill (see page 102).

AJEX GORGOTH, HOUSE AGENT

*

CREDITS

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

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Powered servo claw	-	E	-	-	S+3	-	2	-	Melee, Pulverise
Great chainsword	E	1"	-1	-	S	-1	1	-	Melee, Parry, Rending, Versatile
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm

SKILLS:

Bull Charge, Immoveable Stance, Naaargah!

WARGEAR:

Heavy carapace armour, respirator

STRONG ALLIANCES

House Goliath 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 strength the Goliaths offer. Goliath gangs benefit from strong ties with the Slave Guild, the Narco Lords and House Greim.

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 are 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 in Skirmish play, provided both players agree, they really come into their own when used over several games – meaning players must take both the good (cheaper weapons, special Hired Guns) with the bad (having to play certain scenarios or giving up some of their scenario rewards).

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

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 game 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 Goliath has a long history of collaboration with, meaning that House Goliath 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.

"Boss man's boss men – they got the slaves and the chems, the guns and the bullets, you don't cross 'em unless you gotta really, really good reason!"

Skullshank,
House Goliath
Forge Tyrant,
on the Merchants Guild

ALLIES OF HOUSE GOLIATH

House Goliath gangs may make any Alliance they wish, but it is with the Slave Guild and the Narco Lords that the majority of House Goliath gangs choose to work closely, furthering the agendas of both parties.

A House Goliath gang may also form an Alliance with House Greim, the Noble House that backs the House of Chains most often in the intricate political battlefields of Necromundan society and industry.

SLAVE GUILD

Slaves and pit fighting are both entertainment and profit for a hive city, and both are controlled by the members of the Slave Guild. House Goliath enjoys a close relationship with the guild, both procuring them 'product' and buying slaves from them for Goliath forges and fighting pits.

BENEFITS

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

Strong Alliance (House Goliath): The first time a gang belonging to House Goliath is required to Test the Alliance (see page 87) with this ally, do not roll. Instead count the result as Disquiet.

Weapon Training: While the gang is allied with the Slave Guild, in the pre-battle sequence they can choose any one of their gang's Champions, or their gang's Leader, provided the fighter chosen is available for the upcoming battle, as a candidate for extra training. For the duration of the battle, the chosen fighter counts as having one extra skill (chosen by the controlling player) from their Primary Skill list.

Slaver Entourage: While the gang is allied with the Slave Guild, in the pre-battle sequence the gang may attempt to add Guild Representatives in the form of a Slaver Entourage (see page 94) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
 - If the total is 10 or below, the Slaver Entourage deign to aid their allies on the battlefield.
 - If the total is 11 or more, the Guilders decide the gang can cope alone.
- This group of fighters does not cost a gang allied to the Slave Guild any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If, however, the gang is playing the Looters, Smash and Grab, Caravan Heist or Escort Mission scenario and is the defender (see Guard Duty as follows) then a Slaver Entourage must be included. Roll a D6 and add the gang's current Reputation:

- If the total is 10 or below, the gang is glad of this aid.
- If the total is 11 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

Guard Duty: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6:

- On a 1, 2 or 3, the gang must choose Looters, Smash and Grab, Caravan Heist or Escort Mission, and take on the role of the defender.
- On a 4+, they can choose any scenario as normal.

Instead of rolling this D6, the gang can choose to play any scenario, but if they do, they must Test the Alliance.

Slaves for the Pit: During the post-game sequence, if the gang has any Captured fighters, these must be given immediately to the Slave Guild. The gang can instead choose to keep their Captives or sell them to the Guilders for credits as normal, but if they do, they must Test the Alliance. Alternatively, and instead of allowing the Captive's gang to attempt a Rescue Mission, the gang may accept a ransom of half the Captive's value, rounded up to the nearest 5 credits, but if they do, then the Alliance is immediately broken.

*"It's the ones that talk
but can't back it up. Get
them in chains, throw
'em in the pits and watch
'em scream."*

Nalk,
Sump Axes,
House Goliath

RED BLADE
PIT FIGHTER
MERCATOR SANGUIS



*"Sometimes those
Escher gals don't play
nice. But we ain't as
dumb as they think.
Always others who want
some scrimp."*

Amkul,
Fire Krocs,
House Goliath

NARCO LORDS

Chems are a vital commodity on Necromunda and a hugely profitable enterprise for criminal organisations from the tip of the spire to the depths of the underhive. House Goliath relies upon chems for its very existence, and those they cannot gain by legal means, they make up for by using their extensive connections to the hive Narco Lords.

BENEFITS

Criminal Allies: Any gang may form an Alliance with the Narco Lords provided it is an Outlaw gang. The nature of their operations makes the Narco Lords deeply distrustful of Law Abiding gangs.

Strong Alliance (House Goliath): The first time a gang belonging to House Goliath is required to Test the Alliance (see page 87) with this ally, do not roll. Instead count the result as Disquiet.

Abundant Supply: While the gang is allied with the Narco Lords, the Rarity and Legality of all Chems listed in the Black Market is reduced by 2. In addition, the gang does not need to check to see if their supplier has run out as long as the Alliance lasts.

Narco Scum: In the pre-battle sequence, the gang may add D3+2 Hive Scum Hired Guns (see page 78) to their crew for the battle ahead. These Hired Guns may be taken in addition to any Hive Scum purchased and do not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection for the scenario being used is random. This may take the number of fighters in a starting crew above the number specified by the scenario.

DRAWBACKS

Courier Work: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6:

- On 1, 2 or 3, the gang must choose Downtown Dust-up, Ghast Harvest or The Hit scenario and take on the role of the attacker.
- On a 4+, the gang can choose any scenario as normal.

Instead of rolling this D6, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Payment Due: During the post-battle sequence, if the gang gained any credits as a scenario reward, the gang must give up D3x10 credits to the Narco Lords. Alternatively, the gang can choose to keep all of the scenario rewards gained, but if they do, they must Test the Alliance.



SHENGUL THE CORPULENT, MASTER OF A THOUSAND CAGES,
OVERLORD OF THE HOUSE OF CARNAGE,
KING OF THE IRON PILLARS, CHAIN LORD, MERCATOR SANGUIS

"They ain't Goliaths but they're as close as you can get 'part from being an Unborn."

Akun 'Steeltooth',
Steeltooth's Crushers,
House Goliath,
on House Greim

HOUSE GREIM

House Greim is one of the seven Great Houses of Necromunda, standing shoulder to shoulder with the likes of House Ulanti, Ran Lo and even House Helmawr itself. Based in the spire of Hive Primus, the House owns huge portions of the planet's weapons manufacturing capacity, and has built itself up as the 'military' House of the hive world. That the vast majority of its members have never seen a battle hasn't stopped it from proclaiming itself the preeminent military family of all Necromunda. Resplendent in campaign medals and ornamental weaponry, the lords of House Greim march about the spire conducting business like they are waging war. And perhaps they are. In the struggles between the Great Houses, the scions of Greim have survived for centuries, using one stratagem or another to outwit their foes. It also helps that Greim claim ownership of the titles and structures of the Necromunda Militia regiments, from which the Astra Militarum draws troops to serve the Imperium. This means many militia commanders, as well as representatives for the Imperial Guard, owe House Greim for their commission and their position on Necromunda.

Lord Ludwig Greim, Krieger-Lord of the Palatine Cluster, and Marshal of Helmawr's Ash Militias, rules over his kin with military precision. Ordnance turned out by the Clan Houses is inspected and tested by the Great House's agents, the finest selected to bear the mark of House Greim itself, and gifted to their prize battalions and companies. It is a form of blatant favouritism that Lord Helmawr willingly tolerates, much like the affected military titles and puffed-up personalities of House Greim. The Lord of Necromunda knows that by allowing Ludwig and the nobles of Greim to play at soldier, they will support him against the other Houses, their loyalty bought with a few shiny medals.

House Goliath, renowned for the strength of their gangers and the quality of their steel, has been a close ally of House Greim for many generations. The Goliaths enjoy the favours that the Great House can bestow, along with lucrative Astra Militarum weaponry contracts, while the Greim entertain notions of one day raising a regiment comprised entirely of Goliaths. Only the sanction of Lord Helmawr, and the Imperium's distrust of abhumans, has so far stymied House Greim, though the time might yet come when the Goliaths march to war.

BENEFITS

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

Strong Alliance (House Goliath): The first time a gang belonging to House Goliath is required to Test the Alliance (see page 87) with this ally, do not roll. Instead count the result as Disquiet.

The Finest Ordnance: While the gang is allied with House Greim they can benefit from a higher grade of bullets, explosives and other ordnance. The fighters in the gang can re-roll any Ammo checks they are required to take.

Military Attaché: During the pre-battle sequence, the gang may add a House Greim Military Attaché to their gang (see page 96). If the gang is facing an enemy with a higher Gang Rating than their own, they must include a House Greim Military Attaché, unless they choose to Test the Alliance instead.

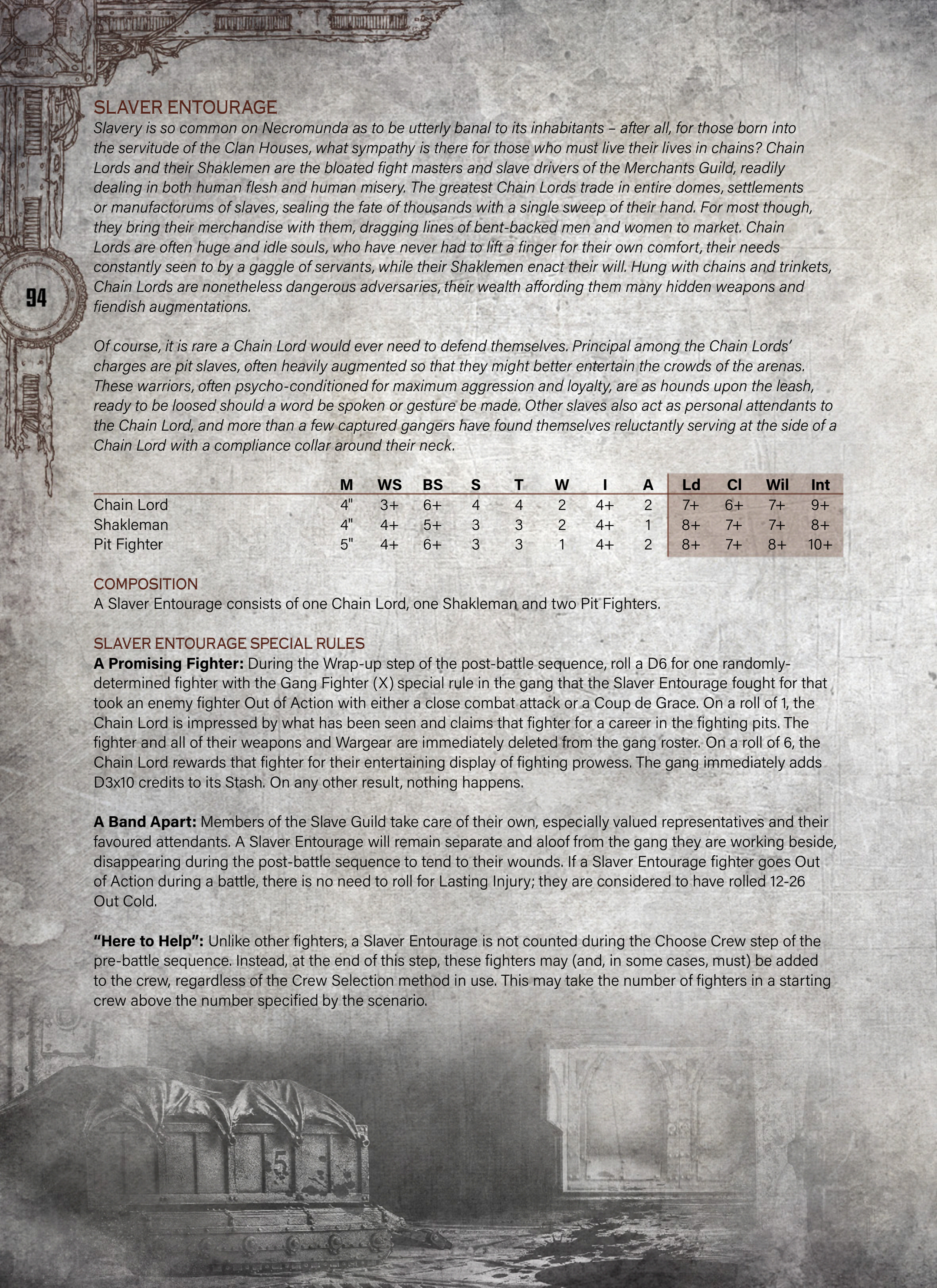
DRAWBACKS

Martial Pride: If the gang loses a battle, they must second one of their fighters with the Gang Fighter (X) special rule to the Militia (see page 96). The gang may choose not to do this and keep all of its fighters, but if they do, they must Test the Alliance.

Militia Draft: During the post-battle sequence, if the gang contains any fighters with the Gang Fighter (Juve) special rule, roll a D6 for each. On a roll of 1, the fighter is drafted to serve in the militia. The fighter and all 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.

"They are crude but useful. They are a blunt object and, when turned to the right task, will crush all who stand in their way. Do not underestimate them, lest it be your last mistake."

Friedrich Greim,
House Greim



SLAVER ENTOURAGE

Slavery is so common on Necromunda as to be utterly banal to its inhabitants – after all, for those born into the servitude of the Clan Houses, what sympathy is there for those who must live their lives in chains? Chain Lords and their Shaklemen are the bloated fight masters and slave drivers of the Merchants Guild, readily dealing in both human flesh and human misery. The greatest Chain Lords trade in entire domes, settlements or manufactorums of slaves, sealing the fate of thousands with a single sweep of their hand. For most though, they bring their merchandise with them, dragging lines of bent-backed men and women to market. Chain Lords are often huge and idle souls, who have never had to lift a finger for their own comfort, their needs constantly seen to by a gaggle of servants, while their Shaklemen enact their will. Hung with chains and trinkets, Chain Lords are nonetheless dangerous adversaries, their wealth affording them many hidden weapons and fiendish augmentations.

Of course, it is rare a Chain Lord would ever need to defend themselves. Principal among the Chain Lords' charges are pit slaves, often heavily augmented so that they might better entertain the crowds of the arenas. These warriors, often psycho-conditioned for maximum aggression and loyalty, are as hounds upon the leash, ready to be loosed should a word be spoken or gesture be made. Other slaves also act as personal attendants to the Chain Lord, and more than a few captured gangers have found themselves reluctantly serving at the side of a Chain Lord with a compliance collar around their neck.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Chain Lord	4"	3+	6+	4	4	2	4+	2	7+	6+	7+	9+
Shakleman	4"	4+	5+	3	3	2	4+	1	8+	7+	7+	8+
Pit Fighter	5"	4+	6+	3	3	1	4+	2	8+	7+	8+	10+

COMPOSITION

A Slaver Entourage consists of one Chain Lord, one Shakleman and two Pit Fighters.

SLAVER ENTOURAGE SPECIAL RULES

A Promising Fighter: During the Wrap-up step of the post-battle sequence, roll a D6 for one randomly-determined fighter with the Gang Fighter (X) special rule in the gang that the Slaver Entourage fought for that took an enemy fighter Out of Action with either a close combat attack or a Coup de Grace. On a roll of 1, the Chain Lord is impressed by what has been seen and claims that fighter for a career in the fighting pits. The fighter and all of their weapons and Wargear are immediately deleted from the gang roster. On a roll of 6, the Chain Lord rewards that fighter for their entertaining display of fighting prowess. The gang immediately adds D3x10 credits to its Stash. On any other result, nothing happens.

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

"Here to Help": Unlike other fighters, a Slaver Entourage is not counted during the Choose 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.

CHAIN LORD SPECIAL RULES

Slaver Entourage Hierarchy (Leader): During a battle, should this fighter pass a Bottle test, friendly Slaver Entourage 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 Slaver Entourage fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all 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.

SHAKLEMAN SPECIAL RULES

Slaver Entourage Hierarchy (Champion): During a battle, should this fighter pass a Bottle test, friendly Slaver Entourage 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 Slaver Entourage fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

- The controlling player must nominate all 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.

PIT FIGHTER SPECIAL RULES

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

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

EQUIPMENT

The Chain Lord is armed with either a chain glaive or a shock whip and chainaxe, and is equipped with light carapace armour, a bio-booster and a stim-slug stash.

The Shakleman is armed with a shock stave and a harpoon launcher, and is equipped with flak armour and a cult icon.

A Pit Fighter is armed with a chain glaive. Both Pit Fighters are equipped with flak armour and a stim-slug stash.

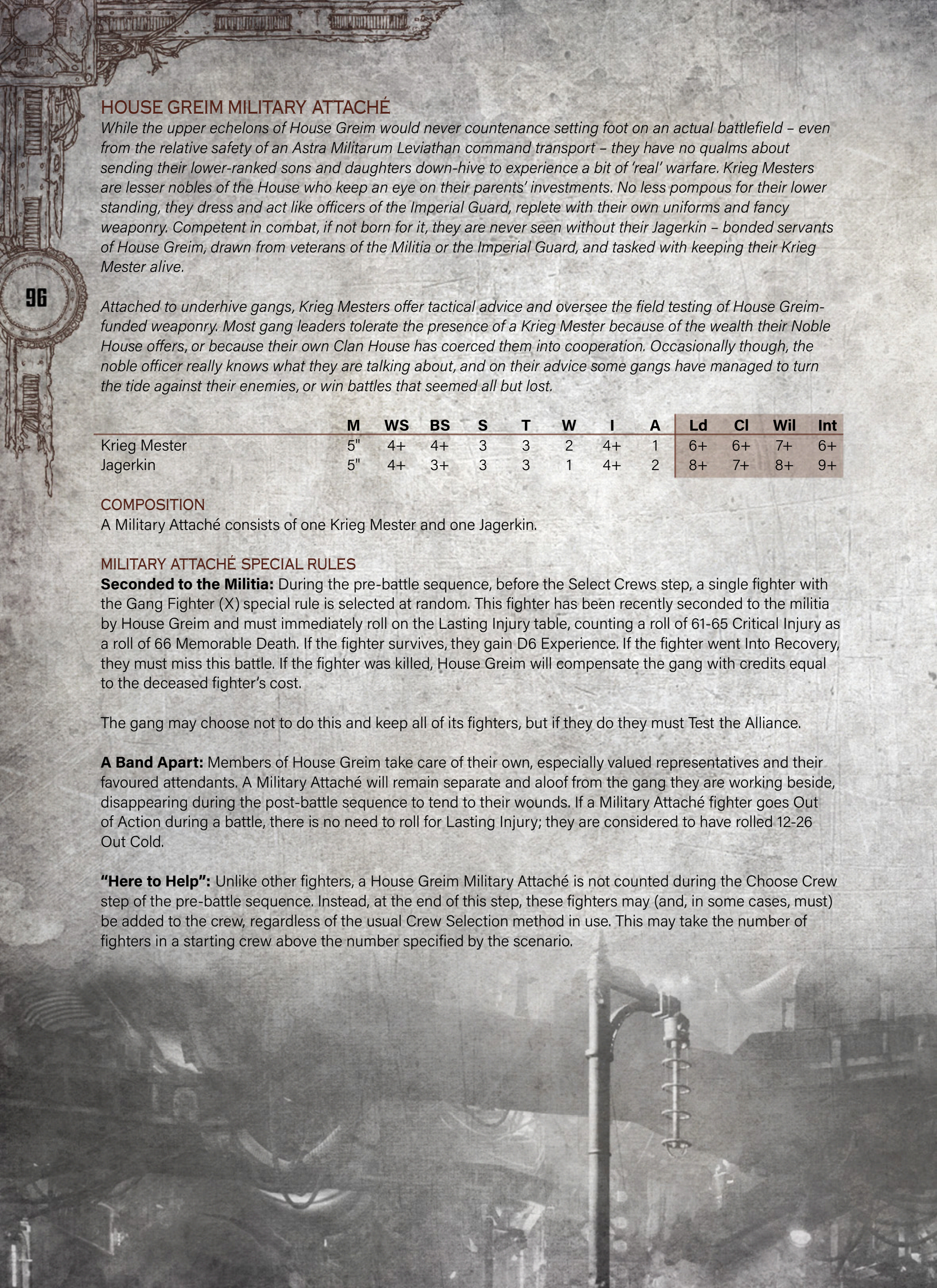
SKILLS

The Chain Lord has the Hurl and Overseer skills (as described in the *Necromunda Rulebook*). They may, however, only use the Overseer skill to Order another member of the Slaver Entourage.

The Shakleman has the Disarm skill (as described in the *Necromunda Rulebook*).

Both Pit Fighters have the Rain of Blows skill (as described in the *Necromunda Rulebook*).





HOUSE GREIM MILITARY ATTACHÉ

While the upper echelons of House Greim would never countenance setting foot on an actual battlefield – even from the relative safety of an Astra Militarum Leviathan command transport – they have no qualms about sending their lower-ranked sons and daughters down-hive to experience a bit of ‘real’ warfare. Krieg Mesters are lesser nobles of the House who keep an eye on their parents’ investments. No less pompous for their lower standing, they dress and act like officers of the Imperial Guard, replete with their own uniforms and fancy weaponry. Competent in combat, if not born for it, they are never seen without their Jagerkin – bonded servants of House Greim, drawn from veterans of the Militia or the Imperial Guard, and tasked with keeping their Krieg Mester alive.

Attached to underhive gangs, Krieg Mesters offer tactical advice and oversee the field testing of House Greim-funded weaponry. Most gang leaders tolerate the presence of a Krieg Mester because of the wealth their Noble House offers, or because their own Clan House has coerced them into cooperation. Occasionally though, the noble officer really knows what they are talking about, and on their advice some gangs have managed to turn the tide against their enemies, or win battles that seemed all but lost.

	M	WS	BS	S	T	W	I	A	Ld	CI	Wil	Int
Krieg Mester	5"	4+	4+	3	3	2	4+	1	6+	6+	7+	6+
Jagerkin	5"	4+	3+	3	3	1	4+	2	8+	7+	8+	9+

COMPOSITION

A Military Attaché consists of one Krieg Mester and one Jagerkin.

MILITARY ATTACHÉ SPECIAL RULES

Seconded to the Militia: During the pre-battle sequence, before the Select Crews step, a single fighter with the Gang Fighter (X) special rule is selected at random. This fighter has been recently seconded to the militia by House Greim and must immediately roll on the Lasting Injury table, counting a roll of 61-65 Critical Injury as a roll of 66 Memorable Death. If the fighter survives, they gain D6 Experience. If the fighter went Into Recovery, they must miss this battle. If the fighter was killed, House Greim will compensate the gang with credits equal to the deceased fighter’s cost.

The gang may choose not to do this and keep all of its fighters, but if they do they must Test the Alliance.

A Band Apart: Members of House Greim take care of their own, especially valued representatives and their favoured attendants. A Military Attaché will remain separate and aloof from the gang they are working beside, disappearing during the post-battle sequence to tend to their wounds. If a Military Attaché 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 Greim Military Attaché 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 usual Crew Selection method in use. This may take the number of fighters in a starting crew above the number specified by the scenario.

KRIEG MESTER SPECIAL RULES

Military Attaché Hierarchy (Leader): During a battle, should this fighter pass a Bottle test, friendly Military Attaché 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.

An Eye for War: During the Determine Scenario step of the pre-battle sequence, the gang can increase or decrease the result of the roll on the Scenario table by 1. If they do so, however, the Military Attaché must be included in their crew for this game.

JAGERKIN SPECIAL RULES

A Jagerkin's Duty: If the Krieg Mester is removed from play for any reason, the Jagerkin will automatically behave as if the crew they are part of has failed a Bottle test, regardless of how many fighters in total have been removed from play.

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

EQUIPMENT

The Krieg Mester is armed with a bolt pistol, a power sword and wears light carapace armour.

The Jagerkin is armed with a combat shotgun with salvo and shredder ammo, and wears mesh armour.

SKILLS

A Krieg Mester has the Overseer skill (as described in the *Necromunda Rulebook*).

Jagerkin have the Marksman skill (as described in the *Necromunda Rulebook*).

LORD LUDWIG GREIM THE 51ST
KRIEGER-LORD, PALATINE CLUSTER
HOUSE GREIM





ADDITIONAL RULES

In this section, we present a collection of additional rules for running House Goliath gangs in games of Necromunda. These rules are intended to provide House Goliath players with a variety of new options, including new skills, abilities and gang-specific terrain. This section also includes scenarios specific to House Goliath, as well as extra scenario and post-scenario rules such as sub-plots and house favours, both keyed to the House of Chains.

GOLIATH SUB-PLOTS

House Goliath has its own way of doing things, which usually includes raw displays of strength and dishing out excessive amounts of violence. Unlike other Clan Houses, they care little for the nuances of inter-clan politics, or the whims of the Great Houses. A Goliath gang that wins its wars through subterfuge is no Goliath gang at all, and the demands of the Clan House reflect these savage beliefs. To this end, House Goliath sub-plots are not so much cunning schemes or upriver plans as they are chances for Goliath gangs to prove just how tough they really are.

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

GOLIATH SUB-PLOTS (ANY SUIT)

CARD	SUB-PLOT
Ace	King Hit: Reveal this card when one of your fighters takes an enemy fighter Out of Action with an unarmed attack (taking an enemy Out of Action with a Coup de Grace action does not count). The fighter immediately earns D3+1 XP. If they were Engaged with two or more enemies when this card was revealed, they earn D6+1 XP instead.
2	Raw Aggression: Reveal this card at the end of the game, provided there is still at least one model from your gang on the battlefield. If all of your remaining fighters are in your opponent's deployment area, your gang gains D3 Reputation. Additionally, if the battle ended without any of your fighters going Out of Action, earn 2D3 Reputation instead.
3	Stimmer Rampage: Reveal this card after both crews have deployed but before the first round begins. Every fighter in your crew begins the game under the effects of a stimm-slug stash (see page 153). Unlike a normal stimm-slug stash these effects last until the end of the battle, or when the fighter suffers a Serious Injury. However, the rigours of such high doses of stimms mean that when rolling to see if a fighter is overcome by the effects of the chems, they must roll a number of D6 equal to the current round, with any results of 1 forcing them to suffer an Injury dice. If you win the scenario, your gang earns D6 Reputation, in addition to any scenario rewards. If you lose, your gang's Reputation is decreased by D3 instead.
4	Paid Overkill: If, at the start of any of your activations, two or more of your fighters are Engaged with the same enemy fighter, you may reveal this card. If at the end of the activation the enemy has been taken Out of Action, your gang gains D6x10 credits.
5	Pit Fight: The first time one of your fighters uses a weapon that does not have the Melee trait, discard this card. If, at the end of the battle, your fighters only used weapons with the Melee trait, reveal this card. Every fighter in your gang gains D3 XP, in addition to any other XP awarded for the scenario.

"I don't care about all that sneaking about and whisperin'. Leave that to the Delaque. Give me a good hammer and a face to smash any day."

Reth,
Daughters of the Furnace,
House Goliath

"I would have let him live
if he hadn't begged."

Kunnk the 'Merciful',
Forge Guardians,
House Goliath

6 Show of Brawn: Reveal this card when a fighter in your crew uses a Brawn skill (i.e., Bull Charge, Bulging Biceps, Crushing Blow, Headbutt, Hurl, Iron Jaw), whether their action is successful or not. For passive skills, like Iron Jaw, this card can be revealed when the skill is triggered (i.e., when an opponent makes an unarmed attack against them). The fighter gains +1 XP. If the use of the skill took an enemy fighter Out of Action, they gain +D3 XP instead.

7 Excessive Force: If one of your fighters inflicts 5 or more points of damage to an enemy fighter in a single activation, reveal this card. Your gang gains + 1 Reputation. If the attack resulted in the enemy fighter going Out of Action, your gang gains +2 Reputation instead.

8 Personal Vendetta: Reveal this card should your gang's Leader take your opponent's Leader Out of Action with either a Shoot (Basic) action, or a Fight (Basic) action. Your gang immediately gains D3 randomly determined Gang Tactics.

9 Sky Stomp: Should one of your fighters fall on an enemy fighter (see the *Necromunda Rulebook*), reveal this card. If the enemy fighter was Seriously Injured or taken Out of Action, your fighter gains +1 XP. In addition, if your fighter survived the fall (i.e., they were not Seriously Injured or went Out of Action themselves), they gain an additional +1 XP.

10 Impressive Combo: Reveal this card if a Champion or Leader belonging to your gang wounds two or more enemy fighters during a single activation, using a weapon with the Melee trait. Your gang gains +1 Reputation. If three or more enemy fighters were wounded by the Champion or Leader using a weapon with the Melee trait, then your gang gains D3 Reputation instead.

Jack Contempt for the Weak: Reveal this card during the Choose Crew step of the pre-battle sequence. You can reduce the size of your crew (as determined by the scenario) by up to half the number of models in your gang, to a minimum crew size of 1. If the scenario allows you to take your entire gang (i.e., Custom Selection without a number in brackets), then your entire gang is effectively your crew, and may be reduced as described above. Should your gang win the scenario, it receives D6x10 credits for each fighter that was removed from your starting crew.

Queen Back from the Dead: Reveal this card the second time one of your fighters recovers from being Seriously Injured (i.e., rolling a Flesh Wound when making a Recovery test and becoming Prone and Pinned). Your gang gains +D3 Reputation. If the recovered fighter then goes on to take an enemy fighter Out of Action before the end of the battle, your gang instead earns +2D3 Reputation.

King Naked Brutality: Reveal this card during the Choose Crew step of the pre-battle sequence. Choose one of the fighters in your crew and tuck this card under their Fighter card or otherwise note that they are the subject of this sub-plot. For the duration of this battle the chosen fighter counts as having no weapons, armour or Wargear, regardless of what appears on their model. If the fighter manages to inflict a Serious Injury, or an Out of Action result, on an enemy fighter, and if they are still on the battlefield at the end of the game then they earn 6 XP.

GOLIATH HOUSE FAVOURS

Goliath House Favours represent the beneficence of the Goliath Over-tyrant, or the Hive Alpha. At the Arbitrator's discretion, gangs belonging to House Goliath can roll on the Goliath House Favours table. This should be done at the start of a campaign week, but may be done at any time the Arbitrator deems appropriate. Players should be warned though, while these masters might bestow gifts upon the gang, they might also exact a price for those audacious enough to call upon them.

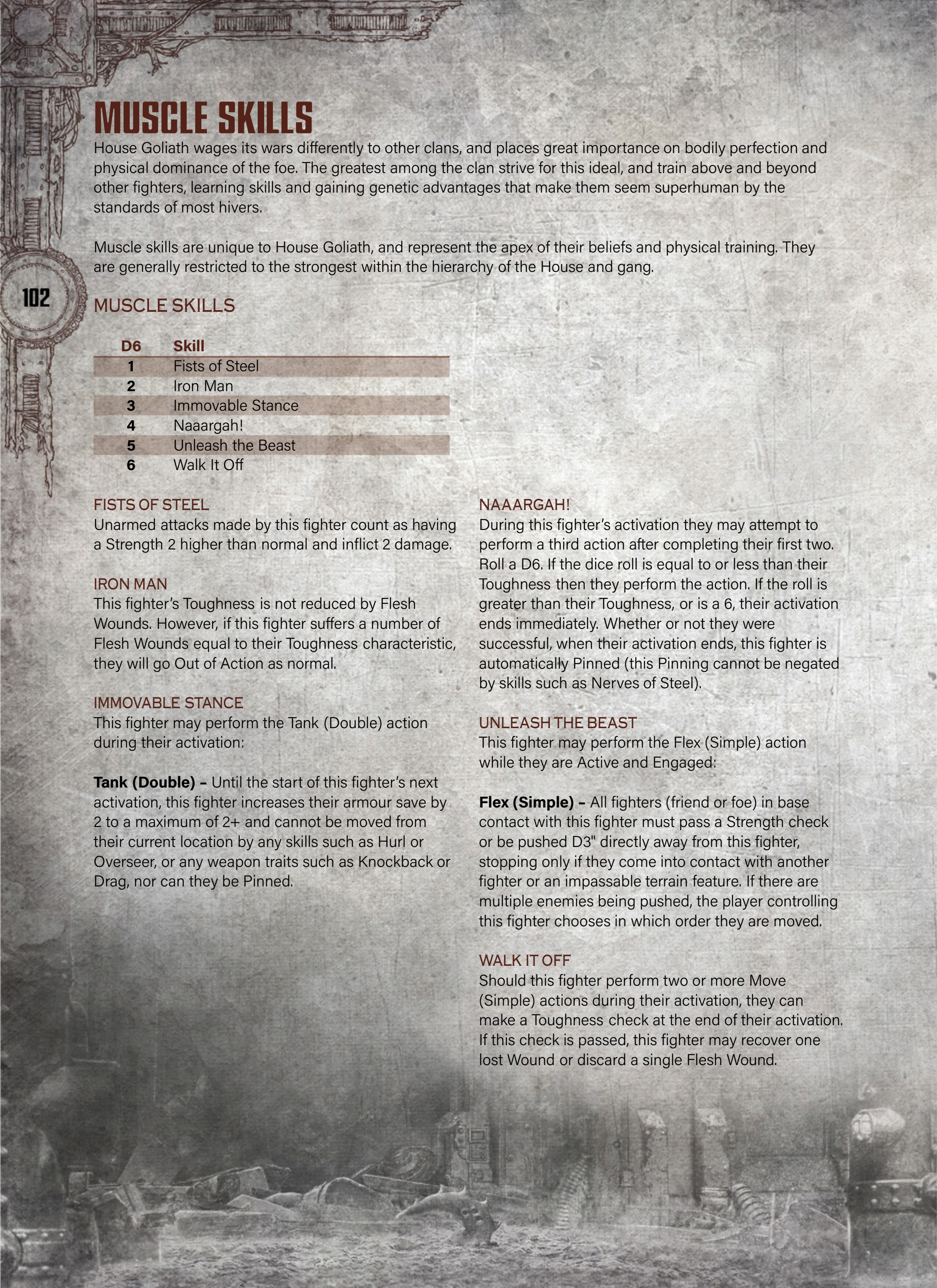
To use the Goliath House Favours table the gang rolls 2D6, adding +1 to the result for each gang in the campaign with a Rating greater than their own (up to a maximum of +3). The gang then immediately applies the effects of the Favours result.

GOLIATH HOUSE FAVOURS

2D6	Result
2	Back to the Pit!: The House masters see no reason to give the gang aid, and punish them for their weakness in asking for it. One of the gang's fighters, chosen by the player, is permanently removed from their gang roster, along with any of that fighter's equipment.
3-5	Test of Strength: If the gang would ask the favour of the House masters they must prove themselves in combat, and should they survive, the lessons learned will be reward enough. Randomly select one fighter in your gang. This fighter receives D3+2 XP but must make a roll on the Lasting Injuries table. If a Critical Injury result is rolled, a (Champion) or (Leader) belonging to your gang can immediately make the Medical Escort post-battle action.
6-8	Barrel of Spud-jackers: The House masters decide to give the gang a chance to earn their favour through the brutality of close combat. The player can add 2D6x10 credits worth of weapons from the Goliath Forge Tyrant Equipment List (see page 47) to the gang's stash. These weapons must all have the Melee trait.
9-10	Vat Leavings: Strength breeds strength, and the House masters decide the gang is a good place to train up some of the weaker members of the clan. The player can add up to two Goliath Bruisers (Ganger) to their gang for free. These Goliath Bruisers are always Vatborn and do not receive any Gene-smithing upgrades (see page 103). However, they must make a roll on the Lasting Injury table for each of these fighters and immediately apply the results (re-roll results of Critical Injury and Memorable Death). Equipment for these fighters must be purchased as normal.
11-12	Cranial Jolt: Goliaths have a unique method of rapidly training up fighters, and the masters have seen fit to share this precious technology with the gang. The player randomly chooses one of their fighters. This fighter then gains a random skill from either a Primary or 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+	Glory for Goliath: Impressed with the strength of the gang, the masters decide to visit their boons upon one of its fighters. The player chooses one of the fighters in their gang. This fighter can choose a Gene-smithing upgrade (see page 103) available to their lineage (Vatborn, Natborn or Unborn). After gaining this upgrade, the fighter immediately goes Into Recovery.

"Don't poke the Sumpkroc unless you wanna get bitten."

House Goliath proverb



MUSCLE SKILLS

House Goliath wages its wars differently to other clans, and places great importance on bodily perfection and physical dominance of the foe. The greatest among the clan strive for this ideal, and train above and beyond other fighters, learning skills and gaining genetic advantages that make them seem superhuman by the standards of most hivers.

Muscle skills are unique to House Goliath, and represent the apex of their beliefs and physical training. They are generally restricted to the strongest within the hierarchy of the House and gang.

MUSCLE SKILLS

D6	Skill
1	Fists of Steel
2	Iron Man
3	Immovable Stance
4	Naaargah!
5	Unleash the Beast
6	Walk It Off

FISTS OF STEEL

Unarmed attacks made by this fighter count as having a Strength 2 higher than normal and inflict 2 damage.

IRON MAN

This fighter's Toughness is not reduced by Flesh Wounds. However, if this fighter suffers a number of Flesh Wounds equal to their Toughness characteristic, they will go Out of Action as normal.

IMMOVABLE STANCE

This fighter may perform the Tank (Double) action during their activation:

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

NAAARGAH!

During this fighter's activation they may attempt to perform a third action after completing their first two. Roll a D6. If the dice roll is equal to or less than their Toughness then they perform the action. If the roll is greater than their Toughness, or is a 6, their activation ends immediately. Whether or not they were successful, when their activation ends, this fighter is automatically Pinned (this Pinning cannot be negated by skills such as Nerves of Steel).

UNLEASH THE BEAST

This fighter may perform the Flex (Simple) action while they are Active and Engaged:

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

WALK IT OFF

Should this fighter perform two or more Move (Simple) actions during their activation, they can make a Toughness check at the end of their activation. If this check is passed, this fighter may recover one lost Wound or discard a single Flesh Wound.

GOLIATH GENE-SMITHING

Goliaths are unique among the denizens of Necromunda, as they were grown for a purpose, rather than having evolved through chance; that purpose being to work the factories of the hive world. Engineered to be hardy and resilient, as well as strong and stoic, they excel in their task, though the legacy of their creation continues to shape them. Even when the Clan House broke away from its creators and earned its freedom, it took with it this heritage of genetic manipulation. The Goliaths' gene-smithed past means there remains substantial genetic variance within each clan enclave and gang, each drawing their lineage from a different bio-lab, or Alpha. Some represent the best of their kind, toughest of the tough, and are blessed with the most valuable genetic gifts. While others carry biological missteps, their strength and toughness won at a price to their minds or their longevity. Then there are those that are barely true Goliaths at all, their bodies carrying the weakest of the clan's genetics, even though their loyalty to the Over-tyrant remains undiminished.

USING GENE-SMITHING

Goliath Gene-smithing is a collection of rules allowing players to further customise their gangs by determining the genetic legacy of their fighters. They provide a huge amount of variety within a Goliath gang, and can be used to create small elite gangs of genetically superior Natborn, flesh-cursed gangs of Vatborn suffering from the biological tampering of their creators, or even gangs of aspiring Unborn who share few of the benefits of the Goliaths but who hope to prove themselves to the clan. Players can also run baseline Goliath gangs without spending any extra credits on Gene-smithing, simply by running gangs of Vatborn without any upgrades.

To use these rules, fighters must choose a sub-type (Natborn, Vatborn or Unborn) when they are added to the gang – Vatborn being the default sub-type. The cost of their sub-type is added to the fighter's credits cost, as detailed in the House Goliath gang list (see page 42). Other upgrades are optional, and can be added to fighters using the following guidelines:

- Fighters can only be Gene-smithed when they are added to the gang. Under unusual circumstances the Arbitrator might allow a fighter to be Gene-smithed during campaign downtime.
- The fighter can only select Gene-smithing upgrades from those available to their sub-type (as detailed on the Vatborn, Natborn and Unborn tables as follows):



TWO-GUNS BOSRAK
IRONFIST BROTHERHOOD
HOUSE GOLIATH

- Fighters with the Gang fighter (Juve), (Prospect) or (Ganger) special rule can have a maximum of one Gene-smithed upgrade.
- Fighters with the Gang Hierarchy (Leader) or (Champion) special rule may have a maximum of two Gene-smithed upgrades.

GOLIATH SUB-TYPES

Sub-type	Cost
Vatborn	+0 credits
Natborn	+20 credits
Unborn	+10 credits

CHARACTERISTIC CHANGES

Some Gene-smithed upgrades either increase or decrease the characteristics of a fighter. After these changes have been made, the fighter's new profile is considered to be their base profile for the purposes of Maximum Characteristics (see the *Necromunda Rulebook*). If a fighter has multiple Gene-smithed upgrades that alter their characteristics, then the effects are combined, either adding together or cancelling each other out.

*"They are the blood
runnin' through House
Goliath. Natborns may
be smarter and Unborns
might have weird talents,
but without the Vatborns,
there'd be no more
Goliaths."*

Thal Knuckleblades,
Steel Cleavers,
House Goliath

VATBORN FIGHTERS

Vatborn fighters make up the vast majority of Goliath gangs, and have all the usual gifts and drawbacks of their kind. They are, however, the most mutable of their clan, and have available to them a wide variety of options for genetic tampering, many having been grown for particular environments or purposes. Vatborn fighters have the Baseline Goliath special rule:

BASELINE GOLIATH

Even without the genetic manipulation common within the clans, a Goliath is an impressive specimen. Vatborn fighters represent the baseline of the Goliath genetic line, and have no specific benefits or drawbacks.

When added to the gang, Vatborn fighters can choose from any of the Gene-smithed upgrades opposite, adjusting the credits cost of the fighter accordingly. Note that some 'upgrades' have a negative cost. These represent flaws and deficiencies that weaken the fighter in some way. In these instances, the cost of the upgrade is deducted from the fighter's base cost as shown in the Goliath gang list (see page 42).

'BONE REAPER' KORAK
JAW BREAKERS
HOUSE GOLIATH



VATBORN GENE-SMITHED UPGRADES

REDUCED BONE DENSITY.....-10 CREDITS

This fighter's bones lack the rock-like solidity of most Goliaths. Reduce either this fighter's starting Strength characteristic or this fighter's starting Toughness characteristic by 1.

CORRUPTED SLUG.....-5 CREDITS

A faulty data-slug has resulted in this fighter having only the basest level of education. Reduce this fighter's Leadership, Willpower and Intelligence by 1.

FEARLESS BUT FOOLISH+5 CREDITS

A quirk of the indoctrination process has resulted in this fighter having almost no regard for their own life. Increase this fighter's Cool by 1, but reduce the fighter's Intelligence by 1.

GENETIC ANCIENT+10 CREDITS

This Goliath comes from a long line of stable Vatborn, and carries within their body a kind of genetic memory, increasing their knowledge and sharpening their mind. Increase this fighter's Leadership, Willpower and Intelligence by 1.

HARDENED IMMUNE SYSTEM.....+5 CREDITS

Poison finds little purchase within this fighter's flesh, their organs and blood designed to swiftly purge harmful substances. Hits from weapons with the Gas or Toxin traits only ever affect this fighter on a roll of 6 when rolling against their Toughness.

HYPER HEALING+15 CREDITS

This fighter's flesh retains many of the regenerative properties of the amneo-tank. This fighter can roll an extra Injury dice when making a Recovery test and choose the dice they wish to use. In addition, during the post-battle sequence, if this fighter has any Lasting Injuries, roll a D6. On a 6, the fighter can heal one of their Lasting Injuries and remove its effects from their Fighter card.

NERVE BURNOUT-5 CREDITS

Age and the brutality of gang warfare have caused a nerve burnout in this fighter, making them more unstable. Reduce this fighter's Cool by 1.

DERMAL HARDENING.....+10 CREDITS

The fighter's skin is far thicker than normal, akin to a coating of ballistic cloth wrapped around their entire body. Increase this fighter's Toughness by 1.

TERMINAL BIOLOGY-10 CREDITS

The years are catching up with this fighter, and their body is beginning to fail them. Each time the fighter suffers a Lasting Injury (i.e., an effect that reduces one of their characteristics or results in them having to be taken to the Docs) roll a D6. On a roll of 1, the fighter perishes and is removed from the gang's roster.

OVERDEVELOPED MUSCULATURE.....+5 CREDITS

Massive slab-like muscles cocoon this fighter, and even their muscles have muscles! All this extra bulk does, however, mean they are slow, even by the standards of their kind. Increase this fighter's Strength by 1 but reduce their Initiative by 1.

"Some Goliaths don't come out looking right. All twisted and puny. Long as they can walk we'll throw 'em into battle, but don't expect 'em to last long."

Crowle,
Goliath Gene-splicer



"The big boss man, what
else is there to say?"

Skullshank,
House Goliath
Forge Tyrant,
on Lord Helmawr

NATBORN FIGHTERS

Natborn are longer lived and more 'evolved' than their genetic cousins from the vat, though the promise of a longer life, and their superior intelligence, makes them less reckless with their existence. They enjoy some of the most potent genetic gifts of all Goliaths representing, as they do, a development of the clan's genetic heritage from its inception as a slave race. Natborn fighters have the Clever but Cautious and Physical Perfection special rules:

CLEVER BUT CAUTIOUS

The curse of heightened intelligence and a longer life means more incentive to hang on to both.

Natborn alter their starting characteristics by increasing their Intelligence by 2, increasing their Willpower by 1 and decreasing their Cool by 1.

PHYSICAL PERFECTION

Natborn have the blessing of near-perfect flesh and can build their muscles faster than any of the other Goliath sub-types. Natborn Leaders, Champions, Prospects, Juves and Specialists can increase their Strength or Toughness at a cost of 6 XP rather than 8 XP. When Natborn Gangers gain an Advancement, they can either roll on the Ganger Advancement table (see the *Necromunda Rulebook*), or increase either their Strength or Toughness by 1.

When added to the gang, Natborn fighters can choose from any of the Gene-smithed upgrades below, adjusting the credits cost of the fighter accordingly. Note that some 'upgrades' have a negative cost – this represent flaws and deficiencies that weaken the fighter in some way. In these instances, the cost of the upgrade is deducted from the fighter's base cost as shown in the Goliath gang list (see page 42).

NATBORN GENE-SMITHED UPGRADES

ADAPTIVE BIOLOGY+10 CREDITS

The gifts of a strong genetic legacy have given this fighter almost preternatural levels of strength and resilience, their body adapting swiftly to counter the worst Necromunda has to offer. This fighter may re-roll any Strength or Toughness checks they are required to take. Hits from weapons with the Gas or Toxin traits must re-roll the dice to see if they inflict an injury should they successfully equal or beat the fighter's Toughness.

ADAPTIVE MIND+5 CREDITS

Genetic memory combined with an evolving intelligence grants this fighter an instinctive understanding of countless fighting styles and skills. This fighter counts their Secondary skill sets as Primary skill sets when spending XP.

ALPHA'S LINEAGE+20 CREDITS

The blood of the Alpha flows in this fighter's veins, making them a formidable addition to any underhive gang. This fighter counts the Leadership skill set as one of their Primary skill sets. In addition, if this fighter has the Group Activation (X) special rule, they may activate one more fighter than normal when using it. If the fighter does not have the Group Activation (X) special rule, they gain the Group Activation (1) special rule:

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

- The controlling player must nominate all of the fighters who will be activated in this way before any of them 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.

IRON FLESH+10 CREDITS

Generations of forge workers have passed onto this fighter an impressive resistance to pain, their skin hardened against both blades and burning gobbets of steel. Increase this fighter's Wounds characteristic by 1.

OVER-ENGINEERED.....-10 CREDITS

This fighter represents a mismatch of genetic heritages, some beneficial, some detrimental, making it more likely their body will betray them. When this fighter must roll on the Lasting Injury table, they must roll twice and accept the higher result. This Gene-smithed upgrade cannot be combined with Redundant Organs.

PRIME SPECIMEN.....+10 CREDITS

This fighter is a perfect example of their kind, and represents the ideal that all Goliaths aspire to. This fighter can improve one of their characteristics by 1.

RAPID MUSCLE GROWTH.....+5 CREDITS

With a minimum of effort, this fighter can build up their muscles until they are hulking beasts, massive even compared to the largest of their kind. This fighter can increase their Strength characteristic by up to 3 points, rather than the usual 2.

REDUNDANT ORGANS+15 CREDITS

Extra organs have grown in this fighter's body, providing them with redundancies in case of severe internal trauma. When this fighter must roll on the Lasting Injury table, they may roll twice and accept the lower result. This Gene-smithed upgrade cannot be combined with Over-engineered.

THE TYRANT'S OWN.....+20 CREDITS

The Over-tyrant's offspring are among the strongest of all Goliaths, and often walk the path of the Alpha, their gaze set upon one day claiming the title of Over-tyrant for themselves. This fighter can improve any two of their characteristics by 1. Only a Forge Tyrant (Leader) may take this Gene-smithed upgrade.

TYRANT'S PRIDE.....-20 CREDITS

Goliaths grow in power only through competition with their kin, and the strongest among them soon defeat all challengers to their dominance, leaving them surrounded by lesser warriors. Only a Forge Tyrant (Leader) may take this Gene-smithed upgrade. However, this fighter's gang can include no fighters with the Gang Hierarchy (Champion) special rule.



*"Ripped my first heart
right out of my chest.
Shame he couldn't count
above one."*

Runik the Undefeated,
Forge Tyrant
of Burner Brutes,
House Goliath

"Strength is king in House Goliath. The strongest rule until someone stronger comes along. You get the odd smart'un who gets to rule, but if they ain't strong they won't rule for long."

Krook,
Sons of Steel,
House Goliath

UNBORN FIGHTERS

As outsiders, Unborn fighters bring a variety of benefits from other parts of Necromunda to House Goliath. They are also among the hardiest of the clan, often having survived great pain and peril to be counted as one of the Clan House. Unborn fighters have the 'Outsider' special rule:

OUTSIDER

A life before joining the Clan House has given the Unborn a wider experience of Necromunda and its societies than most Goliath ever see.

Unborn fighters can choose to have an additional Primary skill set chosen from: Agility, Brawn, Combat, Cunning, Ferocity, Shooting or Savant. However, Unborn fighters may never select skills from the Muscle skill group.

When added to the gang, Unborn fighters can choose from any of the Gene-smithed upgrades below, adjusting the credits cost of the fighter accordingly. Note that some 'upgrades' have a negative cost as they represent flaws and deficiencies that weaken the fighter in some way. In these instances, the cost of the upgrade is deducted from the fighter's base cost as shown in the Goliath gang list (see page 42).

UNBORN GENE-SMITHED UPGRADES

DATA-SLUG OVERLAY-10 CREDITS

Something has gone wrong with the data-slug, its false engrams overlaying this fighter's own memories, making them prone to flashbacks and bouts of madness. When this fighter activates for the first time in a battle, they must make an Intelligence check. If the check is failed, they become subject to the Insane condition (see the *Necromunda Rulebook*).

DOC'S EXPERIMENT.....+5 CREDITS

While this fighter was under the knife, the doc decided to try an experimental procedure. Select two of the following characteristics: Movement, Strength, Toughness or Wounds. Increase one characteristic by 1 and decrease the other characteristic by 1. You cannot choose a characteristic to decrease if doing so would lower it to 0.

DOC'S FAILURE-10 CREDITS

While this fighter was under the knife, the doc may not have been focused enough on the task at hand... Select two of the following characteristics: Movement, Strength, Toughness or Wounds. Decrease both by 1. You cannot choose a characteristic to decrease if doing so would lower it to 0.

GENETIC OUTSIDER.....-5 CREDITS

An air of distrust surrounds this fighter, no matter how hard they try to prove themselves, other Goliaths are unsettled by their presence. This fighter cannot use the Group Activation (X) special rule. Only a Forge Tyrant (Leader), or Forge Boss (Champion) may take this Gene-smithed upgrade.

MALFORMED.....+5 CREDITS

Muscle grafts have given this fighter the size and appearance of a Goliath, but all the extra weight makes them ungainly and slow. This fighter increases their Strength characteristic by 1, but reduces their Initiative characteristic by 1.

PROTO GOLIATH-10 CREDITS

This fighter has yet to undergo the transformative surgery to become accepted as a Goliath, though they aspire to be part of the clan. Increase the fighter's Movement by 1, reduce their Strength by 1, reduce their Toughness by 1, reduce their Cool by 2, increase their Intelligence by 2, and increase their Willpower by 1.

SCAR TISSUE.....+10 CREDITS

Great knots of scar tissue cover this fighter's body, inuring them to both pain and damage. Reduce the Damage of all hits suffered by this fighter by 1, to a minimum of 1.

SURVIVOR.....+10 CREDITS

This fighter has suffered untold hardship during their life, yet each time death has tried to claim them, they have fought their way back from the abyss. When making Recovery tests for this fighter, they can re-roll one of the Injury dice rolled.

STIMM IMPLANT.....+5 CREDITS

Experimental organs have been implanted in this fighter, feeding a steady stream of chems into their blood. When this fighter activates, they can choose to increase their Strength by 2 until the end of the round. However, if they do they must roll a D6 in the End phase. On a roll of 4+, they will suffer a Flesh Wound.

TWO LIVES.....+5 CREDITS

Despite being remade into a Goliath, this fighter retains some of the skills from their previous life, memories that can sometimes be dredged to the surface. Whenever this fighter gains a skill as an advancement, or for free during gang creation, randomly generate a second skill from their Primary or Secondary skill sets. Make a note on this fighter's Fighter card that these two skills are a pair. Whenever this fighter is selected to take part in a battle, one of these skills, determined at random, will be forgotten. To determine which skill is forgotten, assign one skill the numbers 1-3, and the other skill the numbers 4-6, then roll a D6. The number rolled indicates which of the pair of skills is forgotten.



"After what I went through, nothing you can do will hurt me."

Nuk 'Steelskin',
House Goliath Unborn

*"Krump, krump, krump!
Should have seen 'em.
Running at us thinking
they all smart. Then
BAM! Heavy Krumper
pops out and they go
wailin' back to their
mommys!"*

'Steelgate' Gruz,
Underforge Brutes,
House Goliath

GOLIATH TERRAIN

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

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

PLACING GANG TERRAIN

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

GOLIATH TERRAIN

Terrain	Cost	Availability
Amneo Canisters	60 credits	Rare (9)
Furnace Barricade	10 credits	Common
Heavy Rivet Cannon	75 credits	Rare (8)
Pillar of Chains	20 credits	Common
Relic of the Forge	100 credits	Rare (10)

MODELLING GOLIATH TERRAIN

Many of the gang-specific terrain detailed here can be represented by items from the Necromunda model range. For example, Amneo Canisters can be represented by Ammo Crates with appropriate gang markings, while Furnace Barricades can be represented by appropriately-marked Necromunda barricades. A Heavy Rivet Cannon could be created using a rivet cannon (such as a spare one from the Goliath gang sprue) fixed to a base. Others, such as the Pillar of Chains, can be represented by any appropriate marker, or a girder or pole on a base, hung with chains, while a Relic of the Forge could be anything from a marker to a suitably impressive piece of industrial terrain, painted in the colours of the gang and hung with Goliath icons.

AMNEO CANISTERS

These contain the vital fluids of the growth vats, and can be used by Goliaths to rapidly heal wounds. A Goliath fighter within 3" of an Amneo Canister can remove a single Flesh Wound during the End phase of any round.

FURNACE BARRICADE

Heavy heat shields can be found throughout Goliath forges. Gangs often turn these thick plates into makeshift barricades where their folded ceramite layers prove especially effective against flamers and melta weaponry. A Goliath gang can place its Furnace Barricades anywhere in its deployment area or in no-man's-land. A fighter within 1" of a Furnace Barricade ignores both the Blaze or Melta traits when suffering hits, provided the barricade is granting them cover against the origin of the hit.

HEAVY RIVET CANNON

Rivet guns and cannon are a vital tool of the Goliath factories, the heaviest examples are fixed to tripods or tracked carriages and supplied with an abundance of ammo. Unsurprisingly, gangs turn these tools into weapons, hauling them into position to cover corridors and doorways.

Goliath gangs can only include Heavy Rivet Cannon if they are the defender in a scenario with an attacker and defender. A Heavy Rivet Cannon uses the following profile:

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Heavy Rivet Cannon - rapid fire	6"	18"	+1	-	4	-1	2	3+	Fixed, Rapid Fire (1), Rending
- super-heated	3"	12"	+2	-	6	-2	2	3+	Blaze, Fixed, Rending

PILLAR OF CHAINS (GANG RELIC)

Goliaths often use crude iron spikes hung with chains as a convenient method of securing slaves. Captives are dragged back to the Pillar of Chains, and locked in place for later transportation back to the Goliath enclave. When a gang with a Pillar of Chains has a chance to capture enemy fighters, it may re-roll one or both of the dice.

RELIC OF THE FORGE (GANG RELIC)

Forge relics are pieces of broken machinery that have been reshaped into a totem pole of clan icons and industrial weaponry. Gangs often use these to mark the boundaries of their territories, the grinning iron faces beaten into their sides a warning to trespassers. A Relic of the Forge counts as a Gang Relic (see the *Necromunda Rulebook*). In addition, Goliath fighters within 3" of a Relic of the Forge ignore the effects of the Disarm trait and can re-roll failed Ammo checks. Enemy fighters who end their activation within 3" of a Relic of the Forge must make a Nerve test (see the *Necromunda Rulebook*) or become Broken.

Goliath gangs can only include a Relic of the Forge if they are the defender in a scenario with an attacker and defender.

*"Block a tunnel with
one of these and ain't
nothin' getting through.
Bring 'em to you and
then break 'em upon our
barricades, that'll keep
you alive."*

Azkul 'Forgemaker',
Forge Boss of
the Unbroken,
House Goliath

ATTILUS THE AXE, GOLIATH PIT TYRANT BOUNTY HUNTER

Goliath fighters take to the pit like rats take to carrion. Most end their days bleeding out on the arena floor, or moving on to lead gangs, or don the mantle of an Alpha, but for some, the pit becomes home. Attilus the Axe has been the reigning champion of the House of Pain arena for over a hundred great-cycles, far longer than any to come before him. A forge master from the Fist of Hive Primus, Attilus began his life bent over a lathe-anvil, crafting brute cleavers and renderizers for the clan. When the great Goliath blacksmith forged his masterpiece, a chainaxe cyber arm of prodigious size and sharpness, he trusted no one but himself to test its blade in the pit. Dubbed the God Cleaver, Attilus hacked off his own arm so he could fix the monstrosity in place, turning himself into as savage a pit fighter as the clan had ever seen.

Attilus and his axe arm drew huge crowds from Hive City, and over a gruesome season of murder, Attilus rose to become the star pit fighter of the House of Pain, turning the arena red with his kills. The Spyder-Twins, Willowfex the Reaper and the Slave Ogryn Hammerstein all fell to God Cleaver. Huge sums were offered for beasts from Hive Bottom just to test Attilus' skills, and led to the pit fighter earning a new title: Attilus the Undefeated. These days Attilus still fights in the pits, but can be coaxed away by a Goliath gang – for the right price.



ATTILUS THE AXE, BOUNTY HUNTER

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CREDITS

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

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
God Cleaver	-	E	-	-	S+2	-2	2	-	Melee, Pulverise, Unwieldy
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm

SKILLS: Bull Charge, Iron Man, Unleash the Beast
WARGEAR: Furnace Plates

SPECIAL RULES

Undefeated: Attilus has no concept of defeat, as he's never be bested in close combat. Attilus can ignore the first Out of Action result he suffers on the Injury dice.

Goliath Pit Tyrant: Attilus the Axe is a Bounty Hunter that can only be hired by House Goliath gangs. He is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

HOUSE GOLIATH SCENARIOS

"Sometimes you just gotta hand out some beatings!"

Gang Tyrant Thrugga Iron-fist

House Goliath has its own unique way of doing things – which usually involves lots and lots of brute force. Sometimes this kind of unsubtle, fist-to-the-face style can get lost in the general mayhem of underhive gang war. Other times, however, their love of bare knuckle, hands-on brutality shines like a beacon through the murky chaos of the hive, leaving no doubt as to the gang behind it. Goliaths tend to favour not just excessive violence but extreme odds, and taking on larger, more powerful gangs, calling out rival gang leaders for one-on-one throwdowns and even turning on each other for a good fight are all part of the Goliath way.

The following scenarios are designed to encapsulate House Goliath's way of waging gang war. They cover some of the broad themes common to the Goliaths, such as the random brutality of a barehanded beating to the carnage of the Feast of the Fallen – House Goliath's own festival of violence. When a Goliath player has the option of choosing the scenario for their game they can, with the permission of the Arbitrator, choose one of the following scenarios. Where one player is the attacker and the other is the defender this will be detailed in the scenario.

DESIGNER'S NOTE: BEATDOWNS FOR ALL

While the scenarios presented here have been designed specifically for House Goliath gangs, there is no reason that, with the permission of the Arbitrator, they might not be used for any gang. Some of them also lend themselves well to multi-player scenarios – such as the Beatdown where multiple gangs might have found themselves in a tense stand-off, perhaps after randomly running into each other in a seedy drinking hole, and now must prove their might without things getting 'too' out of hand. Other scenarios, like the Feast of the Fallen, can also make for interesting Arbitrated games. Perhaps instead of having a random ganger become empowered by an ancestor, the ancestor-driven ganger could be controlled by the Arbitrator with the gangs trying to take them down – or for added mayhem, why not have gangs face-off against all five ancestors at once!



"No one makes war like Goliath do."

Forge Tyrant
'Hammerhead' Ren,
The Hammerheads,
House Goliath



THE BEATDOWN

Wrong place, wrong time...

BATTLEFIELD

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

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 gangs use the Random Selection (D3+4) method to determine their crew.

DEPLOYMENT

The gangs are passing each other in the underhive when the violence starts. Players roll off to see who places a fighter first. This fighter can be placed anywhere on the board provided they are not in impassable terrain. Players then alternate placing fighters within 12" of this first fighter, until both crews are deployed. If a fighter cannot be deployed within 12" of the first fighter, either because there is no room, or they would have to be placed within 1" of an enemy fighter, they may be deployed further away, though only just far enough from the fighter so there is space to place them.

YOU LOOKING AT ME?

Two gangs have chanced upon each other in the underhive, and may well have gone on their way if one of the fighters hadn't decided they didn't like the way their rivals were looking at them. After both gangs have been deployed, each player receives a Ready marker. This Ready marker is then placed onto a randomly determined fighter.

In the Priority phase of the second round, and in each subsequent Priority phase, each player receives a number of Ready markers equal to the current round. These may be placed onto any fighter. This can mean a fighter who was given a Ready marker last round may not receive a Ready marker this round. However, the more fighters a player activates, the lower their rewards will be at the end. From the second round onwards players may also choose not to give Ready markers to any of their fighters, effectively conceding defeat.

Fighters without Ready markers take no part in the game (it can be imagined they are spectating), provide no benefits (such as Leading by Example) and cannot be targeted by attacks or damaged by area effect weapons. They do, however, count for Bottle tests. In addition, enemy fighters must still stay more than 1" away from them.

GANG TACTICS

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

ENDING THE BATTLE

The battle ends if, after the Priority phase, only one gang has fighters with Ready markers remaining on the battlefield.

VICTORY

The side with at least one fighter with a Ready marker when the game ends is the winner.

REWARDS EXPERIENCE

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

If only one fighter was Readied during the game, that fighter gains D3 XP.

If only two fighters were Readied during the game, those fighters gain 1 XP.

REPUTATION

The victorious gang gains 2D3 Reputation if they didn't Ready more than one fighter each round, D6 if they didn't Ready more than two fighters on any round, and D3 Reputation if they Readied three or more fighters on any round.

BROK THE STIMMER
SHIV'S CRUSHERS
HOUSE GOLIATH



SOMETHING TO PROVE

A newly-minted gang must learn fast or die!

BATTLEFIELD

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

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. The player whose gang has the lower rating is the attacker. If both gangs have the same rating, players roll off and the winner decides whether they will attack or defend.

CREWS

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

DEPLOYMENT

This scenario uses the standard rules for deployment, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*.

GIANT KILLERS

The attacker is an underdog with something to prove, hoping to bloody the nose of a stronger gang and not get too smashed about in the process. With such a prize on the line, the gang is fighting even more recklessly than normal. To determine the effects of this extra motivation, work out the difference in rating between the two gangs (i.e., how much more the defender's gang is worth than the attacker's) and consult the Giant Killer table. All the effects on the Giant Killer table are cumulative.

GIANT KILLER TABLE

Gang Rating Difference	Effect
0-100 credits	The attacker's gang does not need to make Bottle tests.
101-250 credits	The attacker's Leader can ignore the effects of Flesh Wounds. However, from the second round onwards one of their actions each activation must be a Shoot or Fight action. If they cannot take either of these actions, they can only take one action during their activation.
251-500 credits	The attacker's fighters can re-roll one Injury dice when injuring enemy fighters. However, when making Recovery tests, the attacker's fighters must roll an extra Injury dice and choose an Out of Action result if one is rolled.
500+ credits	The attacker's fighters automatically pass any Cool checks they are required to take.



GANG TACTICS

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

ENDING THE BATTLE

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

VICTORY

The side with fighters remaining on the board at the end of the game is the winner.

REWARDS CREDITS

The attacker adds D6x10 credits to their stash for each defender taken Out of Action.

The defender adds D3x10 credits to their stash for each of their fighters still on the battlefield at the end of the game.

EXPERIENCE

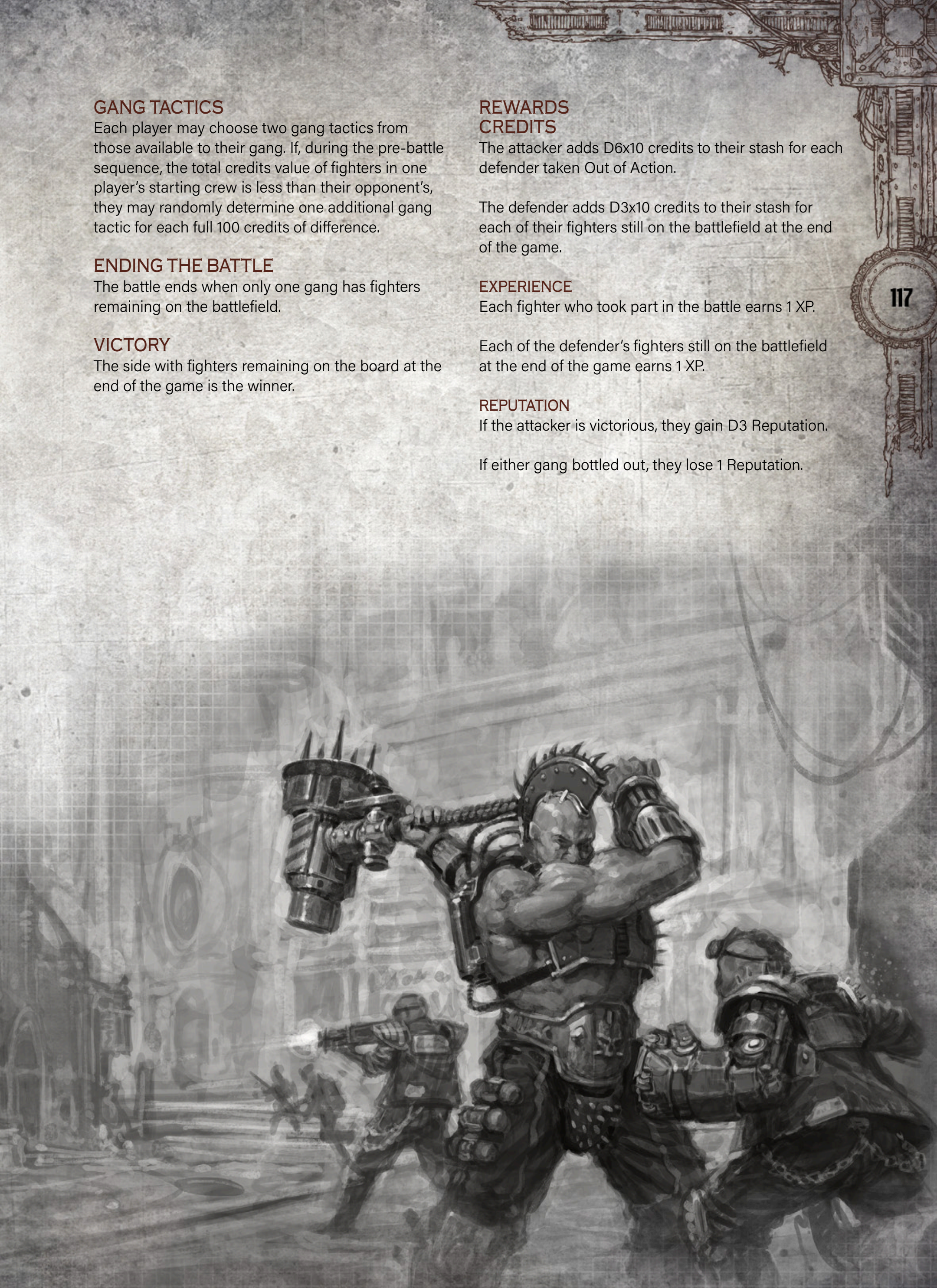
Each fighter who took part in the battle earns 1 XP.

Each of the defender's fighters still on the battlefield at the end of the game earns 1 XP.

REPUTATION

If the attacker is victorious, they gain D3 Reputation.

If either gang bottled out, they lose 1 Reputation.



FEAST OF THE FALLEN

Awaken the ancestors!

BATTLEFIELD

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

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.

DEPLOYMENT

This scenario uses the standard rules for deployment, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Rulebook*.

GODS OF THE UNDERHIVE

Two gangs honour the hardest fighters to ever walk the underhive by attempting to beat one another to death. The gangs are inviting these legendary ancestors to empower them by offering up acts of violence, and when one does, it falls to their rivals to bring them down – for while becoming a god is glorious, killing one is even better!

Each time a fighter suffers a wound from a weapon with one or more of the following traits; Blast, Blaze, Gas, Toxin, Melee, Shock or Versatile, before rolling any Injury dice, check to see if they become empowered by one of their ancestors (while there might be something supernatural going on, it is just as likely the fighter is suffering from homicidal hysteria). Roll a D6. On a 4+, the fighter becomes empowered, and no further tests for empowerment are made during this battle. The fighter is immediately restored to their starting number of Wounds, and any additional effects from the wound they have just suffered are ignored. The nature of the empowering depends on the kind of wound inflicted:

- If the wound was inflicted by a weapon with the Melee or Versatile traits, the fighter becomes the **God of Blood**. For the remainder of the battle, the fighter's unarmed attacks become Damage 5.
- If the wound was inflicted by a weapon with the Blaze trait, they become the **God of Fire**. For the remainder of the battle, the fighter's unarmed attacks gain the Blaze trait, and they themselves ignore the effects of the Blaze trait.
- If the wound was inflicted by a weapon with the Toxin or Gas traits, they become the **God of Poison**. For the remainder of the battle, the fighter's unarmed attacks gain the Toxin trait.
- If the wound was inflicted by a weapon with the Shock trait, they become the **God of Pain**. For the remainder of the battle, the fighter's unarmed attacks gain the Shock and Versatile traits and they gain a Long range of 6".
- If the wound was inflicted by a weapon with the Blast trait, they become the **God of Fury**. For the remainder of the battle, the fighter's unarmed attacks gain the Blast (3") trait, while the fighter ignores the effects of the Blast trait, either from their own attacks or those of other fighters.

In addition to the benefits above, the empowered fighter cannot be Pinned, ignores Flesh Wounds and counts Serious Injuries inflicted by ranged weapons (i.e., those without the Melee or Versatile traits) as Flesh Wounds.

It now falls to the gang with the empowered fighter to inflict as much damage as possible with them, while their rivals must try to kill the empowered fighter.

GANG TACTICS

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

ENDING THE BATTLE

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

VICTORY

If the gang with the empowered fighter still has that fighter on the board at the end of the game they are the winner, otherwise their opponent is victorious.

REWARDS EXPERIENCE

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

A fighter who takes the empowered fighter Out of Action earns D3 XP.

If the empowered fighter is still on the board at the end of the game, they earn D3+1 XP.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.



GARK 'SOUSBREATH'
SMOG AXES
HOUSE GOLIATH

GOLIATH GANGERS & JUVES

Known within House Goliath as Bruisers and Bullies respectively, Gangers and Juves are the backbone of any Goliath gang and between them they make up the bulk of a gang's numbers.

Bruisers are solid and dependable fighters, and those that gain sufficient experience over the course of a campaign might become Specialists, gaining access to skills and the ability to take different weapon sets.



FORGE TYRANT WITH
POWER HAMMER



BRUISER WITH
STUB CANNON



BRUISER WITH
STUB CANNON



BRUISER WITH
STUB CANNON



Bullies are recently inducted rookie gangers – up-and-coming fighters destined to do great things (if they can survive their first few battles!). While Bruisers are the ‘supporting cast’ in the story of a campaign, the Bullies are the plucky underdogs who emerge from nowhere to steal the limelight.

Bruisers and Bullies are both represented on the tabletop by the miniatures found in the Goliath Gang set, the difference between the two coming down to the weapon each type tends to carry.



FORGE BOSS WITH
RENDERIZER



BULLY WITH
SPUD-JACKER & STUB GUN



BULLY WITH SPUD-JACKER
& BRUTE CLEAVER



BRUISER WITH GRENADE
LAUNCHER & BRUTE CLEAVER



STIMMERS

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STIMMER WITH
PAIRED PULVERIZERS



STIMMER WITH
PAIRED ASSAULT GRENADE LAUNCHERS



MERCATOR SANGUIS SLAVER ENTOURAGE



CHAIN LORD
WITH SHOCK WHIP
& CHAINAXE



SHAKLEMAN ARMED WITH A SHOCK STAVE &
HARPOON LAUNCHER, AND TWO PIT FIGHTERS,
EACH ARMED WITH CHAIN GLAIVES.



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INDUSTRIAL SLAVE OGRYNS



SLAVE OGRYN WITH
AUGMETIC FIST & ARC WELDER



SLAVE OGRYN WITH
STORM-WELDER & SPUD-JACKER



LOBO-SLAVE WITH
STORM-WELDER & AUGMETIC FIST



LOBO-SLAVE WITH
AUGMETIC FIST & SPUD-JACKER



SLAVE OGRYN WITH
ARC WELDERS



SLAVE OGRYN WITH
SPUD-JACKER

LUTHER PATTERN EXCAVATION AUTOMATA

Known colloquially as the 'Ambot', the Luther pattern Excavation Automata is a type of Brute available to any gang in Necromunda, but which is especially appropriate in a Goliath gang. Ambots can be painted in a conventional 'industrial' paint scheme such as bare metal and yellow (similar to the Industrial Slave Ogryns on page 123). Equally, however, they can be painted in gang colours to show they are owned by a gang of a specific House. This Ambot has been painted in the distinctive red of House Goliath, complemented by hazard stripes and other appropriate markings.



GRAV-FIST



TUNNELLING CLAW

SUMPKROC

A type of Exotic Beast exclusive to House Goliath, Sumpkrocs are vicious animals which can be taken by Goliath Leaders and Champions to enhance their effectiveness in melee still further.

There are no hard and fast rules when it comes to what colours to paint the Sumpkroc, and inspiration can be taken from real world amphibians and similar creatures. The mechanical apparatus on the beast's back provides an opportunity to link the colour scheme to that of the owner, in this case red and rusty metal to match the armour worn by many Goliath gangers.



'ZERKER

A type of Brute exclusive to House Goliath, the 'Zerker is a fighter whose body has become warped and swollen to gigantic proportions by the effects of the combat stimms pumping through their veins. While a Stimmer is fully in control of this process, the 'Zerker is entirely at its mercy, their system unable to control the rapid and chaotic changes to their bones and muscles.

As former gangers, it is appropriate to depict the 'Zerker in the same colours as the other fighters in the gang it is part of. The many stim injectors and tubes provide an opportunity to paint an eye-catching contrasting colour, in this case, an acidic green that stands out well against the red.



FORGE-BORN



FORGE-BORN WITH
STORM-WELDER



FORGE-BORN WITH
HEAVY ROCK SAW



FORGE-BORN WITH
HEAVY ROCK SAW



COLOURS OF HOUSE GOLIATH



FORGE-BORN WITH
HEAVY ROCK SAW & STORM-WELDER



STIMMER WITH PAIRED
ASSAULT GRENADE LAUNCHERS



BRUISER WITH
BOLT PISTOL & AXE



FORGE TYRANT WITH
CHAINSWORD & STUB GUN



FORGE BOSS WITH SPUD-JACKER
& COMBI-BOLTER/FLAMER

Shown here is a range of Goliath miniatures painted by different hobbyists in a variety of colour schemes of their own devising. While gangers can be painted in any scheme desired, the Clan Houses each have a recognisable palette of colours that in practice are most appropriate to use.

Red is the most characterful and common dominant primary colour for gangs of House Goliath, but other colours near to red in the colour spectrum work well too, and allow a greater degree of individuality. Yellow and orange both work especially well, evoking industrial machinery or safety wear of the type that the subjects of House Goliath would be very familiar with.

Colours in the blue, green and purple range are less used for gangers of House Goliath, but can nonetheless be used as 'spot' colours in order to draw the eye to specific details. For example, a flash of green in a ganger's mohawk, chem-pipe or eye-lens is great way to pick out these particular elements.

As demonstrated by the miniatures shown here, a simple motif can be repeated across different miniatures in a gang to striking effect. This serves to draw together the various gangers, champions, brutes and beasts. Black and yellow hazard stripes or lurid green chem-injectors make an effective theme to tie the gang together and really make it your own, so that no two Goliath gangs need look alike.



FORGE-BORN WITH
STORM-WELDER



SUMPKROC



BRUISER WITH
MELTAGUN AND AXE



STIMMER WITH
PAIRED PULVERIZERS



'JOTUNN' H-GRADE SERVITOR
OGRYN WITH ARC-WELDER



'ZERKER





TESS 'ARC-UP', GOLIATH FORGE-BORN HIVE SCUM

Tess is reckless, even for a Goliath Forge-born. So reckless in fact that she has been a prospect far longer than most, even the most savage Vatborn Goliath gangs finding her too dangerous to have around for long.

Somehow though, Tess has survived every dumb thing she has ever done, whether it is climbing the hive shell barehanded, her custom storm-welder slung over her back and the ash winds trying to snatch her away into oblivion, or taking on whole gangs all by herself, charging into their ranks before letting loose with her weapon. Tess doesn't know why she is the way she is, though those who have fought alongside her – and lived – suspect it is the lightning in her blood. Tess' batch suffered a vat malfunction during their gestation, a grid overload pumping hundreds of gigawatts of electricity into her amneo-tank. Of all her vat brothers and sisters, Tess alone survived, and even from birth she displayed strange qualities. Faster and more erratic than other Goliaths, she quickly took to the role of a shell-runner, climbing the hive's sides and repairing its plasteel and ceramite skin, usually under the most horrific of circumstances. Her quick reactions and boundless energy kept her alive when many of her peers perished in ash storms or fatal falls. The danger of the shell though was not enough for Tess, and she soon started hiring herself to gangs for underhive brawls. Her skill with a storm-welder and fearlessness has made her respected by

many gangs, though none have seen fit to sign her on. Tess is gathering a following of her own, however, and the day may yet come when she runs her own crew, filled with wild prospects like herself.

TESS 'ARC-UP', HIVE SCUM

90
CREDITS

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

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Storm-welder	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Reckless, Shock, Unstable

SKILLS: Clamber, Sprint

WARGEAR: Furnace Plates

SPECIAL RULES

Wired: Tess has an enhanced nervous system, making her reflexes lightning fast. Tess can re-roll Initiative tests.

Goliath Forge-born: Tess 'Arc-up' is a Hive Scum that can only be hired by House Goliath gangs. She is subject to the "You Get What You Pay For" special rule.

DJANGAR 'GUNFISTS',
OVER-TYRANT
BOUNTY HUNTER

Over-tyrants don't retire, and those few that expire from old age are by far the exception. Djangar was Over-tyrant for over 10 world cycles before Varran Gor, falling in single combat to Varran's predecessor. And fall is what he did. During the challenge, the Over-tyrant and his opponent duelled in the Sky-Pit, the open arena that hangs out from the edge of the Fist over the toxic clouds below. A devastating blow sent Djangar tumbling out into the abyss, his rival declaring victory even before the former Over-tyrant disappeared from sight. Yet Djangar didn't die. Through some quirk of fate, the Goliath rolled down the side of the hive, his massive body slammed and smashed from one level to the next, until at last he came to rest on the roof of a departing ash-hauler. When Djangar came to, his body broken in countless places and his face mangled beyond recognition, he had no memory of who he was, or where he had come from.

Out in the wastes Djangar made a new name for himself as a hired gun, wielding a pair of custom stub cannon, his face covered by a ragged hood. Djangar 'Gunfists', as he became known, found his travels slowly leading him back to Hive Primus, though he didn't know why. When at least he entered the hive, selling his services to gangs and Guilders, his memory remained cloudy, but a few recognised the old Over-tyrant. Now there are forces moving to take advantage of Djangar's return, and it seems likely a showdown is coming between the massive gunfighter and Varran Gor.

SPECIAL RULES

Storm of Fire: If Djangar doesn't move during his activation, his custom stub cannon gain the Rapid Fire (1) trait.

Goliath Over-tyrant: Djangar is a Bounty Hunter that can only be hired by House Goliath gangs. He is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.



DJANGAR 'GUNFISTS', BOUNTY HUNTER

290
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4"	3+	3+	4	5	3	4+	3	6+	4+	6+	7+
Weapon		Rng		Acc		Str	AP	D	Am	Traits	
		S	L	S	L						
Custom stub cannon (x2)		9"	18"	-	-	5	-	1	3+	Knockback, Plentiful	

SKILLS: Gunfighter
WARGEAR: Furnace Plates



SLAVE OGRYN GANG

It is rare for Ogryns to rebel against their overseers, the docile abhumans proving abnormally loyal to their human masters. On Necromunda, hundreds of thousands of Ogryns serve the Clan Houses as abhuman slave labour, or mono-task servitors known as B.O.N.C.E.s (Brain Obedient Neo-sapien Cybernetic Exo-workers). Their strength makes them perfect for the manufactorums, while their natural resistance to corruption (of both body and mind) allows them to endure horrific working conditions. House Goliath in particular uses huge numbers of Ogryns, the House of Chains favouring their great strength for work in the manufactorums and their brutality for in the fighting pits. The Ogryns look up to the Goliaths (metaphorically), with whom they feel a kinship, and marvel at the clan's intelligence and wisdom.

It is in the pits before the roar of the crowd that some Ogryns experience the first sparks of rebellion against their oppressive existence, driven as they are by the pit masters to acts of extreme aggression and murder. Under the gaze of their adoring fans some Ogryns gain a greater sense of self, their baseline abhuman intelligence evolving into something more. With this increased awareness comes a yearning many Ogryns never knew they had: a desire to be free. And from this foundation is a Slave Ogryn gang born, formed around a powerful leader and striking out on its own into the badzones of Necromunda. Outlawed and hunted, the hulking Ogryns must constantly fight if they are to survive, some carving out settlements from the wastelands, others falling into the service of crime lords and cults. There are many who would use

the strength of these renegade Ogryns for their own ends, though they must do so with care, for the leader of an Ogryn gang serves no one but themselves and the freedom of their kind. This has led over the years to abhuman gangs leading mass slave rebellions. Perhaps the most famous of these in recent times was Bull Gorg's capture of Dead End Pass in Hive Primus, during his ill-fated servile revolt. When Bull freed the slaves of the Dead End Pass pits, Ogryns flocked to his banner, even Ogryn gangs who had lived free for years in the wastes, so eager were they to aid their own kind. That Bull's rebellion was eventually put down has not dampened the rebellious nature of the outlaw Ogryns, who still remember the names of all the Ogryn slaves who served with the famous pit fighter.

Slave Ogryn gangs are almost always formed from abhuman pit fighters. In rare instances, a factorum crew or Guilder bodyguard detail might turn outlaw, but those augmented for the pits tend to rebel most often, and survive the longest when they do; skilled in close quarters combat, and wielding savage gladiatorial weaponry, such as rock drills, shears and buzzsaws, making them a horror to behold in battle. Some Ogryns learn to use ranged weapons, their massive strength allowing them to wield equally massive weaponry as a man might carry a rifle or a pistol, but these are by far the exception. Fortunately for the abhumans, the close confines of a hive lend themselves to blades, hammers and knives. Thus do the Ogryns smash apart their foes in melee, few able to match their power, especially when, even barehanded, an Ogryn can burst a foe's skull with a single well-placed punch.

Leaders are especially important for an Ogryn gang, the intelligence and will of a singular abhuman holding their crew of half a dozen hulking warriors together. Some of these gang Ogryns will be like their leader, freed pit slaves or ex-bodyguards who have thrown their lot in with the boss, others might be B.O.N.C.E.s – heavily augmented Ogryns with little free will except the loyalty to the slave gang. In the eyes of the Ogryns, the B.O.N.C.E.s are as much a part of their kind as any, despite the fact they seldom manage to form complete sentences and need encouragement to open doors. If the leader is killed or captured, the gang may fall apart but there is an equal chance the survivors, having had a taste of freedom, will raise another of their kind up to lead, and seek revenge for their fallen.

There are countless tales of Ogryn gangs living out in the badzones, and every dome runner and Guild tracker claims to have seen hulking shadows in the distance while exploring some abandoned holestead or ruined dome. In outland settlements, like Down Town or Siren's Drift, it is even possible that gangs might cross paths with free Ogryns, though most that do aren't foolish enough to try their luck collecting the abhumans' bounty. Gangs, most notably human pit fighters and other outlaws, may from time to time even team up with an Ogryn slave gang, but the abhumans inevitably go their own way, staying just ahead of the Guilders or Enforcers that would bring them to 'justice'. Down the years there have been numerous well-known Ogryn leaders and infamous abhuman gangs. The Metalheads, who ran with Bull Gorg during his pit slave uprising, were B.O.N.C.E.s led by a heavily augmented Ogryn fight-boss, while the Ash Giants were Militia deserters from the Dust Wall led by the rogue Colonel Eli Dayz.

When House Aranthus met its doom, it is said one of the last scions of the House fled to the underhive of Hive Primus to escape the plague. Surrounded by loyal Ogryn bodyguards, this lone noble expired in the arms of her retainers, leaving a company of abhumans leaderless and alone. The Ogryn captain set about executing the last, albeit attenuated, order he had been given – *"defend House Aranthus until it is time to..."* Over the course of a great cycle the Ogryns became known (somewhat ironically to most), as the Lords of Aranthus, carving out territory in the name of their House, and becoming a haven for former servants and retainers of the noble clan. At first Lord Helmawr's advisors paid little mind to what was in essence just another underhive gang, but slowly the Lords of Aranthus gained support among the drudging classes. In what became known as the Last Stand of House Aranthus, dozens of gangs, bounty hunters, Enforcers and Guilder agents launched a massive assault on the Ogryn gang's territory. In a savage battle, scores of attackers were killed by the abhumans and their allies, vast sections of the underhive transformed into bloody warzones. When the dust finally cleared, the Lords of Aranthus and their settlements were no more, though, of the Ogryn captain and his best warriors there was no sign. Legend has it the Ogryn captain escaped into the wastes with a handful of his abhuman kin, and lives there still, looking for a true heir to the lost House of Aranthus.

*"Can't blame 'em for
forging their own path.
That's what we did.
Doesn't mean we won't
put 'em down for tryin."*

Trug the Chainmaster,
Unforged Chains,
House Goliath

SLAVE OGRYN GANG LIST

When founding a Slave Ogryn 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 Slave Ogryn 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 kind. In addition, each has a category listed in brackets. For example, a lowly gang fighter is a Slave Ogryn (Ganger). This indicates that within this gang such fighters are called 'Slave Ogryns,' 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, Slave Ogryn 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 Slave Ogryn 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 Slave Ogryn 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.

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 Slave Ogryn 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 from that 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 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 the tools of their trade and would rather hoard weapons than discard them.

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

In most gangs, senior gang members are able to maintain a cache of weapons that allows them to equip themselves appropriately for each battle. This is not the case for Slave Ogryn gangs; most of the fighters are simple creatures that become attached to one or two favoured weapons. This is especially the case with Augmetic Weapons, which are literally attached to the fighter and cannot be set aside, even for a single battle. No fighter in a Slave Ogryn gang can have more than one equipment set.

DEATH OF A LEADER

All Slave Ogryn 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 the Gang Hierarchy (X) special rule.
- If the gang contains no fighters with the Gang Hierarchy (X) 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 an Ogryn Overboss. Their existing characteristics and special rules do not change.

OUTLAW

During a campaign in which the rules for Outlaw and Law Abiding gangs are in use, a Slave Ogryn gang is automatically an Outlaw gang. In addition, a Slave Ogryn gang cannot change its Alignment.



"We follow Throg. He strong. He smart. You dumb if you no follow Throg."

'Speech' given by an unidentified Slave Ogryn shortly before insurrection broke out within 'The Slaughter Dome'.

OGRYN OVERBOSS (LEADER).....145 CREDITS

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

SPECIAL RULES

Gang Leader: A Slave Ogryn gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, another fighter must be promoted to replace them (see Death of a Leader on page 133).

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

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

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

- The controlling player must nominate all of the fighters who will be activated in this way before any of them 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.

Runaway: Should a fighter with this special rule ever be taken Captive and Sold to the Guilders, the gang that sells them is awarded an extra D6x10 credits.

Starting Skill: When recruited, an Ogryn Overboss may choose one free skill from their Primary skill sets (as described in the *Necromunda Rulebook*).

SKILL ACCESS

An Ogryn Overboss has access to the following skill sets:

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

EQUIPMENT

An Ogryn Overboss may purchase weapons and Wargear from the Ogryn Overboss equipment list:

- An Ogryn Overboss may purchase Augmetic Weapons when recruited. During the course of a campaign, an Ogryn Overboss may not be given additional Augmetic Weapons.
- During the course of a campaign, an Ogryn Overboss may be given additional weapons purchased from the Hand Weapons section of this list.
- During the course of a campaign, an Ogryn Overboss may be given new Wargear purchased from this list or from the Trading Post and the Black Market.

OGRYN OVERBOSS EQUIPMENT LIST

WEAPONS

AUGMETIC WEAPONS

- Augmetic fist.....40 credits
- Arc welder.....50 credits
- Heavy rock cutter*.....120 credits
- Heavy rock saw*.....110 credits
- Las cutter.....60 credits
- Paired augmetic fists*.....70 credits
- Storm-welder*.....75 credits

HAND WEAPONS

- Axe.....10 credits
- Brute cleaver.....20 credits
- Maul (club).....10 credits
- Spud-jacker.....15 credits
- Two-handed axe*.....25 credits
- Two-handed hammer*.....35 credits

WARGEAR

GRENADES

- Blasting charges.....35 credits
- Demo charges.....50 credits
- Frag grenades.....30 credits
- Incendiary charges.....40 credits
- Krak grenades.....45 credits

ARMOUR

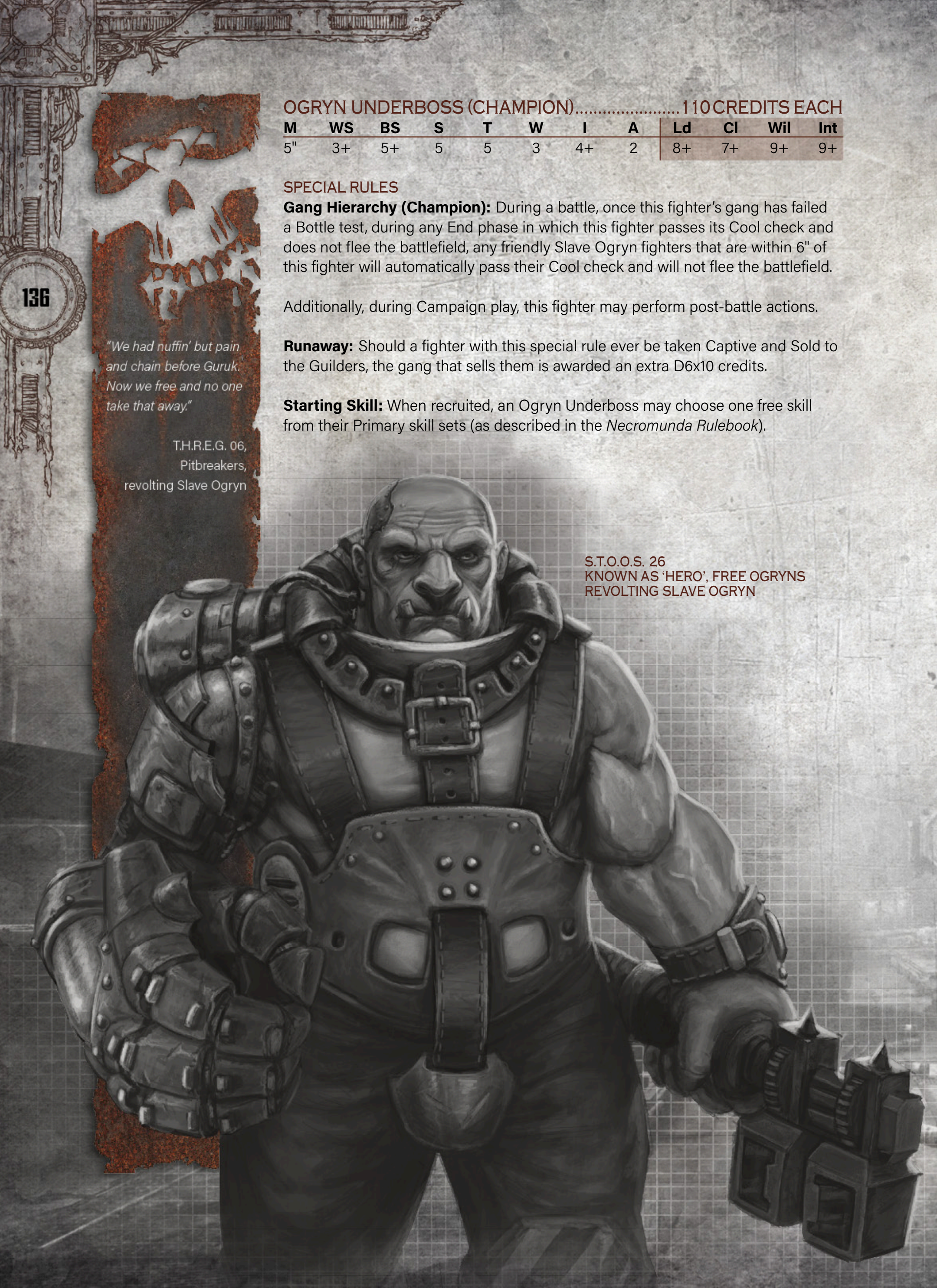
- Carapace armour
 - Light.....80 credits
- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured undersuit.....25 credits
- Bio-booster.....35 credits
- Drop rig.....10 credits
- Servo harness – partial.....100 credits
- Stimm-slug stash.....25 credits

WEAPON ACCESSORIES

- Suspensors (weapons with Unwieldy trait only).....40 credits



"We had nuffin' but pain
and chain before Guruk.
Now we free and no one
take that away."

T.H.R.E.G. 06,
Pitbreakers,
revolting Slave Ogryn

OGRYN UNDERBOSS (CHAMPION).....110 CREDITS EACH

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

SPECIAL RULES

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

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

Runaway: Should a fighter with this special rule ever be taken Captive and Sold to the Guilders, the gang that sells them is awarded an extra D6x10 credits.

Starting Skill: When recruited, an Ogryn Underboss may choose one free skill from their Primary skill sets (as described in the *Necromunda Rulebook*).

S.T.O.O.S. 26
KNOWN AS 'HERO', FREE OGRYNS
REVOLTING SLAVE OGRYN

SKILL ACCESS

An Ogryn Underboss has access to the following skill sets:

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

EQUIPMENT

An Ogryn Underboss may purchase weapons and Wargear from the Ogryn Underboss equipment list:

- An Ogryn Underboss may purchase Augmetic Weapons when recruited. During the course of a campaign, an Ogryn Underboss may not be given additional Augmetic Weapons.
- During the course of a campaign, an Ogryn Underboss may be given additional weapons purchased from the Hand Weapons section of this list.
- During the course of a campaign, an Ogryn Underboss may be given new Wargear purchased from this list or from the Trading Post and the Black Market.

OGRYN UNDERBOSS EQUIPMENT LIST

WEAPONS

AUGMETIC WEAPONS

- Augmetic fist40 credits
- Arc welder.....50 credits
- Heavy rock cutter*120 credits
- Heavy rock saw*110 credits
- Las cutter.....60 credits
- Paired augmetic fists*70 credits
- Storm-welder*75 credits

HAND WEAPONS

- Axe10 credits
- Brute cleaver20 credits
- Maul (club).....10 credits
- Spud-jacker.....15 credits
- Two-handed axe*25 credits
- Two-handed hammer*35 credits

WARGEAR

GRENADES

- Blasting charges35 credits
- Demo charges.....50 credits
- Frag grenades30 credits
- Incendiary charges40 credits
- Krak grenades45 credits

ARMOUR

- Carapace armour
 - Light.....80 credits
- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured undersuit25 credits
- Bio-booster35 credits
- Drop rig.....10 credits
- Servo harness – partial100 credits
- Stimm-slug stash25 credits

WEAPON ACCESSORIES

- Suspensors (weapons with Unwieldy trait only)40 credits

"I'm S.P.A.R.K.Y., he's
S.P.A.R.K.Y., we're all
S.P.A.R.K.Y.!"

S.P.A.R.K.Y.,
revolting Slave Ogryn

SLAVE OGRYN (GANGER)90 CREDITS EACH

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

SPECIAL RULES

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

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, that fighter adds 2 to the result of any hit rolls rather than the usual 1.

Limited Learning Capacity: A fighter with this special rule can spend Experience and gain Advancements as normal for a Ganger, but they cannot become a Specialist. Should this fighter roll a 2 or 12 when rolling on the Advancement – Ganger table, they may instead choose any other result on that table.

Runaway: Should a fighter with this special rule ever be taken Captive and Sold to the Guilders, the gang that sells them is awarded an extra D6x10 credits.

D.A.M.O. 04
HIVEWRECKERS
REVOLTING SLAVE OGRYN



SKILLS

A Slave Ogryn has the Headbutt skill (as described in the *Necromunda Rulebook*).

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Muscle
-	-	-	-	-	-	-	-	-

EQUIPMENT

A Slave Ogryn may purchase weapons and Wargear from the Slave Ogryn equipment list:

- A Slave Ogryn may purchase Augmetic Weapons when recruited. During the course of a campaign, a Slave Ogryn may not be given additional Augmetic Weapons.
- During the course of a campaign, a Slave Ogryn may be given additional weapons purchased from the Hand Weapons section of this list.
- During the course of a campaign, a Slave Ogryn may be given new Wargear purchased from this list or from the Trading Post and the Black Market.

SLAVE OGRYN EQUIPMENT LIST

WEAPONS

AUGMETIC WEAPONS

- Augmetic fist40 credits
- Arc welder.....50 credits
- Heavy rock cutter*120 credits
- Heavy rock saw*110 credits
- Las cutter.....60 credits
- Paired augmetic fists*70 credits
- Storm-welder*75 credits

HAND WEAPONS

- Axe.....10 credits
- Brute cleaver20 credits
- Maul (club).....10 credits
- Spud-jacker.....15 credits
- Two-handed axe*25 credits
- Two-handed hammer*35 credits

WARGEAR

GRENADES

- Blasting charges35 credits
- Demo charges.....50 credits
- Krak grenades45 credits

ARMOUR

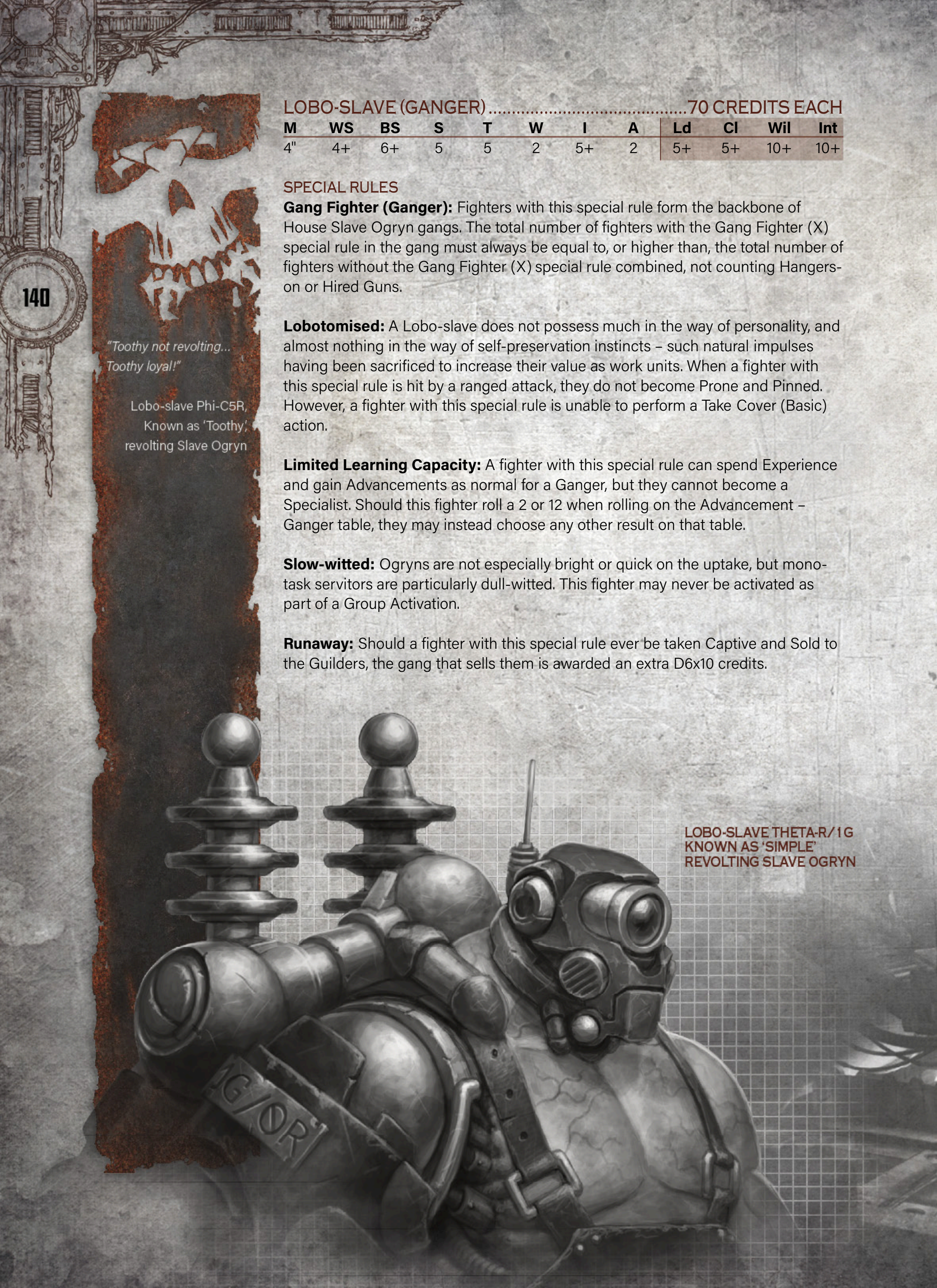
- Carapace armour
 - Light.....80 credits
- Furnace plates.....5 credits
- Hazard suit10 credits

PERSONAL EQUIPMENT

- Armoured undersuit25 credits
- Bio-booster35 credits
- Drop rig.....10 credits
- Servo harness – partial100 credits
- Stimm-slug stash25 credits

WEAPON ACCESSORIES

- Suspensors (weapons with Unwieldy trait only)40 credits



"Toothy not revolting...
Toothy loyal!"

Lobo-slave Phi-C5R,
Known as 'Toothy',
revolting Slave Ogryn

LOBO-SLAVE (GANGER).....70 CREDITS EACH

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

SPECIAL RULES

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

Lobotomised: A Lobo-slave does not possess much in the way of personality, and almost nothing in the way of self-preservation instincts – such natural impulses having been sacrificed to increase their value as work units. When a fighter with this special rule is hit by a ranged attack, they do not become Prone and Pinned. However, a fighter with this special rule is unable to perform a Take Cover (Basic) action.

Limited Learning Capacity: A fighter with this special rule can spend Experience and gain Advancements as normal for a Ganger, but they cannot become a Specialist. Should this fighter roll a 2 or 12 when rolling on the Advancement – Ganger table, they may instead choose any other result on that table.

Slow-witted: Ogryns are not especially bright or quick on the uptake, but mono-task servitors are particularly dull-witted. This fighter may never be activated as part of a Group Activation.

Runaway: Should a fighter with this special rule ever be taken Captive and Sold to the Guilders, the gang that sells them is awarded an extra D6x10 credits.

LOBO-SLAVE THETA-R/1G
KNOWN AS 'SIMPLE'
REVOLTING SLAVE OGRYN

SKILLS

A Lobo-slave has no skills and may never gain any.

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Muscle
-	-	-	-	-	-	-	-	-

EQUIPMENT

A Lobo-slave may purchase weapons and Wargear from the Lobo-slave equipment list:

- A Lobo-slave may purchase Augmetic Weapons when recruited. During the course of a campaign, a Lobo-slave may not be given additional Augmetic Weapons.
- During the course of a campaign, a Lobo-slave may be given additional weapons purchased from the Hand Weapons section of this list.
- During the course of a campaign, a Lobo-slave may be given new Wargear purchased from this list or from the Trading Post and the Black Market.

LOBO-SLAVE EQUIPMENT LIST

WEAPONS

AUGMETIC WEAPONS

- Augmetic fist40 credits
- Arc welder.....50 credits
- Heavy rock cutter*120 credits
- Heavy rock saw*110 credits
- Las cutter.....60 credits
- Paired augmetic fists*70 credits
- Storm-welder*75 credits

HAND WEAPONS

- Axe.....10 credits
- Brute cleaver20 credits
- Maul (club).....10 credits
- Spud-jacker.....15 credits
- Two-handed axe*25 credits
- Two-handed hammer*35 credits

WARGEAR

ARMOUR

- Carapace armour
 - Light.....80 credits
- Furnace plates.....5 credits
- Hazard suit10 credits

PERSONAL EQUIPMENT

- Armoured undersuit.....25 credits
- Bio-booster35 credits
- Drop rig.....10 credits
- Servo harness – partial100 credits
- Stimm-slug stash25 credits

WEAPON ACCESSORIES

- Suspensors (weapons with Unwieldy trait only).....40 credits



T.H.R.U.G. 12 'SPARKY', BOUNTY HUNTER

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CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	2+	5+	5	5	3	3+	3	7+	5+	7+	6+
Weapon		Rng		Acc		Str	AP	D	Am	Traits	
Las cutter		S	L	S	L	9	-3	2	-	Melee, Scarce, Versatile	
Augmetic fist		-	E	-	-	S+1	-1	2	-	Knockback, Melee	
Maul (club)		-	E	-	-	S	-	2	-	Melee	

SKILLS: Headbutt, Inspirational, True Grit

WARGEAR: Light carapace armour, photo-goggles, stimm-slug stash

T.H.R.U.G. 12 'SPARKY', FREED SLAVE OGRYN BOUNTY HUNTER

Unlike humans, a servitor Ogryn retains most of their mind when augmented for mono-task duties – there simply isn't that much to excise in the first place! T.H.R.U.G. 12 was a servitor for House Van Saar, toiling within the Archetek Helix workshops of Hive Primus. For his duties, T.H.R.U.G. was augmented with a voltrik harness and an arc-welder, a halo of sparking energy surrounding him as he worked on the think-synths and storm-chambers of the Helix. A freak accident, however, was to alter the Ogryn. While hauling massive MIU cables for a Clan Archetek, a power surge tore through from the spire, rippling out throughout Hive City. Everywhere systems overloaded and workers were fried at their stations, while in the Helix, green bolts of lightning danced among the primary cogitators. One of these bolts struck T.H.R.U.G., carrying with it the collected knowledge of the Van Saar home-engrams. The Ogryn rose smoking from the floor of Helix, his tiny brain buzzing with new thoughts and ideas... one word among them booming out above the others: "Freedom!"

After the accident, the Ogryn proved too unpredictable for the Helix, so the Clan sent T.H.R.U.G. down-hive to fight with one of the House gangs – the Daeyglow Dragons. The Ogryn fought well in the clan's gang wars, but each cycle the word kept coming back into his mind. It was not until the Daeyglow Dragons brought on a Ratling slopper that things finally clicked for T.H.R.U.G., however. The slopper, Epyff Anyi, simply pointed out that given the Ogryn's size and strength he should be in charge. After the ensuing violence abated, T.H.R.U.G. and Anyi were the only ones left standing, and the abhuman uprising had begun.

It was not long before other slave Ogryns, and even Beastmen, mutants and more than a few bored Ratlings were following T.H.R.U.G. around, dubbing the unusually intelligent Ogryn 'Sparky' or 'Smarticus'. Rival gangs, corrupt crime lords and outland monsters were not enough to bring the big man down. Now the Merchants Guild have taken notice of T.H.R.U.G.'s rebellion, and bounty posters plaster the underhive offering huge rewards for his capture – or execution.

SPECIAL RULES

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

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

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

Runaway: Should a fighter with this special rule ever be taken Captive and Sold to the Guilders, the gang that sells them is awarded an extra D6x10 credits.

Freed Slave Ogryn: T.H.R.U.G. 12 is a Bounty Hunter that can only be hired by Slave Ogryn and House Goliath gangs. He is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

Outlaw: T.H.R.U.G.12 'Sparky' is an Outlaw Hired Gun.

HOUSE GOLIATH WEAPONRY

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HAND FLAMER



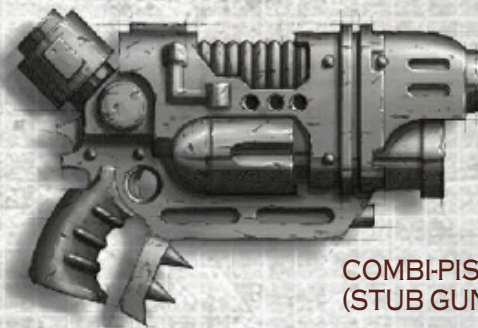
STUB GUN



BOLT PISTOL



COMBAT SHOTGUN



COMBI-PISTOL
(STUB GUN/PLASMA PISTOL)



COMBI-BOLTER/MELTA



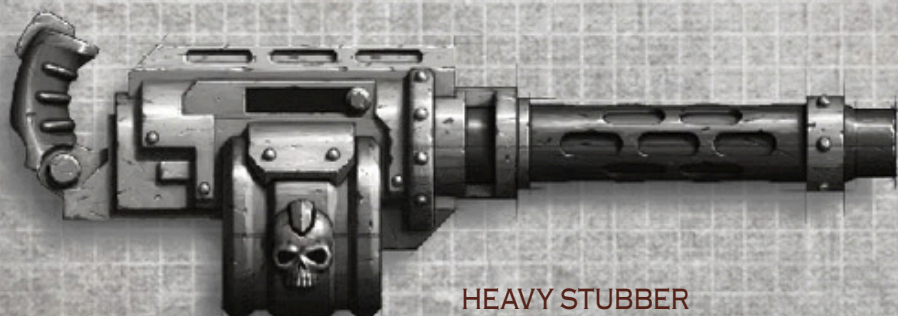
BOLTGUN



SHOTGUN



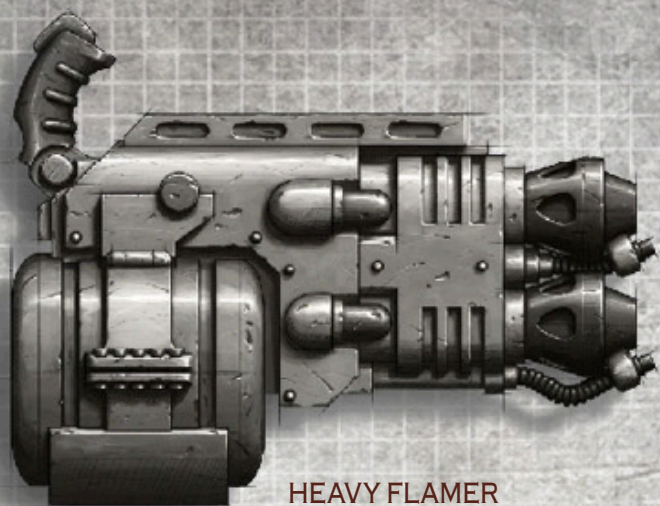
COMBI-BOLTER/FLAMER



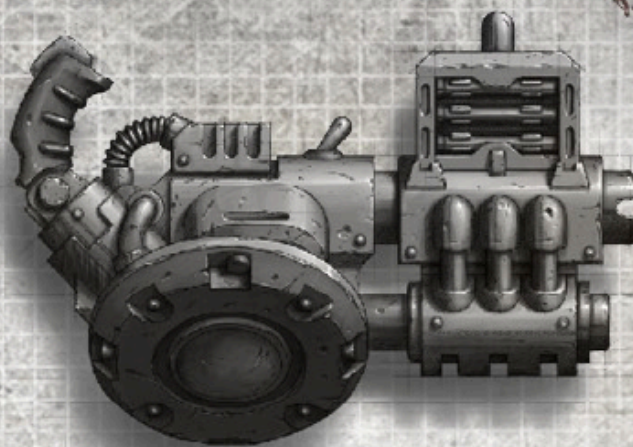
HEAVY STUBBER



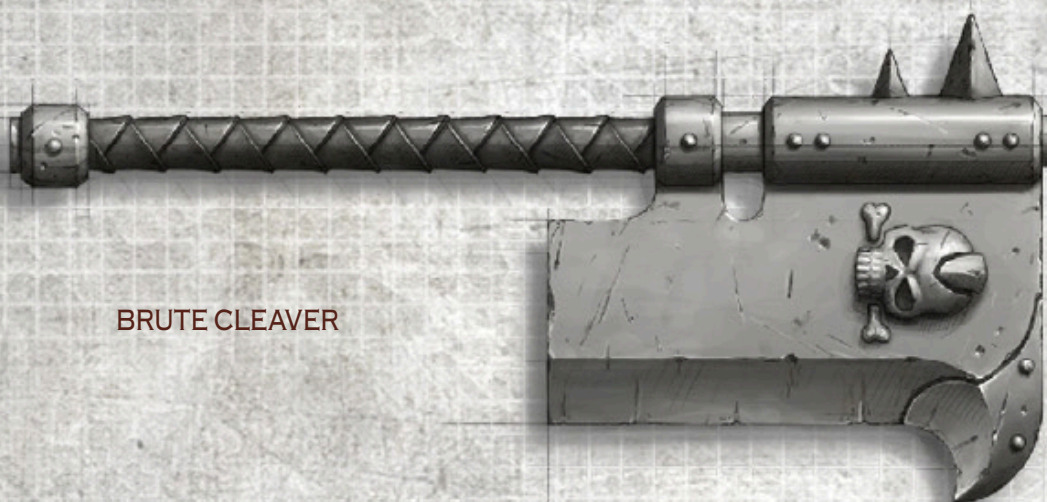
STUB CANNON



HEAVY FLAMER



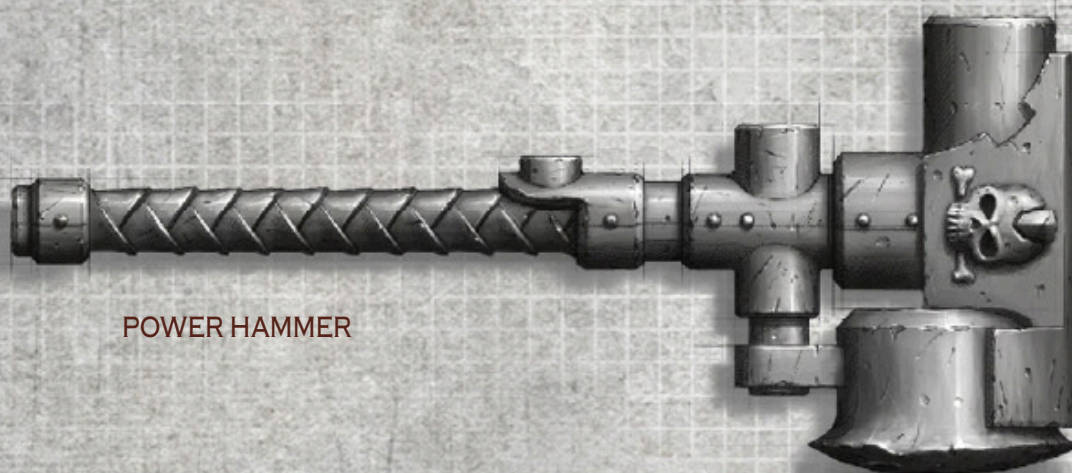
'KRUMPER' RIVET CANNON



BRUTE CLEAVER



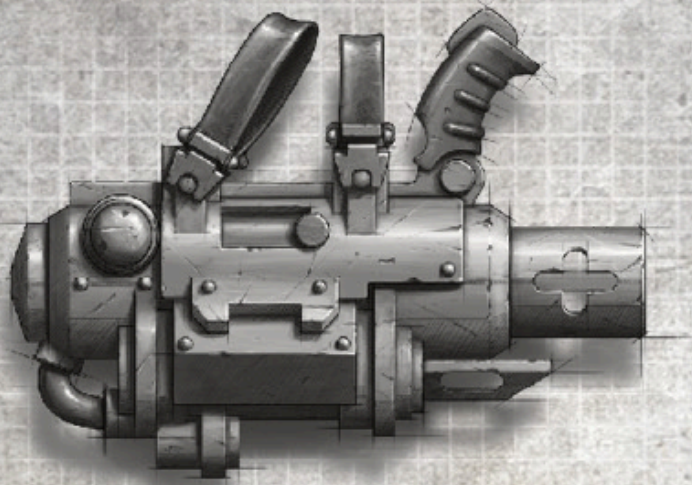
SPUD-JACKER



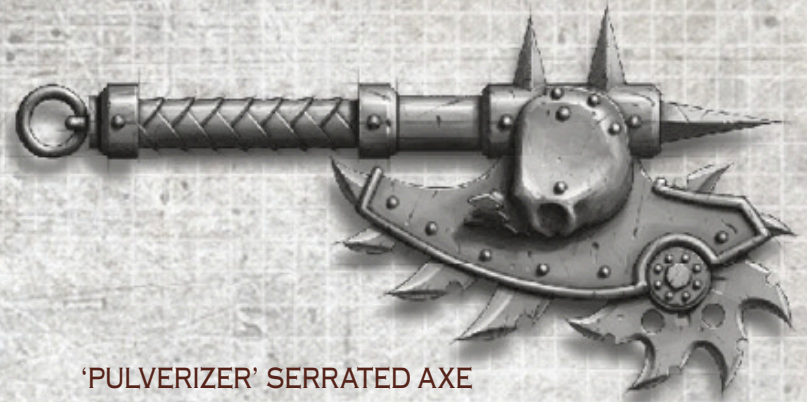
POWER HAMMER



'RENDERIZER' SERRATED AXE



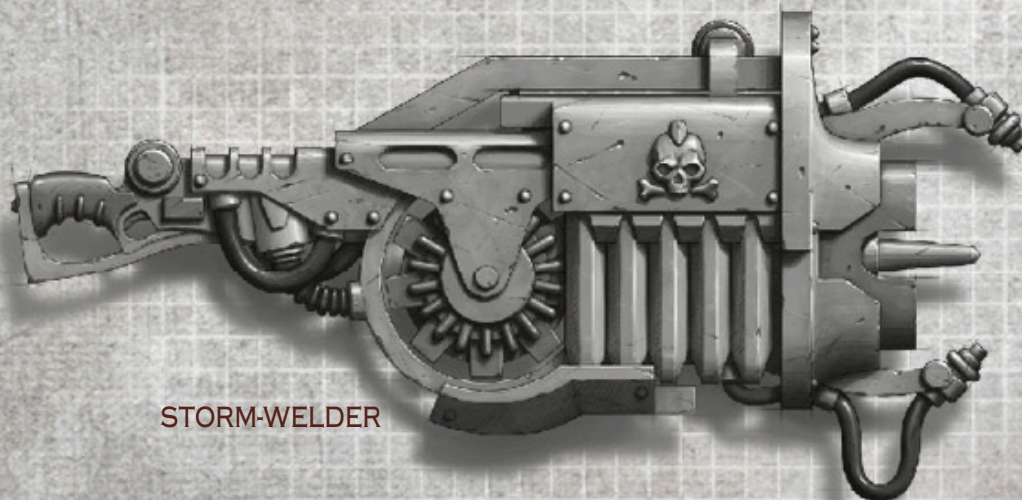
ASSAULT GRENADE LAUNCHER



'PULVERIZER' SERRATED AXE



HEAVY ROCK SAW



STORM-WELDER

WEAPON REFERENCE CHART

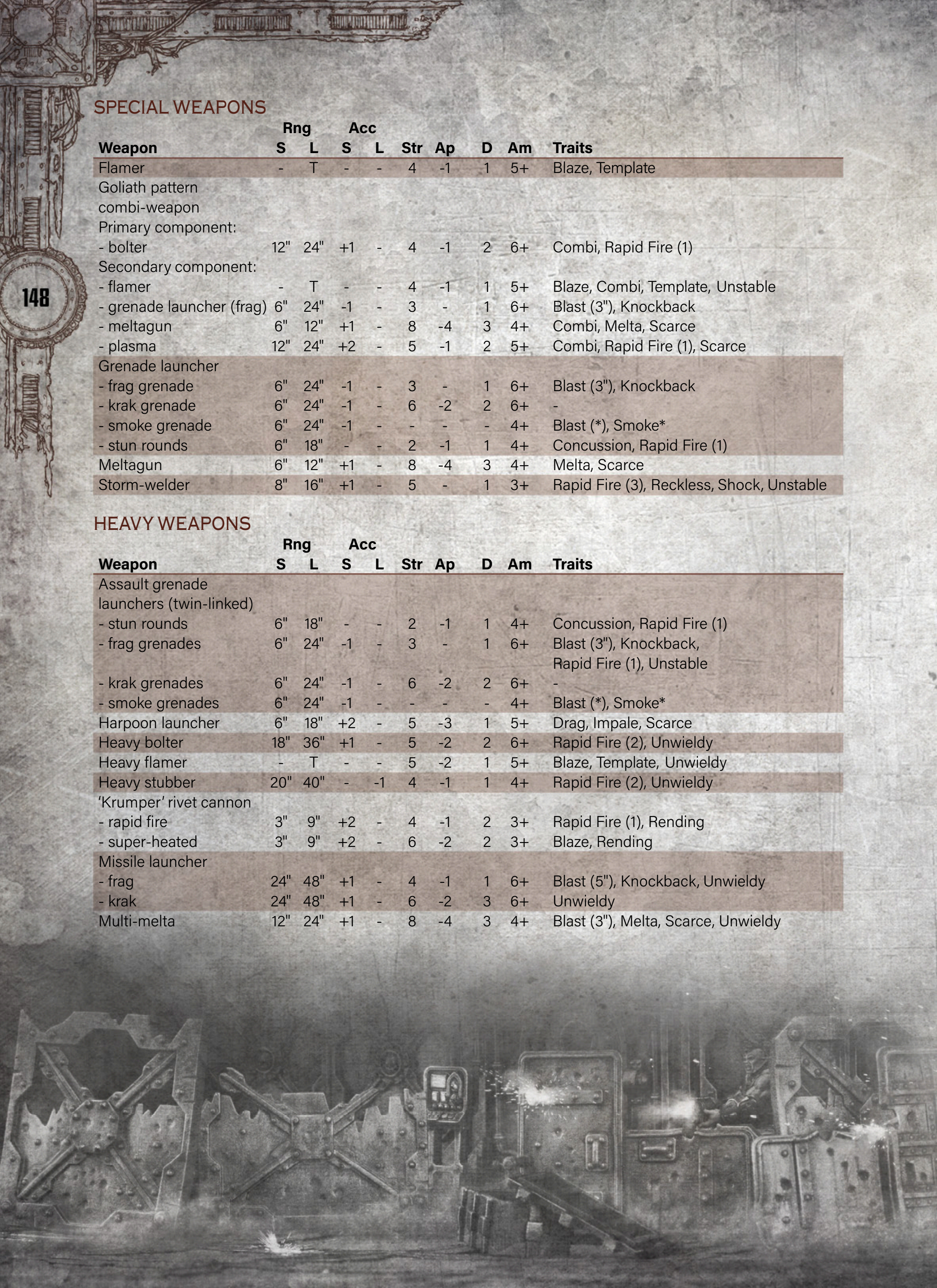
This reference section contains weapon profiles, Wargear rules and weapon traits for all of the weapons and Wargear available to House Goliath gangs and their allies.

BASIC WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
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	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
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
- executioner ammo	4"	16"	-1	+1	4	-2	2	6+	Knockback, Limited
- inferno ammo	4"	16"	+1	-	4	-	2	5+	Blaze, Limited
Stub cannon	9"	18"	-	-	5	-	1	3+	Knockback
Throwing knives	Sx2	Sx4	-	-1	-	-1	-	5+	Scarce, Silent, Toxin

PISTOLS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
Reclaimed autopistol	4"	12"	+1	-	3	-	1	5+	Rapid Fire (1), Sidearm
Bolt pistol	6"	12"	+1	-	4	-1	2	6+	Sidearm
Goliath pattern combi-pistol									
Primary component:									
- bolt pistol	6"	12"	+1	-	4	-1	2	6	Combi, Sidearm
- stub gun	6"	12"	+2	-	3	-	1	4+	Combi, Plentiful, Sidearm
Secondary component:									
- hand flamer	-	T	-	-	3	-	1	5+	Blaze, Combi, Template, Unstable
- plasma pistol	6"	12"	+2	-	5	-1	2	5+	Combi, Scarce, Sidearm
Hand flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Laspistol	8"	12"	+1	-	3	-	1	2+	Plentiful, Sidearm
Stub gun	6"	12"	+2	-	3	-	1	4+	Plentiful, Sidearm
- with dum dum rounds	5"	10"	+1	-	4	-	1	4+	Limited, Sidearm



SPECIAL WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Goliath pattern combi-weapon									
Primary component:									
- bolter	12"	24"	+1	-	4	-1	2	6+	Combi, Rapid Fire (1)
Secondary component:									
- flamer	-	T	-	-	4	-1	1	5+	Blaze, Combi, Template, Unstable
- grenade launcher (frag)	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
- meltagun	6"	12"	+1	-	8	-4	3	4+	Combi, Melta, Scarce
- plasma	12"	24"	+2	-	5	-1	2	5+	Combi, Rapid Fire (1), Scarce
Grenade launcher									
- frag grenade	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback
- krak grenade	6"	24"	-1	-	6	-2	2	6+	-
- smoke grenade	6"	24"	-1	-	-	-	-	4+	Blast (*), Smoke*
- stun rounds	6"	18"	-	-	2	-1	1	4+	Concussion, Rapid Fire (1)
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta, Scarce
Storm-welder	8"	16"	+1	-	5	-	1	3+	Rapid Fire (3), Reckless, Shock, Unstable

HEAVY WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Assault grenade launchers (twin-linked)									
- stun rounds	6"	18"	-	-	2	-1	1	4+	Concussion, Rapid Fire (1)
- frag grenades	6"	24"	-1	-	3	-	1	6+	Blast (3"), Knockback, Rapid Fire (1), Unstable
- krak grenades	6"	24"	-1	-	6	-2	2	6+	-
- smoke grenades	6"	24"	-1	-	-	-	-	4+	Blast (*), Smoke*
Harpoon launcher	6"	18"	+2	-	5	-3	1	5+	Drag, Impale, Scarce
Heavy bolter	18"	36"	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy
Heavy flamer	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy
Heavy stubber	20"	40"	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
'Krumper' rivet cannon									
- rapid fire	3"	9"	+2	-	4	-1	2	3+	Rapid Fire (1), Rending
- super-heated	3"	9"	+2	-	6	-2	2	3+	Blaze, Rending
Missile launcher									
- frag	24"	48"	+1	-	4	-1	1	6+	Blast (5"), Knockback, Unwieldy
- krak	24"	48"	+1	-	6	-2	3	6+	Unwieldy
Multi-melta	12"	24"	+1	-	8	-4	3	4+	Blast (3"), Melta, Scarce, Unwieldy

CLOSE COMBAT WEAPONS

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
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
Brute cleaver	-	E	-	+1	S	-1	1	-	Disarm, Melee
Chainaxe	-	E	-	+1	S+1	-1	1	-	Disarm, Melee, Parry, Rending
Chainsword	-	E	-	+1	S	-1	1	-	Melee, Parry, Rending
Chain glaive	E	2"	-1	-	S+2	-2	2	-	Melee, Unwieldy, Versatile
Ferocious jaws (Goliath Sumpkroc)	-	E	-	-	S	-1	1	-	Melee, Rending
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"), Concussion, Graviton Pulse
Heavy rock cutter	-	E	-	-	S+4	-4	3	-	Melee, Unwieldy
Heavy rock saw	-	E	-	+1	S+3	-3	2	-	Melee, Rending, Unwieldy
Las cutter	E	2"	+1	-	9	-3	2	6+	Melee, Scarce, Versatile
Maul (club)	-	E	-	-	S	+1	2	-	Melee
Mutated fists & bone spurs (Goliath ‘Zerker)	E	2"	-	-	S+1	-2	2	-	Knockback, Melee, Pulverise, Versatile
Open fists (Goliath ‘Zerker)	-	E	-	-	S	-1	1	-	Knockback, Melee
Paired augmetic fists	-	E	-	-	S+1	-1	2	-	Knockback, Melee, Paired
Power axe	-	E	-	-	S+2	-2	1	-	Disarm, Melee, Power
Power hammer	-	E	-	-	S+1	-1	2	-	Melee, Power
Power sword	-	E	-	-	S+1	-2	1	-	Melee, Parry, Power
‘Pulverizer’ serrated axe	-	E	-	-	S+1	-1	1	-	Melee, Pulverise
Master-crafted ‘Pulverizer’ serrated axe	-	E	-	-	S+1	-1	1	-	Master-crafted, Melee, Pulverise
Paired ‘Pulverizers’	-	E	-	-	S+1	-1	1	-	Melee, Paired, Pulverise
Master-crafted paired ‘Pulverizers’	-	E	-	-	S+1	-1	1	-	Master-crafted, Melee, Paired, Pulverise
‘Renderizer’ serrated axe	-	E	-	-	S+2	-1	2	-	Melee, Pulverise, Unwieldy
Master-crafted ‘Renderizer’ serrated axe	-	E	-	-	S+2	-1	2	-	Master-crafted, Melee, Pulverise, Unwieldy
Servo claw	-	E	-	-	S+2	-	2	-	Melee
Shock stave	E	2"	-	-	S+1	-	1	-	Melee, Shock, Versatile
Shock whip	E	3"	-1	-	S+1	-	1	-	Melee, Shock, Versatile
Spud-jacker	-	E	-	-	S+1	-	1	-	Knockback, Melee
Master-crafted Spud-jacker	-	E	-	-	S+1	-	1	-	Knockback, Master-crafted, Melee
Paired spud-jackers	-	E	-	-	S+1	-	1	-	Knockback, Melee, Paired
Master-crafted paired spud-jackers	-	E	-	-	S+1	-	1	-	Knockback, Master-crafted, Melee, Paired
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



GRENADES

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Blasting charges	-	Sx2	-	-	5	-1	2	5+	Blast (5"), Grenade, Knockback
Demo charges	-	Sx2	-	-	6	-3	3	*	Blast (5"), Grenade, Single Shot
Frag grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback
Incendiary charges	-	Sx3	-	-	3	-	1	5+	Blast (5"), Blaze, Grenade
Krak grenades	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade
Melta bombs	-	Sx3	-	-1	8	-4	3	6+	Demolitions, Grenade
Smoke grenades	-	Sx3	-	-	-	-	-	4+	Blast (*), Grenade, Smoke*
Stun grenades	-	Sx3	-	-	2	-1	1	4+	Blast (3"), Concussion, Grenade

PKEK THE SCYTHE
FURNACE HOWLERS
HOUSE GOLIATH

ARMOUR

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

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.

HAZARD SUIT

The Ash Wastes are a hostile place, their dunes are frequently toxic or corrosive, and strong winds whip up regular ash storms capable of blasting any exposed skin raw in minutes. Consequently, those such as ash crust miners and the poor wretches who maintain a hive's outer armoured skin frequently wear heavy suits of rubberised canvas with vulcanised plates that protect them from the dangers of their working environment. A hazard suit grants a 6+ save roll. Additionally, when a hazard suit is combined with a respirator, the fighter's Toughness is increased by 3 against Gas attacks, rather than the usual 2. Finally, a fighter wearing a hazard suit is immune to the Blaze and Rad-phage traits.

MESH

Mesh armour grants a 5+ save roll.



EQUIPMENT

This section covers equipment carried by fighters of House Goliath 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 game 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.

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.

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. Additionally, 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.

SKINBLADE

If the fighter is Captured at the end of a battle, they can attempt to escape. If they do, roll a D6. On a result of 1 or 2, they are unsuccessful. On a result of 3 or 4, they escape but are injured in the process – make a Lasting Injury roll for them. On a result of 5 or 6, they escape. A fighter who escapes is no longer Captured; however, their skinblade is lost and removed from their Fighter card.

STIMM-SLUG STASH

Once per game, a fighter with a stim-slug stash can use it at the start of their Activation. Immediately discard one Flesh Wound from the fighter's card, if any are present. Until the End phase of this round, the fighter's Move, Strength and Toughness characteristics are each increased by 2. At the start of the End phase, roll a D6. On a 1, the stim overload is too much – roll an Injury dice and apply the result to the fighter.

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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.

GUNSHROUD (BASIC WEAPONS AND PISTOLS)

A weapon fitted with a gunshroud gains the Silent trait.

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 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 in full.

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 model 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.

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.

DRAG

If a fighter is hit by a Drag weapon but not taken Out of Action, the attacker can attempt to drag the target closer after the attack has been resolved. If they do, roll a D6. If the score is equal to or higher than the target's Strength, the target is dragged D3" straight towards the attacker, stopping if they hit any terrain. If they move into another fighter (other than the attacker), both fighters are moved the remaining distance towards the attacker. If the weapon also has the Impale special rule and hits more than one fighter, only the last fighter to be hit can be dragged.

ENTANGLE

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

FIXED

A fixed weapon is not included on a fighter's card, but is 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.

GRAVITON PULSE

Instead of rolling to wound normally with this weapon, any model 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 model moving through this area will use 2" of their Movement for every 1" they move. Remove the Blast marker during the End phase.

GRENADE

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

A fighter can only carry a limited number of grenades. The Firepower dice 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.

IMPALE

If an attack made by this weapon hits and wounds the target, and the save roll is unsuccessful (or no save roll is made), the projectile continues through them and might hit another fighter! Trace a straight line from the target, directly away from the attacker. If there are any fighters within 1" of this line, and within the weapon's Long range, the one that is closest to the target is at risk of being hit. Roll a D6. On a 3 or more, resolve the weapon's attack against that fighter, subtracting 1 from the Strength. The projectile can continue through multiple fighters in this way, but if the Strength is reduced to 0, it cannot hit any more fighters.

KNOCKBACK

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

LIMITED

This special rule is applied to some special ammo types which can be purchased for weapons. If a weapon fails an Ammo check while using Limited ammo, they have run out – that ammo type is deleted from their Fighter card, 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.

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, then 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.

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.

SINGLE SHOT

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

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.

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.

UNSTABLE

If the Ammo symbol is rolled on the Firepower dice when attacking with this weapon, there is a chance that the weapon will overheat in addition to needing an Ammo check. Roll a D6. On a 1, 2 or 3, the weapon suffers a catastrophic overload and the attacker is taken Out of Action. The attack is still resolved against the target.

UNWIELDY

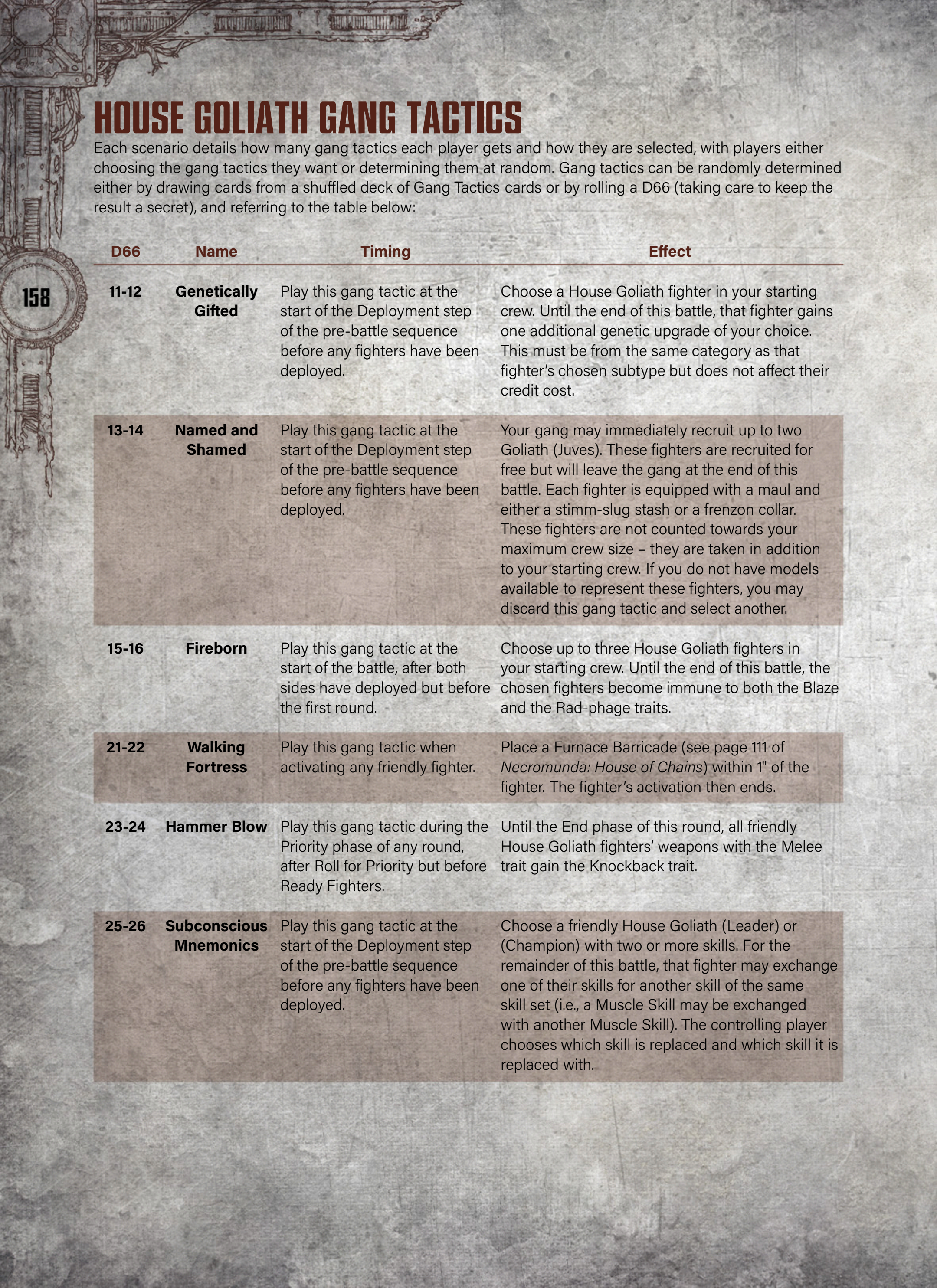
A Shoot action made with this weapon counts as a Double action as opposed to a Single action. In addition, a fighter who uses a weapon with both the Unwieldy and Melee traits in close combat cannot use a second weapon at the same time – this one requires both hands to use.

VERSATILE

The wielder of a Versatile weapon does not need to be in base contact with an enemy fighter in order to Engage them in melee. During their activation 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.

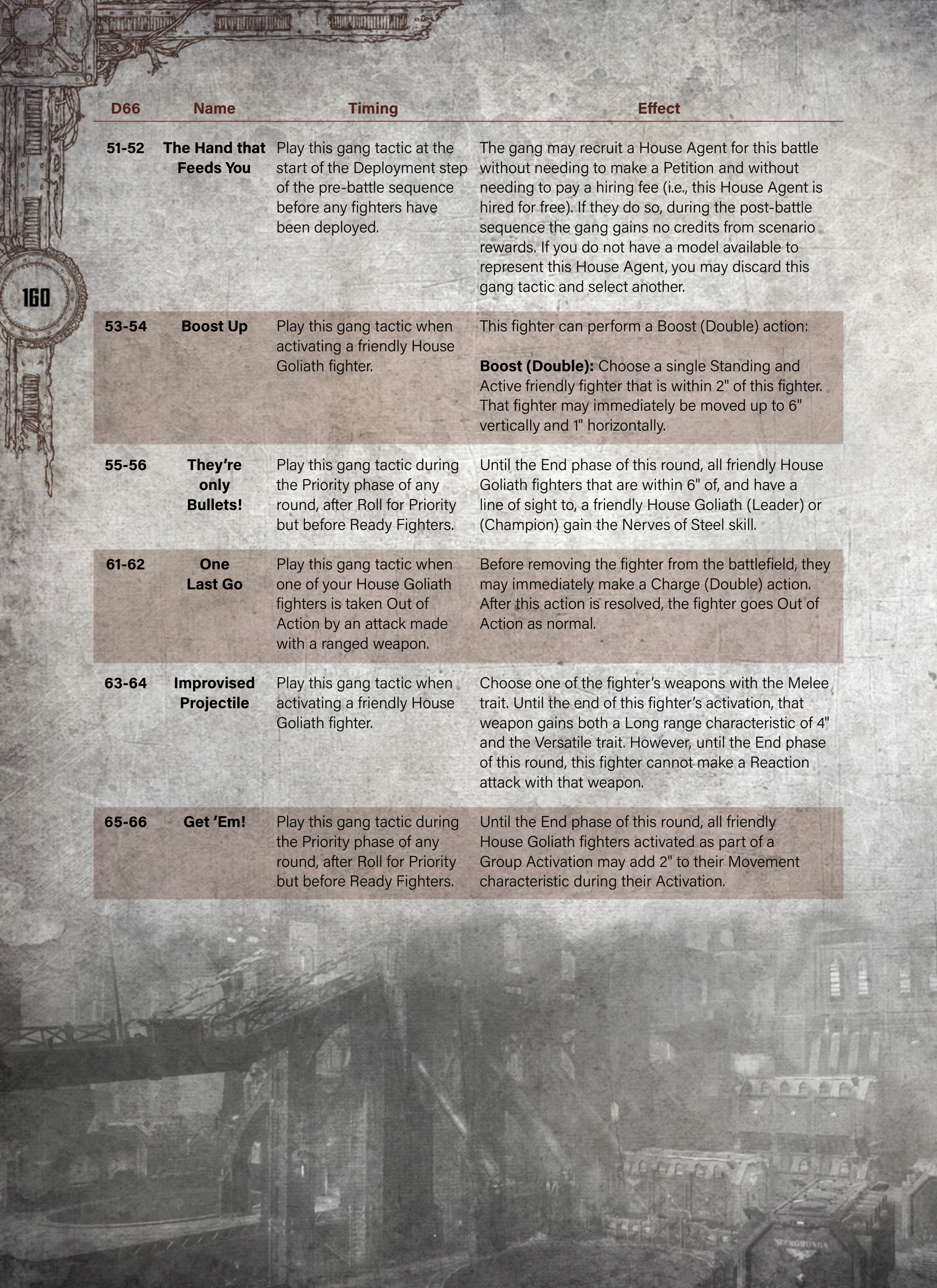


HOUSE GOLIATH GANG TACTICS

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	Genetically Gifted	Play this gang tactic at the start of the Deployment step of the pre-battle sequence before any fighters have been deployed.	Choose a House Goliath fighter in your starting crew. Until the end of this battle, that fighter gains one additional genetic upgrade of your choice. This must be from the same category as that fighter's chosen subtype but does not affect their credit cost.
13-14	Named and Shamed	Play this gang tactic at the start of the Deployment step of the pre-battle sequence before any fighters have been deployed.	Your gang may immediately recruit up to two Goliath (Juves). These fighters are recruited for free but will leave the gang at the end of this battle. Each fighter is equipped with a maul and either a stimm-slug stash or a frenzon collar. These fighters are not counted towards your maximum crew size – they are taken in addition to your starting crew. If you do not have models available to represent these fighters, you may discard this gang tactic and select another.
15-16	Fireborn	Play this gang tactic at the start of the battle, after both sides have deployed but before the first round.	Choose up to three House Goliath fighters in your starting crew. Until the end of this battle, the chosen fighters become immune to both the Blaze and the Rad-phage traits.
21-22	Walking Fortress	Play this gang tactic when activating any friendly fighter.	Place a Furnace Barricade (see page 111 of <i>Necromunda: House of Chains</i>) within 1" of the fighter. The fighter's activation then ends.
23-24	Hammer Blow	Play this gang tactic during the Priority phase of any round, after Roll for Priority but before Ready Fighters.	Until the End phase of this round, all friendly House Goliath fighters' weapons with the Melee trait gain the Knockback trait.
25-26	Subconscious Mnemonics	Play this gang tactic at the start of the Deployment step of the pre-battle sequence before any fighters have been deployed.	Choose a friendly House Goliath (Leader) or (Champion) with two or more skills. For the remainder of this battle, that fighter may exchange one of their skills for another skill of the same skill set (i.e., a Muscle Skill may be exchanged with another Muscle Skill). The controlling player chooses which skill is replaced and which skill it is replaced with.

D66	Name	Timing	Effect
31-32	Stimm Reserve	Play this gang tactic when activating any friendly fighter.	Choose one friendly fighter that is currently on the battlefield. Until the end of this battle, that fighter's Strength characteristic is increased by D3, However, until the end of this battle, that fighter's Toughness characteristic is decreased by 1. Note that if this decrease in Toughness reduces that fighter's Toughness to 0, they will go Out of Action as normal.
33-34	Vat Twin	Play this gang tactic at the start of the battle, after both sides have deployed but before the first round.	Choose two House Goliath fighters in your starting crew to be Vat Twins. If, during the battle, one of these fighters is taken Out of Action, the other fighter removes any Flesh Wounds it has and gains the Berserker, Nerves of Steel and Unstoppable skills until the end of this battle. If both fighters are targeted by the same attack, fully resolve the attack against both before applying this gang tactic; both fighters may go Out of Action before this card takes effect.
35-36	Unleash the Fear	Play this gang tactic when a friendly Goliath fighter performs the Flex (Simple) action.	All enemy fighters within 6" of, and with a line of sight to, the fighter performing the Flex (Simple) action must immediately make a Cool check. If the check is passed, this gang tactic has no further effect. If the check is failed, they become Broken.
41-42	Crunch Time	Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.	Until the End phase of this round, all unarmed attacks made by friendly fighters gain +1 S and the Pulverise trait.
43-44	Tempered in Battle	Play this gang tactic when a friendly House Goliath fighter takes an enemy fighter Out of Action with a close combat attack or by performing a Coup De Grace.	For the remainder of this battle, the fighter that took the enemy fighter Out of Action gains the Fearsome skill. In addition, for the remainder of this battle, this fighter gains +1 XP when they take an enemy fighter Out of Action with either a close combat attack or by performing a Coup De Grace.
45-46	Apprentice	Play this gang tactic at the start of the battle, after both sides have deployed, but before the first round.	<p>Choose a friendly Goliath (Champion) and a friendly Goliath (Juve) or (Prospect). Until the end of this battle, the (Champion) gains the Overseer skill. However, this skill can only be used to activate the chosen (Juve) or (Prospect). If the chosen (Champion) already has the Overseer skill, the Order (Double) actions becomes an Order (Basic) action when used to activate the chosen (Juve) or (Prospect).</p> <p>Alternatively, until the end of this battle that (Champion) may gain the Mentor skill. However, this skill can only be used when the chosen (Juve) or (Prospect) gains an Experience point. If the chosen (Champion) already has the Mentor skill, they can use the Mentor skill for any fighter as normal, but automatically pass any Leadership checks made for the nominated (Juve) or (Prospect).</p>



D66	Name	Timing	Effect
51-52	The Hand that Feeds You	Play this gang tactic at the start of the Deployment step of the pre-battle sequence before any fighters have been deployed.	The gang may recruit a House Agent for this battle without needing to make a Petition and without needing to pay a hiring fee (i.e., this House Agent is hired for free). If they do so, during the post-battle sequence the gang gains no credits from scenario rewards. If you do not have a model available to represent this House Agent, you may discard this gang tactic and select another.
53-54	Boost Up	Play this gang tactic when activating a friendly House Goliath fighter.	This fighter can perform a Boost (Double) action: Boost (Double): Choose a single Standing and Active friendly fighter that is within 2" of this fighter. That fighter may immediately be moved up to 6" vertically and 1" horizontally.
55-56	They're only Bullets!	Play this gang tactic during the Priority phase of any round, after Roll for Priority but before Ready Fighters.	Until the End phase of this round, all friendly House Goliath fighters that are within 6" of, and have a line of sight to, a friendly House Goliath (Leader) or (Champion) gain the Nerves of Steel skill.
61-62	One Last Go	Play this gang tactic when one of your House Goliath fighters is taken Out of Action by an attack made with a ranged weapon.	Before removing the fighter from the battlefield, they may immediately make a Charge (Double) action. After this action is resolved, the fighter goes Out of Action as normal.
63-64	Improvised Projectile	Play this gang tactic when activating a friendly House Goliath fighter.	Choose one of the fighter's weapons with the Melee trait. Until the end of this fighter's activation, that weapon gains both a Long range characteristic of 4" and the Versatile trait. However, until the End phase of this round, this fighter cannot make a Reaction attack with that weapon.
65-66	Get 'Em!	Play this gang tactic during the Priority phase of any round, after Roll for Priority but before Ready Fighters.	Until the End phase of this round, all friendly House Goliath fighters activated as part of a Group Activation may add 2" to their Movement characteristic during their Activation.