

# NECROMUNDA

THE GAME OF UNDERHIVE BATTLES

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## COMMUNITY EDITION

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Special thanks to the worldwide Necromunda community, whose years of continuing discussions are instrumental.

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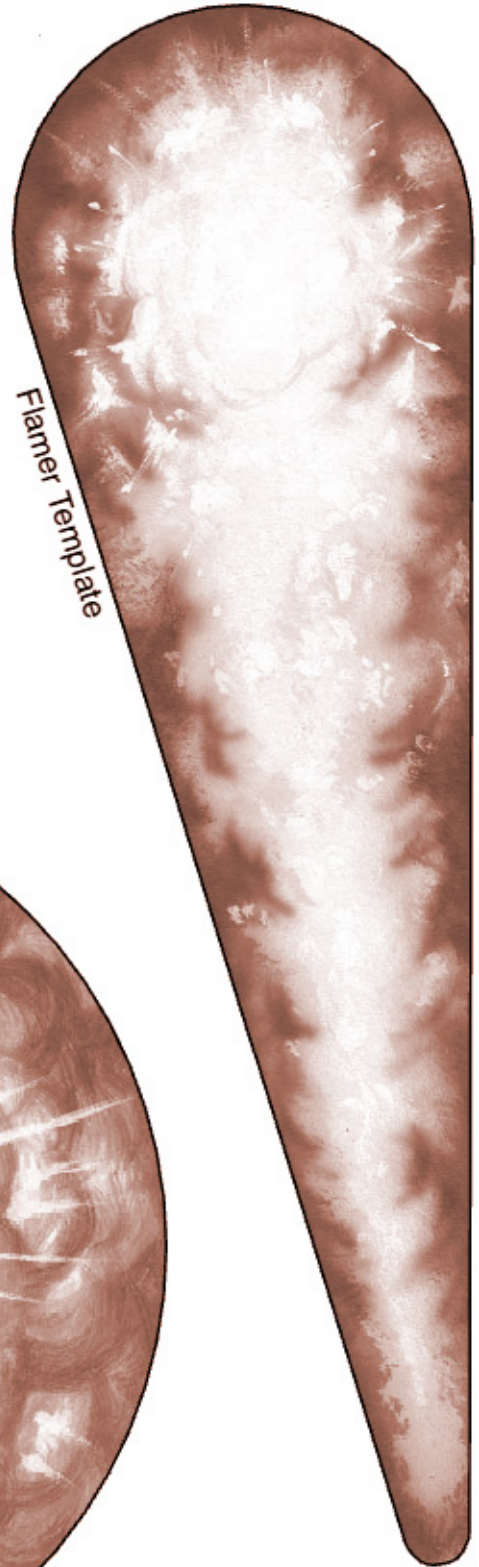
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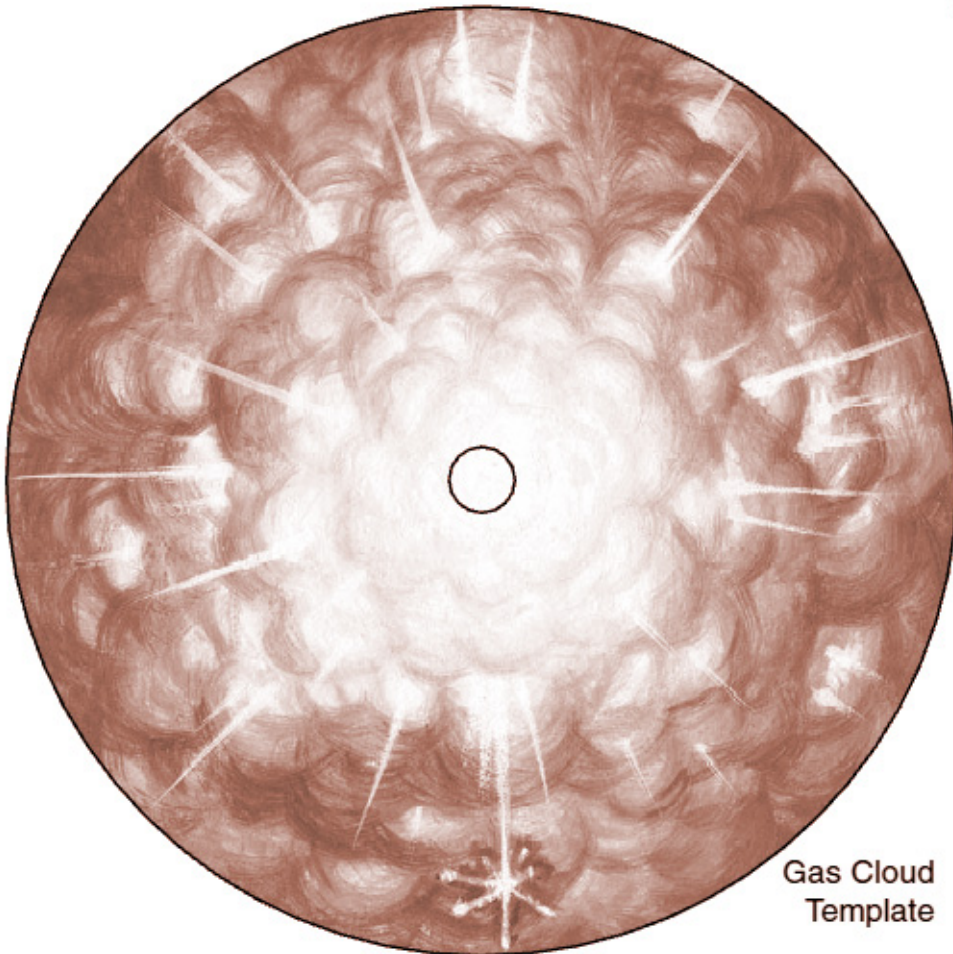




Blast Template



Flamer Template



Gas Cloud Template

Pistols	Range		To Hit		Strength	Damage	Save Modifier	Ammo Roll	Special	
	Short	Long	Short	Long						
Stub Gun	0-8	8-16	+1	-1	3	1	-	4+	-	
Autopistol	0-8	8-16	+2	-	3	1	-	4+	-	
Laspistol	0-8	8-16	+1	-	3	1	-	2+	-	
Hand Flamer	-	-	-	-	3	1	-1	5+	Flamer, Ammo Roll, Catch Fire (5+)	
Bolt Pistol	0-8	8-16	+2	-	4	1	-1	6+	-	
Plasma Pistol (Low)	0-8	8-16	+1	-	4	1	-1	4+	-	
Plasma Pistol (Max)	0-8	8-16	+2	-	5	1	-2	6+	Gets Hot	
Needle Pistol	0-8	8-16	+2	-	3	1	-1	6+	Toxic Dart, Injuries, Silent	
Web Pistol	0-6	6-9	-	-1	-	-	-	6+	Webbed Targets, Solvent, Capture	
<b>Basic Weapons</b>										
Autogun	0-12	12-24	+1	-	3	1	-	4+	-	
Shotgun (Solid Slug)	0-4	4-18	+1	-1	4	1	-	4+	Knock-back	
Shotgun (Scatter Shot)	0-4	4-18	+1	-1	3	1	-	4+	Pellets	
Shotgun (Manstopper)	0-4	4-18	+1	-	4	1	-	4+	Knock-back	
Shotgun (Hot Shot)	0-4	4-18	+1	-1	4	1	-	6+	Knock-back, Catch Fire (5+)	
Shotgun (Bolt)	0-4	4-24	+1	-	4	1	-1	6+	-	
Hunting Rifle	0-8	8-32	-1	-	3	1	-	4+	Critical Shot	
Lasgun	0-8	8-24	+1	-	3	1	-	2+	-	
Boltgun	0-12	12-24	+1	-	4	1	-1	6+	-	
<b>Special Weapons</b>										
Autoslugger	0-12	12-24	+1	-	3	1	-	5+	Sustained Fire (1)	
Flamer	-	-	-	-	4	1	-2	4+	Flamer, Ammo Roll, Catch Fire (4+)	
Grenade Launcher	0-14	14-28	-	-1	-	-	-	6+	Ammo	
Plasma Gun (Low)	0-8	8-24	+1	-	5	1	-2	4+	-	
Plasma Gun (Max)	0-12	12-24	+1	-	6	1	-3	6+	Sustained Fire (1), Gets Hot	
Meltagun	0-6	6-12	+1	-	8	D6	-5	4+	High Impact	
Needle Rifle	0-16	16-32	+1	-	3	1	-1	6+	Toxic Dart, Injuries, Silent	
<b>Heavy Weapons</b>										
Heavy Flamer	-	-	-	-	5	D3	-3	3+	Flamer, A. Roll, C. Fire (3+), M.&Fire	
Heavy Stubber	0-20	20-40	-	-	4	1	-1	4+	Sustained Fire (2)	
Heavy Bolter	0-20	20-40	-	-	5	D3	-2	6+	Sustained Fire (2)	
Missile Launcher (Frag)	0-20	20-72	-	-	4	1	-2	6+	Gas Cloud	
Missile Launcher (Krak)	0-20	20-72	-	-	8	D6	-5	6+	High Impact	
Heavy Plasma Gun (Low)	0-20	20-40	-	-	7	D3	-4	4+	Blast, High Impact	
Heavy Plasma Gun (Max)	0-20	20-72	-	-	8	D6	-5	6+	Gas Cloud, High Impact	
Autocannon	0-20	20-72	-	-	8	D6	-5	4+	Sustained Fire (1), High Impact	
Lascannon	0-20	20-60	-	-	9	2D6	-6	2+	High Impact, Terrifying Force	
<b>H-T-H Weapons</b>										
H-T-H Weapons	Str.	Dam.	Save	Mod	Special	Grenades				
Knife	User	1	-	-		Smoke Bombs	-	-	-	Gas Cloud, Smoke
Chain, Flail	User+1	1	-		Nullify, Clumsy	Choke	-	-	-	Gas Cloud, Choke
Club, Maul, Bludgeon	User+1	1	-	-		Scare	-	-	-	Gas Cloud, Scare
Massive Weapon	User+2	1	-		2hand, Draw, M.Blow	Photon Flares	-	-	-	Blast, Blind
Sword	User	1	-		Parry	Frag	3	1	-1	Gas Cloud
Chainsword	4	1	-2		Parry, Noisy	Plasma	5	1	-2	Blast, Plasma Ball
Power Axe	User+3	1	-		Dual-banded	Krak	6	D6	-3	-1 Hit, Demolition
Shock Maul	5	1	-2		Out of Action, Injury	Melta Bombs	8	2D6	-5	Demolition
Power Sword	User+2	1	-		Parry	Hallucinogen	-	-	-	Gas Cloud, Halluc
Power Fist	User+5	D3	-	-						

# INTRODUCTION

Necromunda is a game of fierce combat between rival gang fighters in the dangerous underworld of the Necromundan hives.

A hive is an ancient and incomprehensibly vast city, built up layer upon layer, stretching ten miles into the planet's atmosphere. To those who live in the depths the dark and ruinous Underhive offers every opportunity for wealth and power. Its collapsed caverns conceal the riches of the distant past: rare and precious metals, unfathomable archeotech devices, wondrous mutated fungi and much more. It is also a place of danger, where mutant creatures, renegades and killers hide from the laws of House and Hive. And, of course, there are others who want the riches of the Underhive for themselves.

Outside the hives the planet's surface is covered by endless miles of toxic ash wastes and the atmosphere is so polluted that it corrodes the hive's armoured walls. Above is a harsh sky and the sun's deadly light. Beyond the planet itself is the wider galaxy and the great realm of the Imperium of Man, an empire of a million worlds held in thrall by the Adeptus of Earth. But such things are nothing but legends in the Underhive where sky and space, planets and even the ground itself are concepts so wild and abstract that many refuse to believe they exist.

## TABLETOP CONFLICT

The Necromunda game allows you to fight conflicts between rival Underhive gangs on the tabletop. The opposing gangs are represented by models, assembled and painted by yourself, each representing an individual gang fighter. You'll find more information about the different cultures and peoples of Necromunda in the later sections of this book. Your tabletop becomes a part of the Underhive, the scene of the action, with ruined buildings, gantries and multi-level walkways.

The aim of the game is to outfight your opponent, which requires a mixture of skill and luck. You'll soon learn how to arm and equip your gang efficiently, and how to exploit the ruins and other terrain to your best advantage. You'll also want to expand your gangs beyond the models provided in the game. Many models are available for the different gangs and new models are coming out all the time. With these you can expand your collection, equip fighters with different weapons, and add more powerful characters.

## BUILDING THE GANG

Every time you play Necromunda you earn the opportunity to improve your gang. By winning games you gain territory, discover ancient artifacts, uncover mineral wealth, and so on. With this wealth you can buy more weaponry and hire more gang fighters.

Your gang will also improve with time. Every time a gang fights, its members gain in skill and experience. Young juves quickly progress to become full gang fighters, and fighters learn new abilities which make them superior combatants.

As the gang's leader becomes richer and his followers ever more deadly, his fame will spread throughout the Underhive. Famous gunfighters and other renegades will come and seek him out, perhaps to join him, maybe to collect the inevitable bounty that piles upon his head!

By recording the details of your gang you can watch it grow from a bunch of young hopefuls to hardened fighters feared and respected throughout the domes.

## THE RULEBOOK

This book, the Necromunda rulebook, contains the rules of the game. You don't need to learn all the rules to play, but we suggest you read through the rulebook before attempting your first game. The most important rules are summarised on the separate playsheets, and you'll quickly find these are all you need in most situations. For more detailed rules and to resolve more complex situations, you can always refer to the rulebook itself.

## NEW PLAYERS

If you're new to Games Workshop games then you'll be reassured to know that finding other players isn't normally a problem – you'll be surprised how many there are! There may be a Games Workshop store nearby, where you can obtain models, paints and game supplements. Games Workshop stores are not just shops, they are hobby centres where the staff will happily help you learn the rules, show you how to paint, and suggest ways to use and develop your collection. Games Workshop staff are also players who collect and paint their own forces and fight battles themselves.

## WHAT IS THE COMMUNITY EDITION

The NCE is not an attempt to overhaul or hugely expand the Necromunda game, instead it's intended to be a fan update to an already solid set of rules.

There are three main aims to this project. To better balance the weapons and skills alongside minor tweaks to improve general gameplay. To clarify ambiguities and patch up rule holes. And finally to introduce select new equipment and scenarios that conform with the spirit of the game and add variety.

All changes to the official rules are marked in red. Their origins stem from many years of discussions by players from all over the world, each of whom deserves a big ol' bottle of Wildsnake!

## WHAT YOU WILL NEED

### MODELS

Games of Necromunda are fought out using model fighters, each approximately 28mm tall. Before playing you need enough models to assemble a complete 'gang' as detailed later in the rules. A large variety of different models are available from Games Workshop, illustrations of which can be found throughout this book, and particular in the colour section at its centre.

### TEMPLATES

Special templates are used to determine the effects of many weapons. For example, grenade and shell bursts, and the gout of burning fire projected by a flamer. You can find these near the front of the book. You can photocopy the page and cut out the templates for use in your games, or alternatively purchase more sturdy plastic versions available from Games Workshop.

### DICE

A variety of different dice are used in the Necromunda game, as follows.



**From left to right:** Two D6's, a scatter dice, and an artillery dice

**Ordinary dice (known as D6's)** are marked 1 to 6 in the usual way. These dice are used a lot during play and to save space on charts they are always referred to as D6 (where 'D' stands for dice). So, when the rules call upon you to roll a D6 we are simply asking you to roll a dice. D6+1 means roll a dice and add 1 to the score. 2D6 means roll two dice and add the scores together to obtain a score of 2-12.

**The Scatter dice** is marked with four arrows and two HIT symbols. This dice is used to determine where grenades and shells land if they miss their target, hence 'scatter'. The dice can be used to establish any random direction from a point. Note that the HIT symbol also has a small arrow on it to facilitate this.

**The Artillery dice** is marked 2, 4, 6, 8, 10 and MISFIRE. This dice is used in conjunction with the Scatter dice to determine how far shells land from their mark. A MISFIRE result can result in a shell proving dud or even exploding in the breach.

In some cases, you will also find references to a dice called a D3. There isn't actually any such thing as a 3-sided dice, instead a D3 means roll a D6 and halve the result rounding up.

So, for a D3, a roll of a 1 or 2 = 1, a roll of 3 or 4 = 2 and a roll of 5 or 6 = 3.

### RE-ROLLS

Sometimes you may be offered the chance to re-roll a dice throw. This is exactly what it sounds like, pick up the dice and roll them again. You must accept the result of the second roll even if it's worse than the first roll and re-rolled dice cannot ever be re-rolled a second time. Note if you re-roll a single 2D6 or D66 roll then both dice must re-rolled. For example, when taking a Leadership test you cannot re-roll just one of the dice, both dice must be re-rolled.

### HALVING VALUES

Sometimes you may need to halve a value, in which case fractions are always rounded up – eg a fighter with a Weapon Skill of 5 that finds himself inside a smoke cloud must halve his Weapon Skill to 3.

### WHAT ELSE YOU WILL NEED

In addition to the game components mentioned above you will need two or more players and a firm, level tabletop or area of floor. A kitchen table will do fine. Some gamers make their own gaming tables from a sheet of chipboard or something similar. Such a table can be slightly larger than the table or trestles that support it, and can be divided into two or more pieces for ease of storage.

You will need at least one retractable tape measure marked in feet and inches. All distances in Necromunda are given in Imperial units.

Pens and pencils, and plenty of paper will also be required. When you play a game you will need to keep track of wounds suffered by your fighters, the weapons they are carrying, and other details. This is most easily done using a roster sheet, an example of which is included in this book. We recommend that you copy or photocopy additional roster sheets and use them to record details during the game. We'll explain more about roster sheets and how to use them later in this book.



# THE RULES

## CHARACTERISTICS

The Underhive fighters of Necromunda have wildly varied martial skills and physical abilities. Some are faster than others, some are stronger, some more determined, some are better shots, and so forth. This tremendous variety is fully represented in the form of characteristics and special skills. Right now we won't worry about the special skills – these come later with practice and battle experience.

Each model fighter is defined by their characteristics which are assigned a value of between 1 and 10. The higher value your model has for any characteristic the better – for example, a model with a Strength of 6 is stronger than a model with a Strength of 2. Descriptions of the characteristics are given below.

**Move (M):** A model's move shows the number of inches it can move in a turn. The usual number is 4 as almost all fighters move 4" per turn, although they can move faster when they are running or charging.

**Weapon Skill (WS):** Weapon Skill is a measure of close combat ability – how good the person is at hand-to-hand fighting.

**Ballistic Skill (BS):** Ballistic Skill shows how good a shot the person is. When you shoot a gun the chance of hitting a target depends upon your Ballistic Skill.

**Strength (S):** Strength simply shows how strong a person is! Strength is especially important when you fight hand-to-hand combat because the stronger you are the harder you can hit or thrust.

**Toughness (T):** Toughness is a measure of how easily an individual can withstand a hit from a weapon or a blow from a club, hand weapon or fist. The tougher you are the harder you are to wound or kill.

**Wounds (W):** A model's Wounds value shows how many times a fighter can be wounded before he collapses and goes down dead or incapacitated. Most individuals have a Wounds value of only 1 but tough veteran gangers might have a value of 2 or more.

**Initiative (I).** The Initiative value represents alertness and reaction speed. It determines a fighter's chance of dodging a sudden blow or gathering his wits while shells and bombs explode around him.

**Attacks (A).** The Attacks value indicates the number of 'Attack dice' rolled when the model fights in hand-to-hand combat. The more dice you roll the more chance you have of beating your opponent!

**Leadership (Ld).** Leadership represents raw courage and self-control. The higher a person's Leadership the more likely he is to remain steadfast in combat while others run off or are slain around him.

## CHARACTERISTIC PROFILE

A model's characteristic values are written in the form of a convenient chart which we call his characteristic profile. Below is the average profile for a 'Ganger'.

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

When you raise your first gang it will include many gangers with exactly this profile. As you fight games against other players your fighters will get better and their characteristics will rise. All these details are recorded using your gang rosters. This is explained properly later on. For now it's enough to know what the characteristics are and how the values vary.

## MINIMUM VALUES

Gang fighters can sometimes suffer penalties to their characteristic profile, usually due to serious injuries. Even if a model suffers multiple penalties to the same value it's not possible to modify a characteristic to below 1. The only exception to this is Wounds which can be reduced to 0 if the fighter becomes injured.

## CHARACTERISTIC TESTS

During a game fighters will often be required to take characteristic tests. For example, a model hit by a scare grenade must take a Toughness test to see if he succumbs to the effects of the gas.

If a model must take a characteristic test then roll a D6. If the result is equal to or below the characteristic involved then the test is passed. If the result is higher than the characteristic then the test has been failed.

Leadership tests work in exactly the same way except that the test is rolled using 2D6. The two scores are added together and compared against the model's Leadership value to see if the test is passed.

Some experienced gangers can have a characteristic value that is 6 or even greater. Obviously it's not possible to roll above that value using a D6, but it's still possible for the model to fail the test. If a model is required to take a characteristic test against a value that is 6 or above and you roll a 6, roll a second D6. If you a roll 1-3 then the test is failed, while a roll of 4-6 results in the test being passed. Note Leadership tests ignore this rule as gang fighters cannot have a Leadership value of 12 or greater.

It's possible for a model to have two separate Strength values, one for each arm. This can happen if the fighter suffers an Arm Wound or is using a bionic arm. If the model is required to take a Strength test then the arm with the highest Strength is used for the test.

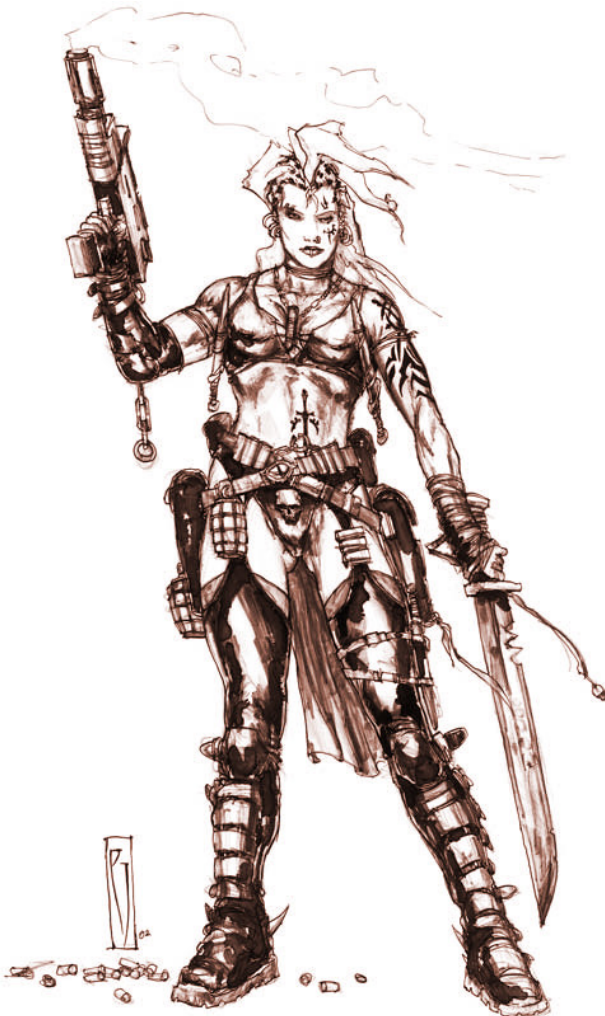


## THE TURN

During the game you take command of a gang of Necromundan Underhive fighters. Your opponent commands a rival gang, your deadly opponents in the forthcoming conflict.

The model fighters and scenery are set up on the tabletop as appropriate for the encounter you are fighting (see the Scenarios section in the Sourcebook). There are many different types of encounter, varying from the straightforward shoot-out to rescue missions, ambushes and daring raids. Depending on the encounter played, you can set the gang fighters up in different ways, but all the games are basically played in the same fashion.

To begin with one side takes a turn, then the other side, then the original side and so on, much like a game of draughts or chess. When it is your turn you can move all your models, shoot with any fighters that are able to do so, and fight hand-to-hand combats. Once your turn is complete it is your opponent's turn to move, shoot and fight with his gang.



## PHASES

To keep track of who's doing what and when, your turn is divided into four distinct phases as follows. Each phase is completed before beginning the next. So, begin by moving all your models, then shoot with all models that can do so, then fight hand-to-hand, and finally recover any models that have run from the fight.

### 1 MOVEMENT

During the movement phase you may move your gang fighters according to the rules given later for movement.

### 2 SHOOTING

In the shooting phase you may shoot with any appropriate weapons as described in the rules for shooting.

### 3 HAND-TO-HAND

During the hand-to-hand phase all models in hand-to-hand combat may fight. Note that both sides fight in hand-to-hand combat regardless of whose turn it is.

### 4 RECOVERY

During the recovery phase you can attempt to recover individuals whose nerve has broken. The rules for keeping your nerve, running away and recovery are described later.

Once your turn is complete it is your opponent's turn. Your opponent works through each phase, moving, shooting, fighting hand-to-hand and recovery, after which his turn is over.

Games last until one side either gives in or is forced into defeat as described later. You can also be obliged to withdraw from the fight if your side takes too many casualties. During some encounters, there is a specific objective which you must achieve, perhaps to destroy a machine or rescue a captive. Each of the special encounters describes what you must do to win, and therefore end, the game.

## MOVEMENT

During the movement phase you can move your models as you wish in accordance with the rules given below. Move your model fighters one at a time and finish moving each before moving the next one. You can move your fighters in any order except where noted below.

### 1 CHARGERS

If you want a model to charge at an enemy and attack him hand-to-hand then you must do this before moving any other models. When you charge you must declare to your opponent that you are charging and indicate which enemy model you are attacking.

### 2 COMPULSORY MOVES

Sometimes a model is obliged to move in a certain way and this is called a 'compulsory move'. For example, a fighter whose nerve breaks must run away from his enemies and take cover. Make all your compulsory moves before finishing any remaining movement.

### 3 THE REST

Once you have moved chargers and compulsory movers you can move the rest of your models as you wish.

## MOVING

During their movement phase models can move up to their move rate in inches in any direction. Most fighters have a move characteristic (M) of 4 and so can move 4" in any direction including up or down ladders.

In normal circumstances you do not have to move the full permitted distance or at all if you do not wish. Any exceptions are described later and invariably involve charging or compulsory moves.

At the end of a fighter's move the model can be turned to face in any direction. Pivoting on the spot does not count as movement. This is important to remember as some weapons can only be fired if the model remained stationary.

*Justice in the Underhive is a rough and ready affair, administered chiefly by the local Guilders Courts under the supervision of each settlement's most powerful Guilders. These rich and influential individuals keep the peace inside the towns and oversee any trading that goes on the merchant posts.*

*The Guilders hire local fighters called Watchmen to man the gates and walk the streets during lights out. If bigger problems arise, such as outlaw gangs raiding the surrounding holes, the Guilders pay local gang leaders to deal with them. This provides a lucrative income for the most successful gangs. Strangers, trouble-makers and quarrelsome citizens are targeted by the diligent Watchmen and dealt with by means of a swift crack on the head or a night in the pit. Belligerent or persistent types are hauled up before the next Guilder Court for trial and sentence.*

## RUNNING

The normal 4" move represents a person moving at a fairly rapid rate but allowing time to aim and shoot a weapon and generally observe what is going on around him. If you wish a model can move much quicker than this – he can run! A running fighter can move at double speed: 8" rather than 4", for example.

A running model loses his chance to shoot in the turn. He is concentrating on running and is not prepared to fight, having shouldered his weapons or replaced them in holsters. You should declare that models are running as they move, as this will help to remind both players that the model is unable to shoot that turn.

If a fighter starts the turn with any enemy models within 8" then he cannot run that turn. The fighter is unwilling to holster his weapons with enemy gang members so close and must stay alert to them. Note this applies even if the fighter cannot visually see the enemy as he could well have heard them moving or loading their guns. Any enemy models in hiding are ignored as the fighter is unaware of their presence.

## CHARGE!

If you wish a model to engage an enemy in hand-to-hand combat then you must declare and make a special move called a charge. The reason we do this is that the enemy may get a chance to shoot as you leap towards him waving your weapons and yelling a bloodcurdling cry. Without measuring the distance, declare that you are charging and indicate which enemy model you wish to attack. **You can declare a charge against any enemy model that is not in hiding, even enemy models that the charger cannot see at the start of his move.**

A charge is like a run, at double move rate, but ends with the attacker touching his enemy base-to-base. Once opposing models are touching bases in this way they are engaged in hand-to-hand combat. Models are also engaged in hand-to-hand combat if separated by a low wall or obstacle, where it is literally impossible for the bases to touch because the wall is in the way.

**If you can move your fighter into base-to-base contact with more than one enemy model with his charge move, he can charge them both. This might be inadvisable as he will then be fighting two enemies at once!**

It can happen that you charge an enemy but fail to reach him because you have miscalculated the distance. If this happens the model is moved as far as possible towards his enemy and can do nothing for the rest of the turn.

Note that you cannot move models into hand-to-hand combat except by charging – any move intended to bring a fighter into hand-to-hand combat is a charge by definition.

After the charge move is resolved you may declare another charge. [note: The order of charges are important especially against overwatches]



## HIDING

The Hiding rule allows us to represent the fact that real people can duck down and conceal themselves in a way our unmoving and dramatically posed models cannot. A hiding fighter keeps as still as possible, just peeking out over his cover or around a corner. Hiding is sometimes useful if you want to keep out of a fight until the enemy gets within close range, or if you want a breather to recover and to regroup your forces.

A model can hide if it **is** behind a low wall or column, at the corner of a building, or in a similar position where a person might reasonably conceal himself. The player declares that his fighter is **hiding at any point during the move** and can indicate this by placing a Hidden counter beside the model.

While hidden a fighter cannot be seen or shot at, even if a portion of the model is actually sticking up or out from its cover. While hidden a model cannot shoot without giving away its position or coming out of hiding. If a hiding model shoots or moves so that it can be seen then it is no longer hidden and can be shot at as normal.

A model that runs or charges is not able to hide that turn. His sudden burst of speed does not give him time to conceal himself from view.

A model may stay hidden over several turns so long as it remains behind a concealing wall or similar feature. It may even move around behind cover so long as it remains concealed while it does so. If an enemy moves into a position where he would clearly be able to see the hidden fighter, then the model cannot claim to be hidden any longer and the counter is removed.

A model may not hide if it is too close to an enemy – he will be seen or heard no matter how well concealed he may be. This distance varies according to the enemy fighter, who will always see, hear, or otherwise spot hidden foes within his Initiative value in inches. So, a fighter whose Initiative value is 3 will automatically spot all hidden enemy within 3").

### Silent Attacks

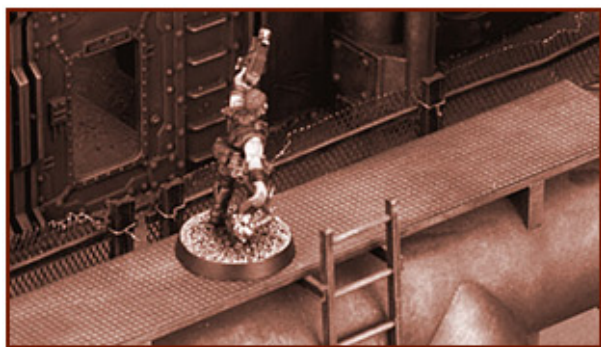
Normally a hidden fighter that shoots must come out of hiding, the sound of the gunshot and flare of its muzzle flash easily giving away his position. However, some weapons emit no sound nor flare. If a hidden fighter fires a silent weapon then there is a chance he will remain undetected. After the shot has been made, roll a D6. On a roll of 4+ the enemy gang is unable to detect the shooter's position and so will remain in hiding. On any other roll the shooter is spotted and must come out of hiding as normal.

## TERRAIN

Battles mostly take part in open areas where movement is easiest. Obviously high walls and other constructions will block your progress, but the ground level and raised surfaces are reasonably solid. However, should you find yourself struggling over shifting ash wastes or up to your elbows in marshes of bubbling pollutant, your progress will be impeded as indicated below.

### OPEN GROUND

The tabletop surface, building floors, connecting walkways and ladders are all considered to be open ground which does not affect your movement. You can also move through doors or hatches without slowing your speed.



### DIFFICULT GROUND

Difficult ground includes steep or treacherous slopes, dense stands of hive foliage such as giant fungi, pools of pollutant liquid or effluvia, and thick or sodden hive dust. Models move over difficult ground at half speed or half rate, so 1" of movement counts as 2". For example, to cross a 1 1/2" wide pool of bubbling algal slime you must expend 3" of your move. Similarly, if moving over a steep mound of ash waste you'll move at 2" per turn rather than 4".

A fighter who is running is slowed down by difficult ground. He will run at 4" rather than 8" over steep slopes for example, because all models move at half speed over difficult terrain.



### VERY DIFFICULT GROUND

This is the really nasty stuff you wouldn't want to go near. It includes tar pits, deep or noxious pools of liquid wastes, and narrow crawlholes through the rubble. Models move over very difficult ground at a quarter rate, so each 1" of movement counts as 4".



### IMPASSABLE GROUND

Much of the Underhive is simply impossible to move over or through, such as deep or corrosive pools, enveloping layers of soft hive dust, and, of course, solid walls, collapsed tunnels and the like.



### WALLS AND BARRIERS

Walls, pipelines, small heaps of debris, and other low obstacles form barriers that you can either go around or leap over. A model can leap over a barrier less than 1" high and no more than 1" deep without impeding its movement at all. A barrier between 1" and 2" high, and no more than 1" deep, can still be crossed by climbing over but you must give up half of your total move that turn to do so. For example, if you would otherwise move 4" then you must give up 2". A barrier higher than 2" is too tall to climb over and is effectively impassable.



## SHOOTING

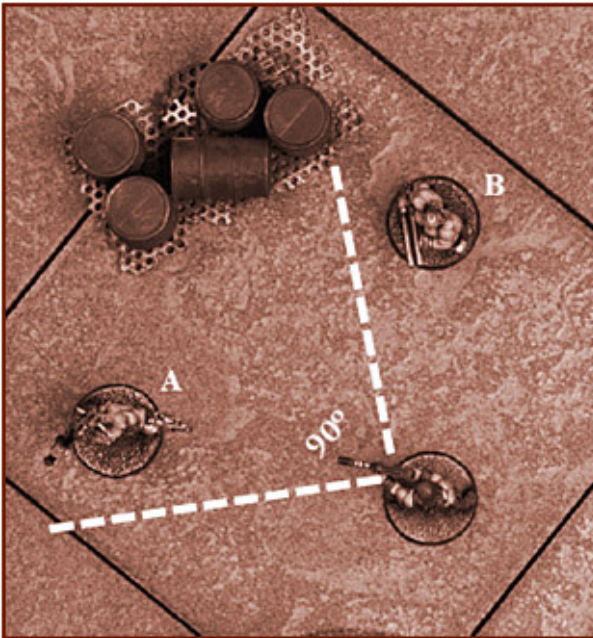
Necromundan Underhive fighters carry a variety of weaponry. Individual fighters often have several different weapons such as grenades, pistols, knives and guns.

During the shooting phase of your turn each of your fighters may shoot once with one of his weapons. So you can either shoot a laspistol, fire a boltgun, or throw a grenade, for example.

Work through your models one at a time. Pick which fighter is going to shoot, nominate his target, work out if he hits his enemy and, if he does so, any wounds or injuries caused, and then continue to the next shooter. You can take shots in any order you wish.

### WHO CAN SHOOT

Each model can shoot once in the shooting phase so long as he can see a target and assuming he has a suitable ranged weapon or a supply of grenades. The fighter is always assumed to face in the direction faced by the model itself, and is able to see within a 90 degree arc to his front. You can only shoot at a target within this arc as shown on the diagram below.



In the diagram target A is within the 90° arc of sight and so can be shot at. Target B cannot be shot at because he is outside the 90° arc of sight.

To shoot at a target a fighter must be able to see it, and the only way to check this is to stoop over the tabletop for a model's eye view. Sometimes it will be obvious whether a target can be seen, at other times it will be more difficult as buildings and girders will be in the way. **Note fighters can also block line of sight just like terrain.**

So long as the shooter can see at least a part of the target's body he can shoot, even if all that can be seen is an arm or leg. If he can see nothing but the tip of a gun or the end of a sword then he cannot shoot as he is unable to see the target's body. If in doubt, and if you've checked the shot from both the firer's and the target's view and still can't decide, then roll a dice – on a 1, 2 or 3 you can't see and on a 4, 5 or 6 you can.

### CLOSEST TARGET

You must shoot at the closest enemy as he represents the most immediate threat and therefore the most obvious target. However, you can fire at a more distant target if it is easier to hit. For example, a closer target may be hard to hit because it is partly obscured by cover whilst a more distant target might be in the open and therefore an easier shot.



In this diagram the closest target is A but he is obscured by cover and so is more difficult to hit than the more distant targets B, C and D. In this situation the firer may shoot at Target B since he is the closer of the more distant targets even though he is further away than target A.

Once the target of the shot has been declared the model is turned to directly face the target. If due to this move a new enemy model falls within the fighter's arc of sight that is both closer than the original target and isn't harder to hit then he must become the new target of the shot and the fighter is repositioned accordingly.

### MOVING AND SHOOTING

All fighters can move at their normal movement rate and shoot in the same turn. There is no penalty for this as a normal move assumes a certain amount of time spent stationary or nearly so.

## RANGE

Once you have decided to shoot and have chosen your target you must measure to see whether the shot is within range. Each type of weapon has a maximum range as indicated later in the Armoury section. The following examples show the short range, long range and maximum ranges of some typical weapons.

Weapon	Short Range	Long Range	Max Range
Laspistol	0-8"	8-16"	16"
Bolt Pistol	0-8"	8-16"	16"
Autogun	0-12"	12-24"	24"
Lasgun	0-8"	8-24"	24"
Meltagun	0-6"	6-12"	12"
Shotgun	0-4"	4-18"	18"
Missile Launcher	0-20"	20-72"	72"
Heavy Stubber	0-20"	20-40"	40"

Assuming your target is within range you can proceed with the shot. If the target is out of range then you have automatically missed, but you still have to test to see whether your weapon develops a fault (see Ammo Rolls, later in this section).

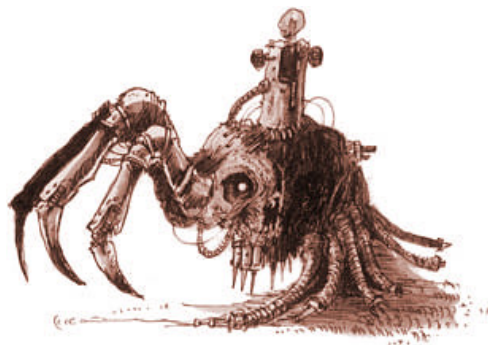
## HITTING THE TARGET

To determine whether a shot hits its target roll a D6. The dice score needed will depend upon how good a shot the firer is (as indicated by his Ballistic Skill or BS). The chart below shows the minimum D6 roll needed to score a hit.

BS	1	2	3	4	5	6	7	8	9	10
D6 score	6	5	4	3	2	1	0	-1	-2	-3

For example: If the shooter is a ganger with a BS of 3, a dice roll of a 4 or more is required to hit the target. An easy way to remember this is simply to subtract the firer's BS from 7 to find the number needed to hit.

You will notice that the chart covers scores of 1 and even less. However, a dice roll of a 1 is always a miss regardless of circumstances. There is no such thing as a certain hit – if the dice turns up a 1 you have missed!



## HIT MODIFIERS

Some shots are easier than others. It is easier to hit a target that is in the open compared to a target behind cover. Usually it is easier to hit a target if it is close compared to one further away. These are represented by the following modifiers.

### -1 IN PARTIAL COVER

Up to half the target is obscured as defined in the section on cover.

### -2 IN COVER

More than half the target is obscured as defined in the section on cover.

### -1 OVERWATCH

The shooter is firing at a target whilst on overwatch.

### -1 CHARGING

The shooter is firing at a target that is charging him whilst on overwatch.

### -1 RAPID MOVING TARGET

The target moved 12" or more in his previous move phase.

### -1 SMALL TARGET

The whole target is less than 1/2" tall or wide. Such targets might include unexploded bombs, mechanical devices, or a specific point on the floor. Gang models are always larger than this!

### +1 LARGE TARGET

The whole target is 2" tall or wide. Such targets include large processor tanks, bulkhead doors and other sizeable bits of industrial equipment.

Modifiers for range depend upon the weapon used. All weapons have their own range bands and different modifiers at short or long range, as indicated in the Armoury section of this book. The following examples show how this works.

Weapon	Short Range	Long Range
Laspistol	+1	-
Bolt Pistol	+2	-
Autogun	+1	-
Shotgun (solid slug)	+1	-1
Grenade Launcher	-	-1
Plasma Gun	+1	-
Heavy Bolter	-	-
Lascannon	-	-

Pistols, basic and special weapons are sensitive to range: they are likely to hit at short range but can be inaccurate at long range. Remember, long range isn't very far in the case of a pistol! Heavy weapons aren't sensitive to range. With these weapons it is as easy to hit at a distance as it is at short range because a close moving target is hard to track with a weighty or clumsy weapon.

## COVER

The many walls, girders, buttresses and ruined buildings in the Underhive provide plenty of cover. If a target is partly obscured by intervening cover then it will be harder to hit. How much harder depends upon how much of the target is obscured by the cover. **Although fighters in the way of a shot can block line of sight, they do not provide any cover modifiers and so are ignored when working out how much of the target is obscured.**

If the shooter can see at least half of the target's body but not the entire body, then the target is said to be 'in partial cover'. The shooter suffers a -1 to hit penalty.

If the shooter can see some of the target's body but less than half of it, then the target is said to be 'in cover'. The shooter suffers a -2 to hit penalty.

If a target model is in cover or partially in cover and hiding, then it cannot be seen or fired at even if the shooter can see a portion of the model's body. The fighter is assumed to be keeping still, concealing himself in the shadows and hugging his cover as closely as he can (see Hiding in the Movement section).

A certain amount of judgement is called for by the players when deciding whether a model can be seen, if it is in cover, or whether it can reasonably continue to hide behind cover. In practice, players quickly reach an agreeable method of determining this for themselves, but if you really cannot decide in a particular case then each player rolls a dice to settle the matter, the highest scorer deciding in that instance.



*In Cover: less than half of the fighters' body is in view.*



*In Partial Cover: more than half of the fighters' body is in view.*



*In The Open: a shooter would incur no penalties to hit.*

## SMALL & LARGE TARGETS

These modifiers are not normally used unless the encounter involves a specific target which is especially large or small. For example, perhaps you must destroy a water still collecting vane or a chemical storage tank to achieve your objective. Enemy fighters are never small or large targets.

## 7+ HIT

Because of the modifiers it is quite possible that you will end up needing a score of 7 or more to hit the target. It is obviously impossible to roll a 7 on a D6, but you can still hit if you are lucky. Roll a D6 as before. If you roll a 6 then you might have hit. Roll a further D6 – the additional score required is shown on the chart below.

Score Needed to Hit	7	8	9	10
Additional D6 Score	4+	5+	6+	Miss

Example: A juve is shooting a stub gun at a target 12" away and behind partial cover. The juve's BS is 2 so he requires a 5 to hit. The modifiers are -1 for long range and a further -1 for partial cover. A score of 7 is therefore needed. To achieve this the juve must roll a 6 followed by a further roll of a 4 or more.

## PRONE TARGETS

When a fighter is pinned or down the model is placed on its back or its front to reflect that he has hit the dirt and is keeping his head down. It's important to take this into account when working out if the prone target can be seen and when working out cover modifiers. For example, if a fighter becomes pinned behind a barricade then it might not be possible to target the model again as he may no longer be visible behind the barricade. This requires fair judgement from both players as the model itself won't always make this obvious.



**PINNED**

As soon as a fighter is hit the model is knocked over and placed face up. We say the model has been pinned by enemy fire.

The force of the shot has knocked the fighter off his feet. The shot may have hurt or even killed him, or he may be lucky and escape without significant harm. Even if he survives he is momentarily confused, or, at best, his instincts force him to hit the dirt and keep his head down.

Later we'll deal with what happens to the pinned fighter if he survives unharmed. First, we'll find out whether the shot has wounded him.



**WOUND**

Once you have hit a target you must test to see whether a wound is inflicted. A shot may fail to cause a wound because it hits part of the target's equipment or weaponry, or perhaps it just scratches the skin or causes some very minor injury which the fighter bravely ignores. If you fail to cause a wound then the target is unharmed but is still pinned by enemy fire as described later.

To determine whether your shot has caused a wound you must compare the Strength value of the weapon with the Toughness (T) characteristic of the target. You will find a complete description of the various weapons together with their Strength values and special rules in the Armoury section, but a few examples are given here.

Weapon	Strength
Laspistol	3
Bolt Pistol	4
Stub Gun	3
Autogun	3
Lasgun	3
Boltgun	4
Meltagun	8
Lascannon	9
Autocannon	8
Heavy Stubber	4

The chart below shows the D6 score required to turn a hit into a wound. Remember, an average Toughness characteristic value is 3 for gangers and other humans. However, the Underhive contains many foul other denizens whose toughness can range from average to unbelievable high proportions.

**TARGET'S TOUGHNESS**

	1	2	3	4	5	6	7	8	9	10
1	4	5	6	6	N					
2	3	4	5	6	6	N				
3	2	3	4	5	6	6	N			
4	2	2	3	4	5	6	6	N		
5	2	2	2	3	4	5	6	6	N	
6	2	2	2	2	3	4	5	6	6	N
7	2	2	2	2	2	3	4	5	6	6
8	2	2	2	2	2	2	3	4	5	6
9	2	2	2	2	2	2	2	3	4	5
10	2	2	2	2	2	2	2	2	3	4



## INJURIES

Most fighters have a Wound characteristic of 1 but some have a value of 2 or more. If the target has more than 1 wound then deduct 1 wound from his total for each wound he suffers. Make a note on the roster sheet. So long as the model has a least 1 wound left he can continue to fight.

As soon as a fighter suffers his last remaining wound roll to determine the extent of his injuries. The player who inflicted the wound rolls a D6 consults the following chart.

### 1 FLESH WOUND

The target has sustained a minor wound. Deduct -1 from both his Weapon Skill and Ballistic Skill for the rest of the game.

### 2-5 DOWN

The target falls down to the ground where he lies wounded and barely conscious. Turn the model over or face down, to show that the fighter has gone 'down'.

### 6 OUT OF ACTION

The target has been badly wounded and falls to the ground unconscious. He takes no further part in the game and the model is immediately removed from play.

### Flesh Wound

If a model only sustains a flesh wound then he suffers a mild injury and is able to fight on. **His Wounds value is reinstated to 1 and he can move and act as normal.**

A fighter can sustain several flesh wounds and still continue to fight, albeit at reduced effectiveness. Make a note on your roster sheet and apply the penalties indicated for the rest of the game. Leave the model lying face upmost to show it is still pinned (see later).

Each time a model suffers a flesh wound, it loses a further point of WS and BS **to a minimum of 1. Once a model with a Weapon Skill and Ballistic Skill of 1 suffers a further flesh wound then the fighter drifts into unconsciousness due to severe loss of blood and is taken out of action.**

### Down

When a fighter goes down he is either badly injured or temporarily knocked senseless: he might recover or he might lapse into unconsciousness and even die. Turn the model face down to show the fighter has gone down. A model which goes down may do nothing except crawl as noted below.

A player must roll to see what happens to any of his fighters who are down at the end of his recovery phase. Fighters may recover, stay down, or go out of action. Roll a D6 and consult the Injury chart again. Models which recover to flesh wounded can continue to fight but suffer the -1 WS/BS penalty, and are pinned for one turn (see Pinned). Turn the model face up to show this. Models which stay down remain face down and unchanged. Models which go out of action are removed.

During his movement phase a model who is down can crawl 2", but other than this the fighter cannot do anything else. This enables a badly wounded character to get behind cover (if he's lucky!).

### Out of Action

'Out of action' indicates a man is out of combat and also out of the game. Remove the model from the tabletop. It is impossible to tell whether the fighter is alive or dead, but for game purposes it makes no difference at this stage. After the fight is over you can test to see whether he survives and if he sustains any serious lasting injuries as a result of his wounds (see the later Campaign sections for details).

## MULTIPLE WOUNDS

Some weapons inflict more than 1 wound when they hit. A model cannot be reduced to fewer than zero wounds, but each extra wound inflicted means you roll another Injury dice. So, if a fighter has 1 wound remaining and suffers 4 wounds he rolls four Injury dice.

Multiple 'down' results are ignored but a fighter can suffer multiple flesh wounds. A fighter who suffers flesh wounds and goes down at the same time is treated as going down but suffers the penalties indicated for his flesh wounds as well.

## HIGH IMPACT

Some weapons inflict hits with such devastating force that any fighters struck by them are likely to be severely injured. All weapons with a strength of 7 or more are known as high impact weapons.

When a fighter is hit by a high impact weapon they will go out of action on a roll of 5 or 6 on the injury chart rather than the normal 6. **In addition, if a 5 or 6 is rolled then make a special note on the gang roster as there is a greater chance of the impact causing fatal injuries.**

**Note these rules only apply when making the initial injury rolls. Injury rolls made during the recovery phase follow all of the normal rules as described in the Down paragraph instead.**

## SAVING THROWS

Armour is less important and less readily available in the confines of the Underhive than on a conventional battlefield. Gangers rely more upon the natural cover of the hive and their own wits to avoid injury. However, some fighters wear protective clothing which may save them from a wound if they are lucky. Armour is represented in the game by saving throws.

### Armour Saving Throw

If a fighter is wearing armour and suffers a wound then roll a D6. If the dice roll is sufficiently high then the wounding shot has struck the armour and not hurt the wearer at all. The dice score required varies according to the type of armour. The most common armour types and the D6 roll required to effect a save are given below.

Armour	Saving Throw
Flak	6+
Mesh	5+
Carapace	4+

*For example: A fighter is hit by a shot from a laspistol and suffers a wound. Fortunately, he is wearing carapace armour, a hardened armaplas jacket. He rolls a D6 and scores 5 – easily enough to deflect the shot and save him.*

If a fighter has multiple armour saving throws then the score required to save against a wound is combined into a single roll. For example, a fighter wearing mesh armour (5+) who is fitted with a bionic chest (6+) receives a single 4+ armour saving throw. However, an original roll of 1 is always a failure, even if the fighter has a saving throw greater than 2+.

Some weapons are better at penetrating armour than others. A shot from a laspistol might be deflected relatively easily, but a shot from a huge lascannon is a different matter! To represent this, each weapon has an armour save modifier as indicated in its description in the Armoury section. For example, a boltgun has a -1 save modifier so all armour saves must deduct 1 from the dice roll.

### Special Saving Throw

Some exotic equipment and special skills confer a special save instead of an armour save. Special saving throws work in exactly the same way as an armour saving throw except in the following ways.

Special saves ignore all save modifiers so the fighter will always receive the saving throw, even against high Strength weapons such as a lascannon. Special saves cannot be combined into a single roll, instead each special save must be rolled separately. If a fighter successfully rolls a special save then the model not only avoids the wound, but also the hit. This means that the fighter will not be pinned, even if the hit originated from a template.

## PINNED FIGHTERS

Often a fighter is hit and pinned by enemy fire but doesn't go down or out of action. He might be hit and not wounded, or he might suffer a flesh wound.

A model that is pinned remains knocked over lying face up. **Whilst pinned a fighter cannot do anything except crawl up to 2" during the movement phase.**

A model which is pinned at the start of his turn will automatically recover from pinning at the end of that turn. In effect, the model misses his turn and is then ready to fight once more in his following turn. At the end of the turn stand the model up to show that he is no longer pinned.

If a model has at least one other model from the gang within 2" then he can try to escape pinning at the start of his turn **by taking an Initiative test.** If the test is passed then stand the model up as the fighter will not have to miss his turn at all. The fighter can move and fight normally that turn.

Note that when testing to escape pinning at the start of the turn juves, fighters who are down, and fighters whose nerve is broken do not count. Rather than reassuring the fighter and offering covering fire, the proximity of these unreliable comrades will only encourage him to keep his head down!

## HITS & PINNING

There are several instances where a fighter may suffer a 'hit' that wasn't from enemy fire. His weapon may have exploded or perhaps he landed clumsily when jumping down from a ledge. Unless specifically mentioned otherwise, any model that suffers a hit is also pinned, even if no damage is inflicted.

## SHOOTING INTO HAND-TO-HAND COMBAT

Normally it would be considered very rash indeed to shoot at fighters who are grappling with each other at close quarters – it would be very easy to hit the wrong man! Although the models themselves are immobile the fighters are actually ducking, diving and rolling about in a whirlwind of action. **Note you do not have to shoot at an enemy model that is involved in hand-to-hand combat with your own gang fighter, even if he is the closest target.**

Should you wish to shoot at a model engaged in hand-to-hand combat roll to hit as normal. If you hit then you must decide whether you have hit the intended model or his hand-to-hand opponent. There is as much chance of hitting the target as there is of hitting each model he is fighting. So, if there are two models fighting, a D6 roll of 1-3 indicates one model while a 4-6 roll indicates the other. If the target is fighting two opponents then you'll need a 5 or 6 to hit the right man, and so on.

## SHOOTING AT A FIGHTER WHO IS DOWN

You do not have to shoot at a target who is down even if he is the closest target. However, you can shoot at a fighter who is down if you want to and he is the closest or easiest shot. You can... If you're really that mean. You are... Read on!

If a fighter who is already down takes a further wound or wounds, roll again on the Injury table and apply the result. A flesh wound will inflict further WS/BS penalties. If the fighter goes down again then ignore the result. If he goes out of action remove the model from combat.

Generally speaking, it is rare for players to shoot at enemy fighters who are down unless they are stranded in the open and there are no other targets available. However, it sometimes happens that blast weapons scatter from their point of aim and accidentally hit men who are already down.

## BLAST WEAPONS

Some weapons fire an exploding shell or energy blast which inflicts damage over a large area. The spread of this shot is represented by the circular blast and gas cloud templates.

When you shoot a weapon that uses a blast or gas cloud template nominate your target and roll to hit exactly as you would with any other weapon. If the target lies beyond the weapon's range then the shot dissipates harmlessly causing no damage. Otherwise take the template and proceed as follows.

If you hit the target place the template with its centre directly over the target model. The target is hit, and any other model that lies wholly inside the template is hit too. If a model lies partially within the template then it is hit on a further D6 roll of a 4, 5 or 6. Roll for wounds and injuries on each model that is hit following the usual rules.

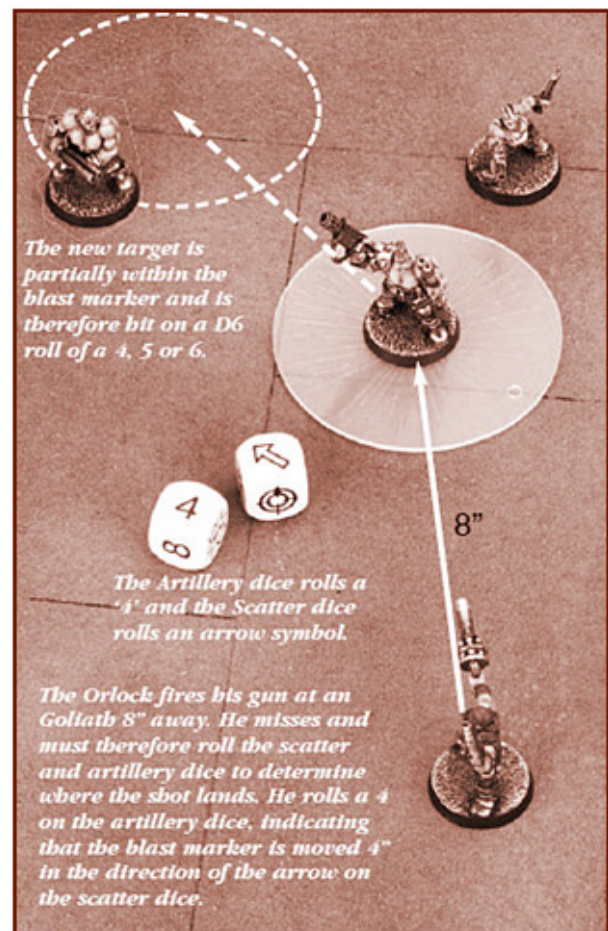
If you miss the original target then your shot has flown wild but may still land close enough to cause damage. To determine where the shot has landed you must make a Scatter roll. To do this you will require the two special dice, the Scatter dice (marked with arrows and a hit symbol) and the Artillery dice (marked with numbers and a '!' symbol). Take both these dice and roll them so that they land as close to the target as possible.



If the Artillery dice shows a number this indicates how far you have missed the target by - 2", 4", 6", 8" or 10". The direction in which the shot lands is indicated by the scatter dice arrow. Note the Hit symbol also has an arrow marked on it to indicate a direction. Place the template in the position indicated by the dice.

If a Misfire is rolled then the shot dissipates in the air or is a dud and has no effect. If the dice show both a Hit and Misfire then the shell **explodes in the breach or the grenade goes off in the fighter's hand. The weapon malfunctions and explodes as described in the Ammo Rolls and Exploding Weapons sections.**

Once the template is positioned any models that lie wholly under the template are hit. Any models which lie partially under the template are hit on a D6 roll of a 4+. Work out the effect of hits normally.



Note that no shot can ever scatter by more than half the range between the shooter and their target. If the target is 10" away, for example, the miss may not scatter by more than 5". However, a wildly scattering shot may land outside its usual fire arc (90 degrees in front of the firer) or beyond its usual maximum range.

If the centre of a blast or gas cloud template scatters from above ground level off over a ledge, then it **disapates harmlessly in mid-air unless the centre reaches another ledge of the same level.**

## GRENADES

There are many different sorts of grenades available to gang fighters. The most common are explosive fragmentation grenades and implosive grenades called krak. If a model carries grenades then it is assumed that he has enough to last the entire battle, regardless of how many he might actually throw.

A model can throw a grenade rather than shoot a weapon. A grenade throw is treated exactly like any other shot, so roll to hit using the thrower's Ballistic Skill (BS) characteristic.

Frag grenades and most of the special grenade types use either a blast or gas cloud template. **Grenades that use a template** scatter if they miss just like other weapons with blast markers. Work out scatter as described already, except that the number on the Artillery dice is always halved because grenades are thrown at very short ranges. On the other hand, the maximum scatter limit does not apply to grenades, which can bounce around all over the place before going off! A grenade thrown at a target 2" away may therefore scatter up to 5" in any direction.

The maximum range of a thrown grenade depends upon the Strength characteristic of the fighter. A fighter can throw a grenade a distance equal to his Strength x3. For example, a ganger with a Strength of 3 can throw a grenade up to 9".

### Cover

Grenades are especially good at blasting fighters out from behind cover as they can be simply lobbed over barricades or bounced around bulkheads. A fighter throwing a grenade reduces the to hit penalty when targeting a model in cover by 1. So, partial cover is ignored and cover counts as -1 to hit rather than -2. Note this bonus doesn't apply to grenade launchers.

### High Ground

To represent the unique arc of a grenade, if a model throws a grenade at a target that is on a level below him then the distance is not measured from model to model as with any other ranged attack, instead only the horizontal distance is measured. This allows grenades to be thrown over a greater distance if a fighter has the high ground. Note this bonus doesn't apply to grenade launchers.

### Smoke Bombs

As the name suggests, smoke bombs are designed to produce clouds of smoke which are used to provide cover. When you throw a smoke bomb you don't want to actually throw it at an enemy fighter but at a specific point on the ground. You can do this by simply nominating the point you wish to aim the grenade at, as such the normal targeting restrictions do not apply. Note that since the smoke bomb is being thrown towards an area of the ground, it doesn't count as a small target.

## SUSTAINED SHOOTING

Some especially large and dangerous weapons can fire a sustained burst of shells which may hit several targets at a time. This is called sustained shooting or sustained fire. Weapons which are capable of making sustained shots are indicated in the Armoury section. Basically, these are machine gun type weapons such as the heavy stubber and autocannon which can rake targets with a hail of shells.

When you shoot with a weapon of this kind declare whether you are firing a normal single shot or a sustained shot. A single shot is worked out as normal following the usual shooting rules, while a sustained shot is worked out as follows.

First roll to determine how many separate shots the weapon makes by rolling a number of D3s equal to the weapon's sustained fire value. **If the weapon has a sustained fire value of greater than 1 then you can choose to either roll the number of dice indicated, or you can roll less if you prefer. You may choose to roll fewer dice as this can reduce the chances of running out of ammo.**

The number of shots rolled is how many ranged attacks the fighter can make that turn which follow the usual shooting rules. Each shot is treated as a separate shot and must all be worked through before moving on to another fighter. Each of the shots follow the usual targeting restrictions and all shots must target either the same model or another model within 4" of the first original target.

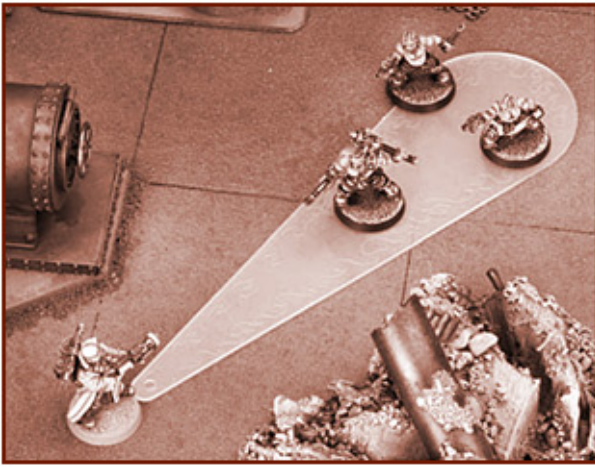
All of the shots indicated by the sustained fire dice must be fired. If the fighter can no longer see any targets but he still has shots remaining then they are wasted. Wasted shots must still roll a to hit dice in case it causes an Ammo roll.

## FLAMER TEMPLATE

All flamer type weapons use a special teardrop-shaped template to represent the jet of flame.

To shoot a flamer weapon take the flamer template and place it with the narrow end touching the base of the shooter and the broad end over your target. **Take special care when positioning the template as it must be centrally directed at the targeted model. You cannot for example adjust the direction of the template in order to hit more enemy models. Any models wholly covered by the template are hit automatically and any models partially covered are hit on a further D6 roll of a 4, 5 or 6.**

Any hits are resolved as normal, roll for wounds and then determine injuries for any wounded models. Note that the hit modifiers for range, cover, and such like do not apply to flamer weapons. Flamers are especially good at winking enemy fighters from behind cover!



*A Delaque armed with a flamer shoots at three Goliaths. Two are completely covered by the template and are therefore bit automatically. The other Goliath is partially covered by the template, and will be bit on a D6 roll of 4+.*

## AMMO ROLLS

Ammo rolls represent faults in guns or ammunition as well as the possibility of simply running out of ammo. Power packs can fade or suddenly release a burst of energy, shells jam in the loading mechanism, explode or prove dud. No gun is absolutely reliable or has an infinite ammo supply, some are notoriously fickle.

When rolling to hit a target a dice score of 6 indicates that your weapon may have malfunctioned after firing and an Ammo roll is required. Note you still hit your target with the roll of a 6 and the successful shot is worked out as normal.

Some weapons are more reliable than others. This is reflected by the weapon's Ammo Roll rating as shown in the Armoury section. Roll a D6. If you roll less than the number indicated the weapon has malfunctioned. The weapon and **any ammo allocated to it** is useless for the rest of the game. If you roll the score indicated or more then the weapon is alright and you can continue to use it normally.

### Grenades

Grenades will automatically fail any Ammo roll they are required to make. This means that you have thrown your last grenade of that type, or that all further grenades of that type are duds.

### Out of Range

If you shoot and your target is out of range then you must still make a hit roll to see whether an Ammo roll is required (ie on the D6 score of a 6).

### Repairs and Supplies

If a weapon runs out of ammo, malfunctions, or explodes then it's automatically assumed the weapon is fixed and its ammo replenished in time for the next battle. Supplies of grenades are also restocked as are any other specialist equipment, such as bio-boosters.

## OVERWATCH

The Overwatch rule allows a model to shoot during the enemy player's turn, representing a fighter taking up position to shoot at an enemy immediately as he appears into view.

A model can go onto overwatch at the start of his turn. A model must give up his whole turn to go on overwatch. The model cannot therefore move or shoot. The model cannot hide, but can remain hidden if he started his turn in hiding.

During the enemy's **movement phase** the model can shoot at any target as it presents itself. For example, the model could shoot before the target moves, after it has completed its move, or actually while the target is moving. Overwatch is obviously very useful for shooting at enemy models as they dash from cover.

Once a model has **finished shooting**, it ceases to be on overwatch and is free to move and shoot normally in its own turn, or go onto overwatch again if you prefer. If the model doesn't shoot in the enemy's turn then it also ceases to be on overwatch and can act as normal during his own turn as above.

If a model is hit whilst on overwatch it loses its overwatch status immediately. The same applies if the model is forced to move for any reason – eg if a fighter's nerve breaks he will lose overwatch status.

When you wish to shoot with a model on overwatch begin by declaring that you are doing so and then determine the position of the enemy model at the moment of fire. Work out the shot as normal, however, there is a special -1 to hit modifier for shooting whilst on overwatch.

If the target is charging the model on overwatch, then to represent the unnerving effect of the enemy's rapid approach, a **further -1** to hit modifier is also applied and the charger counts as a **fleeting target**. Note this only applies to the shooter and only if the charger is able to reach base contact.

When determining rapid moving targets the fighter's move that turn is used rather than his previous turn. The whole of the move is also taken into account, not just the move up until he was shot. For example, if a model is shot after moving 6" but was going to move a further 6", then he counts as a rapid moving target.

### Fleeting Targets

If a fighter on overwatch targets an enemy model that both started his move and would end his move out of sight of the overwatcher, then he counts as a **fleeting target**. A fighter attempting to shoot at a **fleeting target** must take an Initiative test. If the test is failed then he is too slow to react and cannot shoot at the evasive figure as he darts back out of sight. The model will still remain on overwatch, so can attempt to shoot another enemy fighter that turn. If the test is passed then the model can be targeted as normal.

## HAND-TO-HAND COMBAT

Hand-to-hand fighting is a dangerous and desperate kind of combat. With adversaries using swords and knives, point blank fire from pistols, and even fists, feet and heads to take out an opponent. It is either a very brave or foolish ganger to initiate hand-to-hand.

### WHO CAN FIGHT

Models which are touching base-to-base are said to be engaged in hand-to-hand combat. This can only happen once a fighter has charged an enemy, as models are not otherwise allowed to move into physical contact. See the Charge! section of the Movement rules.

In the hand-to-hand combat phase all close quarter fighting is worked out. Regardless of whose turn it is, all models that are engaged in hand-to-hand combat will fight. Unlike shooting, a model in hand-to-hand combat can fight all round against enemies to its side, front or rear. In reality the models are constantly moving, dodging, ducking and weaving as they struggle to kill their adversaries.

Models fighting in hand-to-hand combat **cannot do anything else as** they are far too busy struggling with their adversaries. Any very close range shots they are able to make with pistols are taken into account in the hand-to-hand combat rules that follow.



### PROCEDURE

Combats are worked out as described below. **Work through each combat one at a time until every fighter has fought all enemy models that they are involved in hand-to-hand combat with. The player whose turn it is may decide the order of the combats.**

#### 1 THROW ATTACK DICE

Both players roll a number of D6's equal to their model's Attacks characteristic.

#### 2 WORK OUT COMBAT SCORE

Each player picks his highest scoring dice and adds his model's Weapon Skill (WS) to the score. He then adds any Combat Score modifiers as shown on the opposite page. The total is the Combat Score.

#### 3 DETERMINE WINNER

The player with the highest Combat Score wins. In the case of a tie the model with the highest Initiative characteristic wins. If there is still a tie the combat is a stand-off.

#### 4 NUMBER OF HITS

Compare the Combat Scores of both combatants. The difference between their Combat Scores is the number of times the winner has hit the loser. If you win the combat on a tie you still cause 1 hit.

#### 5 THROW TO WOUND

For each hit scored the winner rolls a D6 on the Wound chart in exactly the same way as hits from shooting. The Strength value will depend upon the weapon used.

#### 6 SAVING THROW

Models which are wearing armour **or that receive a special saving throw** can attempt saves in the same way as troops hit by shooting.

#### 7 RESOLVE INJURIES

Resolve injuries in the same way as you would for wounds inflicted by shooting.

### ATTACK DICE

Roll the number of Attack dice indicated by the model's Attacks characteristic. This will normally be one but some especially mean fighters may have two or more Attacks.

Although a model can roll more than one Attack dice it is only the best result that counts towards the Combat Score. The advantage of rolling more dice is that it gives you a better chance of rolling high, however, it will also increase the chances of a model fumbling as described later.

## FIGHTING WITH TWO WEAPONS

If the model carries a weapon in each hand, such as two pistols, two swords, or a pistol and a knife, then the model rolls one extra Attack dice.

This bonus only applies to fighters armed exclusively with pistols and/or hand-to-hand combat weapons. **Fighters who carry a basic, special or heavy weapon never receive this bonus as the extra bulk of the weapon limits their agility.** Carrying grenades does not prevent you using an extra weapon as they are assumed to be clipped to the model's belt or stowed conveniently out of the way. These different types of weapon are discussed in the Armoury section.

## DETERMINE WINNER

Each player takes his best Attack dice roll, adds the model's Weapon Skill (WS) and then applies the following modifiers. The highest score is the winner. In the case of a tie the highest Initiative wins, in which case the winner will score a single hit. If both models have the same Initiative the result is a stand-off and no blows are struck.

## COMBAT SCORE MODIFIERS

### +1 OPPONENT FUMBLES

Add +1 to your score for each of your opponent's fumbled dice (rolls of 1). See the Fumble rule for an explanation of how this works.

### +1 CRITICAL HIT

Add +1 to your score for each critical hit inflicted (additional rolls of 6). See the Critical Hit rule for an explanation of how this works.

### +1 CHARGING

If your fighter charged into combat this turn add +1 to his Combat Score.

### +1 HIGHER UP

If your fighter is standing on a higher level, platform, or slope then add +1 to his Combat Score.

### -1 ENCUMBERED

If your fighter is carrying a heavy weapon, or other heavy piece of equipment, he suffers a -1 penalty on his Combat Score.

### -1 OBSTACLE

If you charge an enemy who is sheltering behind cover such as a low wall, then you suffer a -1 penalty on your Combat Score that turn. Note this penalty only applies during the turn when you charge.

Note that hit modifiers for ranged weapons are never applied in hand-to-hand fighting. These only apply when shooting at a distance as described in the Shooting section.

## NUMBER OF HITS

The difference between the winner's Combat Score and the loser's Combat Score is the number of times the winner has hit the loser.

***Example:** A ganger (WS3) is fighting a juve (WS2). The ganger rolls a 4 and adds his WS of 3 to make a total of 7. The juve rolls a 5 and adds his WS of 2 to make 7, but the juve has charged and so adds a further +1 making 8. The juve has won by 8 to 7, and the difference (1) is the number of hits he has struck against his opponent.*

## WOUNDS, ARMOUR AND INJURIES

Once you have established the number of hits, the remaining procedure is the same as for shooting. Refer back to the Shooting section for a description of how to do this.

Note that models cannot be pinned by hand-to-hand hits, but they suffer wounds in the same way and injuries are resolved in the same way too.

## WEAPONS

Only hand-to-hand weapons and pistols can be used to fight hand-to-hand combat. All fighters carry a knife at the very least, and are assumed to have one tucked out of sight if the model itself does not show it.

A fighter will, generally speaking, fight hand-to-hand combat with the weapons he carries as depicted on the model. **However, models are allowed to swap any weapons at the start of the hand-to-hand combat. For example, a fighter holding a laspistol and a stub gun could put away his stub gun and draw a sword, or he could put away both pistols and draw two swords.**

**Even fighters that recently fired a basic, special or heavy weapon can still pull out combat weapons as it's assumed his original weapon is slung or simply dropped during the hand-to-hand combat. Remember though that fighters equipped with a basic, special or heavy weapon do not gain the +1 Attack dice even when using two close combat weapons in the hand-to-hand combat.**

The player must declare what weapons the fighter is using at the start of the combat. Fighters cannot swap weapons around once they are fighting hand-to-hand; they must persevere with their chosen weapons until they are no longer involved in hand-to-hand combat.

## HITS

If a fighter is using a single weapon then any hits inflicted in hand-to-hand fighting are assumed to have been made with that weapon – be it a sword, knife, pistol etc. Resolve the hit using the Strength of the weapon as indicated in the Armoury section.

If a fighter uses two weapons (one in each hand) then any hits are inflicted alternately, first with one hand and then the other. For example, a fighter carrying a sword and a laspistol who inflicts 2 hits will strike once with the sword and once with the laspistol. Any odd hits can be resolved with either weapon.

## ARMOUR MODIFIERS

Knives, swords and other close combat weapons often use the fighter's own Strength. The chart below is used to determine any saving throw modifiers when a model's own Strength is used.

Model's Strength	Armour Save Modifier
3 or less	0
4	-1
5	-2
6	-3
7	-4
8	-5
9 or more	-6

## THE PARRY

Fighters armed with swords can attempt to turn aside an opponent's blows. To represent this, a model with a parry can force an opponent to re-roll **one** of his highest scoring Attack dice before working out his Combat Score. **However, you can only parry if your opponent's highest scoring Attack dice is greater than your own highest scoring Attack dice. For example, if you rolled a 5 and your opponent rolled a 3 then he cannot be parried, but he can parry you.** Remember, if your opponent has 2 or more Attack dice he can always choose his next highest score rather than the score of the re-rolled dice.

If both combatants are fighting with swords then the ability to parry cancels out and neither may do so. In the unlikely event that a model carries two swords it may parry twice – that is, it may force two re-rolls or one re-roll against a model with a single sword.

## FUMBLE

In the mayhem of close combat it is only too easy to trip or overbalance and leave yourself open to a quick punch or stab. Any Attack dice rolls of a 1 indicate that you have tripped, dropped a weapon, or otherwise fumbled. For each fumble rolled your opponent may add +1 to his own Combat Score.

## CRITICAL HITS

A critical hit represents a lucky blow, a spectacular feint or a cunning trick. You must roll at least two 6's to score a critical hit. The first 6 is taken as your highest score and each extra 6 counts as a critical hit adding a further +1 to your total.

## MULTIPLE COMBAT

When two or more models are fighting a single enemy this is called a multiple combat. The outnumbered model must fight each of his opponents during the hand-to-hand combat phase. Having chosen the first model to fight the combat is worked out exactly as described for one-on-one fights.

If the outnumbered model survives he must go on to fight his second opponent. The combat is worked out as before except that the outnumbering model now rolls an extra Attack dice and adds a +1 bonus to his Combat Score.

If the outnumbered model again survives then he goes on to fight the third, fourth, fifth and each successive enemy until there are none remaining. Each subsequent enemy he fights gains a further Attack dice and adds a further +1 to his Combat Score. For example the third enemy has +2 Attack dice and +2 Combat Score and so on.

If multiple combat turns in to 2 vs 2 (or bigger brawl) they should be separated in to two normal close combats instead. Nudge fighters slightly off from base contact.

## FOLLOW-UP

If all of a model's hand-to-hand opponents go out of action the model may make a special follow-up move. This is an exception to the normal turn sequence and it makes no difference whose turn it is. The model can be immediately moved up to 2". You can use this 2" move to get behind cover, to engage another model in hand-to-hand combat, or in any way you wish. You can cross an obstacle without penalty during a follow-up, but other terrain penalties apply as normal.

If you use a follow-up move to engage another enemy then move the model but don't work out further combat that turn. The fight continues in the next hand-to-hand combat phase. This is because the fighter has insufficient time to do anything other than follow-up. **Note using a follow-up in this way is considered a continuation of hand-to-hand combat, so the fighter will not receive the usual charging bonus to his Combat Score nor can he swap weapons.**

Note that a follow-up doesn't affect a model's ability to move in its following movement phase. The follow-up is an extra bonus move which reflects the intense activity of close quarter fighting.



## FIGHTERS DOWN

Fighters who are wounded and go down are completely at the mercy of their enemy. In a one-on-one combat any model that goes down is automatically out of action. His enemy finishes him off with a quick blow and the model is removed.

In multiple combats a fighter who goes down has more chance of survival. Where all models on one side go down they are automatically taken out of action. Where two or more models are fighting on the same side, some can go down and crawl away at 2" in their movement phase so long as at least one friendly model continues to fight.

## PINNED FIGHTERS AND HAND-TO-HAND COMBAT

Fighters cannot be pinned when fighting hand-to-hand combat. A fighter who is hit whilst engaged in hand-to-hand combat, even if hit by shooting in the shooting phase, is not pinned. If a fighter is already pinned when he is charged then the pin is discounted as soon as he is engaged. The pressing need to defend himself galvanises the fighter into action.

## MOVING FROM COMBAT

Once models are engaged in hand-to-hand fighting they cannot move away in their movement phase. They must stand and fight until they are taken out of action, until they take out their enemies, or until one or the other breaks and runs as described later. The only exception to this is in a multiple combat, where fighters who go down can crawl away so long as friends continue to fight.

## CHARGING DOWN FIGHTERS

A fighter can charge an enemy model that is down and finish him off. This is a useful way of quickly taking fighters out of action instead of waiting for them to roll a 6 on the injury chart. The downed model is taken out of action during the hand-to-hand phase. Note this counts as a hand-to-hand combat so the fighter can make a follow-up move. Downed model cannot be feared of the close combat.

## SPECIAL INJURIES

Some weapons have special injury rules such as the shock maul and high impact hand-to-hand weapons. These special rules only apply if the weapon inflicted a wound in hand-to-hand combat and rolled an Out of Action injury result. If the fighter was using multiple weapons which each inflicted an Out of Action injury then you can choose which one of the weapon's special rules will take effect. Note this only applies to wounding injuries inflicted in hand-to-hand combat, down fighters that are automatically taken out of action ignore this rule.

## LEADERSHIP

### KEEPING YOUR NERVE

This section of the rules is concerned with how your fighters react under fire: whether they bravely continue to fight while shells explode around them or whether they turn tail and run for cover. Regardless of your own feelings or those of the gang's leader, even the most hardened gang fighter can be driven off or forced to take cover as the action hots up.

#### NERVE TESTS

A fighter may be called upon to take a test to see if his nerve holds. A nerve test works in exactly the same way as a Leadership test. If the test is failed then the fighter's nerve is broken and he runs to cover as described below. If the test is passed then the fighter keeps his nerve. Only one nerve test is required per phase. In this case there is no further effect and the model continues to fight as normal.

#### WHEN TO TEST

If a model goes down or out of action then each friendly fighter within 2" must take an immediate Leadership test.

If a model is struck by a high impact weapon and goes down or out of action then any resulting nerve tests incur a -1 Leadership penalty. The sight of a fellow ganger being ripped to shreds by such a devastating weapon is enough to knock the confidence of even the hardest of fighters.

## BROKEN FIGHTERS

If a model fails a Leadership test then the fighter's nerve has broken. For this reason we refer to such fighters as broken and you can indicate this by placing a Broken counter by the model if you wish.

The broken fighter is momentarily panicked or shaken and will attempt to run for cover. He might recover sufficiently to return to the fray once he has steeled himself to fight on.

#### Run to Cover

As soon as a fighter is broken he turns tail and runs for cover. This movement takes place outside the normal turn sequence and is worked out immediately. The fighter makes a dash of up to 2D6" away from his enemy and towards cover. Roll the dice and determine how far the model runs.

If he can reach a position of cover within this distance where he cannot be seen then he stops there.

If he is unable to reach cover where he cannot be seen the fighter runs the full distance rolled. In subsequent movement phases he continues to move 2D6" away from the enemy until he reaches such a position. If he can get out of sight by staying where he is and hiding then he will do so instead (see the Movement section).

A broken fighter can do nothing other than run to cover and remain there while he attempts to recover his nerve as described below. He may not otherwise move and he will not shoot.

### Combat with Broken Fighters

Should a broken fighter be charged and forced into a hand-to-hand engagement then he is in deep trouble! While broken a fighter's WS counts as 1. If he survives the hand-to-hand phase, even if he wins, he automatically breaks from combat and runs for cover at the end of the phase as described below.

### Breaking from Hand-to-hand Combat

A fighter who loses his nerve and breaks while fighting hand-to-hand combat turns away from his enemy and runs away 2D6" just like any other broken fighter. Because a broken fighter is turning his back upon the enemy he is very likely to be struck as he turns to flee. To represent this the model takes one automatic hit from his enemy. Work this out as soon as the fighter breaks and before he is moved.

### Recovering Your Nerve

A broken fighter may attempt to recover his nerve during his recovery phase so long as he is in cover and he cannot be seen by an enemy model. To attempt to recover a fighter's nerve roll 2D6. If the score is equal to or less than the fighter's Leadership he has passed the test and can fight normally from then on. If the score is more than the fighter's Leadership he fails the test and remains broken.

### Broken That Turn

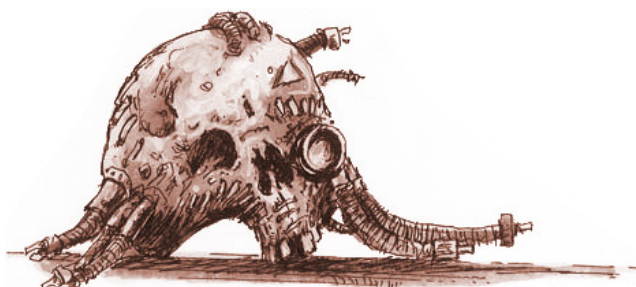
It is not possible to be broken and recover your nerve during the same turn. Consequently, a fighter who loses his nerve during his own side's turn will not be able to recover in the recovery phase of that turn.

### Pinned Fighters

If a pinned fighter is broken then he automatically escapes from pinning and makes a dash for cover as normal. Broken fighters cannot be pinned.

### Downed Fighters

Fighters that are down can be broken as normal, however their injuries mean that they must crawl 2" towards cover instead of the usual 2D6" dash.



## THE BOTTLE ROLL

The Bottle roll is a special test the player must make at the start of his turn if a quarter (25%) or more of his gang is down, out of action, or broken. For example, in a gang of 10 men a test is required if 3 or more men are down or out of action.

Sometimes not all gang members will show up to a fight. Only the fighters that have participated in the game thus far are used to determine when a Bottle roll is needed – ie not the total size of the full gang.

Some scenarios also allow fighters to voluntarily leave the fight. For example, attackers in a Hit & Run can move off a table edge when they have completed their mission. Fighters that leave a fight do not count as down or out of action for purposes of the Bottle roll.

To take a Bottle test roll 2D6. If the score is more than the Gang leader's Leadership characteristic then the test is failed and the gang bottles out of combat. The game ends immediately and surviving fighters retreat from the area. A failed Bottle roll is the most common way for a game to end. If the score is equal to or less than the Leadership characteristic the player has passed the test and may continue to fight.

If the gang's leader is out of action or is down, then the player may not use his Leadership to take the test. Instead, use the highest Leadership characteristic amongst those of the remaining fighters who are neither down nor out of action.

A player may voluntarily fail a Bottle roll if he wishes to do so. In which case there is no need to actually take the test, it is assumed to automatically fail as the gangers melt into the shadows and retreat. Note that all the conditions for taking a Bottle roll (25% casualties) still need to be met.

# ADVANCED RULES

*This section includes a variety of new rules which add further detail and complexity to the game. They are not necessary in order to play, and for this reason the rules have been gathered together at the end here to avoid potential confusion.*

*We recommend that new players ignore this section to start with, or at least until they are familiar with the way the game works. If you consider yourself to be an experienced games player then you'll have no problem introducing these more complex elements as you go along.*

## FALLING

The multiple levels and gantries of the Underhive afford fighters ample opportunity to fall from a great height.

### TEST TO FALL

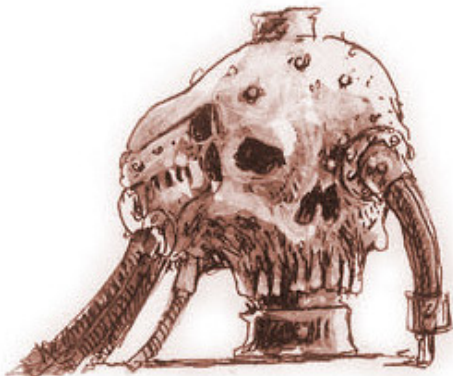
If a fighter **becomes** pinned or goes down within 1" of an edge there is a chance he will slip and fall off. To determine this **he must take an Initiative test. If the test is failed** then he falls over the edge to the ground.

If a fighter is engaged in hand-to-hand fighting within 1" of an edge then he may fall off if he loses the combat. **The fighter must take an Initiative test. If the test is failed** then he falls over the edge to the ground.

If a fighter is forced to move in a random direction, such as due to moving through smoke, then there is a chance he may fall if he touches an edge. The fighter must take an Initiative test. **If the test is failed then he falls over the edge to the ground. If the test is passed then the fighter ends his move at the edge.**

### DAMAGE

A fighter who falls sustains an automatic hit at a strength equal to the height of the fall in inches. Where a wound is suffered a fall of up to 3" will inflict 1 wound, and a fall of more than 3" will inflict D6 wounds. A dizzying fall of more than 10" is assumed to automatically take the fighter out of action. **Any falls of 7" or more also count as High Impact.**



Armour saves do apply to wounds sustained by falling. Save modifiers are the same as for hand-to-hand combat hits from combatants with high strengths. So S4 counts -1, S5 -2, S6 -3 and so forth. See the Hand-to-Hand Combat section for the full chart. A model which falls without going down or out of action is pinned, just as if he was hit by enemy fire.

### FALLING ONTO ANOTHER MODEL

In the unlikely event that someone else lies directly in the path of a plummeting fighter then he may also be hurt. The hapless individual is hit on a D6 roll of a 4, 5 or 6. He sustains the same strength hit as the faller, suffering 1 or D6 wounds depending on the distance of the fall. If struck by the falling fighter, and assuming he doesn't go down or out of action, the victim is pinned as if hit by a shot. Assuming the faller and victim survive, position the models 1" apart to make it clear they are not in hand-to-hand combat.

### JUMPING DOWN

A model can jump down from a higher level to another below. If the fighter elects to do this and the height is 3" or less then he may take an Initiative test.

If the test is failed the fighter lands clumsily and suffers a hit just as if he fell. If the test is passed then the fighter lands safely and **can continue his move. Each 1" fallen costs 1/2" of movement. So for example, if a ganger moved 2" to a ledge and successfully jumped down 2" then he will have used 3" of movement. If the fighter doesn't have enough movement to cover the fall or the height is more than 3" then he follows the usual rules for falling.**

### JUMPING ACROSS

A model can attempt to jump across a horizontal gap from one side to the other.

Move the model up to the gap and roll a D6. If the number rolled is equal to or greater than the number of inches required to jump the gap then he successfully leaps over to the other side. The fighter can continue his move if he has any remaining movement left. **Each 1" leapt costs 1" of movement. If he fails to cover the gap, either because the D6 was too low or he doesn't have enough movement left, then the fighter plummets down as per a fall.**

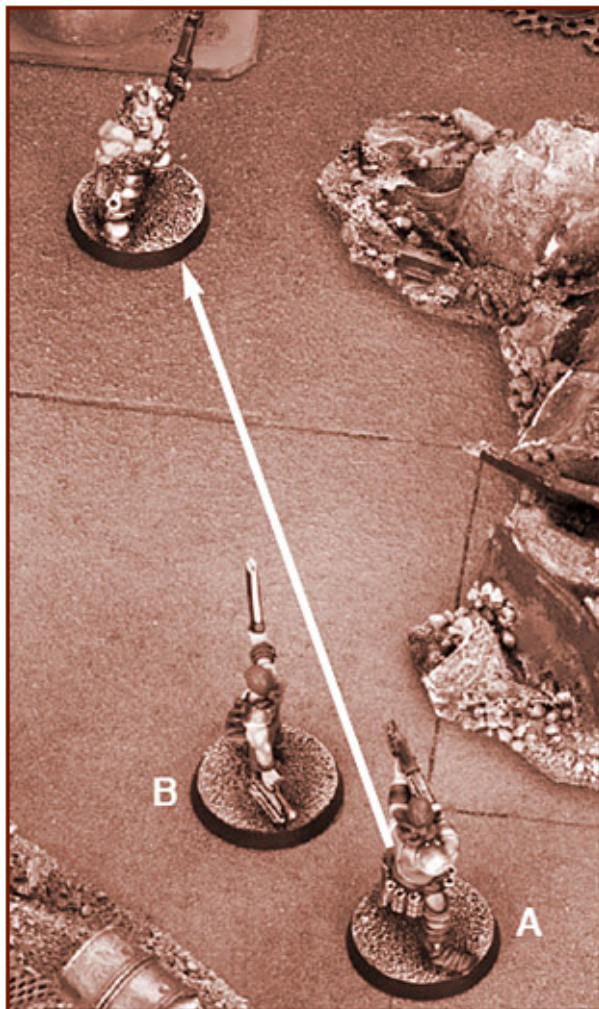
## STRAY SHOTS

When a fighter shoots and misses it sometimes happens that the path of the shot passes close to one of your own fighters.

If a shot passes within 1/2" of a friend at any point along its path then there is a chance of accidentally hitting the friend. This can only happen when you miss and roll a 1 to hit.

Roll a further D6 to determine if the stray shot hits the intervening model. On the roll of a 1 the intervening model is hit. Work out whether the target is wounded as normal.

There may be a choice of more than one model that could be hit by a stray shot. In this case randomise which target is hit in some convenient way – eg 1, 2 or 3 the target on the left, 4, 5 or 6 the target on the right.



*Orlock A shoots at the Goliath, but rolls a 1 on his 'to hit' roll. As Orlock B is within 1/2" of the line of fire, there is a chance he will be hit by the stray shot.*



## EXPLODING WEAPONS

Badly maintained weapons, home-made ammunition and old corroded power packs can explode **damaging** the weapon and probably harming the shooter. This represents the weapon overheating, plasma leakage, or a magazine exploding as the next shell is auto-loaded. While not as dangerous as a direct hit from the weapon, this is still bad news and can easily take a man down or out of action.

When a 6 is rolled to hit then an Ammo roll is required as already described in the Shooting section. In the case of flamers, an Ammo roll is required every time a weapon shoots.

If an Ammo dice roll is a 1 then the weapon is not only useless for the rest of the game (as a 1 will inevitably fail) but there is a chance it might explode. Roll a further D6. If the score is less than the weapon's standard Ammo Roll rating then the weapon explodes.

If a weapon's ammo rating is 'auto' then it automatically fails an Ammo roll so none is taken. However, roll a dice anyway with the weapon exploding on the roll of a 1.

An exploding weapon inflicts an automatic hit on the user as if he were struck by his own weapon but with a Strength value of 1 less than normal (**the Save Modifier is also reduced if applicable**). In the case of weapons that use templates, no template is used: the blast is confined solely to the firing model.

## CATCHING FIRE

Some weapons fire short bursts of flaming chemicals that not only burn the victim's flesh but can also set their clothes on fire. If a fighter is hit by a flame weapon then he stands a chance of catching fire. The chance of this happening is based on the weapon used as the more powerful flame weapons can unleash a more concentrated sheet of fire. Any models that suffer a hit from a flame weapon and that don't go out of action must roll a D6. If the score is equal to or greater than the number shown below then the unfortunate fighter has caught fire!

Weapon	Chance of Catching Fire
Hot Shot Shells	5+
Hand Flamer	5+
Flamer	4+
Heavy Flamer	3+

Any models that are on fire must take a Strength test at the start of their turn. If the test is passed then the fighter manages to beat out the flames. The model is no longer on fire but cannot do anything else for the remainder of the turn.

If the test is failed then the fighter is unable to extinguish the flames and he continues to burn. The model automatically suffers a flesh wound and is unable to do anything except he staggers D6" in a random direction.

Any friendly fighters in base-to-base contact with a model on fire at the start of his turn can help beat out the flames. The model cannot do anything else that turn. If the fighter helps out in this way then his Strength characteristic is added to the model's when he takes the Strength test.

Fighters that are down can catch fire and follow the rules as above, except that if the fighter fails the Strength test then he doesn't move at all that turn. Fighters that are on fire are immune from pinning and nerve tests and so will automatically recover if already pinned or broken.

Any fighters that are on fire cannot be involved in hand-to-hand combat and so cannot be charged. If a fighter was already in hand-to-hand combat before catching fire then the combat is immediately broken and the two models are separated from base contact.

## FLYING

Some winged beasties are capable of flying through the ruinous Underhive. Models that can fly can move in any direction and ignore any difficult and very difficult ground penalties. Note the model must end its turn on the ground – ie not flapping in mid-air.

Flying models can also glide between structures as long as the whole move is downwards. Each 1" down allows the model to move an extra +1". However, the extra move cannot exceed the model's base move. For example, a model with a Move characteristic of 4 can gain a max bonus of +4" when moving normally, or a max bonus of +8" if the model runs

## ATTACKING TERRAIN

Sometimes a fighter may want to attack an inanimate object rather than an enemy. Perhaps he wants to cave in a door, destroy a fuel pipe, rip apart a power cable, or smash a water still. These are all structural features and can be attacked as described below. Note the following rules can only be used as described in the scenarios or under special conditions if agreed by both players. You cannot for example shoot a blast weapon at a bulkhead next to a model simply in order to avoid a cover modifier.

Although not strictly accurate it is convenient to think of structures as being able to take a fixed number of 'wounds', just like fighters. Structures also have a Toughness value and they can sustain a certain number of wounds before they are destroyed or damaged. For example, the water still in the Hit and Run scenario has a Toughness of 6 and 1 Wound.

A structure can be shot at just like an enemy fighter. You must therefore roll to hit and score wounds as normal. Many structures will be easier to hit than fighters because they are large targets (+1 to hit).

A fighter can also use Krak grenades or Melta bombs as demolition charges. The device can be placed upon a structure within 1" of the fighter during the shooting phase. This is considered to be shooting although no roll is required to hit. The bomb is fastened to the structure by means of its magnetic casing, it explodes, and the target is hit automatically.

A fighter can strike a structure in base contact in the hand-to-hand combat phase. He cannot fight hand-to-hand combat against an enemy or shoot his weapon in the same turn. In effect the fighter is attacking the structure during the turn, hacking away at it with whatever weapons he has. A fighter automatically strikes 1 hit on a structure for each Attack on his profile. Work out the result of hits in the normal way.

## FEAR

Fear is a natural reaction to horrific mutants, unearthly psychic powers, and some particularly gruesome injuries. To represent this, models must take a Leadership test when confronted by fearsome creatures or circumstances.

If the fighter is charged by a model which causes fear and reaches base-to-base contact then he must take a **nerve** test. If the test is failed then the fighter is broken as described in the Leadership section. If charger has charge move left, he may use it. should this movement bring him in base contact with enemy it is counted as charge.

If the fighter declares a charge against a model which causes fear then he must take a **nerve** test. However, if the test is failed then **the fighter is not broken, instead** he remains transfixed by fear. The fighter is unable to move or do anything else for the rest of his turn.

## TERROR

Terror is a more potent form of fear. Just as some horrific creatures are so ghastly they cause fear, others are even worse and cause terror instead.

Circumstances which cause terror automatically cause fear as described above, so you will need to test if you want to charge a terrifying creature, or if the creature charges you.

In addition, a **nerve** test is required if the model is within 8" of a creature which causes terror at the start of the model's turn.



## SPECIAL FEAR AND TERROR LIABILITIES

Later on you may acquire fighters who are sufficiently repulsive to cause fear themselves! Obviously individuals who are so impressively hideous are not going to be put off by others of their kind.

A model which causes fear does not have to test Leadership for fear. It treats any enemy which causes terror as causing fear instead – ie, it does not have to test just because the model is within 8" at the start of its turn. A model that causes terror cannot be affected by either fear or terror.

## STUPIDITY

Many large and severely mutated creatures are so dim-witted that they often behave in a fairly random and stupid way. A gang fighter can also sometimes be reduced to a state of bafflement as a result of injuries or shock. Such individuals are described as stupid.

Stupid models must take a Leadership test at the start of each of their turns to determine how they react. If the test is passed the model may act normally. If the test is failed the following rules apply until the start of the next turn.

- 1 If fighting in hand-to-hand combat the model is temporarily disoriented or confused. Roll a D6 before each hand-to-hand phase.
  - 1-3: Roll no Attack dice this turn. Your WS still counts towards the Combat Score representing basic instincts only.
  - 4-6: Fight normally.
- 2 If not fighting in hand-to-hand combat roll a D6 to determine how the model moves at the start of your movement phase.
  - 1-3: Roll a Scatter dice. The arrow indicates the direction in which the model moves this turn. The model moves its full normal move distance. If the model moves into contact with an enemy it becomes engaged in hand-to-hand combat and may or may not fight (roll as above).
  - 4-6: The model does not move.
- 3 The model can do nothing else this turn. The fighter will not shoot weapons or otherwise move unless he loses his nerve and runs 2D6" to cover as described in the Leadership section.
- 4 The model does not have to take any further Leadership-based tests for fear or terror. It must still take tests to keep its nerve as described in the Leadership section. If such a test is failed the model will run 2D6" to cover. The rules for broken fighters override the rules for stupidity.

WILDSNAKE

*The favoured drink of Underbivers is the potent spirit known as Wildsnake. It is brewed from the skins and flesh of snakes caught in the wilds of the badzones. Some hunters and farmers can spend their whole lives catching and breeding snakes for the Wildsnake industry, such is the popularity of the drink. The provenance of each bottle is guaranteed by the dead snake preserved within. Wildsnake is a clear sharp tasting liquid the bitterness of which is derived from the venom in the snakes themselves.*

*For those who cannot afford the price of Wildsnake the next best is quite literally Second Best. Second Best is brewed from rat pelts too mouldy to use for anything else, slugs too rancid to sell as slave food, and household waste so disgusting that it's better not to think about it.*

*Conveniently, it is almost impossible to think about anything after drinking a bottle of Second Best...*

HATRED

Hate is a powerful emotion and in the Underhive there is plenty of opportunity for gangs to develop bitter rivalries. Grudges and ingrained animosity can lead to feuds that tear gangs apart and leave dozens dead. This is represented by the special rules for hatred. Hatred can often develop following disturbing injuries.

Most gangs will have fighters that hate an enemy gang member over the course of a campaign. The following rules apply to models which hate their rivals.

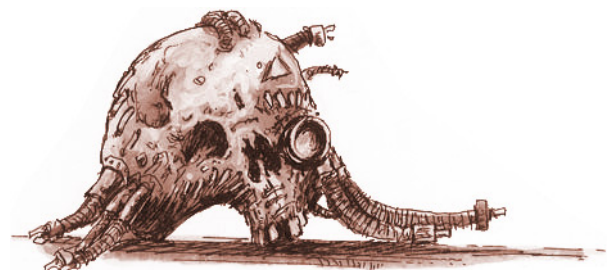
- 1 If a fighter can see a hated adversary then all **nerve, fear and terror** tests are taken as if he had a Leadership characteristic of 10.
- 2 A model fighting hand-to-hand combat with a hated foe can re-roll any Attack dice in the first turn of any hand-to-hand combat engagement. After the first turn the model has vented his pent-up anger and fights as normal.
- 3 A model in hand-to-hand combat must use his 2" follow-up move to engage a hated enemy if possible. Otherwise he must use the follow-up to move towards a hated enemy he can see. He may not use follow-up to move away from hated enemies or take cover if there are any hated enemy models in sight.

FRENZY

Some fighters are more than a bit crazed and can be driven into a frenzy of slaughter during combat. Such wild and dangerous individuals are described as frenzied. How or exactly why a fighter may go over the edge in this way is not particularly important – he could be psychotically deranged, under the influence of dangerous hive fungi, or affected by localised gases or radiation.

If an individual is frenzied the following rules apply.

- 1 A frenzied model must always charge the closest enemy within his charge move (usually 8") if able to do so.
- 2 The frenzied model doubles his Attacks characteristic. For example, A1 becomes A2, A2 becomes A4 and so on.
- 3 Frenzied models cannot parry (see Parry in the Hand-to-Hand Combat section).
- 4 Frenzied models must use their 2" follow-up move to engage in hand-to-hand combat if possible. Otherwise they must use the extra move to move closer to their enemy. They may not use a follow-up move to get behind cover or retreat (see Hand-to-Hand Combat).
- 5 Frenzied models are never affected by fear or terror, nor are they affected by stupidity or hatred.
- 6 If a frenzied model loses his nerve and is broken as described in the Leadership section, then the Frenzy rules no longer apply. The fighter has taken a beating and his sense of selfpreservation asserts itself.
- 7 A player may try to gain full control over a frenzied model at the start of his turn. This is purely up to you – you may not wish your splendidly berserk fighter to calm down and behave sensibly! To gain control over the model take a Leadership test as you would for testing your nerve. If the test is passed then the fighter is under control and can act normally – however, none of the special Frenzy rules described above will apply. This control lasts until the start of your following turn.



# ARMOURY

*This section of the Necromunda rulebook describes the different weapons which gang fighters carry as well as other equipment such as armour and gunsights. In addition to commonplace weapons and easily obtained items of equipment there are many unusual or exotic weapons and rare devices of various kinds. These much sought after and expensive items are carried only by the richest and most successful gangs, but they have been collated here for ease of reference.*

Some of the items described on the following pages are used in the various scenarios given in the 'Playing a Campaign Game' section (see page 109). For example, screamers and stummers are used with the special rules in the Raid and Rescue scenarios, being alarm devices and sound mufflers respectively. Players fighting these scenarios will appreciate how useful such devices can be.

Other items are used in the context of the broader Necromundan Underhive campaign described later in the 'Playing a Campaign Game' section (see page 109). For example, the lobo-chip will cure a fighter of the longterm effects of a head wound sustained in a previous game. Other devices can help to acquire territory. For example, the Isotropic fuel rod enables a gang to set up a new settlement, while the Ratskin map guides the gang through secret passages and into old treasure domes.

Don't worry about learning the rules for every weapon and item of equipment as this isn't necessary. The pages that follow provide you with all sorts of information which can be referred to as and when needed. There is a summary chart for the various weapons for convenience. To start with, players should familiarise themselves with the weapons their gang is armed with. Once players have mastered these, new weapons and unusual items of equipment may be introduced as required.

This section describes the different weapons that gang fighters can carry. Some of these weapons are common, simple and even cheap, whilst others are rare, technically complex and expensive.

A gang may be equipped with any weapons it can afford within the limits discussed later. Models are available with a wide variety of weaponry, and are always assumed to carry the weapons they are depicted with. Holstered pistols can obviously represent any pistol weapon, whilst grenades can be assumed to be concealed, so a model not depicted with grenades can still carry them. All fighters are assumed to carry a knife even if the model itself does not visibly have one.

## TYPES OF WEAPON

All weapons are divided into one of the following broad categories.

### Hand-to-Hand Combat Weapons

These are weapons designed for use purely at close quarters such as swords, knives, axes and crude clubs. Such weapons cannot be used for shooting but only in hand-to-hand combat.

### Pistols

Pistols are small hand-held firearms which can be used at close quarters or at longer range. A fighter can shoot with a pistol or use it in hand-to-hand combat.

### Basic Weapons

Basic weapons are larger, heavier firearms generally carried and fired using two hands. You can shoot in the shooting phase with such a weapon but it confers no advantage in hand-to-hand fighting.

### Special Weapons

Special weapons are similar to basic weapons in terms of their size and the way they are used. However, they are more complex in design, costly, and far more specialised in nature. Due to this, only the gang's leader and heavies can use special weapons.

### Heavy Weapons

Heavy weapons are even larger and heavier than basic weapons, and are generally more powerful and have a longer effective range. Many can spit out vast amounts of bullets while others are designed to punch holes in tanks or create large blasts. Heavy weapons are difficult to maintain and are cumbersome to fire so only the gang's heavies can use them. In hand-to-hand combat a weighty weapon is a disadvantage and fighters carrying one will suffer a penalty.

### Grenades

Grenades are small bombs or grenades that are thrown by hand and which explode on impact. A model can throw a grenade instead of shooting a weapon in the shooting phase.



# WEAPON PROFILES

## HAND-TO-HAND COMBAT WEAPONS

As the name suggests, hand-to-hand combat weapons are used only in hand-to-hand combat, so usually have only a short profile.

As an example, here is the profile of a chainsword, a very typical weapon in the Underhive.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-1

### Strength

The strength value of a hit inflicted by the weapon. This is used to determine the chances of the target being wounded by the attack. In this case, the chainsword has a strength of 4. Some hand-to-hand combat weapons have no strength of their own, but instead act as a modifier to their wielder's strength, e.g. As user +2.

### Damage

The number of wounds inflicted by a hit – usually 1 but large weapons can inflict more. Sometimes the amount of damage will be random, e.g. D6.

### Save Modifier

The modifier applied to the target's armour saving throw if he has one. In the case of weapons which act as a bonus to their wielder's strength, the weapons have no modifier of their own, so remember to calculate the save modifier using the total strength after the bonus has been applied to the model itself.



## RANGED WEAPONS

Ranged weapons include pistols, basic weapons, special weapons and heavy weapons. These all have a slightly longer profile than hand-to-hand combat weapons, which describes their ability to make a ranged attack by shooting at a target.

As an example, here is the profile of an autogun, a very typical weapon in the Underhive.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	+1	-	3	1	-	4+

### Short Range

The short range of the weapon, for example 0-12. The range given is always in inches, so in this case, the autogun has a short range of 0-12”

### Long Range

The long range of the weapon, for example 12-24. The range given is always in inches, so in this case, the autogun has a long range of 12-24”.

### To Hit Short/Long

The hit modifiers applied when shooting at short and long range. The to hit modifier for short range applies when shooting at a target within short range, so in this example the autogun would gain a +1 ‘to hit’ modifier when shooting at a target within 0-12”.

### Strength

The strength value of a hit inflicted by the weapon. This is used to determine the chances of the target being wounded by the attack.

### Damage

The number of wounds inflicted by a hit – usually 1 but in the case of larger weapons possibly more. Sometimes the amount of damage will be random, e.g. D6 or even 2D6.

### Save Modifier

The modifier applied to the target's armour saving throw if he has one.

### Ammo Roll

The D6 dice score needed to pass an Ammo test. The lower the number the more reliable the weapon, so 2+ is good and 6+ not so good. Some weapons fail automatically and are indicated as ‘Auto’ (automatic fail). Note although weapons with an ‘Auto’ Ammo Roll automatically fail Ammo rolls they can still benefit from items and skills that ignore failed Ammo rolls. For example, even grenades can benefit from Auto-repairers and Armourers.

## HAND-TO-HAND COMBAT WEAPONS

*Hand-to-hand combat weapons include a whole variety of primitive weapons intended to inflict vicious injuries up close and personal, as well as more advanced weaponry such as power axes. These weapons cannot be used to shoot, they are used exclusively for hand-to-hand fighting.*

**Special Rules:** All Necromundan fighters carry a knife in addition to whatever other weapons they carry. If not apparent on the model it is assumed to be tucked into a boot or concealed by the fighter's clothes.

### CLUBS, MAULS & BLUDGEONS

Simple primitive weapons are often used by juves, impoverished fighters and the hordes of mutant creatures that plague the Underhive. This type of weapon comprises crude clubs or metal bars, murderous hammers or axes, and other weighty blunt instruments such as spiked mauls and bludgeons. They can be used with one hand, leaving the other free to carry a pistol or another close combat weapon. Because these weapons are crude and heavy they are marginally more dangerous than bladed weapons, although it is impossible to use them to parry.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	1	-

### MASSIVE AXE, SWORD OR CLUB

A few unhinged individuals prefer to fight with a massive sword, club, metal bar, axe, hammer or some other large and unlikely implement. A massive weapon is hard to swing because of its weight, but when it strikes an enemy it will cut him in two or crush him to a pulp.

Range	Strength	Damage	Save Mod.
Close Combat	As user +2	1	-

**Two-handed:** It requires two hands to swing a massive weapon so it can never be used together with another weapon.

**Mighty Blow:** The sheer mass of a massive weapon combined with the momentum of a charge makes it difficult to retaliate against such an onslaught. If you charged into combat that turn then your opponent rolls one less attack dice for the duration of the turn (to a minimum of 1).

**Draws:** Due to the ponderous lurching swing required to wield this weapon your opponent is likely to catch you on the upswing. If the combat ends in a draw then your Initiative is halved when working out which fighter wins.

### CHAINSAWORD

The chainsword is a deadly if noisy weapon with a powered chainsaw edge. Its rending saw-teeth are made from sub-atomically honed adamantium and can slice through plasteel. It is an expensive and prestigious weapon favoured by gang leaders.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-2

**Parry:** You can parry with a chainsword, as described in the game rules.

**Noisy:** This weapon emits a loud and distinctive sound so must test to sound the alarm when used during scenarios such as The Raid.

### CHAINS & FLAILS

A length of chain or a chain fastened to a metal bar is a dangerous and unpredictable weapon. Only the most maniacal fighters would use a weapon like this, swinging it around their head with long powerful strokes. It is also a dangerous weapon to use because the wielder must struggle to keep his balance whilst avoiding the chain itself.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	1	-

**Nullify:** Each flail cancels out an opponent's parry. Note any parries that nullify each other take precedence. For example, a fighter equipped with a flail and a sword cannot parry against an opponent equipped with a sword.

**Clumsy:** Each flail will double one of your fumbles. For example, if a fighter uses two flails then the first two fumbles he rolls will each add +2 to your opponent's Combat Score.

**SWORDS & KNIVES**

Every Necromundan fighter carries a knife of some kind. Heavy bladed single-edge fighting knives are the most common type, but needle thin stiletos and long double-edged daggers are favoured by some fighters.

Longer blades are carried by some fighters as well as their knives. Short, broad-bladed weapons are easy to carry and are well suited to fast and bloody combat. Fighters make use of a great variety of other bladed weapons including cleavers and machetes. All of these bladed weapons are essentially similar and they have the same weapon profile. The principle difference is that fighters with swords are able to parry.

Range	Strength	Damage	Save Mod.
Close Combat	As user	1	-

*Parry:* Fighters with swords are able to parry as described in the game rules.

**POWER SWORD**

The power sword may look much like an ordinary sword but it is actually a technically sophisticated and very deadly weapon. The sword's hilt and blade incorporate an energy source and a disruptor generator which sheathes the blade in a shimmering blue energy field. The field demolecularises any solid matter allowing the sword to easily tear through even the hardest of materials.

Range	Strength	Damage	Save Mod.
Close Combat	As user +2	1	-

*Parry:* Fighters with swords are able to parry as described in the game rules.

**POWER AXE**

The power axe is a large bladed weapon often as tall as a man. It utilises the same energy field technology as the power sword and is even more devastating on account of its greater size and more powerful disruptor generator. Because of its size the weapon is often wielded with both hands, although it can be used one-handed with a slight reduction in effect.

Range	Strength	Damage	Save Mod.
Close Combat	As user +3	1	-

*Dual-banded:* A power axe can be wielded in one hand using the profile above. Alternatively you can choose to wield a power axe with both hands, in which case it receives a further +1 Strength bonus.

**POWER FIST**

The power fist is the most potent weapon of its kind, being even more deadly than a power axe. It is a very rare weapon and requires a powerful energy source for its large generator. The fist is a massive armoured glove surrounded by a shimmering blue energy field. The demolecularisation field allows the user to tear and punch huge chunks out of his target. Whilst fighting hand-to-hand it's impossible to hold another weapon in the power fist, but at other times it can be deactivated and used to hold another weapon.

Range	Strength	Damage	Save Mod.
Close Combat	As user +5	D3	-

**SHOCK MAUL**

Shock mauls are used by Arbitrators and Enforcers, the uniformed guardians of Imperial justice. Arbitrators are almost never seen in the Underhive. Their duties go beyond the laws of individual planets, and their concerns rarely interfere with planetary government except on the very highest level. None-the-less, shock mauls can sometimes reach the Underhive where they make a prestigious alternative to the power sword. The maul contains an adjustable energy generator that can produce a powerful electrical discharge. This allows the user to bash a hole through a wall or conveniently stun a victim.

Range	Strength	Damage	Save Mod.
Close Combat	5	1	-2

*Out of Action:* A fighter who goes down to a blow from a shock maul will go out of action automatically, even in multiple combats where this would not normally be the case.

*Injury:* Due to the unique nature of the shock maul, any models taken out of action by it must roll on the following injury chart instead of the normal Serious Injuries chart.

D6	Result
1	Chest Wound
2	Shell Shock
3	Old Battle Wound
4-5	Full Recovery
6	Captured

## PISTOLS

*Pistols are small hand-held weapons that are especially useful for close ranged fighting and hand-to-hand combat. At short ranges their lightness means they are easy to aim and fire, though at longer ranges their lack of stability and power means they are inaccurate.*

### AUTOPISTOL

The autopistol is a rapid firing automatic pistol, effectively a smaller and handier version of the larger autogun. Auto weapons are easy to manufacture and simple to use, and are amongst the most commonly employed weapons in the Underhive.

Most weapons are made in the factories of the Hive City and traded down through the hive. Crude but effective versions are made in the Underhive workshops themselves. Ammunition, spares and repair facilities are relatively easy to find throughout the Underhive, and traders always have guns and ammunition for sale. Because of its high rate of fire, the autopistol is astonishingly accurate at the short ranges favoured by some gang fighters.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+2	-	3	1	-	4+

### BOLTPISTOL

Bolt weapons are sophisticated weapons that fire self-propelled explosive ammunition in the form of small missiles called bolts. Bolt pistols and boltguns are manufactured in the factories of the Hive City, but the fine engineering tolerances and quality materials required means few if any are made in the Underhive. For the same reason bolt weapons are hard to maintain, spares are rare, and ammunition is expensive. Furthermore, ammunition made in the Underhive is often unreliable. On the whole this is a weapon best suited to the technically sophisticated armies of Space Marines for which it was designed.

Despite its drawbacks the bolt pistol is still a highly favoured weapon. It may not always work, but when it does the results are usually impressive. For one thing, it makes a lot of noise and creates a great deal of obvious damage. More deadly and far more obvious than an autopistol or laspistol, it makes the ideal side-arm for a gang leader keen to impress rivals.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+2	-	4	1	-1	6+

### STUB GUN

The stubber or slugger is a primitive hand gun which fires solid bullets. It is recognisable as a revolver or small automatic of the kind used since the Twentieth century. Stub guns are made locally in the Underhive and are readily available, simple to maintain, and fairly reliable. The quality and appearance of individual weapons varies a great deal.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+1	-1	3	1	-	4+

*Dum-dum Bullets:* A stub gun can be loaded with dum-dum bullets. A supply of these powerful hand-made bullets costs extra, but they are more effective than standard ammunition adding +1 to the Strength of any hits (Strength 4 rather than 3). However, a stub gun firing dum-dums **must test to see if it explodes on an Ammo roll of 1, 2 or 3 instead of just a roll of 1.** Dum-dum bullets follow the usual ammo rules as explained in the Ammunition & Gunsights section.

### LASPISTOL

Laser weapons are manufactured in vast quantities in the factories of the Hive City and are exported to the armed forces of the Imperium throughout the galaxy. Laspistols find their way into the Underhive via the Guilder traders. Power packs come from the same source and some are made in local settlements. Supplies of parts are plentiful and repairs are cheap.

Laser technology is reliable and easy to replicate, and although the weapons are not the most powerful they are certainly the most trustworthy. A laser power pack will last for many shots and can be recharged from a standard power source or by exposing its thermal cells to heat or light. In an emergency a pack can be recharged by placing it in a fire, although such treatment tends to shorten the life of the pack and increase the probability of it failing. Many experienced fighters prefer the laspistol over more powerful weapons for these very reasons.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+1	-	3	1	-	2+

NEEDLE PISTOL

The needle pistol or needler is a complex laserpowered weapon. Its tight laser beam carries a tiny toxic needle or dart which pierces the target's flesh to send its deadly poisons into their body. The laser carrier beam will dissolve or blow away armour or clothing and burrow into exposed flesh enabling the darts to penetrate more deeply. The needler is a rare and expensive weapon in the Underhive. Its chief advantage is that it is virtually silent, and consequently the favoured weapon for assassins and other unwelcome characters.

Range		To Hit			Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long	Long				
0-8	8-16	+2	-	3	1	-1	6+	

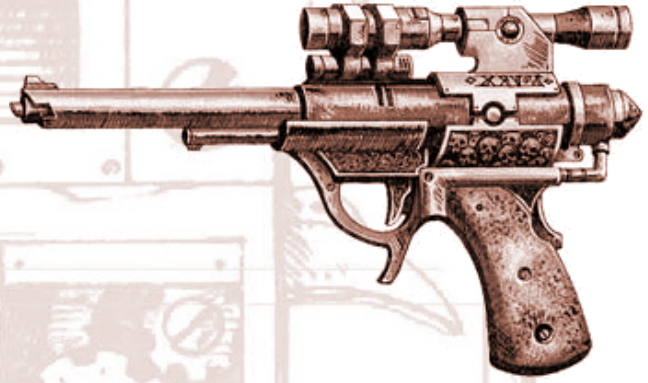
**Toxic Dart:** No wound roll is required when shooting a needler: if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal. **Note this only applies against living targets. If a needle pistol hits an unliving target, such as a water still, then a normal to wound roll must be made using the Strength shown in the profile.**

**Injuries:** A target suffering his final wound from a toxic dart does not roll on the standard Injury chart. Instead, roll on the chart below both when the injury is inflicted and in subsequent recovery phases.

D6	Result
1	<b>No Effect:</b> The toxin has no effect or wears off. The target may continue to fight in the same way as if he'd suffered a flesh wound except that he suffers no penalties on his WS/BS.
2-4	<b>Comatose:</b> The target is knocked comatose and falls to the ground. The model <b>counts as down except he</b> cannot move.
5-6	<b>Out of Action:</b> The target slumps lifelessly to the ground. He may be dead or barely living, but is overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

If a needle pistol hits a model that is already down and inflicts a Comatose result, then the model must continue to roll on the chart above in subsequent recovery phases instead of the standard injury chart.

**Silent:** This weapon emits no noise so when fired doesn't test to sound the alarm during scenarios such as The Raid.



PLASMA PISTOL

Plasma weapons fire energy shells of bright glowing plasma – matter in a super-heated energised state. When a plasma shell strikes its target there is a tremendous release of energy and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous, **however, they are also highly unstable, difficult to maintain and frequently malfunction.** The user can mitigate this by firing as short a blast as possible with slightly reduced effectiveness.

Firing on Low Energy:

Range		To Hit			Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long	Long				
0-8	8-16	+1	-	4	1	-1	4+	

Firing on Maximum Power:

Range		To Hit			Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long	Long				
0-8	8-16	+2	-	5	1	-2	6+	

**Energy Levels:** You can choose to shoot the plasma pistol on a low energy setting or maximum power. The profiles for each setting are different. If you shoot the plasma pistol on maximum power then **after all shots with the gun have been resolved you must roll a D6 on the Gets Hot table below to see if the weapon malfunctions.** Note a plasma pistol cannot be fired on maximum power during hand-to-hand combat.

Gets Hot

- 1-2 Critical:** The weapon vents super-heated gases that inflict a D3 Strength hit against the user. The weapon also cannot be fired again for a full turn.
- 3-4 Overheat:** The weapon cannot be fired again for a full turn as it needs to cool down.
- 5-6 Stable:** The weapon remains stable and can be fired again as normal next turn.

WEB PISTOL

The web pistol, or glue gun as it is cheerfully called, is a common sight in the Hive City. It's used by enforcers or the Houses' security forces to suppress crowds and take captives without harming them.

The weapon fires a tangle of gluey threads which envelop and ensnare their target, trapping and rendering them immobile. The sticky mass quickly shrinks and hardens holding the target fast and preventing them from making the slightest move. A victim who struggles too hard may be strangled or crushed by the constricting mesh. Web pistols are bulky with a coned nozzle and a distinctive canister containing the web chemical. Although easily available uphive, both the weapon and its chemical ammo are hard to get hold of by Underhive traders.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6	6-9	-	-1	-	special	-	6+

**Webbed Targets:** Once a web pistol has hit its target the victim is automatically enmeshed – there is no roll for wounds and no armour saving throw is allowed. This also applies in hand-to-hand combat, any extra hits that must be allocated to the pistol are wasted.

A webbed target cannot move or do anything else other than attempt to struggle free at the start of his turn. If the fighter wishes to make an attempt to struggle free roll a D6 and add the model's Strength. If the total is 9 or more the victim frees himself but may not do anything for the rest of the turn. If the total is less than 9 then he automatically suffers 1 wound, though an armour save can be attempted. If a webbed model is involved in hand-to-hand combat then treat him as if he was down.

Friendly fighters in base contact with a webbed model at the start of their turn can help cut away the steely webbing. The model cannot do anything else that turn. If the fighter helps out in this way then his Strength characteristic is added to the D6 roll.

**Web Solvent:** All web pistols incorporate a solvent spray for removing the web material. Any model that has a web pistol can automatically free a webbed fighter at the start of the turn if he is in base contact and doesn't do anything else that turn. However, a model can never free itself from a web using a web pistol, as the strands are far too tight to allow the fighter to reach his solvent spray.

**Capture:** If a fighter equipped with a web pistol takes an enemy model out of action in hand-to-hand combat then he will be automatically captured on a roll of 4+. Models captured in this way do not have to make a roll on the Serious Injuries chart. Note this rule only applies so long as the web pistol has not ran out of ammo.

HAND FLAMER

Amongst the Underhive gangs this weapon is also known as the flame pistol or burner. It fires a short burst of flaming chemical, an unstable sticky material that ignites upon contact with air. This volatile fuel is held within a small pressurised container that fits into the weapon. A single container contains very little fuel so hand flammers often run out of ammo. The unstable and temperamental nature of the fuel also means that some containers prove useless whilst others explode unexpectedly as they are loaded. Nevertheless, the hand flamer is a very dangerous weapon that spreads a sheet of flame over a short distance which allows it to claim several victims with a single shot.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Template	-	-	-	3	1	-1	5+

**Flamer:** The hand flamer's shot is represented by the flamer template. This is used as described in the Shooting section. However, due to the hand flamer's limited ammo, any models partially covered by the template are only hit on a roll of 6 instead of 4+.

**Ammo Roll:** The hand flamer must take an Ammo roll each time it fires, except during hand-to-hand combat.

**Catch Fire:** Any models hit by a hand flamer catch fire on a roll of 5+. Note the hand flamer cannot set hand-to-hand combat opponents on fire.



## BASIC WEAPONS

*This section covers weapons designed to be carried and used with two hands like an automatic rifle or sub-machine gun. These comprise some of the most common and effective weapons available to the Underhive fighters.*

### AUTOGUN

The autogun is a rapid firing automatic weapon. Auto weapons are easy to manufacture and simple to use, and are amongst the most commonly employed weapons in the Underhive.

The majority of autoguns are made in the factories of Hive City and traded down through the hive. But some crude but effective versions are also made in the ramshackle Underhive workshops. Ammo, spares and repair facilities are relatively easy to find throughout the Underhive, and traders always have plenty of guns and ammunition for sale.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	+1	-	3	1	-	4+

### BOLTGUN

The boltgun or bolter is the standard armament of the Imperium's finest fighting forces the Space Marines. It is a weapon made in limited quantities and to the highest standards using the most costly materials. Boltguns require constant attention and regular expert maintenance if they are to work properly.

Bolt weapons fire a self-propelled armour-penetrating mass-reactive explosive missile called a bolt. Even bolts are expensive to make and cannot be easily fabricated in the Underhive. Overall, boltguns are rare, expensive and prone to going wrong. However, they are very effective indeed.

Despite their drawbacks boltguns are still highly favoured weapons. They make a great deal of noise and cause immense damage to any target they hit. They are prestige weapons carried by gang leaders and other fighters who are wealthy and don't mind advertising the fact. A fighter with a bolter means business.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	+1	-	4	1	-1	6+

### LASGUN

Laser weapons are manufactured in vast quantities in the Hive City and are exported to the armed forces of the Imperium throughout the galaxy. Lasguns are traded in Underhive settlements and the Guilders bring shipments from the factories above. Power packs come from the same source and some are made locally. Supplies of parts are plentiful and repairs easily effected.

Laser technology is reliable and easy to replicate, and although the weapons are not the most powerful they are certainly the most trustworthy. A laser power pack will last for many shots and can be recharged from a standard power source or by exposing its thermal cells to heat or light. In an emergency a pack can be recharged by placing it in a fire, although such treatment tends to shorten the life of the pack and increase the probability of it failing. Many experienced fighters prefer the lasgun over more powerful weapons for these very reasons.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-24	+1	-	3	1	-	2+

### HUNTING RIFLE

The bolt action hunting rifle is designed to accurately deliver bullets over extreme ranges. Due to the claustrophobic and ruinous nature of the Underhive domes, hunting rifles aren't especially popular with the gangs that live there. But they have garnered niche markets among hivers excelling in long ranged combat and in particular open areas of the badzones, such as the Ash Flat Wastes.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-32	-1	-	3	1	-	4+

**Critical Shot:** If a fighter shooting a hunting rifle remained stationary that turn and rolled a to wound score of 6, then that wound will inflict D3 Damage.

SHOTGUN

A shotgun is a simple low velocity weapon which any Underhive workshop can make to order. They vary in appearance, often incorporating special features or decoration to the taste of the owner or the gunsmith. Some are pump-action guns, fed from a tubular magazine slung under the barrel, others have box magazines or long ammo belts. The ammunition itself is easy to make, and many owners make their own shells. There are several recognised types, each tailored to a particular type of shot or range. The ingenuity of the Underhive gunsmiths is quite remarkable in this respect.

**Knock-back:** The high impact of a shotgun is quite capable of knocking a man off balance or even off his feet. To represent this a target making a roll for falling over an edge as a result of a shotgun hit **from a solid slug, manstopper or hot shot shell** counts his Initiative with a -1 penalty. For example, if his I is 3 he will fall on a score of 3-6 rather than 4-6.

**Ammo:** A variety of shell types are available and their different effects are summarised on the profile. Each type has its advantages. Some are effective but expensive and often unreliable. **Shotgun ammo follows the usual ammo rules as explained in the Ammunition & Gunsights section.**

**Solid Slug**

This is the standard type of solid ammunition. It takes the form of a heavy shell which is fairly inaccurate but quite powerful.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4	4-18	+1	-1	4	1	-	4+

**Scatter Shot**

This is a cartridge filled with lots of small pellets. Although it's not as powerful as other types of ammunition it is very useful for blasting enemies out of cover. The hundreds of pellets ricochet around and often score hits on partially concealed targets. When firing a scatter shot, disregard any cover modifiers for hitting the target – the hundreds of pellets saturate the area with shot and can catch partially concealed targets as if they were in the open. In addition, roll a dice for any other models in base contact with the target model. Any such models are hit on a 4+, in a similar way to blast weapons. Resolve hits as normal.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4	4-18	+1	-1	3	1	-	4+

**Manstopper Shell**

This is a particularly heavy solid cartridge with a massive propellant charge. It is more powerful than a normal solid shot and more accurate over longer ranges. However, it is more expensive than an ordinary solid shot.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4	4-18	+1	-	4	1	-	4+

**Hot Shot Shell**

This is a hollowed out shot which contains a small charge of flamer chemical. If a target is hit **by a hot shot shell then he will catch fire on a roll of 5+.**

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4	4-18	+1	-1	4	1	-	6+

**Bolt Shell**

This is a small self-propelled missile. In fact it is a charge adapted from a boltgun round, and has similar properties including being somewhat temperamental.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4	4-24	+1	-	4	1	-1	6+





## SPECIAL WEAPONS

*Special weapons are similar in size and design to basic weapons and like them require both hands to fire. These are expensive and technically sophisticated weapons which require above average care and skill to use. For this reason not everyone can use such a weapon and they are mostly carried by heavies or gang leaders.*

### FLAMER

The flamer fires a burst of flaming chemical, an unstable sticky material that ignites upon contact with air. This volatile fuel is held within a pressurised container that fits underneath the weapon or is attached by a separate fuel pipe. A canister contains little fuel, so flamers often run out of power after a few shots. The unstable and temperamental nature of the fuel also means that some containers prove useless whilst others explode unexpectedly as they are loaded.

The flamer is a very dangerous weapon that spreads a sheet of flame over a short distance. At this range it is almost impossible to miss and several victims can be claimed with a single shot.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Template	-	-	-	4	1	-2	4+

*Flamer:* The flamer's shot is represented by the flamer template. This is used as described in the Shooting section.

*Ammo Roll:* The flamer is required to take an Ammo roll each and every time it fires.

*Catch Fire:* Any models hit by a flamer catch fire on a roll of 4+.

### AUTOSLUGGER

An autoslugger is a crude weapon assembled in the Underhive workshops and rarely seen uphive. Their design widely varies and often incorporate cannibalised parts from other guns, but they all share the same purpose, to rapidly fire a hail of bullets. They are simple weapons and cheap to maintain so have become popular with the Underhive gangs, especially amongst outlaws who find it difficult to find, afford and maintain the more powerful heavy weapons.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	+1	-	3	1	-	5+

*Sustained Fire:* 1 dice.

### GRENADE LAUNCHER

A grenade launcher is a light tubular launcher capable of firing grenades by a compressed gas charge. The most common grenades are explosive frag grenades and implosive krak grenades which are designed for cracking open tough and well armoured targets. These grenades are often home-made affairs, simple devices manufactured in the Underhive itself. The launcher is a very robust and straightforward weapon. Its supply of compressed gas is soon expended, but recharging is a simple matter using a high pressure source to fill its internal tank.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-14	14-28	-	-1	-	-	-	6+

*Ammo:* Grenades need to be specially modified in order for them to be fired from a launcher, so they must be allocated their own supply of grenades. Grenades allocated to the launcher cannot be thrown during a game. Likewise, grenades not allocated to the launcher cannot be fired from it. Grenade ammo follows the usual ammo rules as explained in the Ammunition & Gunsights section.

Grenades can be easily modified by the gang so you can freely choose whether a supply of grenades is allocated to the launcher or not after each game.

### MELTAGUN

The meltagun is also known as the melter, cooker or vape gun. It works by means of sub-molecular thermal agitation, literally cooking, and eventually vaporising the target. A meltagun can melt plasteel and its effect upon living tissue is horrible indeed.

The weapon itself makes no noise when fired. However, the passage of the beam heats the air to super-hot temperatures, causing a distinctive hiss which becomes a roaring blast as living flesh is hit and body moisture vaporises explosively.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6	6-12	+1	-	8	D6	-5	4+

NEEDLE RIFLE

The needle rifle is a sniper's weapon and for this reason it is often referred to as a needle sniper rifle. It is a complex laser powered device and relatively rare in the Underhive. Its tight laser beam carries a tiny toxic needle or dart which can easily penetrate flesh to send its deadly poisons into the target. The laser carrier beam will dissolve or blow away armour or clothing and burrow into exposed flesh enabling the darts to penetrate more deeply. The needler's chief advantage is that it is virtually silent, and consequently the favoured weapon for assassins and other unwelcome characters.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-16	16-32	+1	-	3	1	-1	6+

**Toxic Dart:** No wound roll is required when shooting a needler: if the target is hit then the toxins will automatically inflict 1 wound. Armour may still save a target as normal. **Note this only applies against living targets. If a needle rifle hits an unliving target, such as a water still, then a normal to wound roll must be made using the Strength shown in the profile.**

**Injuries:** A target suffering his final wound from a toxic dart does not roll on the standard Injury chart. Instead, roll on the chart below both when the injury is inflicted and in subsequent recovery phases.

D6	Result
1	<b>No Effect:</b> The toxin has no effect or wears off. The target may continue to fight in the same way as if he'd suffered a flesh wound except that he suffers no penalties on his WS/BS.
2-4	<b>Comatose:</b> The target is knocked comatose and falls to the ground. The model counts as down except he cannot move.
5-6	<b>Out of Action:</b> The target slumps lifelessly to the ground. He may be dead or barely living, but is overcome by the toxin for the rest of the game. Remove the model as you would any other that was out of action.

If a needle rifle hits a model that is already down and inflicts a Comatose result, then the model must continue to roll on the chart above in subsequent recovery phases instead of the standard injury chart.

**Silent:** This weapon emits no noise so when fired doesn't test to sound the alarm during scenarios such as The Raid.

PLASMA GUN

Plasma weapons fire energy shells of bright glowing plasma – matter in a super-heated energised state. When a plasma shell strikes a target energy is released and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous weapons, however, they are also highly unstable, difficult to maintain and frequently malfunction. The user can mitigate this by firing as short a blast as possible which has slightly reduced effectiveness.

Firing on Low Energy:

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-24	+1	-	5	1	-2	4+

Firing on Maximum Power:

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	+1	-	6	1	-3	6+

**Sustained Fire:** 1 dice. Note that sustained fire can only be used when shooting on maximum power.

**Energy Levels:** You can choose to shoot the plasma gun on a low energy setting or maximum power. The profiles for each setting are different. If you shoot the plasma gun on maximum power then after all shots with the gun have been resolved that turn you must roll a D6 on the Gets Hot table below to see if the weapon malfunctions.

Gets Hot

- 1-2 **Critical:** The weapon vents super-heated gases that inflict a D3 Strength hit against the user. The weapon also cannot be fired again for a full turn.
- 3-4 **Overheat:** The weapon cannot be fired again for a full turn as it needs to cool down.
- 5-6 **Stable:** The weapon remains stable and can be fired again as normal next turn.

## HEAVY WEAPONS

*This category covers particularly large and powerful weapons. They are too heavy and clumsy to be used by all fighters, and are also difficult to maintain and repair. Only fighters with appropriate technical skills can hope to own heavy weaponry of this kind, though most gangs have one or two fighters who carry heavy weapons. These individuals are known as ‘heavies’ on account of the weapons they carry and also because they tend to be big, muscular fighters able to bear the weight of their weapon, ammunition and spares.*

**Special Rules:** All of the heavy weapons described below are weighty, cumbersome affairs which take quite a bit of physical strength and energy to carry and use. Spare parts, ammunition and a basic tool kit all add to the weight a heavy must bear. Because of this, a fighter cannot fire a heavy weapon if he moved during his movement phase. As this rule applies to all heavy weapons it is not included in the special rules for individual weapons.

### AUTOCANNON

The autocannon is a heavy automatic weapon – a larger and more powerful version of the autogun. It is a rapid firing, high-velocity weapon capable of spitting out a hail of deadly shells. The blaze of shells, scream of the loading mechanism and brutal recoil mean that it is a difficult and energy sapping weapon to use. It is also extremely effective, and one of the most popular heavy weapons.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20	20-72	-	-	8	D6	-5	4+

*Sustained Fire:* 1 dice.

### HEAVY BOLTER

All bolt weapons are highly advanced and technically sophisticated, and the heavy version is the most effective and most complex weapon of its type. They are extremely bulky and are often known as the ‘back breaker’ by those who carry them. Like all bolters it is noisy and the shells explode when they hit their target causing great devastation.

Only very experienced and relatively wealthy fighters can afford to own and use a heavy bolter. The constant and demanding maintenance routine also makes it an unwise choice for a novice. For those who know what they’re doing it is a prestigious weapon carried by the most dangerous of fighters.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20	20-40	-	-	5	D3	-2	6+

*Sustained Fire:* 2 dice.

### HEAVY PLASMA GUN

The heavy plasma gun, or sun gun, fires energy shells of bright glowing plasma – matter in a super-heated energised state. When a plasma shell strikes a target energy is released and the target blows apart in an almighty explosion. Plasma weapons are extremely effective and very dangerous and the heavy version is the most deadly of all, however, they are also highly unstable, difficult to maintain and frequently malfunction. The user can mitigate this by firing the weapon on a low energy discharge.

#### Firing on Low Energy:

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20	20-40	-	-	7	D3	-4	4+

#### Firing on Maximum Power:

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20	20-72	-	-	8	D6	-5	6+

*Blast/Gas Cloud:* A heavy plasma gun shot envelops an entire area in a searing discharge so uses the blast template. If it is fired on maximum power then it uses the gas cloud template instead.

*Energy Levels:* You can choose to shoot the heavy plasma gun on a low energy setting or maximum power. If shot on maximum power then after the shot has been resolved you must roll a D6 on the Gets Hot table below to see if the weapon malfunctions.

#### Gets Hot

- 1-2 **Critical:** The weapon vents super-heated gases that inflict a D3 Strength hit against the user. The weapon also cannot be fired again for a full turn.
- 3-4 **Overheat:** The weapon cannot be fired again for a full turn as it needs to cool down.
- 5-6 **Stable:** The weapon remains stable and can be fired again as normal next turn.

LASCANNON

The lascannon is the most powerful of the laser technology weapons available in the Underhive. It is a military weapon, made in the factories of the Hive City for the armed forces of the Imperium. Examples find their way into the hands of gang fighters, though the Guilders are reluctant to trade such powerful weaponry into the anarchic Underhive.

The lascannon fires a powerful energy burst, a single mighty blast of energy that can burn up a target or vaporise plasteel. It is designed for destroying large armoured vehicles and other fighting machines, its massive energy discharge is reckoned unnecessarily potent in the cramped Underhive where targets are generally living men. As a result it is not highly favoured, most fighters preferring something which spreads its shots over a wide area or fires rapidly.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20	20-60	-	-	9	2D6	-6	2+

*Terrifying Force:* The effects of a lascannon blast on a living target are horrifying to behold. Usually if a ganger goes down or out of action then friendly fighters within 2" must take a nerve test, however, this range is extended to 6" when struck by a lascannon.

HEAVY FLAMER

The heavy flamer fires a concentrated tide of flaming chemical, an unstable sticky material that ignites upon contact with air. This volatile fuel is held within pressurised canisters carried in a backpack which contains enough fuel for several shots. The heavy flamer spreads a sheet of flame over a short distance. At this range it is impossible to miss and multiple victims can be claimed with a single shot.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Template		-	-	5	D3	-3	3+

*Move And Fire:* Unlike other heavy weapons the heavy flamer has no recoil and requires little aiming, so a fighter can move and fire it just like a normal gun.

*Flamer:* The heavy flamer's shot is represented by the flamer template. However, the sheer intensity of the heavy flamer's breath means any models partially covered by the template are hit on a roll of 2+ instead of 4+.

*Ammo Roll:* The heavy flamer is required to take an Ammo roll each and every time it fires.

*Catch Fire:* Any models hit by a heavy flamer catch fire on a roll of 3+.

HEAVY STUBBER

This heavy and old-fashioned weapon is affectionately known as the 'big stubber'. It rattles off a hail of heavy bullets sufficient to stop a man in his tracks. The workshops of the Underhive can turn out weapons like this quite easily, all slightly different in design but basically the same in terms of their effect. It is a simple weapon to maintain and relatively cheap to buy. Many gangs start out with a big stubber to back them up, and its deadly rain of bullets has put an end to the aspirations of many an Underhive fighter.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20	20-40	-	-	4	1	-1	4+

*Sustained Fire:* 2 dice.

MISSILE LAUNCHER

The missile launcher is a complex and weighty piece of machinery. Although expensive the weapon is highly regarded on account of its versatility, and those who can afford the exorbitant costs of maintenance and ammunition often choose to carry a missile launcher. Not all launchers are identical but most are similar, deriving from the armaments factories of the Hive City rather than individual workshops in the Underhive. A few Underhive gunsmiths will adapt or modify missile launchers, but this requires considerable skill. Powered missiles are fed into the weapon by means of a magazine or hopper, though some versions must be loaded one shot at a time.

*Ammo:* Missile ammo follows the usual ammo rules as explained in the Ammunition & Gunsights section.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-20	20-72	-	-	-	-	-	6+

Super Krak Missile

This missile contains a powerful implosive charge designed to crack open heavy armoured targets.

Strength	Damage	Save Mod.	Special
8	D6	-5	High Impact

Frag Missile

This missile scatters shrapnel over a wide area making it ideal for scything down groups of exposed fighters.

Strength	Damage	Save Mod.	Special
4	1	-2	Gas Cloud

*Gas Cloud:* A frag missile spills its explosive contents over a large area, and so uses the gas cloud template.

## GRENADES

*Grenades are thrown by hand or can be fired from a grenade launcher, a tubular device powered by compressed gas or an electromagnetic charge. There are many different kinds of grenade available in the Underhive, including strange and unreliable devices concocted by the Underhive fighters themselves, but the most common by far are Frag and Krak grenades.*

Whatever type of grenade you carry, a grenade throw counts as a 'shot' in the shooting phase, so a fighter can shoot a gun or throw a grenade, but not both. For the rules on grenades see the Shooting section of the main rules.

When you equip a fighter with grenades he is assumed to carry enough actual grenades to last the entire encounter. His supply of grenades will automatically run out if an Ammo roll is required, ie the Ammo roll is 'auto' for all grenades.

### KRAK GRENADES

Krak grenades are designed to pierce armoured targets by means of a concentrated implosive charge. Although a Krak grenade can easily kill a man, its contained blast makes it less useful than Frag grenades for Underhive fighting. However, it is very effective at destroying hard targets, building structures, and for blasting into defended holes.

Strength	Damage	Save Mod.	Special
6	D6	-3	-

**-1 to Hit:** A krak grenade is a heavy and cumbersome grenade with a concentrated blast. It is therefore harder to hit a target with a krak grenade than with other grenades and a -1 to hit penalty is imposed when throwing one. *Note this penalty doesn't apply to krak grenades fired from a grenade launcher.*

**Demolition:** The krak grenade can be affixed to any stationary structure as explained in the **Attacking Terrain** part of the **Advanced Rules** section. *Note krak grenades allocated to a grenade launcher cannot be used in this way.*

### FRAG GRENADES

A Frag grenade contains an explosive charge as well as a casing which is designed to fragment into deadly shrapnel. It is a common weapon, easy to make and effective in use. Frag grenades are often home-made in Underhive workshops or by the gang fighters themselves.

Strength	Damage	Save Mod.	Special
3	1	-1	Gas Cloud

**Gas Cloud:** As the name would suggest, a fragmentation or 'frag' grenade spills its explosive contents over a substantial area, and hence uses the gas cloud template.

### MELTA BOMBS

Melta bombs or thermal bombs contain a subatomic thermal charge capable of melting through a sheet of plasteel or vaporising flesh. The intense heat caused is very localised in effect, so the weapon is little use in conventional fighting, its primary purpose is as a demolition charge to melt doors or machines. For these purposes it has a special contact plate used to affix it to stationary targets.

Strength	Damage	Save Mod.	Special
8	2D6	-5	-

**Demolition Only:** The melta bomb cannot be thrown like an ordinary grenade and its size prevents its use in a grenade launcher. Instead it may be affixed to any stationary structure as explained in the **Attacking Terrain** part of the **Advanced Rules** section.

## GAS GRENADES

There are many different kinds of gas grenades or gas bombs. Some of these weapons are made in the factories of the Hive City, others are fabricated by cunning armourers in the Underhive itself. All of these weapons are rare and somewhat specialised in nature, so they are not commonly used by gang fighters. The different effects of the various gas grenades are discussed below.

When you throw a gas grenade choose your target and work out where the grenade hits. Place a gas cloud marker, or a patch of cotton wool, to represent the gas. Models within the cloud are hit automatically; models partially within the cloud are hit on a D6 roll of 4 or more, exactly as for ordinary weapons. Fighters hit by gas are not pinned as a result. In other words, although 'hit' the targets are not actually struck or hurt so the hit doesn't count in quite the same way as a regular weapon hit.

Any model hit by gas must **take a Toughness test**. If the test is passed then they are unaffected by the gas. If the test is failed then they cannot do anything except as described below. A model that is not already affected by the gas must make this roll if it finds itself within the gas cloud at the start of its turn. Fighters can move into a gas cloud but must test to see if they are affected as soon as they enter it and are 'hit' following the usual template rules.

Gas clouds can last for several turns, or slowly disperse or drift away altogether. Test at the beginning of both players' turns. At the start of each turn roll a D6. Note if a cloud dissipates it still affects models within it at the start of the turn, and if a cloud drifts it affects all models 'hit' by the gas as it drifts.

- 1-2 The cloud shrinks to a blast template in size. If the cloud has already been shrunk then it dissipates with no further effect.
- 3-5 The cloud remains where it is.
- 6 The gas cloud drifts D6" in a random direction. Models will be hit by the moving cloud following the usual template rules. If the cloud drifts from above ground level off over a ledge, then the cloud dissipates in mid-air unless it reaches another ledge of the same level.

**Choke**

Fighters affected by Choke fall to the floor and are helpless whilst they remain in the cloud. Models can crawl 2" and attempt to leave the cloud, but they cannot shoot or do anything else if within the cloud at the start of their turn. Affected models in hand-to-hand combat are treated as down so may be taken out of action. Once they have crawled free of the gas or it has dispersed they recover by the end of the turn.

**Scare**

A fighter affected by scare gas is sent into a mindless panic and is immediately broken, just as if he had failed a nerve test. The effect of the gas wears off once he manages to recover his nerve.

**Hallucinogen**

Fighters affected by this dangerous hallucinogenic gas become subject to all kinds of strange delusions and can behave in an extraordinary manner. If an affected model is within the gas cloud at the start of his turn roll a D6 and consult the chart below. Note if a hallucinogen cloud dissipates it still affects models within it at the start of the turn, and if a cloud drifts it affects all models 'hit' by the gas as it drifts. If a model fails the original Toughness test when struck by the grenade then he's automatically affected by the gas at the start of the turn.

- 1 **Resist!** Wild and dizzying visions spin before the victim's eyes as he battles to overcome his inner madness. The model must take a Leadership test. If passed the victim resists the visions and is unaffected. If failed, roll again on this chart.
- 2 **They're Crawling All Over Me!** The victim is convinced that he is covered with spiders, plague rats, or other unpleasant creatures. The victim is pinned in place by sheer horror just as if he had been hit by a shot. He cannot test to avoid this and can do nothing for his next turn.
- 3 **Over There!** The victim is convinced the enemy is all around him, hiding behind every piece of cover, lurking just out of sight, ready to drop from above. The victim doesn't move this turn but must blast off a random weapon once in a random direction. The nearest model, friend or foe, that lies in the 90 degree arc becomes the shot's target. If there is no eligible target then roll a dice anyway to see if an Ammo roll is required.
- 4 **Run For It!** The victim is overcome with terror, his eyes widen and he starts to dribble and gibber. The model is automatically broken, just as if he had failed a nerve test.
- 5 **Traitors!** The victim becomes convinced his fellow fighters are out to get him and that the whole thing is a set-up. The victim doesn't move this turn but pivots to shoot at the nearest friend that he can draw a line of sight to. He shoots with the highest Strength weapon that is within range and if he can shoot multiple times then he will try to hit as many different friendly fighters as many times as possible starting with the nearest.
- 6 **Errrr...** The victim lapses into a mindless slackjawed state for the remainder of the game. The fighter is immediately taken out of action but is automatically assumed to roll a Full Recovery result on the Serious Injuries chart.

**PLASMA GRENADES**

Plasma is a dangerous and unstable matter in a highly energised state. When a Plasma grenade explodes it creates a plasma ball like a miniature sun.

Strength	Damage	Save Mod.	Special
5	1	-2	Blast

*Use:* Throw the grenade as normal and when you have established where it lands place a blast template on the spot. Work out damage on the targets within the plasma ball in the usual way. Once casualties have been determined do not remove the marker as you normally would but leave it in place. The area indicated is undergoing a matter energy transformation and is glowing like a small sun.

A plasma ball can persist for several turns. Test at the beginning of each player's turn. At the start of each turn roll a D6.

- 1-3 The plasma ball collapses in upon itself and disappears causing no further damage.
- 4-5 The plasma ball remains in place. **Any fighters that move into the ball or end the turn in contact with it are hit following the usual template rules.**
- 6 The plasma ball expands to a gas cloud template size before collapsing in upon itself. **Any models that come into contact with it are hit following the usual template rules. Any models that started the turn inside the ball also suffer a hit.**

Because of the nature of the shining plasma ball it's not possible to see or to shoot through it. The height of the plasma ball is assumed to be 2".

**PHOTON FLASH FLARES**

Also known as the flash bomb, Photon grenade or simply as a flare, this device explodes with a burst of intense light, blinding or stunning those nearby. A Photon grenade can dazzle fighters and damage sensitive range finding equipment such as targeters.

Strength	Damage	Save Mod.	Special
-	-	-	Blast

*Use:* Throw the grenade and place the template as normal. Models hit by the flash may be affected as described below, however, fighters hit by a flash are not pinned. In other words, although 'hit' the targets are not actually struck or hurt so the hit doesn't count the same as a regular weapon hit. Each model hit by a photon flare must **take an Initiative test.**

If the fighter passes the Initiative test then he is merely dazzled **until the end of his turn**, counting his WS and BS as 1. Otherwise the fighter is unharmed.

Any models that **fail the Initiative test** are blinded. Blinded fighters are unable to see **so cannot do anything except stagger around in a haphazard manner.** If they do decide to move then they do so at half speed and in a random direction. If engaged in hand-to-hand combat they can fight but their WS is reduced to 1.

A model who is blinded remains blinded, but can test at the **end** of each of his turns to recover his sight. Roll a D6. On the score of a 5 or 6 the model **recovers but remains dazzled until the end of his next turn.**

**SMOKE BOMBS**

A Smoke grenade or smoke bomb releases a cloud of oily smoke that is impossible to see through without special visual devices such as bionic eyes.

When you throw a Smoke grenade you must aim at a specific point of ground. **Work out where the grenade lands and place a a gas cloud template to show the extent of the smoke cloud.** You can use a patch of cotton wool to represent this if you like. The height of the cloud is assumed to be 2".

Models cannot see through smoke unless equipped to do so, and therefore cannot fire through it. Models within a smoke cloud can see nothing **so cannot do anything except** attempt to move out of the cloud in their movement phase. Models moving within a cloud always move in a random direction (established using the Scatter dice) and at half speed.

If any fighters find themselves engaged in hand-to-hand combat within a smoke cloud they still fight, but their Weapon Skill is halved.

A smoke cloud can last for several turns, slowly disperse or drift away altogether. At the beginning of both players' every turn, roll a D6.

- 1-2 **The cloud shrinks to a blast template in size. If the cloud has already been shrunk then it dissipates with no further effect.**
- 3-5 The cloud remains where it is.
- 6 The smoke cloud drifts D6" in a random direction established using a Scatter dice. **If the cloud drifts from above ground level off over a ledge, then the cloud dissipates in mid-air unless it reaches another ledge of the same level.**

## ARMOUR

*The armed forces of the far future make use of advanced powered armoured suits and energy fields which are necessary to protect them against the awesome weaponry used on the battlefields of the 41st millennium. Armour is much less useful in the depths of the Underhive. Its bulk hinders movement amongst the tangled ruins and its cost is beyond the reach of most gangs. Although advanced armour is sometimes traded, by far the most common forms of protection are the simpler types of armour.*

**Special Rules:** A fighter can only wear one suit of armour at a time, either flak, mesh or carapace armour.

### MESH ARMOUR

Mesh armour is a fabric-like material made from tiny cells of bonded thermoplas. The resultant mesh is light but very strong and can be fashioned into garments or used as a protective lining. Mesh absorbs physical blows or heat energy by becoming momentarily solid, effectively absorbing the energy of an attack to switch from one morphic state to another. Repeated hits to the same area will tend to erode this effect and reduce the protective value of the mesh.

**Armour Save:** A fighter wearing mesh armour receives a 5+ armour saving throw.

### FLAK ARMOUR

Flak armour is made from high-tensile padded fabric usually in the form of a sleeveless jacket which covers the upper torso. Flak is rather uncomfortable and not especially popular despite its low cost. It offers minimal protection against low powered weapons and is most useful against blasts and explosive impact from near-misses.

**Armour Save:** A fighter wearing flak armour has a basic D6 saving throw of 6 against a wound. This is increased to 5 or 6 against weapons which use a template as these are generally the low velocity weapons that flak is most effective against – flamers, blast weapons and Frag grenades, for example. The save modifiers for these weapons may reduce or cancel out this save in many cases.

### CARAPACE ARMOUR

Carapace armour is made of rigid plates of armaplas moulded to fit parts of the body. A typical suit of carapace covers the vital chest region, with separate plates for the arms and legs. The armaplas plates offer quite good protection from low-powered weaponry but are rather heavy.

**Armour Save:** A fighter wearing carapace armour receives a 4+ armour saving throw.

**Initiative:** Because of its cumbersome weight a fighter wearing carapace armour suffers a -1 Initiative characteristic penalty.

### FORCE FIELD

Force fields are the simplest and most common form of protective energy shield used throughout the Imperium. Nevertheless, personal force fields are expensive and rare in the Underhive, only gangs with the right connections can ever hope to own one.

All ranged attacks made against a fighter protected by a force field suffer a -1 penalty to their Strength and Save Modifier. Note a force field offers no protection against hits struck in hand-to-hand combat.





## AMMUNITION & GUNSIGHTS

*This section covers special types of gun ammunition and advanced gunsights which are rare and highly sought after in the depths of the Underhive.*

**Special Rules:** Alternate ammo and sights are specific to individual guns so you must note down which weapon it's for. A weapon can be fitted with any number of sights, though a fighter can only benefit from using one sight per shot unless noted otherwise. Before taking a shot you must declare which sight and ammo type the model is using. You can decide not to use a sight, which can be useful to avoid the target spotting the dot from a laser sight. If a gun is bought alternate ammo then the fighter will still also have a supply of regular ammo. If a model can make multiple ranged attacks in the same turn then it must use the same weapon combination for all shots.

### HOTSHOT LASER POWER PACK

The hotshot pack uses a more expensive and less robust power matrix, with the advantage that it can force more power through a standard laser weapon. However, the risk of burning out the weapon or exhausting the pack itself is much greater.

A laspistol or lasgun firing hotshot packs receive a +1 Strength bonus. However, the weapon's Ammo roll is reduced to 5+ if a hotshot pack is fired.

### INFRA-RED SIGHT

An infra-red sight is calibrated to register infra-red rather than visible light. The enhanced image appears in the **scope** and makes it easier to pick out targets that are concealed behind cover. Like a **telescopic** sight, the infra-red sight works most effectively from a stable platform and is of no advantage to a shooter whose own movement disrupts the sensor's image.

An infra-red sight can be fitted to either an autogun, lasgun, boltgun, hunting rifle or needle rifle. A stationary fighter using a weapon with an infra-red sight reduces the to hit penalty when shooting at a model in cover by 1. So, partial cover is ignored and cover counts as -1 to hit rather than -2.

### MONO-SIGHT

A mono-sight is an optical sensor worn over one eye, attached to the fighter's weapon by a power link. The fighter sees an enhanced image and superimposed targetting reticule with its crosshairs clearly showing where his shot will land. The high resolution of the image makes this sight useful only from a stable platform, it is of no advantage to a moving shooter.

A mono-sight can be fitted to either a basic, special or heavy weapon. A stationary fighter using a weapon with a mono-sight receives a +1 to hit bonus.

### HELLFIRE BOLTS

The core of hellfire bolts contain highly corrosive acids that inflict horrendous wounds on unprotected flesh. Poorly maintained hellfire bolts are notoriously explosive as any leaking acid can eat away at the bolt weapon's innards.

A hit from a bolt pistol or boltgun firing hellfire bolts inflicts D3 Damage. However, a gun firing hellfire bolts must test to see if it explodes on an Ammo roll of 1, 2 or 3 instead of just a roll of 1.

### RED-DOT LASER SIGHT

This sight shines a continuous low-powered red laser beam, placing a red dot wherever it's aimed. Wary fighters look out for the glint of the laser beam and take cover if they spy a red-dot scanning nearby.

A red-dot sight can be fitted to either a pistol, basic weapon or special weapon. A fighter using a weapon with a red-dot sight receives a +1 to hit bonus.

A fighter hit by a weapon with a red-dot sight stands a chance of spotting the red dot and ducking aside. If the shooter is within the vision arc of the target then he receives a 6+ special save. If the target is a sentry and spots the dot then the alarm will also be raised.

### TELESCOPIC SIGHT

A telescopic sight is a simple optical aid to accuracy. The sight can be fitted to **most rifle type weapons** to increase the shooter's chances of scoring a hit at **extreme** range. It requires concentration to use and is only a benefit to shooters who stop and aim carefully.

A telescopic sight can be fitted to an autogun, lasgun, boltgun, hunting rifle or needle rifle. The sight can be used in conjunction with a red-dot sight or an infra-red sight, but not both. A stationary fighter using a weapon with a telescopic sight increases the weapon's Long Range by a number of inches equal to its Short Range – eg, a lasgun's maximum range becomes 32".

## BIONICS

*The Underhive presents a weird mixture of advanced technology and primitive technical improvisation. Conditions are rough and ready in the settlements, and those who live there are used to making compromises. To the wealthy inhabitants of the Spire bionic implants and transplants of living tissue are readily available and affordable solutions to disease and injury. In the Underhive people cope as best they can, making do with simple prosthetics and putting up with debilitating injuries. However, even in the Underhive there are a few skilled bio-surgeons able to perform transplants for those who are able to pay the price.*

**Special Rules:** Bionics are specially modified by the bio-surgeons to suit the host before implantation to become a living extension of the body. Because of this, once a fighter is implanted with a bionic it's not possible to remove it by any means. So for example, it's not possible to swap a skull chip between gang members once it has been installed nor can you steal a bionic from a captive sold into slavery.

**Bionic Injury:** If a model suffers a serious injury to an area replaced with a bionic arm, eye, chest or leg then roll a D6. On a roll of 4+ the bionic is repaired and the fighter suffers no lasting injury. On a roll of 1-3 the bionic is damaged and the fighter suffers from the serious injury following the usual rules.

### BIONIC EYE

A bionic eye's photosensitive cells offer protection against photon flash flares and enable the fighter to see in darkness and through smoke.

A fighter that is Partially Blinded can be implanted with a bionic eye, in which case all serious injuries to a chosen eye are struck from the gang roster.

A fighter implanted with a bionic eye counts as wearing a photo-visor and infra-red goggles. The model is also unaffected by smoke clouds, though any shots through the cloud suffer a -1 to hit penalty.

### BIONIC LEG

A bionic leg is very much stronger than an ordinary leg and affords the fighter the opportunity of making a devastating kick attack.

A fighter suffering from a Leg Wound can be implanted with a bionic leg, in which case all Leg Wounds that a chosen leg suffers from are struck from the gang roster.

A fighter implanted with a bionic leg gains +1 to his Attacks characteristic in hand-to-hand combat. In addition, if the fighter attempted to jump down from a ledge and the Initiative test is failed, roll a D6. On a roll of 4+ the bionic leg takes the brunt of the force. The fighter suffers no damage and may continue his move, just as if the Initiative test was passed.

### BIONIC ARM

A bionic arm is a particularly expensive device which offers greatly amplified strength, grip and dexterity compared to a normal arm.

A fighter suffering from an Arm Wound or Hand Injury can be implanted with a bionic arm, in which case all Arm Wounds and Hand Injuries that a chosen arm suffers from are struck from the gang roster.

A fighter implanted with a bionic arm receives a +2 Strength bonus when using that arm. He also receives a +2 Initiative bonus during hand-to-hand combat or when testing to see if the fighter falls off a ledge.

### BIONIC CHEST

A bionic chest is a toughened membrane that sheathes the sternum and frontal rib cage. The material absorbs impact trauma and spreads the energy throughout the membrane thus reducing the chance of penetration.

A fighter suffering from a Chest Wound can be implanted with a bionic chest, in which case all Chest Wounds are struck from the gang roster.

A fighter implanted with a bionic chest counts as wearing a respirator and also receives a 6+ armour saving throw.

## MISCELLANEOUS EQUIPMENT

*The Underhive merchants sell all kinds of equipment ranging from advanced gear smuggled down from Hive City, ancient archeotech devices, mystical items fashioned from the flora and fauna unique to Hive Bottom as well as simple accessories made to make Underhive life a little more bearable.*

### AUTO-REPAIRER

An auto-repairer is a large device kept back in the gang's hideout or in one of its workshops. The machine is used by a gang's heavies to check and repair equipment, scan for hidden structural weaknesses and test batteries, power packs and internal generators.

If a gang has an auto-repairer it can be used in between fights to check out the gang's weapons. The gang must include a Heavy to do this and you must assign a Ganger to help him. **Both fighters must not have gone out of action in the previous game and the Ganger cannot collect income from territories or search for rare trade goods.**

In the next game, any weapon that fails its Ammo roll may roll a D6 and **ignore the failed Ammo roll on a roll of 4, 5 or 6** regardless of the kind of weapon it is. Weapons which automatically fail an Ammo roll can still **ignore it** on a 4 or more.

Note that the auto-repairer is kept in the gang's territory and is not associated with any specific Heavy. As it does not belong to a specific model its value is not included in the gang's rating. If the gang is raided in the Raid scenario then the auto-repairer is automatically destroyed if the encounter is lost.

### BIO-BOOSTER

A bio-booster is a small chemical charge that fits into a wrist band or similar. The booster's bio-sensor is activated when the wearer is injured, administering a shot of booster chemical into the bloodstream by means of a pressure diffuser. The bio-booster is self-administering and completely automatic.

If a fighter wearing a bio-booster is required to roll on the injury chart then a roll of 1-3 counts as a flesh wound. **Note this only applies to injury rolls made in the recovery phase – ie, not to rolls made when initially suffering a wounding hit.**

### BIO-SCANNER

A bio-scanner detects life signs within the proximity of the user. The device is small, about the size of a pistol, and can be worn upon a belt or around the owner's neck. A fighter who carries such a device improves his chances of spotting enemy intruders.

A model carrying a bio-scanner will automatically spot any hidden enemies within 16".

### BLINDSNAKE POUCH

The Ratskins milk venom from the albino blindsnake, mix the toxin with certain secret fungi, and place the resultant paste into a small leather pouch which is worn around the neck. The spirit of the blindsnake is said to watch out for bad spirits and to guide its owner in the darkness. The mixture in the leather pouch is absorbed by the fighter's skin and enhances his natural psychic sensitivity, endowing him with a sort of rudimentary sixth sense.

A fighter who carries a blindsnake pouch can sense when an enemy is waiting to shoot at him. If a fighter is shot at and hit from overwatch, he has a chance of ducking or weaving to avoid the shot. The model receives a 4+ **special save** against overwatch shots.

CLIP HARNESS

Fighters who must constantly climb the sheer ruins and crumbling superstructure of the Underhive often choose to make use of a clip harness to save them from falling. The harness is nothing more than a safety line that is fastened round the body, with a strong steel clip or magnetic clasp which can be attached to a nearby object. If the wearer should fall the harness will save him and enable the fighter to scramble to safety.

The end of the safety line must be fastened for it to work. A model can fasten a harness if it does not move in its movement phase. **The fighter can still perform other actions in addition to fastening the harness, such as shoot or go onto overwatch.** The harness is automatically unfastened when the model moves **or enters a hand-to-hand combat.**

**If the model becomes pinned or goes down within 1" of an edge then he does not have to test to fall. The fastened harness prevents him from falling, just as if he had passed the Initiative test.**

CONCEALED BLADE

Although it is possible to hide any small blade about your person, the concealed blade is something a little different. This tiny blade is cunningly concealed in a specially designed boot heel, or inside a small biocompartment under the owner's skin. The blade is not used unless the owner is captured, in which case he can use it to try and escape.

A captured fighter can try and escape if he has a concealed blade. Roll a D6.

- 1 The fighter is killed while trying to escape.
- 2 The fighter is recaptured immediately.
- 3 The fighter escapes but loses all his weapons and equipment to the capturing gang.
- 4-6 The fighter escapes together with his weapons and equipment.

A concealed blade is only good for one escape attempt.

FILTER PLUGS

Filter plugs, or 'flugs', are simple filters which Necromundans stick firmly up their nostrils to purify the air they breathe. Cheap and disposable, these are used in their millions throughout the lower regions of Hive City and the Underhive, where hive smog, pollutant clouds and toxic gases are constant hazards. Flugs sieve out the worst of the pollution including most harmful substances.

A fighter wearing flugs can re-roll a failed Toughness test against dangerous gases including Choke, Hallucinogen and Scare.

GRAV CHUTE

The grav chute is a passive gravitic repeller which reduces the downward pull of gravity to a fraction of its normal strength. It enables the wearer to float from a great height and land softly, even from a fall of several hundred feet.

A fighter wearing a grav chute takes no damage from falling or jumping regardless of the height he falls.

GRAPNEL

The grapnel consists of a magnetic grapnel attached to a long wire which is fired from a small launcher.

A fighter can fire the grapnel in the shooting phase instead of shooting with a weapon. Choose the spot you wish to aim for, counting it as a small target, and roll to hit as for weapons fire. **If you miss the target then it fails to grapple and is recoiled ready for the next shot.** If you hit then the magnetic grapnel sticks to the point indicated and this can be marked with a suitable counter. In its following movement phase the model may winch itself to the position of the marker. **If the fighter elects to winch himself then he cannot do anything else that turn. If the fighter is forced to move before managing to winch himself, such as because he loses his nerve, then the grapnel is automatically recoiled.** Note the grapnel can be aimed at the edge of a level from below, thus allowing the model to scale up on to a ledge above.

The grapnel isn't really a weapon, but the chances are someone will want to use it as such, so it has a standard weapons profile. It also has an Ammo roll taken in the normal way for weapons.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+2	+1	2	1	-	6+

### INFRA-RED GOGGLES

These take the form of a pair of goggles or visor which allows a fighter to see the thermal images of enemy fighters. This enables the wearer to see foes who are hiding or partially concealed behind cover.

At the start and end of the fighter's move, or at any point during his opponent's turn, a fighter wearing infra-red goggles can spot hidden enemy at triple his normal distance – ie, his Initiative x3. However, the enemy model must be within the fighter's arc of sight. Sentries wearing goggles will also automatically spot fighters in cover, just as if they were in the open.

### ISOTROPIC FUEL ROD

Isotropic fuel rods are used to provide power for almost everything in the Underhive. Rods are made up in the Hive City factories, and sometimes turn up as archeotech. Underhive settlers often use them to set up small out-holes in the wastes using the fuel rod to power its air-pumps, water still and generators.

If a gang has a fuel rod it can convert any one piece of territory into a Settlement at the start of the post game sequence. The fuel rod can be used only once and is kept in the gang's stash so its value is not included in the gang rating.

Note outlawed gangs that use a fuel rod set up an Outlaw Settlement instead. This behaves like a regular Settlement except outlaws generate the full 30 credits.

### LOBO-CHIP

The lobotomy chip is similar in general function to a standard skull chip. The effect is to anaesthetise part of the brain, reducing the wearer's sensitivity and curbing excessive and violent behaviour.

A fighter fitted with a lobo-chip is immune from the effects of stupidity, frenzy and hatred, as well as nerve tests. However, the model's Initiative is reduced to 1 and it cannot be modified in any way. (including any replacement like leaders escape pinning)

**Bionic:** A lobo-chip is a bionic so cannot be removed once implanted into a fighter.

### MUNG VASE

The Mung vase is a much sought after and extremely rare kind of archeotech. Genuine vases are prized by collectors amongst the noble houses throughout Necromunda and first class examples are said to change hands for millions of credits.

But for every genuine newly discovered vase found in the deadzone wastes a thousand replicas are made in the shanty towns of the Underhive.

If you are offered a Mung vase then the chances are it is a worthless copy or a damaged example of only token value. Canny investors will no more touch a Mung vase than a festering sore on a rabid plague rat, but not everyone is so circumspect. You can buy the vase if you're feeling lucky (some would say gullible).

You must commit to buying the vase before establishing the cost, which represents the process of lengthy haggling involved. The vase is kept hidden in a secret place known only to the gang's leader. If the leader is killed the location of the vase is lost forever. The vase's cost is not included in the gang's rating.

You can sell the vase in any subsequent trading session by sending a Ganger with it to the various specialist shops. The Ganger must not have gone out of action in the previous game, and he cannot perform any other post game action, such as working a territory. If you decide to do so, roll a D6.

- 1 The trader convinces you the vase is an obvious fake, but quite a nice one, and offers D6 credits for it. You accept and thank the trader for his generosity. The following day you learn that he has left town in a hurry. He is never seen again.
- 2 You are offered 2D6 credits.
- 3-4 You are offered 30+6D6 credits.
- 5 You are offered 2D6x10 credits.
- 6 You are offered 3D6x10 credits.

Note unless a 1 is rolled you don't have to accept the offer. Indeed it may be worthwhile to hold out until you find a trader willing to part with more credits. A vase can only be valued once per game.

### MEDI-PACK

The medi-pack is a diagnostic medical computer that can alleviate the major symptoms of wounds by means of electro-chemical impulses.

A fighter who carries a medi-pack can use it upon a friend who is down and in base contact. The fighter must move base-to-base, not run, and then spend the rest of the turn attending to his comrade. He cannot shoot, fight hand-to-hand or do anything else. At the end of the turn in the recovery phase an Injury roll is made for the down model as normal except that a score of 1-4 recovers the injured fighter to flesh wound, a 5 is down, and a 6 is out of action.

Note that a fighter cannot use a medi-pack on himself, nor may another individual use the medipack once its owner is injured or otherwise incapacitated.

ONE IN A MILLION WEAPON

The One in a Million Weapon is a rare example of the weaponsmiths' art, made from the best materials to the finest standards and the most exacting tolerances. Such weapons are prized beyond mere cash. Men have fought and died to own a weapon such as this.

The weapon is normal for its type but automatically passes any Ammo roll it's required to make. Roll a D6 to find out what kind of weapon you have been offered: 1-2 pistol, 3-4 basic, 5 special, 6 heavy. You can choose any weapon from the category rolled.

Note only the base cost of the weapon is used to determine its cost. The cost of extra ammunition types is not doubled.

SKULL CHIP

This is a small bio-chip that looks like a tiny metal plate covered in circuitry. It is attached to the skull by means of a fine needle-like pin which fixes straight into the brain. The chip melds with the wearer's mind improving his reaction time and memory functions.

A fighter wearing a skull chip can re-roll any failed Initiative tests, such as when testing to avoid pinning early or when seeing if the model falls off a ledge. However, if the re-rolled dice fails the test then the chip's effect is exhausted and it will no longer have any effect for the remainder of the game.

*Bionic:* A skull chip is a bionic so cannot be removed once implanted into a fighter.

PHOTO-CONTACTS

Photo-contacts are multi-layered plastic lenses worn on the eyes to enhance vision in poor light conditions. They also incorporate a photochromatic layer which protects the wearer's sight against sudden bright flashes.

A fighter wearing photo-contacts cannot be blinded by a photon flash flare, instead they are always only dazzled.

RATSKIN MAP

It is commonly supposed that the Underhive contains huge amounts of treasure: collapsed tunnels leading to untapped mines, caverns containing piles of gemstones and long lost domes brimming with archeotech. It is also common knowledge that the Ratskins know of many such places as well as paths through and under the hive that no ordinary man has ever travelled. It is equally common knowledge that anyone trying to sell you an ancient Ratskin treasure map is inevitably on the make. On the other hand, the map looks real, it's certainly very old, and the trader sounds genuine. Dare you take the risk?

If you decide to buy the map roll to see how accurate it is before you play your next game. If the map is accurate it will enable you to manoeuvre round your enemy, and gives you an advantage when deciding which scenario to fight. If it's a good one you can use the map from then on. Roll a D6:

PHOTO-VISOR

A photo-visor is a special visor that enhances vision in poor light conditions. It also incorporates a photochromatic layer that protects the wearer against sudden bright flashes.

A fighter wearing a photo-visor is immune to the effects of a photon flash flare.

SILENCER

A silencer damps out the sound of weapons fire as well as any tell-tale muzzle flash.

An autopistol, stub gun, autogun, hunting rifle or autoslugger can be fitted with a silencer. When equipped with a silencer the weapon is effectively silent, a useful factor in some of the scenarios.

- 1 **Fake:** Your opponent can choose the next scenario automatically, there is no need to roll.
- 2 **Treasure map:** The map shows the whereabouts of an ancient archeotech hoard. Roll a further D6 to determine whether it is real or a fake. On a 1-5 it is a fake. On a 6 the map is genuine and you can add an Archeotech Hoard to your territory for free. The map has no further use.
- 3 **Vague and inaccurate:** The map is a vague and inaccurate copy but it does reveal some worthwhile information. When you fight a battle you may add or subtract 1 from the Scenario chart to decide which scenario is played.
- 4 **Worn and incomplete:** Though badly worn and incomplete the map is essentially accurate. When you fight a battle you may add or subtract up to 2 from the Scenario chart to decide which scenario is played.

- 5 **Ancient and faded:** Barely legible though it is the map is a genuine ancient relic. When you fight a battle you may add or subtract up to 2 from the Scenario chart to decide which scenario is played. In addition, the map reveals the location of ancient **service ducts**. You can choose to add either a **Vents or Tunnels territory to your gang roster** – you must do this immediately or never.
- 6 **Recent and accurate:** The map is recently made and accurate. When you fight a battle you may add or subtract up to 3 from the Scenario chart to decide which scenario is played.

The map is carried by the gang's leader and is lost if he is killed. Its cost is therefore included in the leader's value and gang rating in the normal way. **The cost paid for the map is its value.**

### RESPIRATOR

Respirators are an essential item in the lower regions of Hive City and the Underhive, where hive smog, pollutant clouds and toxic dust are everyday hazards. Respirators remove the worst of the pollution including most harmful substances.

A fighter wearing a respirator **is immune to the effects of dangerous gases** including Choke, Hallucinogen and Scare.

### SCREAMERS & STUMMERS

Screamers are small proximity alarms used to protect a gang's hideout. Individual screamers are tiny but the noise they make is horrendous. A gang will scatter dozens around the perimeter of its hideout in order to warn of approaching intruders.

Stummers look like screamers (see above). They are spread about by intruders as they move. Where screamers make a loud noise stummers stop noise dead. Once stummers are activated all sound within a few metres is momentarily muffled and even loud noises are barely audible.

#### Screamers

Screamers can only be used for one game after which they are expended. The cost at the Trading Post buys enough screamers to last for one game.

If a gang owns screamers they can be deployed in the Raid and Rescue scenarios where the defenders are initially unaware of the intruders. If any intruder models move in their movement phase then roll a D6 **for each model that moved**. On a roll of a 6 one of the intruders steps on a screamer and sets off the alarm.

Screamers are not carried by any particular model and their value is not included in the gang rating.

#### Stummers

Stummers can only be used for one game after which they are expended. The price at the Trading Post buys enough stummers to last for one game.

If a gang has stummers they can be used in the Raid and Rescue scenarios where the defenders are initially unaware of the intruders. If the intruding gang has stummers then reduce all chances of setting off the alarm by -1. **In addition, if any attackers shoot or use a noisy weapon then the Strength of the weapon is halved for the purposes of setting off the alarm.** Stummers also nullify screamers completely. **Note the choice to use stummers is taken after your opponent decides whether or not to use screamers.**

Stummers are not carried by any particular model and their value is not included in the gang rating.

### WEAPON RELOAD

When a fighter carries a weapon such as an autogun or bolter, which fires a great many individual shells in a short burst, he is assumed to carry extra ammunition to last most of the battle. However, a fighter can, if he wants, carry additional magazines, batteries, power packs and fuel over and above the normal amount. This extra ammo is carried in the form of reloads. Carrying extra ammo is expensive, but it goes some way to ensure you won't run out of firepower at the critical moment.

Although a reload is helpful it doesn't guarantee a fighter will pass an Ammo roll. The Ammo roll doesn't just represent the chance of running out of ammunition or carrying a defective magazine, it also represents the possibility of a gun jamming, overheating or proving defective and of course extra ammo is useless if the gun explodes.

If a fighter carries a reload for the weapon he is using **and the weapon fails an Ammo roll then roll a D6. On a roll of 4+ the extra ammo comes in handy and the failed Ammo roll is ignored. This only applies to the first failed Ammo roll. If the weapon fails a second Ammo roll then it really has ran dry. Note even weapons with an 'Auto' Ammo Roll can be bought a weapon reload, such as grenades.**

Reloads are specific to individual weapons; when a reload is bought the player must note down which specific weapon the reload is for. **When working out the cost of a reload only the base cost of the weapon is used. The cost of any extra ammunition types bought for the weapon are ignored and you only need to buy a reload for the weapon itself, not for each individual ammo type.** Reloads which are used during a game will be replaced before the next game as part of the gang's usual expenses.

SUSPENSOR

Suspensors are sophisticated devices that are able to manipulate magnetic fields. They are used extensively within the industrial Hive City workshops to reduce the effects of gravity on heavy loads, such as when moving large containers or machinery. Smaller personal units are used by nobles throughout the Spire for recreation and in every day life. Naturally Underhive gangs have found numerous ways to exploit the suspensors unique magnetic altering effects, one of which is to lighten heavy weapons to allow gangers to more easily bring them to bear on their rivals during a fight.

Any heavy weapon can be fitted with a suspensor. A heavy weapon fitted with a suspensor ignores the normal move or fire restriction allowing the model to both move and shoot in the same turn, just like a normal gun. However, if the model both moves and shoots then he suffers a -1 to hit penalty when firing the heavy weapon.

STINGER POUCH

The healing stinger mould blooms are such a rare fungi that merchants commonly split their stock and combine it with other curious substances to maximise their profits. They are sold in small pouches so that they can be easily stored and carried around by gangers for when it's needed most.

If a fighter equipped with a stinger pouch ends the game down and goes out of action due to rolling a 4-6, then he can use the curative stinger paste on his wounds. If used the model doesn't suffer a serious injury, instead it's assumed a Full Recovery result is rolled. A stinger pouch is a one use only item, after it has been used it must be struck from the gang roster.

BERSERKER CHIP

Berserker chips are small bio-plates that attach to the skull by means of a fine needle-like pin which plunges straight into the brain. The chip's circuitry melds with the wearer's mind and on command can flood the body with adrenaline and other chemicals.

Once per game, a fighter implanted with a berserker chip can activate it at the start of any of his turns. If the chip is activated then the model gains a +2 bonus to his Movement and Strength characteristics and follows the rules for frenzy. The effects of the chip last until the start of the fighter's following turn. However, the chip is taxing to use so once its effects wear off the model's Initiative is reduced to 1 for the remainder of the game.

*Bionic:* A berserker chip is a bionic so cannot be removed once implanted into a fighter.

DRUM MAGAZINE

Many gunsmiths have the expertise to modify an autogun's firing mechanisms to use larger ammo feeds. Such guns commonly use 'drum' magazines capable of supplying a vast ammunition expenditure, though belt-fed devices are also used.

Any autopistol, autogun and autoslugger can be modified and fitted with a drum magazine. Before the fighter shoots you can elect to use the full capabilities of the gun mod. If you decide to do so then the model receives a +1 to hit bonus. However, the shot will always cause an Ammo roll, even if the hit roll didn't score a 6.

BIONIC IMPLANT

Bionic implants cover a variety of small cybernetic devices tailored to an individual hiver to remove the negative effects of a lasting injury.

If you decide to fit a bionic implant to a model then you can choose for it to nullify the effects of one serious injury. A bionic implant is a one use only item, after it has been used both the injury and the bionic implant are struck from the gang roster.





# CREATING A GANG

*Before you are ready to play Necromunda, you need to start a gang. A gang can be from any one of the six houses which we have already described. You could start with one of the boxed set gangs, available from Games Workshop, by simply working out a gang based on the fighters and weapons that come in the box, or you could work out which figures you need and purchase them individually.*

## CHOOSING A GANG

A gang can be any size from three models upwards. To start your gang refer to the Gang Recruitment list printed at the end of this section. The list explains how much it costs to recruit and equip the different gang fighters. You have a total of 1000 Guilder credits with which to recruit your gang.

A gang is always made up of fighters from one of the rival Hive City Houses – Orlock, Goliath, Van Saar, Escher, Cawdor or Delaque. You can choose any one of these Houses for your gang.

## GANG FIGHTERS

There are four types of gang fighter available for hire: Gang Leaders, Gangers, Heavies, and Juves.

### The Gang Leader

Your gang must be led by a gang leader. This model represents the player himself in his guise as a ruthless Underhive fighter. A gang can only have one leader.

### Gangers

The ordinary gang fighters are called gangers. Gangers can be found and hired in the Underhive bars and trading stations. They are experienced, competent and trustworthy fighters who make up the bulk of most gangs.

### Heavies

Fighters armed with special weaponry or technical equipment are called heavies. They are bigger and burlier than ordinary gangers on account of the weight of the gear they carry! Heavies are also technicians – good at fixing or making things. This is necessary because their weapons are more complex than those of other fighters and must be kept in a good state of repair.

### Juves

Juves are young inexperienced fighters. The settlements are full of wannabe fighters eager for a chance to join a gang and see some real action. Often juves are younger brothers or cousins of the fullblooded gangers, included by way of teaching them how to fight. Juves are inevitably poor shots and prone to running off.

## GANG ROSTER

You'll need a gang roster sheet to write down the details of your gang. You'll find a blank roster sheet at the beginning of this document. We suggest you photocopy or copy as many sheets as you need, so that you can keep a neat and accurate record of your gang as it changes from game to game.

When you have chosen your gang take a gang roster sheet and write down the details of each fighter in the spaces provided. It's a good idea to work out the gang on a piece of scrap paper first, as you will have to juggle the weapons and fighters to get as close to the permitted 1000 points as possible. If you have any credits left after choosing your gang write this down in the space marked 'stash'.

The gang roster is a record of your gang and is useful to keep beside you as you play. During a battle you may wish to make notes on the sheet itself, to record incidental details such as exploding weapons, flesh wounds, and such like.

You will need to give your gang a name, and also name all your fighters. We leave it to you to invent suitable names, though you'll find many examples and ideas for Necromundan names in this book.

## TERRITORY RECORDS

The gang roster includes space to keep track of your gang's territories. When you are playing a campaign game each gang has a number of territories which represent trading contacts, property owned by the gang, and areas they commonly have access to. As you fight more games you may win new territories, or even lose territory to the enemy. Territories generate funds that you can spend on hiring more fighters or buying more weapons, as explained later.

## GANG RECRUITMENT

*The following list is used to recruit and equip your gang. To start with you have 1000 Guilder credits with which you must recruit at least three fighters including a leader. Any credits unspent are added to the gang's stash and can be used later or hoarded to buy something more expensive.*

### CHOOSING THE GANG

You have 1000 Guilder credits to spend on recruiting and arming your gang within the following guidelines.

- **Minimum 3 Fighters:** A gang must have at least three models.
- **Leader:** Your gang must have one leader. Not more. Not less!
- **Gangers:** You can include as many gangers as you can afford.
- **Heavies:** A gang can have up to two heavies but no more.
- **Juves:** No more than half the gang can be made up of juves.
- **Knives:** All fighters are recruited together with a free knife. **Fighters cannot unequip or sell their free knife and their cost is not added to the gang rating. Any 'free' knives captured from enemy fighters are treated as regular knives that follow the usual rules.**

### GANG LEADER

**Cost to recruit:** 120 credits

Every gang needs a leader – the biggest, toughest and brightest fighter of the bunch. He keeps the gang in line and decides when and where to fight, when to recruit new fighters, and how to spend the gang's hard-earned stash. The gang leader is the most respected and formidable fighter in the gang

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

**Weapons:** The gang leader can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special Weapons and **Extras** lists.

**Leader:** The gang's leader is unlike the rest of the gang in that he can fight efficiently even on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to avoid being pinned early.

Any fighter within 6" of the leader can use the Leadership characteristic of the gang leader when taking any Leadership tests. **This only applies to Leadership tests to see if a fighter loses his nerve and also to tests to see if the fighter recovers his nerve when broken. In addition, any fighters within 6" of the gang leader can use the Initiative characteristic of the leader when testing to escape pinning early. Model still has to be eligible to test for pinning (so no 6 inch bubble). Additionally any alterations for initiative must be applied to this test (such as partially deafened, lobochip etc).**

However, a leader cannot confer these benefits if he is down or broken. The sight of an injured gang leader bleeding out is far from encouraging.

### GANGER

**Cost to recruit:** 50 credits

Gangers usually form the bulk of every gang. They are dependable and experienced fighters.

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

**Weapons:** Gangers can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic Weapons and **Extras** lists.



**JUVE**

**Cost to recruit:** 25 credits

Juves are inexperienced youngsters eager to join a gang and become fighters. They are poor fighters and unreliable, but with time they will improve and become valuable gangers.

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

**Weapons:** Juves can be armed with weapons chosen from the Hand-to-Hand, Pistols and **Extras** lists.



**HEAVY**

**Cost to recruit:** 60 credits

Heavies are heavily built or physically fit individuals well suited to lugging round heavy weaponry. They are also technically competent. This is a good thing because their weaponry requires constant repair and maintenance if it is to function properly.

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

**Weapons:** Heavies can be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special, Heavy Weapons and **Extras** lists.

**ARMING YOUR MODELS**

*A gang fighter's weapons must be represented on the model itself. The exceptions are knives and grenades, which are assumed to be tucked inside clothing, and pistols contained in holsters can represent any type. Otherwise models are armed as depicted, so it is a good idea to decide how you'd like to arm new recruits before assembling and painting your models.*

*A fighter who changes his weaponry after a game must be represented by a new model, or can be converted to carry the appropriate weapons. Other items don't always need to be modeled onto the miniature, such as photo-visors. It's up to the player to decide how much detail they want to add.*

*Unless specifically mentioned otherwise, it's not possible for a gang fighter to modify or change his equipment mid-game. For example, a fighter cannot switch a telescopic sight from one gun to another, or give a weapon to a fellow gang member, nor can he steal the equipment of enemy fighters.*

## WEAPONS

Each fighter you recruit can be armed with one or more of the weapons listed on the relevant weapons list for their house. In addition to being restricted to weapons available to their house, different types of fighter are restricted to different types of weapon. Juvies, for example, can only have hand-to-hand weapons, pistols and grenades.

A fighter can carry only one heavy weapon – eg, he can carry a heavy stubber or a lascannon, but not both. He can have any number of other weapons. The model is always assumed to be using the weapon depicted in his hands unless the player declares otherwise. Remember, additional weapons must be identifiable on the model itself.

A fighter can carry grenades even if the model does not actually include them, as they are assumed to be stowed inside pockets, pouches or bags. The cost is the price of equipping the model with a supply of grenades – not the cost of a single grenade. Once equipped with grenades a fighter may use them in every battle.

### Leader Only Weapons

When a gang is first created, certain weapons are restricted to their leader, as noted in the weapon lists. **A Gang Leader can be recruited with up to two Leader Only Weapons and must be equipped with them for the first game. After the first game the Leader Only Weapons section of the weapon list is removed. Any fighter can buy and use such weapons after the first game following the usual rules for buying weapons not on your house weapon list.**

### Extras

Regardless of which house the fighter belongs to, the same grenades, ammo **and miscellaneous equipment** can be bought, as shown below.

Grenades	Cost
Frag Grenades	25
Krak Grenades	40
<b>Missiles</b>	
Frag Missiles	35
Super Krak Missiles	50
<b>Ammunition</b>	
Dum-dum Bullets	5
Manstopper Shells	5
Hot Shot Shells	5
Bolt Shells	15
<b>Miscellaneous</b>	
Clip Harness	10
Filter Plugs	10
Photo-contacts	15
Lobo-chip	20
Weapon Reload	Weapon ÷ 2

## HOUSE CAWDOR WEAPON LIST

Leader Only Weapons	Cost
Chainsword	25
<b>Boltgun</b>	35
<b>Autoslugger</b>	45
<b>Hand-to-Hand Weapons</b>	
Knife (first knife free)	5
<b>Chain or Flail</b>	10
<b>Club, Maul or Bludgeon</b>	10
<b>Massive Axe, Sword or Club</b>	15
<b>Sword</b>	15
<b>Pistols</b>	
Stub Gun	10
Autopistol	15
Laspistol	15
Hand Flamer	25
<b>Basic Weapons</b>	
Autogun	20
Shotgun	20
Lasgun	25
<b>Special Weapons</b>	
Flamer	40
<b>Meltagun</b>	95
<b>Heavy Weapons</b>	
<b>Heavy Flamer</b>	80
Heavy Stubber	120
<b>Missile Launcher</b>	140

## HOUSE GOLIATH WEAPON LIST

Leader Only Weapons	Cost
Chainsword	25
<b>Hand Flamer</b>	25
<b>Meltagun</b>	95
<b>Hand-to-Hand Weapons</b>	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Massive Axe, Sword or Club	15
<b>Pistols</b>	
Stub Gun	10
Autopistol	15
<b>Bolt Pistol</b>	25
<b>Basic Weapons</b>	
Autogun	20
Shotgun	20
Boltgun	35
<b>Special Weapons</b>	
<b>Autoslugger</b>	45
Grenade Launcher	60
<b>Heavy Weapons</b>	
Heavy Stubber	120
Heavy Bolter	180
Autocannon	260

**HOUSE DELAQUE WEAPON LIST**

<b>Leader Only Weapons</b>	<b>Cost</b>
Sword	15
Hand Flamer	25
Grenade Launcher	60
<b>Hand-to-Hand Weapons</b>	
Knife (first knife free)	5
<b>Pistols</b>	
Stub Gun	10
Autopistol	15
Laspistol	15
Bolt Pistol	25
Plasma Pistol	30
<b>Basic Weapons</b>	
Autogun	20
Shotgun	20
Hunting Rifle	25
Lasgun	25
Boltgun	35
<b>Special Weapons</b>	
Flamer	40
Plasma Gun	80
Meltagun	95
<b>Heavy Weapons</b>	
Heavy Stubber	120
Heavy Bolter	180
Heavy Plasma Gun	240
Lascannon	300

**HOUSE ESCHER WEAPON LIST**

<b>Leader Only Weapons</b>	<b>Cost</b>
Chainsword	25
Boltgun	35
Meltagun	95
<b>Hand-to-Hand Weapons</b>	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Sword	15
<b>Pistols</b>	
Stub Gun	10
Autopistol	15
Laspistol	15
Plasma Pistol	30
<b>Basic Weapons</b>	
Autogun	20
Shotgun	20
Lasgun	25
<b>Special Weapons</b>	
Flamer	40
Plasma Gun	80
<b>Heavy Weapons</b>	
Heavy Flamer	80
Heavy Stubber	120
Heavy Plasma Gun	240

**HOUSE ORLOCK WEAPON LIST**

<b>Leader Only Weapons</b>	<b>Cost</b>
Chainsword	25
Boltgun	35
Grenade Launcher	60
<b>Hand-to-Hand Weapons</b>	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Sword	15
<b>Pistols</b>	
Stub Gun	10
Autopistol	15
Laspistol	15
Bolt Pistol	25
Plasma Pistol	30
<b>Basic Weapons</b>	
Autogun	20
Shotgun	20
Lasgun	25
<b>Special Weapons</b>	
Flamer	40
Autoslugger	45
<b>Heavy Weapons</b>	
Heavy Stubber	120
Missile Launcher	140
Heavy Bolter	180

**HOUSE VAN SAAR WEAPON LIST**

<b>Leader Only Weapons</b>	<b>Cost</b>
Sword	15
<b>Hand-to-Hand Weapons</b>	
Knife (first knife free)	5
Chainsword	25
<b>Pistols</b>	
Stub Gun	10
Autopistol	15
Laspistol	15
Bolt Pistol	25
Plasma Pistol	30
<b>Basic Weapons</b>	
Autogun	20
Shotgun	20
Hunting Rifle	25
Lasgun	25
Boltgun	35
<b>Special Weapons</b>	
Grenade Launcher	60
Plasma Gun	80
Meltagun	95
<b>Heavy Weapons</b>	
Heavy Stubber	120
Heavy Bolter	180
Heavy Plasma Gun	240
Lascannon	300

# NECROMUNDA CAMPAIGNS

*Although it is perfectly acceptable to fight one-off games, part of the challenge of Necromunda is to campaign a gang over a period of time and many fights. This gives you the opportunity to watch your gang develop, to see old fighters gain new skills while new fighters join and the gang grows ever more famous. This section explains how the Campaign rules allow a gang to progress from modest and obscure origins to power, glory and inestimable wealth.*

## STARTING THE CAMPAIGN

To start a campaign you'll need at least two players and preferably three or more. The more players the better! Each player can have more than one gang, but our experience is that players prefer to run one at a time as this allows each gang to fight the most games in as short a time as possible.

Gangs come from the area around one of the Underhive settlements. They hang around the trading posts and drinking holes, waiting for news of local finds or offers of work. When not fighting the gangs are repairing their gear and trading with the locals. This gives each gang a certain amount of income, which they can spend on recruitment and new weapons, or save as credit with the local Guilders.

You can start the campaign as soon as two players have recruited their gangs. New players can join the campaign at any time thereafter. Although new gangs will be less developed they will soon learn new skills. Fighting other, more powerful gangs will enable them to develop more quickly.



## PLAYING THE CAMPAIGN

To start the campaign two players simply take their gangs and select one of the scenarios to fight (see page 109). At the end of each game the players work out how much 'experience' the gang fighters have earned and how much 'cash' the gang collects by trading.

Experience is expressed as Experience points which individual fighters receive for surviving each game and doing particularly well in the fighting. This is covered in detail later in the Experience section. When a fighter has sufficient Experience points he receives an 'advance'. An advance might improve his characteristic profile, adding to his WS, BS, S etc, or it might be a special skill such as 'Dodge' or 'Fast Shot'.

Cash is collected after each game in the form of extra Guilder credits which are added to the gang's total cash reserve or stash. This represents the profits earned by the gang after taking into account living expenses and the cost of replacing ammunition and damaged weapons. You can spend the stash on recruiting more fighters or buying new weapons as explained in the Trading Post section.

## THE GANG RATING

Each gang has what we call a gang rating – the higher the rating the better the gang. The gang rating is simply the total value of all the fighters in the gang plus their total Experience points.

### GANG RATING: VALUE OF FIGHTERS+EXPERIENCE

A gang's gang rating will change after every game because surviving fighters will gain extra experience, fighters might be killed, new fighters added, or you could add to the value of fighters by buying new weaponry. Hopefully your gang rating will go up, signifying your gang's increasing power! The player whose gang has the highest gang rating is winning the campaign – his gang is top of the heap and its leader is the most feared and respected in the area.

A gang cannot win the campaign in any outright sense, but sometimes one gang rises so far above the rest that no-one is prepared to come out and fight it. If this happens then the player can retire the gang – it moves on to more dangerous and profitable territories – and start a new one.

# SERIOUS INJURIES

*Gang fighters that are wounded during fights stand a chance of picking up long-term serious injuries, and those are the lucky ones. Other fighters may be captured or even die as a result of their injuries.*

During a game some fighters will go out of action and are removed from play. During the game it doesn't matter whether a man who goes out of action is dead, unconscious, or badly injured – in terms of the game he is no longer capable of fighting and that is all that matters.

When you are playing a campaign it matters a great deal what happens to fighters who go out of action! They might recover completely ready to fight in the next battle, or they might sustain debilitating injuries. Possibly they are captured by the enemy, or maybe they have to spend a while recovering their strength. Worst of all they might die or be so badly injured they have to retire.

You will notice that the Serious Injuries chart doesn't just include serious injuries, it covers a whole range of things that might befall your fighter. He might for example be captured by a rival gang or become lost in the hive depths and have to fight his way back home. Bear in mind that only models which go out of action are obliged to roll on this chart. Models that suffer flesh wounds do not sustain serious injuries and will always recover fully in time for the next battle.

In addition to fighters who go out of action during the game, fighters who are down at the end of a game may also go out of action. Roll a D6 for each fighter who is down when the game ends. On a D6 roll of a 1-3 the fighter recovers without further effect. On the D6 roll of a 4-6 he goes out of action.

To find out what happens to fighters who go out of action roll two dice and consult the Serious Injuries chart. The first dice roll represents 'tens' and the second 'units' so a roll of 1 and 5 is 15, a roll of 3 and 6 is 36, and so on. This type of dice roll is referred to as a D66 roll.

Over the course of a campaign fighters can suffer the same serious injury multiple times. Many of the injuries have cumulative effects if they are rolled again. For example, a model suffering from two Shell Shock injuries suffers a -2 Leadership penalty. Some injuries though once rolled multiple times may not have a cumulative effect. Injuries such as Horrible Scars if rolled for a second time have no effect, as do injuries that modify values already reduced to 1. However, even these types of injuries must be noted on the gang roster. This is important to remember as some gang fighters can become so terribly injured that not even an Experience advance or bionic implant will improve his condition.

## HIGH IMPACT INJURIES

If a fighter is taken out of action by a high impact weapon then there is a chance he will be simply ripped apart by the devastating force. The model rolls for serious injuries as normal, however, if a double is rolled then the unfortunate fighter has been reduced to nothing more than gibs. So for example, on a roll of 11, 22, 33, 44, 55 or 66, all that now remains of the gang fighter is a red smear on the dome floor. This is treated as a Dead result, however, it cannot be re-rolled or modified in any way. Ratskins are just as susceptible to being obliterated as any other hiver and even the finest Medics cannot put all of the pieces back together again.

## DEATH OF A GANG LEADER

Even hardened and much loved Gang Leaders can fall victim to the twists of fate. If the leader of your gang dies or is sold to slavers then don't despair, your gang will live on to avenge his untimely demise!

It's not possible to recruit a new Gang Leader mid-campaign, instead the Ganger with the highest Leadership characteristic will take over as the new leader of your gang. If multiple Gangers have the same Leadership value then the Ganger with the most Experience points out of those will take command.

Heavies and Juvies cannot become the gang's new leader. Heavies spend all of their time tinkering with weapons and gubbins while a gang led by a Juve would hardly be respected or feared.

The new leader from then on follows all of the usual rules associated with a Gang Leader. For example, he will gain access to new skills and special weapons and will no longer be able to work territories. Note the cost value of the new leader remains at [the original cost value of the fighter](#).

## MISSING GAMES

Sometimes a gang fighter will be forced to miss a game. This is usually due to a serious injury, such as a fighter suffering from an Infected Wound or Old Battle Wound, but also a ganger might miss a game due to being thrown in a Guilder pit if captured by a Bounty Hunter. Such fighters automatically count as out of action for the purposes of post game actions. For example, the ganger would not be able to work a territory or look for rare trade, nor could he use his Medic or Inventor skills.

## SERIOUS INJURIES CHART

### 11-15: DEAD

The fighter is killed in action and his body abandoned to the mutant rats of the Underhive. All the weapons and equipment carried by the fighter are lost.

### 16: MULTIPLE INJURIES

The fighter isn't dead but has suffered many serious wounds. Roll a further D3+1 times on this chart. All Dead, Multiple Injuries, Captured and Full Recovery results must be rolled again.

### 21: INFECTED WOUND

The fighter eventually recovers but it takes time for the wound to fully heal. The model must miss the next D3 games.

### 22: CHEST WOUND

The fighter has been badly wounded in the chest. He recovers but is weakened by the injury and his Toughness characteristic is reduced by -1.

### 23: LEG WOUND

The fighter has smashed a random leg. An injured leg confers a -1 Movement characteristic penalty. If it's injured for a second time then the model can run/charge -1". Further injuries to the leg have no effect. For example, a model suffering from two Leg Wounds in the same leg can move 3" and run/charge 5".

### 24: ARM WOUND

The fighter has gashed a random arm. The fighter's Strength characteristic is reduced by -1 when using that arm – eg when throwing a grenade or striking in hand-to-hand combat.

### 25: HEAD WOUND

A serious head injury leaves the fighter unhinged. At the start of each game roll a D6 for each Head Wound to determine how he is affected. On a 1-3 the fighter is dazed and confused – he is affected by the rules for stupidity. On a roll of 4-6 the fighter is enraged and uncontrollable – he is affected by the rules for frenzy.

### 26: PARTIALLY BLINDED

The fighter's sight in a random eye is impaired. An injured eye confers a -1 Ballistic Skill penalty. If the eye is injured again then it confers another -1 BS penalty. Further injuries to the eye have no effect.

### 31: PARTIALLY DEAFENED

The fighter survives but is partially deafened as a result of his injuries. His Initiative characteristic is reduced by -1.

### 32: SHELL SHOCK

The fighter survives but is extremely nervous and jumpy due to the traumatic injuries he has suffered. His Leadership characteristic is reduced by -1.

### 33: HAND INJURY

The fighter has badly wounded a random hand. An injured hand confers a -1 Weapon Skill penalty. If the hand is injured again then it confers another -1 WS penalty. Further injuries to the hand have no effect.

### 34-36 OLD BATTLE WOUND

The fighter recovers but his old wound sometimes affects his health. Roll a D6 before each game for each Old Battle Wound suffered. On the roll of a 1 the fighter's old wound is playing up and he is unable to take part in the forthcoming battle.

### 41-55: FULL RECOVERY

The fighter has been knocked unconscious or suffers a mildly incapacitating wound from which he makes a full recovery.

### 56: BITTER ENMITY

Although he makes a full physical recovery, the fighter has been mentally scarred by his experiences. He develops a bitter enmity for the gang responsible for his injury. Roll a D6 to see who he now hates.

1-4: The individual enemy who inflicted the injury (if unknown, roll a random enemy model).

5-6: The leader of the gang who inflicted the injury.

### 61-63: CAPTURED

The fighter is captured. If both gangs hold captives then they must be exchanged on a one-for-one basis with their gear, starting with models of the highest value. Remaining captives must be ransomed back to their gang. There is no fixed value for ransoms, it's up to the players to negotiate deals on captives, their gear and how they are paid – either with credits, equipment, etc. If a player refuses to rescue or pay a ransom then the captive can be sold to the guilders as slaves earning the captor D6x5 credits. Captives who are exchanged or ransomed keep their equipment; if captives are sold their gear is kept by the captors. Any credits earned are added straight to your stash.

### 64: HORRIBLE SCARS

The fighter recovers but is left horribly disfigured. His scarred and distorted features means he causes fear.

### 65: IMPRESSIVE SCARS

The fighter recovers and is left with impressive scars as testament to his bravery. The model receives a +1 Leadership bonus. This bonus applies only once.

### 66: SURVIVES AGAINST THE ODDS

The fighter regains consciousness alone in the darkness, given up for dead by his companions and overlooked by his enemies. Despite his injuries he makes his way back home. He recovers fully and his uncanny survival earns him +2D6 Experience points.



# EXPERIENCE

*As gangers take part in fights, those who survive become more experienced, and improve their battle skills. This is represented in the campaign game by experience.*

Gang fighters earn Experience points when they take part in a battle. Once a gang fighter has enough Experience points he gains an advance. This takes the form of either an increased characteristic or a special skill. Gang fighters who survive long enough may progress to become mighty heroes with many special abilities that they have picked up over the course of their combat career.

When fighters are recruited they already have some experience. This is determined as soon as they join the gang. The table below shows how much experience the different types of fighters have to begin with. Make the appropriate dice rolls and record each new fighter's Experience points on your gang roster.

Fighter Type	Initial Experience
Juve	0
Ganger	20 + 1D6
Heavy	60 + 1D6
Leader	60 + 1D6

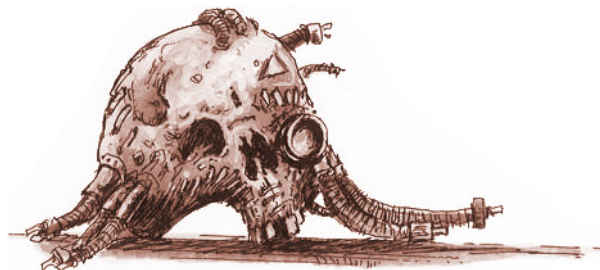
## EARNING EXPERIENCE

The Experience points your fighters can earn will depend on the scenario you choose to fight. Different scenarios have different objectives, and consequently the fighters earn experience in slightly different ways. In the Scavenger scenario for example, a fighter earns 1 extra Experience point for each piece of valuable loot he recovers.

Extra Experience points are always added to the fighter's total after the game is over.

If you look through the scenarios you will notice that a gang fighter always earns D6 Experience points for surviving a battle. He earns this even if he is hurt or captured – so long as he lives to tell the tale!

The Playing a Campaign Game section (page 109) includes full details of the Experience points that can be earned for each scenario.



## UNDERDOGS

When a gang fights an enemy gang with a higher gang rating then its fighters earn extra Experience points. The number of bonus points is shown on the table below. This shows the extra points earned for each fighter who survives the battle both for a win and a defeat. *Always use the total gang rating and in multiplayer games count the underdog bonus from the highest gang.*

Difference in Gang Rating	Experience Bonus Win / Lose
1-49	+1 / +0
50-99	+2 / +1
100-149	+3 / +2
150-199	+4 / +3
200-249	+5 / +4
250-499	+6 / +5
500-749	+7 / +6
750-999	+8 / +7
1,000-1,499	+9 / +8
1.500+	+10 / +9

## EXPERIENCE ADVANCES

As fighters earn more Experience points they are entitled to make Advance rolls. The table on page 86 shows how many Experience points a fighter must earn before he can make a further roll. The roll must be taken immediately after the game when the advance is gained, while both players are present to witness the result.

*Example: A newly recruited ganger has 25 Experience points. During his first battle he does well and receives an extra 9 Experience points. This takes his total to 34 and moves him into the next Experience points bracket or level, entitling him to an Advance roll. A further roll is earned when his experience hits 41, 51, 61, 81 etc. You will notice that the amount of experience needed to make advances increases as the fighter becomes more powerful.*

## JUVES

Once a Juve has earned 21 or more Experience points he becomes a fully fledged Ganger. The new Ganger from then on follows all of the usual rules associated with a Ganger. For example, he will gain access to new skills and basic weapons and can work territories or search for rare trade. *Note the cost value of the new Ganger remains at 25 credits.*

## EXPERIENCE ADVANCE TABLE

Experience	Title	Notes
0-5	Green Juve	
6-10	Juve	
11-15	Juve	
16-20	Top Juve	
21-30	New Ganger	Starting level for Gangers. Juves that reach this level become Gangers.
31-40	Ganger	
41-50	Ganger	
51-60	Ganger	
61-80	Gang Champion	Starting level for Gang Leaders and Heavies
81-100	Gang Champion	
101-120	Gang Champion	
121-140	Gang Champion	
141-160	Gang Champion	
161-180	Gang Champion	
181-200	Gang Champion	
201-240	Gang Hero	
241-280	Gang Hero	
281-320	Gang Hero	
321-360	Gang Hero	
361-400	Gang Hero	
401+	Mighty Ganger	A gang fighter that reaches this level may not advance any further.





**ADVANCE ROLLS**

Make any Advance rolls that are due immediately after the battle so that both players can witness the result. Roll 2D6 and consult the Advance Roll table below.

2D6	Result
2	<b>New Skill:</b> Choose any of the Skill tables and randomly generate a skill from it.
3-4	<b>New Skill:</b> Select one of the standard Skill tables for your gang and randomly generate a skill from it.
5	<b>Characteristic Increase:</b> Roll again 1-3 = +1 Strength; 4-6 = +1 Attacks.
6	<b>Characteristic Increase:</b> Roll again 1-3 = +1 WS; 4-6 = +1 BS.
7	<b>Characteristic Increase:</b> Roll again 1-3 = +1 Initiative; 4-6 = +1 Leadership.
8	<b>Characteristic Increase:</b> Roll again 1-3 = +1 WS; 4-6 = +1 BS.
9	<b>Characteristic Increase:</b> Roll again 1-3 = +1 Wounds; 4-6 = +1 Toughness.
10-11	<b>New Skill:</b> Select one of the standard Skill tables for your gang and randomly generate a skill from it.
12	<b>New Skill:</b> Choose any of the Skill tables and randomly generate a skill from it.

**NEW SKILLS**

There are seven types of skill and each has its own separate table: Agility, Combat, Ferocity, Muscle, Shooting, Stealth and Techno. If you refer to these tables you'll see that each offers six different skills.

The type of skill that a fighter can have is restricted by the gang's House and whether the fighter is a juve, ganger, heavy or leader. For example, Goliath juves can only take Muscle and Ferocity skills, Goliath gangers can take Muscle, Ferocity and Combat skills and so on. These restriction are indicated on the Skill tables on page 88.

On the roll of a 2 or 12 the fighter can ignore the normal restrictions for his House or type, and select from any of the Skill tables.

To determine a new skill for a fighter, pick the type of skill you want from those available, then roll a D6 to determine which skill has been learned. If you roll a skill that the fighter already has or that he is not allowed to take for any reason, you may pick any skill of that type.

*Example: A player rolls a 3 indicating a new skill for a Goliath Juve. Referring to the Skill tables he finds that he may choose between Muscle or Ferocity skills. He decides to take a Muscle skill and then rolls a D6, scoring a 3. Muscle skill number 3 is 'Hard as Nails'. This is noted against the fighter's other details on the gang roster.*

**CHARACTERISTIC INCREASE**

An Advance roll of 5-9 will increase one of a fighter's characteristics. For example a roll of 7 increases either Initiative or Leadership. Roll a D6 to see which of the two characteristic increases applies. To continue our example, a roll of 1-3 means the fighter has gained +1 Initiative and a roll of 4-6 means he gains +1 Leadership.

However, characteristics may not be increased beyond maximum limits as shown on the characteristic profile below. If one of the two characteristics indicated by the advance roll has already reached its maximum level, you must take the other. If both have already been taken to their maximum level, you may choose to increase any other permitted characteristic by +1 instead.

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

When working out if a fighter has reached his characteristic limit, all modifiers to his profile except characteristic advances are ignored. For example, if a fighter suffers a Chest Wound then it's not possible for him to advance beyond a Toughness value of 3.

# TOP DOG

## KEEPING RESPECT IN YOUR GANG

By Andy Chambers Edited by Lorie

One thing that many Necromunda players have asked us is “what happens if my Gang Leader is killed, or another member of the gang ends up with a higher Leadership value?”. This article answers those questions, and introduces the idea of leadership challenges into your Necromunda campaigns.

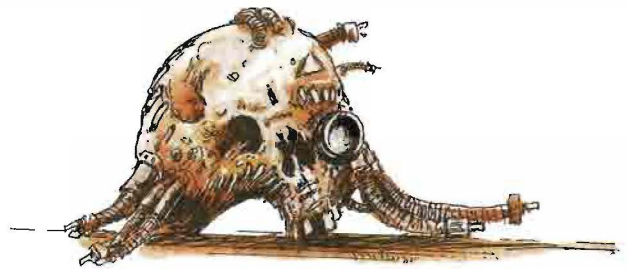
### SLAIN LEADERS

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

### LEADERSHIP CHALLENGES

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

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



*There's mutiny afoot*

Leadership dispute is triggered if a ganger (not juve or heavy) gets higher leadership than the leader. This can happen with advancements or serious injury. Naturally decreased leadership is triggering effect should there be ganger with higher ld.

The challenge happens right after all the advancement rolls are made, during post battle sequence, before any trading is done.

There can be only one leadership challenge per post battle sequence. If there is multiple eligible challengers use the one with highest experience and if that is tie, roll for it.

Challenge will happen only if there is change in leadership so during next post battle sequence no new challenge is made.

Some exotic fighters are not normally allowed to be leaders, such as Totem Warriors, Shamans, Scalies etc.

When dispute occurs roll D6 and see table below.

## **D6 Result**

**1-2** Both contenders must fight it out in hand-to-hand combat before the gang. They may only use nives and must wear no armour. The first contender to go down or out of action is the loser. The winner assumes leadership. A defeated contender has no alternative but to accept the victor as leader. The contest must be actually fought out as a hand-to-hand combat, preferably with another player rolling dice for the old leader or his would-be usurper.

**3-4** As above, except that the matter is resolved as a shoot-out between the two rivals. Both contenders are allowed to use any and all weapons that they possess.

**5-6** The potential new leader is utterly loyal to the old leader and remains his trusted henchman. He will never challenge for the leadership again.

## **Notes**

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

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

Redemptionists treat all results as 5-6.

## **EXPERIENCE AND INJURIES**

Naturally leadership challenges can end up in serious injuries and even death. Follow the normal rules, that if either are down on 4+ they go out of action. However we assume that the challenge isn't done to the bitter end. To represent this any serious injury (apart from high impact) can be rerolled. Challenge award wounding hits as normal, but no other experience.

## **DEFEATED USURPERS**

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

## **OUSTED LEADER**

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

## **D6 Result**

**1** The ousted leader slinks away from the gang and disappears forever.

**2** The embittered old leader deserts the gang and becomes a Hired Gun. The old leader's hire fee is one fifth (20%) of his total cost plus Experience points.

**3-4** The ousted gang leader stays within the gang, but holds grudge over the new leader. He will seek any opportunity to get back his leadership.

**5-6** The ousted gang leader accepts he has been beaten by the better man and becomes utterly loyal to the new leader. He will never challenge the new leader for leadership of the gang again.

## **LEADERLESS GANGS**

If gang doesn't have eligible fighter to replace a fallen leader (for example only juves and heavies left) then they gain leaderless status. After every game without a leader roll D6 for each fighter. On roll of 1 ganger deserts the gang (be it killed by another gang member or simple moving off the next gang)

## SKILL TABLES

The Skill tables are used to randomly determine skills earned as advances. If you roll a 2 or 12 on the Advance table then you can make a roll on any of the Skill tables. Otherwise, your fighter is restricted to specific Skill tables depending upon his House and whether he is a Juve, Ganger, Heavy or Leader.

The different characters of the six Houses means that they all have areas of strength and weakness in relation to the skills that are commonly available to them. For example, Goliaths encourage a spartan and rugged lifestyle and Goliath fighters are often physically strong and ferocious. Conversely, they are not very agile or stealthy.

Similarly, a fighter's age and experience count for a great deal in terms of what skills he is able to learn. Gangers will have fought in many different situations and their abilities usually reflects this, while Juves only have a limited knowledge of how the Underhive battles are fought.

The chart below shows what kind of skills are commonly available to fighters of the different Houses. To use the chart cross reference the fighter against the skill type. If the column is marked '✓' then you can roll on that Skill table. A blank column indicates that you cannot roll for that type of skill unless you rolled a 2 or 12 on the Advance table.

### SKILL TYPES AVAILABLE

House / Fighter	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
<b>CAWDOR</b>							
Juve	-	✓	✓	-	-	-	-
Ganger	✓	✓	✓	-	-	-	-
Heavy	-	-	✓	✓	✓	-	✓
Gang Leader	✓	✓	✓	✓	✓	-	✓
<b>ESCHER</b>							
Juve	✓	✓	-	-	-	-	-
Ganger	✓	✓	-	-	-	✓	-
Heavy	✓	-	-	✓	✓	-	✓
Gang Leader	✓	✓	✓	-	✓	✓	✓
<b>DELAQUE</b>							
Juve	-	-	-	-	✓	✓	-
Ganger	✓	-	-	-	✓	✓	-
Heavy	-	-	-	✓	✓	✓	✓
Gang Leader	✓	✓	✓	-	✓	✓	✓
<b>GOLIATH</b>							
Juve	-	✓	-	✓	-	-	-
Ganger	-	✓	✓	✓	-	-	-
Heavy	-	✓	-	✓	✓	-	✓
Gang Leader	✓	✓	✓	✓	✓	-	✓
<b>ORLOCK</b>							
Juve	-	✓	-	-	✓	-	-
Ganger	-	✓	✓	-	✓	-	-
Heavy	-	✓	-	✓	✓	-	✓
Gang Leader	✓	✓	✓	-	✓	✓	✓
<b>VAN SAAR</b>							
Juve	-	-	-	-	✓	-	✓
Ganger	-	✓	-	-	✓	-	✓
Heavy	-	✓	-	✓	✓	-	✓
Gang Leader	✓	✓	✓	-	✓	✓	✓

## AGILITY SKILLS

### 1: Catfall

If a model with the Catfall skill falls then he can take an Initiative test. If the test is passed then he suffers no damage from the fall but will still be pinned. The fighter is also no longer restricted to jumping down from heights of no more than 3", instead he can jump down from any height.

### 2: Dodge

A model with this skill receives a 6+ special save against hits from shooting.

### 3: Jump Back

At the start of any hand-to-hand combat phase the model may attempt to disengage from combat by jumping back. The fighter must take an Initiative test to do this. If the test is passed then he may immediately jump back 2" leaving any hand-to-hand opponents behind. If the test is failed then he must remain and continue to fight as normal.

### 4: Leap

The model can move an extra +D6" during his movement phase if he runs or charges. Note you can roll the D6 before deciding where to move but you must commit to a charge before the roll is made.

### 5: Quick Witted

Before the first turn of the game begins, the fighter can make a special extra move, just as if it was his movement phase. So for example, the model can choose to run, charge, hide, go onto overwatch, etc. Note this skill cannot be used in scenarios that don't allow special deployment rules.

### 6: Sprint

The model may triple its movement rate when it runs or charges, rather than doubling it as normal.

## COMBAT SKILLS

### 1: Combat Master

If the model is attacked by multiple opponents in hand-to-hand combat then the enemy models don't gain the usual Attack dice and Combat Score bonuses. The fighter can also use the enemies' numbers against them. For each opponent over one, add +1 to the model's Weapon Skill.

### 2: Disarm

The model may use this skill against one close combat opponent at the start of the hand-to-hand phase. The model must take an Initiative test. If the test is passed then he knocks his opponent's weapons aside and he must fight the remainder of the turn using only a knife. It's assumed the fighter recovers his weapons in time for the next turn.

### 3: Feint

The fighter uses cunning feints to lure his opponent into making mistakes. Hand-to-hand opponents will fumble on a roll of 1-2, instead of the usual roll of 1.

### 4: Deflect

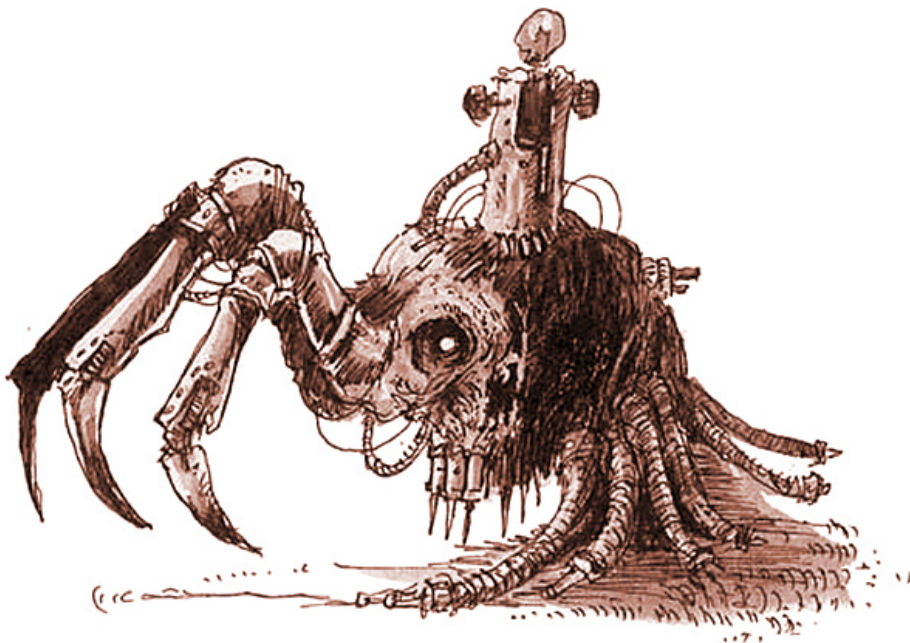
The fighter is able to knock aside blows using the flats of his hands and the haft of his weapons. During each hand-to-hand combat the model can force his opponent to re-roll one of his Attack dice.

### 5: Counter Attack

The fighter is able to repulse his opponent's advances, swiftly turning defence into attack. Each hand-to-hand combat the model can re-roll one of his Attack dice.

### 6: Step Aside

The model has an uncanny ability to dodge blows in close combat. The fighter receives a 4+ special save against any hits struck during hand-to-hand combat.



## STEALTH SKILLS

### 1: Ambush

If the model goes on overwatch then he can also hide. Normally a fighter must expend his entire turn to go on overwatch, but a fighter with this skill can do both.

### 2: Dive

A model with this skill can run and hide in the same turn. Normally a fighter who runs cannot hide in the same turn, but a fighter with this skill can do both.

### 3: Escape Artist

If the model is captured, such as from a serious injury or a bounty hunter, then the fighter will automatically escape and it is treated as a Full Recovery serious injury result instead.

### 4: Evade

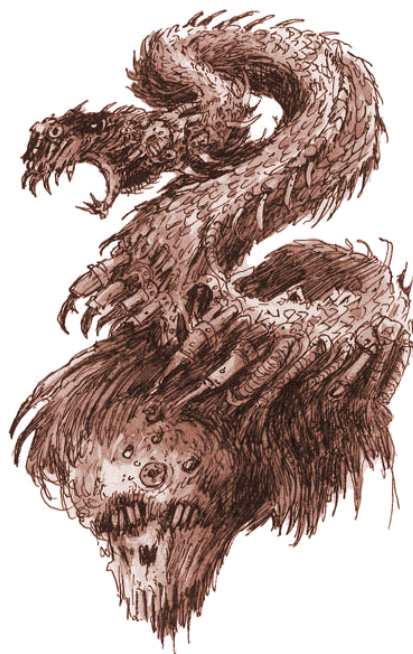
The model ducks and weaves as he moves making him very hard to hit. Any enemy shooting from short range suffers a -2 to hit penalty, while any enemy shooting at long range suffers a -1 penalty. This penalty only applies if the fighter is in the open and not if he is benefitting from a cover modifier.

### 5: Infiltration

A model with this skill can be deployed anywhere on the battlefield at the end of your first turn, though not within 8" of an enemy model.

### 6: Sneak Up

If the model is targeted from overwatch and he counts as a fleeting target then the shooter's Initiative characteristic is reduced to 1 when he takes the Initiative test to see if he reacts in time.



## MUSCLE SKILLS

### 1: Body Slam

If the model charged that turn then he may take a Strength test at the start of the hand-to-hand phase. If the test is passed then an opponent's Weapon Skill is reduced to 1 for the duration of the turn.

### 2: Bulging Biceps

The fighter's Strength characteristic is increased by +1. Note this can take him above the usual maximum characteristic profile.

### 3: Hard as Nails

If the fighter must roll on the Serious Injuries chart, roll a D6 first. On a roll of 6 it's automatically assumed a Full Recovery result was rolled.

### 4: Juggernaut

If the model suffers a hit but isn't wounded by the attack then he may immediately take a Strength test. If the test is passed then the fighter ignores the hit so won't be pinned either. Note this can allow the fighter to continue his move if attacked from overwatch.

### 5: Hurl Opponent

The model may use this skill against one close combat opponent at the start of the hand-to-hand phase. The model must take a Strength test. If the test is passed then the opponent is thrown in a direction of your choice up to D6". The hurled model is unharmed but pinned. He can also be hurled at an enemy fighter, in which case he will stop at the target and both models are pinned. Note that the best way to use this skill is to throw opposing models off tall buildings!

### 6: Iron Jaw

The model receives a 6+ armour saving throw which can be combined with any other forms of armour.



## FEROCITY SKILLS

### 1: Berserk Charge

If the model charged that turn then he rolls an extra +D3 Attack dice during the hand-to-hand combat.

### 2: Impetuous

Usually a fighter that is pinned, down or using a follow-up move can only move up to 2". However, a model with this skill can move up to 4" instead.

### 3: Iron Will

The model can re-roll any failed nerve tests. In addition, if the fighter's Leadership is being used for the Bottle roll then you can re-roll it if failed.

### 4: Killer Reputation

A model with this skill has such a reputation as a vicious and depraved killer that he causes fear.

### 5: Nerves of Steel

The model can test to escape pinning early even if there are no friendly models within 2". If the fighter could already test to escape pinning early then he can re-roll the Initiative test if it is failed.

### 6: True Grit

Treat a roll of 1 or 2 as a flesh wound when rolling to see the extent of any injuries the model suffers. When using special injury charts (eg needle guns) add 1 to the lowest result band in the same way as above.

## TECHNO SKILLS

### 1: Armourer

As long as the model didn't go out of action last game the gang can choose to ignore a failed Ammo roll, instead it's treated as if the test was passed.

### 2: Fixer

As long as the model didn't go out of action the gang's leader will be offered one extra rare item.

### 3: Inventor

As long as the model didn't go out of action, roll a D6 after each battle. On a 6 the model has invented something! Randomly select an item from the Rare Trade Chart in the Trading Post section. Whatever is selected is the item that has been invented.

### 4: Medic

As long as the model didn't go out of action, you can re-roll a result on the Serious Injury table for one fighter after a battle. This decision must be made straight after the injury roll, otherwise the chance is wasted. Note a Medic cannot patch himself up.

### 5: Specialist

This skill can only be taken by Juvies or Gangers. It allows the model to be armed with a special weapon.

### 6: Weaponsmith

A model with this skill can ignore failed Ammo rolls and weapon explosions on a D6 roll of 4+.

## SHOOTING SKILLS

### 1: Crack Shot

If the model inflicts any damage when making a ranged attack and must make an injury roll, then the enemy model will be taken out of action on a roll of 5 or 6 instead of just a 6. When using special injury charts (eg needle guns or high impact) add 1 to the highest result band in the same way as above. Note this only applies when making the initial injury roll, not to injury rolls made in the recovery phase.

### 2: Fast Shot

The model is allowed to go onto overwatch even if he moved in the same turn. However, he still cannot go onto overwatch if he ran. Normally a fighter must expend his entire turn to go on overwatch, but a fighter with the Fast Shot skill can also move.

### 3: Gunfighter

The model can make an extra ranged attack following the usual shooting rules, but only when shooting a pistol. The fighter can aim and fire a pistol from each hand or alternatively fire the same pistol.

### 4: Hip Shooting

The model is allowed to shoot even if he ran in the same turn. However, if he does so he suffers a -1 to hit modifier. Note that it is impossible to run and shoot with a heavy weapon, even with the Hip Shooting skill.

### 5: Marksman

A model with the Marksman skill can ignore the normal restriction which obliges fighters to shoot at the nearest target. Instead, he can shoot at any target he can see.

### 6: Rapid Fire

If the model doesn't move in his movement phase then he can make an extra ranged attack following the usual shooting rules, but only when firing the same pistol or basic weapon.



# TERRITORY

*The gang's territory represents local resources that the gang members can exploit in various ways. It includes nearby wastes where the gang can scavenge for the odd bit of ore or scrap, and encompasses the efforts of the fighters' friends and relatives who may live inside the big settlements or in out-holes nearby. Territory also represents contacts that the gang has developed with local workshops or the owners of drinking holes and gambling dens.*

## YOUR TERRITORY

Every gang begins with five territories generated from the Territory table (see page 94). Some scenarios allow gangs to gain extra territory or lose it to their rivals (see page 109). The more and better territory a gang has the richer it will become.

There is room to record the gang's territory and how much income it generates on the left of the gang roster sheet. To begin with players randomly generate five territories and record them on their roster.

To generate a random territory from the Territory table on pages 94-95, roll two dice. The first dice roll is taken as 'tens' and the second as 'units'. This is called a D66 roll. The table indicates the type of territory, and the income it provides, with a short description underneath and any special rules.

## INCOME

At the end of a battle a gang can collect income from its territories as described below. This is done as soon as the game is over so that players can witness each other's dice rolls.

Each ganger who survives the game without going out of action can generate income from any one of the gang's territories. This represents his efforts scavenging the wastes, trading, working, running gambling sessions, collecting money owed and dealing with favoured contacts.

Fighters who go out of action during or after a game cannot generate income. They are recuperating instead. Remember, fighters who are still down at the end of a game must test to see whether they recover or go out of action.

Fighters who sustain flesh wounds can collect income as normal. Their wounds are superficial and make no difference to their normal activities.

Leaders, Heavies and Juves never collect income – only Gangers do so. Leaders spend their time organising the gang's affairs and sussing out the local news. Heavies spend their time maintaining their own weapons, repairing the gang's other weaponry, and trading for or making new ammunition. Juves get used as dogsbodies and make no appreciable difference to the gang's income.

*This one's BIG!' exclaimed the larger of the two trappers as they carefully approached the coiled serpent. The snake regarded them with cold obsidian eyes. It perceived two men, one old and lean, the other a youngster but big and clumsy looking. Its forked tongue flickered in and out as it tasted the strong man-scent.*

*Abel, ancient and wiry, held the long catchpole ready. The sprung metal jaws were open, ready to bite, held in place by a tiny trigger. The snake rose up on its coils and hissed at the intruders.*

*The old catcher struck with practised expertise. The jaws of the catchpole snapped shut upon the serpent's neck. Its coils erupted into a frenzy of movement, lashing about as it struggled to free itself*

*Abel hung on to the long shaft, fully aware that should the creature free itself then a single bite from its fangs would bring instant death. The thrashing coils turned the pole this way and that, so that it was almost wrenchcd from his hands. The old catcher hung on grimly.*

*'Net him! Net him Cleitus you damn fool!' he shouted, 'What are you waiting for!'*

*Cleitus ran forward and hurled the heavy net. The net fell upon the snake, its weights dragging the creature down to the ground where it lay thrashing and twisting.*

*'Must be ten metres long,' gasped Cleitus.*

*'Should fetch a few credits in Dust Falls,' he agreed. 'There's a few barrels of Wild Snake in that beauty, and just look at the hide! Let's bag him quick.'*

*'You know Abel,' said Cleitus. 'This is such a big snake. How'll they fit it in the bottle?'*

*Abel shook his head and let out a long sigh. 'I guess they'll need a real big bottle,' he replied with a smirk.*

**COLLECTING INCOME**

Each ganger can generate income from one territory. The player chooses the territories he wishes to collect income from and adds up the total amount generated. Most territories generate a variable income: D6x10 or 2D6x10 credits, in which case the player makes the appropriate dice rolls to determine the total. **It's not possible to send more than one ganger to work the same territory. Each territory can only be worked once after each battle.**

Regardless of how many territories or how many gangers a gang has it may never collect income from more than ten.

The gang must spend a proportion of its income on basic necessities such as food, drink, ammunition and general weapon maintenance. This is determined by cross referencing the gang's income with the number of models in the gang.

The more models in a gang the more it costs to maintain, to buy ammo, grub, booze and so forth. The number indicated on the chart below is the profit in credits earned after deducting basic maintenance

**LOST TERRITORIES**

Sometimes gangs lose their territories. A lawful gang with less than 5 territories may send up to one ganger per post battle sequence to search for new territories. Roll d6, on natural roll of 6+ a new territory is found. Roll immediately from the territory table. You may choose not to take the new territory. If ganger has fixer ability he may reroll the roll.

**SPENDING THE STASH**

You can spend stash on weapons, hiring new fighters, or any of the items available at the trading post. See the Trading Post section for details.



**GIANT KILLER BONUS**

When a gang fights and beats an enemy with a higher gang rating it receives extra income. The gang's contacts are impressed by its success and traders are keen to expand their dealings with the Giant Killers.

The chart below shows the extra income a gang earns after beating an enemy with a higher gang rating. Note this is added to the gang's income, not profit.

Difference in Gang Rating	Income Bonus For Winning
1-49	+5
50-99	+10
100-149	+15
150-199	+20
200-249	+25
250-499	+50
500-749	+100
750-999	+150
1,000-1,499	+200
1,500+	+250

Income	NUMBER OF MODELS IN GANG						
	1-3	4-6	7-9	10-12	13-15	16-18	19+
0-29	15	10	5	0	0	0	0
30-49	25	20	15	5	0	0	0
50-79	35	30	25	15	5	0	0
80-119	50	45	40	30	20	5	0
120-169	65	60	55	45	35	15	0
170-229	85	80	75	65	55	35	15
230-299	105	100	95	85	75	55	35
300-379	120	115	110	100	90	65	45
380-459	135	130	125	115	105	80	55
460-559	145	140	135	125	115	90	65
560+	155	150	145	135	125	100	70

## TERRITORY TABLE

D66	Territory	Income
<b>11-12</b>	<b>Chem Pit</b>	<b>2D6</b>
<p>A highly dangerous chemical pit lies nearby. The pit is a source of constantly changing chemicals, sulphurous deposits, and all kinds of poisonous and corrosive substances. Selling these chemicals earns you 2D6 credits.</p> <p>The work is extremely hazardous. If you roll a double when working out your credits then the ganger falls into the chem pit but manages to haul himself free. He struggles back to base horrifically scarred, his skin covered with blisters. His appearance is so foul that from now on he causes fear. No income is collected.</p>		
<b>13-16</b>	<b>Old Ruins</b>	<b>10</b>
<p>There is an exposed area of ancient ruins not far from your settlement. If a ganger searches through the ruins he may find scrap pieces of archeotech, bits of old metal, or interesting old curios – enough to sell for 10 credits.</p>		
<b>21-24</b>	<b>Slag</b>	<b>15</b>
<p>Near your settlement there is an extensive network of tunnels and crawlholes full of iron slag and other solidified chemical wastes. A ganger can work the slag by breaking it up ready to sell to the local Guilders for 15 credits.</p>		
<b>25-26</b>	<b>Water Still</b>	<b>D6x10</b>
<p>The gang has discovered and renovated an old water still out in the wastes. The still is worked by the family or friends of one of the gangers. Guilder slave trains carry the water to local settlers making the gang a share of the proceeds amounting to D6x10 credits.</p>		
<b>31-34</b>	<b>Settlement</b>	<b>30</b>
<p>The families of your gang fighters own holes or workshops inside the settlement where the gang is based. These holdings help to support the gang by providing food, shelter, and a vital link with the local traders.</p> <p>If a ganger visits his family he collects 30 credits. In addition, there is a chance of a young relative leaving the settlement to join your gang. Roll a D6 after each battle. On a 6 you can recruit a Juve for free <b>if you want to. He comes equipped with a knife</b>, but you have to pay for any other weapons.</p>		
<b>35-36</b>	<b>Mine Workings</b>	<b>D6x10</b>
<p>In a secret location in the wastes your gang has discovered a mine. The excavations yield carnotite gems or some other valuable ores or stones. Friends of the fighters are already working in return for a slice of the proceeds. You can collect D6x10 credits as your share of the profits to date.</p> <p>If you capture an enemy fighter then you can put him to work in your mine instead of selling him to slavers. Each captive worker adds +1 to your D6 dice roll for income from the mine.</p>		
<b>41-42</b>	<b>Tunnels</b>	<b>10</b>
<p>Your gang has found a buried entrance to a labyrinth of ancient service ducts beneath the dome floor.</p> <p>When the gang fights a battle they can use these ducts to deploy up to three fighters anywhere on the battlefield at ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. <b>No more than 50% of the gang's initially deployable fighters can use Tunnels and Vents.</b></p>		
<b>43-44</b>	<b>Vents</b>	<b>10</b>
<p>The gang has found a concealed entrance into a network of ancient ventilation shafts.</p> <p>When the gang fights a battle they can use these vents to deploy up to three fighters anywhere on <b>the top surface level of any building</b> on the battlefield. Models are set up at the end of the player's first turn and cannot be placed within 8" of an enemy. <b>No more than 50% of the gang's initially deployable fighters can use Vents and Tunnels.</b></p>		
<b>45-46</b>	<b>Holestead</b>	<b>D6x10</b>
<p>One of the gang fighters comes from a holestead out in the wastes. The hole produces a crop of nutritious slime which the ganger can help his family carry to the local trade post in return for a D6x10 credits cut of the proceeds.</p>		
<b>51-52</b>	<b>Drinking Hole</b>	<b>D6x10</b>
<p>Your gang leader has inherited an old drinking hole in payment of an outstanding gambling debt. The hole earns D6x10 if visited by a ganger and also provides the gang with a convenient base in the local settlement.</p> <p><b>In addition, roll a D6 after each battle. On a 6 your contacts overhear rumours about a rival gang's activities. You can add or subtract 1 from the Scenario Table roll next game.</b></p>		

**53-54 Workshop D6x10**

The family or friends of one of your gang fighters runs a workshop in the local settlement. You can trade in bits of scrap metals in return for cheap repair work or cash. Visiting the workshop will earn you D6x10 credits.

Thanks to your workshop's meticulous care, you **can choose to ignore a failed Ammo roll** during each battle. It's assumed the roll is passed instead.

**55-56 Guilder Contact D6x10**

A local Guilder has offered you favourable rates in return for your business. As a result you are able to increase your income substantially. If you wish to deal with your Guilder contact you gain an extra D6x10 credits.

If you recover loot during a **Scavengers, The Hoard or a Package Run scenario** then you can trade it in to your guilder contact. Each loot counter is worth an additional +5 credits of income.

**61 Mineral Outcrop D6x10**

Out in the wastes there is an outcrop of mineral wastes where a ganger can collect valuable sparstones, adonite crystals, igneous adamantorite, or one of the many other kinds of mineral gems that are formed in the Underhive.

You will earn D6x10 credits by searching the outcrop for precious stones. **If a 6 is rolled then a vein of high quality gemstones is uncovered adding an extra D6x10 credits to the gang's income.**

**62 Friendly Doc D6x10**

One of the local medical practitioners has offered to patch up your wounded fighters at favourable rates in return for blood and tissue donations from your gangers. If a ganger wants to part with a few pints of blood or some other renewable tissue you gain D6x10 credits.

**If a gang member rolls a Dead result on the Serious Injuries chart then there is a chance the doc can patch him up before it's too late. Roll a D6. On a 5+ the injury roll is treated as a Multiple Injuries result instead. Note each Friendly Doc can only patch up a single fighter per battle.**

**63 Gambling Den 2D6x10**

Your gang runs a gambling den in an old disused hole in your settlement. Although the income from running a game is good, it is a risky business because Underhivers are notorious cheats and bad losers too. If you decide to run a gambling session you receive 2D6x10 credits. However, if you roll a double you lose that number of credits from that turn's income instead – eg a double 4 means you lose 80 credits.

Note that losses are deducted from your income before making reductions for basic running costs. If a gang is unable to pay gambling debts out of its income then the difference must be made up from its stash. If this still isn't enough to cover the gang's debts then weapons or equipment must be sold off.

**64 Spore Cave 2D6x10**

Your gang has discovered a hidden cave where many kinds of rare fungi grow, such as pearl spore and iron mould. A ganger can harvest the fungi and sell it to local traders for 2D6x10 credits.

If you roll double 1 when harvesting fungus the collecting ganger has contracted Spore Sickness. This is a fungal disease in which plump and colourful fungi sprout from all over the victim's body. Spore Sickness is not lethal and recovery is automatic, but the ganger will not be able to take part in future battles until he recovers by rolling a 4, 5 or 6 at the start of a game. Once recovered he may fight as normal.

**65 Archeotech Hoard 2D6x10**

Your gang has discovered a hidden entrance into a small unexplored dome. A ganger can collect remnants of ancient technical devices which can be sold for 2D6x10 credits.

So long as your gang is careful not to sell too many items at once no one will suspect that you have discovered a new dome. No risk is incurred by collecting 2D6x10 credits. However, if you want to work the dome more intensely you can do so. A ganger can collect 3D6x10, 4D6x10, 5D6x10 or even 6D6x10 from the hoard, but if he rolls any doubles then he has been spotted entering the dome. You still collect the income rolled but the hoard is no longer a secret and is stripped bare by treasure hunters. The territory then becomes an Old Ruins instead.

**66 Green Hivers Choose**

You befriend a group of settlers who have migrated from Hive City to the Underhive to start a new life. Possibly your gang has chanced upon the settlers lost or dying in the wastes. Maybe they are relatives or friends of one of your gang fighters who have deliberately sought him out. Thanks to your contacts and influence you are able to give the green hivers a good start, and naturally they are grateful for your assistance and only too pleased to help in the future. You may choose any type of territory from the chart. The territory represents the vocation of the settlers or a discovery they have chanced across in their journey to the Underhive.

# TRADING POSTS

*Every medium-sized settlement has at least one trading post where Guilders and local traders sell their goods and buy items they want. The Guilders also act as bankers, exchanging items for credit which can be spent in any trading post in the Underhive.*

The trading post in a large settlement might enclose a substantial area with many traders offering goods and services. Small settlements are served by travelling Guilders, poor cousins to the rich merchants of the Hive City, itinerant tradesmen who hike their wares from one place to another.

## SPENDING CREDITS

After every game a gang can collect income from its territories as described earlier. Credits can be spent on recruiting new fighters and on new equipment for the gang.

### New Recruits

New fighters are recruited in the same way as the original gang. Refer to the Recruiting a Gang section. New recruits may be armed with any of the weapons described in the Gang Recruitment list, but cannot be given other equipment until they have fought at least one battle.

Gangs can recruit whatever type of fighter the player wishes, but the usual restrictions apply regarding the number of leaders, heavies and so on. For example, a player cannot recruit a second leader or have more than two heavies in a gang.

### Recruiting Hired Guns

Players may hire mercenary fighters for the gang if they wish. Refer to the Hired Guns section for details. Hired Guns are wanderers who are willing to sell their expert skills to anyone prepared to pay.

### Weapons

If players want to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the equipment available in the Underhive, not just the common weapons included in the Recruitment charts. Rarer items and weapons are not always available and vary in price. Remember that each house must adhere to its own house weapons list as well.

### When to Buy

Players should preferably complete their recruiting and trading after the battle is over, making any appropriate dice rolls while both players are present.

Alternatively, players may prefer to wait until the heat of battle has cooled and they are able to consider purchases more carefully. Determine which rare items are offered for sale whilst both players are together. The players can then work out what to buy later on.

## TRADING

Common items can be bought quite readily in any Underhive settlement, either from a trading post or directly from a workshop. Players can purchase as many of these items as they want. The price for common items is fixed, so players always pay the same for them.

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

To represent the scarcity of rare items each player makes a dice roll at the start of his trading session to determine what goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the **gang by their dealer contacts, guilders and local merchants**.

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

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

### Gangers and Trading

If a player wishes he can use a ganger to search around the trade post and make enquiries about further rare items which might be for sale. A ganger who does this **must not have gone out of action** and cannot collect income from the gang's territory that turn; searching out rare items is an alternative to collecting income.

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

### Rare Trade Chart

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

## RARE TRADE CHART

- 11 **Power Weapon:** Roll again  
1-3: Power Sword, 4-5: Power Axe  
6: Power Fist
- 12 **Rare Weapon:** Roll again  
1-3: **Needle Weapon:** Roll again  
1-4: Needle Pistol  
5-6: Needle Rifle  
4-5: Web Pistol  
6: One in a Million Weapon (see page 54)
- 13-14 **Gas Grenades:** Roll again  
1-3: Choke, 4-5: Scare  
6: Hallucinogen
- 15-16 **Grenades:** Roll again  
1: Melta Bombs, 2-3: Photon Flash Flares  
4: Plasma Grenades, 5-6: Smoke Bombs
- 21-23 **Ammo:** Roll again  
1-3: Hotshot Laser Power Packs  
4-5: Drum Magazine, 6: Hellfire Bolts
- 24-25 **Gunsight:** Roll again  
1-2: Red-dot Laser, 3: Mono-sight  
4-5: Telescopic Sight, 6: Infra-red Sight
- 26 **Heavy Gear:** Roll again  
1-4: Auto-repairer  
5-6: Suspensor
- 31-33 **Armour:** Roll again  
1-3: Flak, 4-5: Mesh  
6: **Exotic Armour:** Roll again  
1-4: Carapace, 5-6: Force Field
- 34 Medi-pack
- 35 Isotropic Fuel Rod
- 36 **Bionic:** Choose one of the following:  
Bionic Arm, Eye, Leg, Chest or Implant
- 41-46 **Items:** Roll again  
1: Skull Chip, 2: Shock Maul  
3: Grapnel, 4: Grav Chute  
5: Bio-scanner, 6: Bio-booster
- 51-56 **Items:** Roll again  
1: Concealed Blade, 2: Respirator  
3: Photo-visor, 4: Berserker Chip  
5: Blindsnake Pouch, 6: Infra-red Goggles
- 61-63 **Raid Gear:** Roll again  
1-3: Silencer  
4-6: Choose one of the following:  
Screamers or Stummers
- 64 Stinger Pouch
- 65 Ratskin Map
- 66 Mung Vase



### SELLING

A player may wish to trade-in weapons at the same time as he buys new ones. After all, as gangs get more powerful they often abandon their earlier armament in favour of something better. However, the second-hand value of gear is not high due to the considerable wear and tear inflicted on it by your fighters.

Gangs can sell equipment for half its listed price. In the case of rare weapons which have a variable price the gang receives half of the fixed cost component. For example, a Red-dot laser sight costs 40+3D6 credits so it can be sold for 20 credits.

Old gear can be hoarded for future use (make a note in the gang's stash) or it can be swapped around the gang from one fighter to another (though not between gangs). As the value of old weapons is low compared to the cost of equipping new recruits, a gang can usually find a use for its cast off armaments.

### HOUSE WEAPON LISTS

During the post game sequence your gang can buy any weapons on your house weapon list. The lists reflect the fighting styles and character of the houses so it's unusual for gangers not to be armed with weapons from it. It's possible to still buy weapons not on your house weapon list, but to represent the rarity of this the following rules apply.

When your Gang Leader and accompanying Gangers search for rare trade, they can instead look for weapons not on their house weapons list. Before determining what rare items are offered to your gang (by rolling D66) you can instead choose to exchange one or more of those offers to purchase a weapon not on your house weapons list. Each non-house weapon purchased reduces your rare trade offers by one.

**PRICE CHART**

The following charts indicate the cost of items available for sale at the trading post. The cost of rare items is included, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of an item is variable, and includes a base cost plus a variable extra amount, for example 40+3D6 credits. In these instances the extra variable cost is the additional rarity value of the item – the premium which must be paid to own it. Likewise, the cost of all common items is included, though again these are restricted to the particular gangs who have them listed on their House’s weapon lists.

Hand-to-Hand Weapons	Cost	Availability
Knife (1st knife is free)	5	Common
Chain or Flail	10	Common
Club, Maul or Bludgeon	10	Common
Massive Axe, Sword or Club	15	Common
Sword	15	Common
Chainsword	25	Common
Power Axe	35+3D6	Rare
Shock Maul	35+3D6	Rare
Power Sword	40+3D6	Rare
Power Fist	85+3D6	Rare

Pistols	Cost	Availability
Stub Gun	10	Common
Autopistol	15	Common
Laspistol	15	Common
Hand Flamer	25	Common
Bolt Pistol	25	Common
Plasma Pistol	30	Common
Needle Pistol	80+4D6	Rare
Web Pistol	120+4D6	Rare

Basic Weapons	Cost	Availability
Autogun	20	Common
Shotgun (+Solid, Scatter)	20	Common
Hunting Rifle	25	Common
Lasgun	25	Common
Boltgun	35	Common

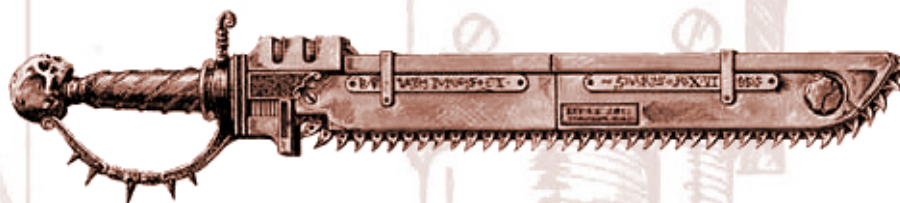
Special Weapons	Cost	Availability
Flamer	40	Common
Autosluggger	45	Common
Grenade Launcher	60	Common
Plasma Gun	80	Common
Meltagun	95	Common
Needle Rifle	180+4D6	Rare

Heavy Weapons	Cost	Availability
Heavy Flamer	80	Common
Heavy Stubber	120	Common
Missile Launcher	140	Common
Heavy Bolter	180	Common
Heavy Plasma Gun	240	Common
Autocannon	260	Common
Lascannon	300	Common

Grenades	Cost	Availability
Smoke Bombs	10+3D6	Rare
Choke Grenades	15+2D6	Rare
Scare Grenades	20+2D6	Rare
Photon Flash Flares	20+2D6	Rare
Frag Grenades	25	Common
Plasma Grenades	35+3D6	Rare
Krak Grenades	40	Common
Melta Bombs	40+3D6	Rare
Hallucinogen Grenades	40+4D6	Rare

Missiles	Cost	Availability
Frag Missiles	35	Common
Super Krak Missiles	50	Common

Ammo	Cost	Availability
Dum-dum Bullets	5	Common
Manstopper Shells	5	Common
Hot Shot Shells	5	Common
Bolt Shells	15	Common
Hotshot Laser Power Packs	15+2D6	Rare
Hellfire Bolts	20+3D6	Rare





Sights	Cost	Availability
Infra-red Sight	30+3D6	Rare
Telescopic Sight	30+3D6	Rare
Mono Sight	40+3D6	Rare
Red-dot Laser Sight	40+3D6	Rare

Armour	Cost	Availability
Flak Armour	10+2D6	Rare
Mesh Armour	25+2D6	Rare
Carapace Armour	60+3D6	Rare
Force Field	100+4D6	Rare

Bionics	Cost	Availability
Bionic Chest	50+3D6	Rare
Bionic Eye	50+3D6	Rare
Bionic Arm	80+3D6	Rare
Bionic Leg	80+3D6	Rare

Miscellaneous	Cost	Availability
Clip Harness	10	Common
Filter Plugs	10	Common
Concealed Blade	10+D6	Rare
Silencer	10+2D6	Rare
Stinger Pouch	10+3D6	Rare
Screamers	10+3D6	Rare
Stummers	10+3D6	Rare
Photo Contacts	15	Common
Drum Magazine	15+2D6	Rare
Respirator	15+2D6	Rare
Lobo-chip	20	Common
Photo-visor	25+2D6	Rare
Berserker Chip	25+3D6	Rare
Blindsnake Pouch	30+2D6	Rare
Infra-red Goggles	30+3D6	Rare
Skull Chip	30+3D6	Rare
Grapnel	30+4D6	Rare
Grav Chute	40+4D6	Rare
Bio-scanner	50+3D6	Rare
Bionic Implant	50+3D6	Rare
Suspensor	50+3D6	Rare
Bio-booster	50+4D6	Rare
Isotropic Fuel Rod	50+4D6	Rare
Auto-repairer	80+4D6	Rare
Medi-pack	80+4D6	Rare
Mung Vase	D6x10	Rare
Ratskin Map	D6x10	Rare
Weapon Reload	Weapon ÷ 2	Common
One in a Million Weapon	Weapon x2	Rare

## ADJUSTING THE GANG RATING

The gang rating of each gang is equal to the value of its fighters plus their Experience points. As the value of fighters includes their equipment, players must alter the sub-totals on the gang roster sheet every time equipment is bought, sold or swapped.

Any weaponry or other equipment that the gang keeps but does not give to a fighter is hoarded. It remains unissued in your hideout and its value is not included in the gang rating.

Where the cost of equipment varies the variable amount is discounted when calculating a fighter's total worth. So, a fighter with a bionic leg is worth an extra 80 credits not 80+3D6. The variable cost of rare weaponry and other equipment represents an additional 'rarity' cost charged over and above the actual worth of the item.

## DEATH OF A FIGHTER

When a fighter is killed all of his equipment is lost. This is very important to remember as it is not possible to reallocate his equipment once he is dead.



# HIRED GUNS

*This section of the Campaign rules introduces Hired Guns into the game. Hired Guns are mercenary adventurers who fight for money. They are essentially loners who wander the Underhive selling their services at the trade posts in settlements like Dust Falls, Two Tunnels and Dead End Pass.*

## RECRUITING HIRED GUNS

A player can recruit Hired Guns when he creates his gang. Hired Guns can also be recruited from the trade post after any game. A gang can dispense with the services of a Hired Gun after any game.

Hired Guns don't belong to the gang they fight with and they don't help the gang except by fighting. This means that Hired Guns don't count as members of the gang for purposes of collecting income or for deducting cost of living expenses. **Hired Guns count as gang members for the purposes of working out when the gang must start taking Bottle rolls, however, a hired gun's Leadership characteristic cannot be used for the Bottle roll if the gang's leader is incapacitated.**

A player cannot buy extra weapons or equipment for a Hired Gun, and he cannot swap or sell a Hired Gun's gear. Hired Guns earn no Experience points cannot gain further skills or characteristic advances. **They must roll for serious injuries if taken out of action just like regular gang members.**

## HIRE FEE

The gang must pay the hire fee for the Hired Gun when he is recruited and after each battle including the first. **Note hired guns must be paid even if they don't participate in the game.** This cost comes from the gang's stash in the same way as the cost of buying new weapons or recruiting new gang fighters. If there is insufficient credit in the stash to pay a Hired Gun he leaves the gang and the gang may not recruit further Hired Guns until it has fought another battle.

For purposes of the gang rating the value of a Hired Gun is his hire fee x5.

Although Hired Guns are good value, especially for new gangs, there are disadvantages. Firstly they don't accumulate Experience and cannot advance beyond the level they are at when hired. This means that they are less useful for established gangs that already have good quality fighters. Secondly, the hiring fee of these mercenaries reduces the cash available to recruit new fighters and gear, which are vital to a gang's future.



## UNDERHIVE SCUM

Underhive scum, or scummers, prefer the carefree, wandering life of a mercenary to that of a ganger. They travel from town to town, 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.

### RECRUITING SCUM

If a player wants to hire Underhive Scum he must pay the standard hire fee, which is 15 credits for each Scummer. A gang can recruit as many Scummers as the player wishes. The profile and skills for Scummers are worked out after they are hired.

For purposes of calculating the gang rating each Scummer has a value of 75 (ie, his hire fee of 15x5).

### SCUM PROFILE

Scum are likely to have special skills as well as superior characteristic values. This is worked out only after the Scum is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Scummer will have a number of 'advances' as explained below.

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

### SCUM ADVANCES

A Scummer has 6 'advances' which are either bonuses on his profile or skills. Roll a D6 six times and consult the chart opposite, noting down the advances as you go along. A Scummer may not improve any characteristic by more than +2 and follows the usual maximum profile rules. If a duplicate advance that the Scummer cannot take is rolled, re-roll the result.

### SCUM GEAR

A Scummer fights with his own weapons and cannot buy or use other gear as they notoriously spend all of their money on gambling and booze. Scum are armed with a Knife and one of the following combinations:

- 2 Bolt Pistols
- Plasma Pistol & Laspistol
- Plasma Pistol & Autopistol
- Bolt Pistol & Hand Flamer
- 2 Laspistols each with Hotshot Power Packs



### D6 Advance

- 
- 1 +1 Ballistic Skill
  - 2 **Roll a further D6:**  
1-3: +1 Initiative  
4-6: +1 Leadership
  - 3 **Roll a further D6:**  
1: +1 Weapon Skill  
2: +1 Strength  
3: +1 Toughness  
4: +1 Wounds  
5: +1 Attacks  
6: +1 Leadership
  - 4-6 **Roll a further D6:**  
1-2: Gunfighter (Shooting)  
3: Quick Witted (Agility)  
4-6: **Roll a further D6:**  
1: Crack Shot (Shooting)  
2: Fast Shot (Shooting)  
3: Hip Shooting (Shooting)  
4: Dodge (Agility)  
5: Rapid Fire (Shooting)  
6: Killer Reputation (Ferocity)

### QUICK DRAW

Understandably scummers have had their fair share of boozy bar room shoot outs. To reflect this they double their Initiative when making a fast draw.

## BOUNTY HUNTER

Bounty hunters are amongst the toughest and most dangerous of all Necromundan Underhivers. They survive in perilous conditions, living out in the bleak and inhospitable wastezones, pursuing outlaws and mutants through the ruins. Out here they can only rely on their own cunning wits, skills and a bagful of the best weapons.

Bounty hunters are loners who neither need nor want to be associated with a gang. Bounty hunters will hire their esteemed services to a gang leader if there are no decent bounties to be had, but such allegiances tend to be temporary.

Bounties are displayed at all trading posts, offering rewards to anyone who brings in outlaw leaders, gangs, mutants and other criminal types. Sometimes general bounties are declared on ratskin renegades, mutants, vermin or on a particular Underhive monster that's terrorising the locals. The rewards offered are good, but the job is a hard one, and many bounty hunters die out in the wastes, slain by the outlaws and mutants they set out to hunt.

### RECRUITING BOUNTY HUNTERS

If a player wants to hire a Bounty Hunter he must pay the standard hire fee, which is 35 credits. A gang can only hire a single Bounty Hunter. The profile and skills for the Bounty Hunter are worked out only after they are hired.

For purposes of calculating the gang rating a Bounty Hunter has a value of 175 (ie, his hire fee of 35 x 5).

### BOUNTY HUNTER PROFILE

Bounty Hunters have many special skills as well as superior characteristic values. This is worked out only after the Bounty Hunter is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Bounty Hunter will have a number of 'advances' as explained below.

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

### BOUNTY HUNTER ADVANCES

In addition to his enhanced profile a Bounty Hunter has **four** further 'advances' which are either additional bonuses on his profile or skills. Roll a D6 **four** times and consult the chart opposite, noting down the increases and skills as you go along. **Bounty Hunters follow the usual maximum profile rules.** If a duplicate advance that the Bounty Hunter cannot take is rolled, re-roll the result.



### D6 Advance

#### 1-2 Roll a further D6:

- 1: +1 Weapon Skill
- 2: +1 Ballistic Skill
- 3: +1 Initiative
- 4: +1 Leadership

#### 5: Roll a further D6:

- 1-3: +1 Strength
- 4-6: +1 Toughness

#### 6: Roll a further D6:

- 1-3: +1 Wounds
- 4-6: +1 Attacks

#### 3-6 Roll a further D6:

- 1: Crack Shot (Shooting)
- 2: Nerves of Steel (Ferocity)
- 3: Marksman (Shooting)
- 4-6: Roll a further D6:
  - 1: Dodge (Agility)
  - 2: True Grit (Ferocity)
  - 3: Weaponsmith (Techno)
  - 4: Quick Witted (Agility)
  - 5: Iron Will (Ferocity)
  - 6: Killer Reputation (Ferocity)

## INDEPENDENT

Bounty Hunters are used to working alone and prefer it that way too. To reflect their self reliance a Bounty Hunter can always test to escape pinning early even if there are no friendly fighters within 2".

## CAPTURE

If a Bounty Hunter takes an enemy 'out of action' in hand-to-hand combat then the enemy fighter is automatically captured rather than rolling on the Serious Injury chart after the game. However, if the Bounty Hunter is taken out of action then his captives are left to their fate and must roll for serious injuries instead as normal.

## CLAIM BOUNTY

For every enemy fighter captured by the gang that wasn't from an outlawed gang, roll a D6. On a 6 the Bounty Hunter recognises the fighter as a wanted outlaw. The gang can turn in the wanted outlaw to the Guilders. Note that the player doesn't have to turn in an outlaw, he may still prefer to ransom the captive back to his own gang.

If an outlaw is turned in for bounty the gang's reward is a number of credits equal to his total Experience points plus  $D6 \times 5$ , which is added to the gang's stash. The gang may also keep any of his equipment.

To find out what happens to a gang fighter who is turned over to the Guilders roll a D6.

- 1 **Sold into Slavery:** The fighter disappears forever.
- 2 **Fined:** His value in credits and equipment confiscated. His gang may free the fighter by paying his value in credits including the value of his weapons and equipment. All of his weapons, and any equipment that is not physically part of him (bionics/lobo chip etc) are confiscated by the Guilders.
- 3 **Fined:** His value in credits including the value of his weapons and equipment. His gang may free the fighter together with his weapons and equipment by paying his fine.
- 4 **Fined:**  $D6 \times 10$  credits. His gang may free the fighter by paying his fine as above.
- 5 **Fined or Sentenced:** The gang may choose to free the fighter for  $D6 \times 5$  credits or let him serve his sentence in the pit, in which case he misses the next game.
- 6 **Insufficient Evidence:** Released immediately.

Fines must be paid out of the gang's stash before the gang's next game. If a player is unable or unwilling to pay the fine the fighter is sold to the slavers and never seen again. Only in the case of a 'Fined or Sentenced' result does the gang have the choice of paying or missing a game.



## BOUNTY HUNTER GEAR

A Bounty Hunter fights with his own weapons as described below. They are invariably armed to the teeth (it goes with the job). Bounty Hunters cannot buy or use other weapons or equipment as they hoard all of their money and dream of retiring to the opulent Spire.

Bounty Hunters are armed with the following:

- Knife
- Bolt Pistol with Red-dot Laser Sight
- Boltgun, **Lasgun or Hunting Rifle**
- Chainsword
- Shotgun (Solid, Scatter, and Manstopper Shells)
- Respirator or Filter Plugs
- Photo-visor or Photo-contacts

Plus any one of the following:

- Bio-Booster
- Blindsnake pouch
- **Infra-red Goggles**
- Weapon Reload (**for all weapons**)
- Mesh Armour
- Any one Bionic

## RATSKIN SCOUT

Ratskins are the native inhabitants of the Underhive. They know its ruinous domes, ancient tunnels and labyrinthine passages far better than the Underhive settlers themselves. Most Ratskins care little for the ways of these settlers who they regard as desecrating the hive's great and noble spirit so will avoid hiver towns if they can.

Some adventurous Ratskins hire out to Underhive gangs as guides or trackers and become semicivilised as a result of this contact, though sadly they often acquire a taste for intoxicants, gambling and riotous living. They can be found and hired in the larger settlements such as Dust Falls, Glory Hole and Dead End Pass. There are few expeditions that would venture into unknown zones without the expert aid of a Ratskin Scout.

### RECRUITING RATSKIN SCOUTS

If a player wants to hire a Ratskin Scout he must pay the standard hire fee, which is 15 credits. A gang can have only one Ratskin Scout. The profile and skills for Ratskin Scouts are worked out after they are hired.

For purposes of calculating the gang rating a Ratskin Scout has a value of 75 (ie, his hire fee of 15x5).

### RATSKIN SCOUT PROFILE

Ratskin Scouts may have special skills and superior characteristic values. This is worked out only after the Ratskin Scout is recruited. The basic characteristic profile is given below, which is the base level for characteristic values. In addition to this the Ratskin Scout will have a number of 'advances' as explained in the Ratskin Scout Advances section.

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

### GUIDE

A gang which includes a Ratskin Scout is able to exploit his knowledge of the Underhive and its countless half-forgotten passages and tunnels. This gives the gang a distinct advantage when it comes to confronting an enemy, permitting the gang to move rapidly to their objective.

To represent this a gang that includes a Ratskin Scout can add or subtract 1 from the Scenario dice roll to determine which scenario the players will fight. If both sides include a Ratskin Scout this ability is cancelled out.

If a gang has a Ratskin Map which also gives a bonus on the Scenario roll then the Ratskin Scout confers no further advantage. The gang already has access to all the hidden tunnels and passages in the area.



### RATSKIN SCOUT ADVANCES

A Ratskin Scout has 3 'advances' which are either bonuses on his profile or skills. Roll a D6 three times and consult the chart below, noting down the increases and skills as you go along. A Ratskin Scout may not improve any characteristic by more than +2 and follows the usual maximum profile rules. If a duplicate advance that the Ratskin Scout cannot take is rolled, re-roll the result.

#### D6 Advance

- |            |   |
|------------|---|
| <b>1</b>   | <b>Roll a further D6:</b><br>1-3: +1 Weapon Skill<br>4-6: +1 Initiative   |
| <b>2</b>   | <b>Roll a further D6:</b><br>1: +1 Ballistic Skill<br>2: +1 Strength<br>3: +1 Toughness<br>4: +1 Wounds<br>5: +1 Attacks<br>6: +1 Leadership  |
| <b>3-6</b> | <b>Roll a further D6:</b><br>1: Dodge (Agility)<br>2: Leap (Agility)<br>3: Sprint (Agility)<br>4-6: <b>Roll a further D6:</b><br>1: Catfall (Agility)<br>2: Dive (Stealth)<br>3: Ambush (Stealth)<br>4: Evade (Stealth)<br>5: Sneak Up (Stealth)<br>6: Infiltration (Stealth) |



## EXPLORE

If the gang that has hired a Ratskin Scout wins the scenario **and the Scout didn't go out of action** then he is allowed to explore the local area for new territory after the game. The Ratskin searches for mineral deposits, likely looking places for settlement, fungus caves, and other possibly useful finds.

If the player wishes to send his Ratskin exploring the surrounding domes roll a D6.

- 1 **Lost:** The Ratskin disappears and is neither seen nor heard from again.
- 2-5 **Nothing to See:** The Ratskin reports no useful discoveries in this area.
- 6 **Discovery:** The Ratskin finds enough resources for a new territory. Refer to the Territory table and randomly determine a new territory. This is immediately added to the gang's existing territory unless it is an Archeotech Hoard or Green Hivers. Ratskins regard ancient places as sacred, and the discovery of an Archeotech Hoard will not be reported to the gang. Similarly, if he discovers Green Hivers the Ratskin will say nothing and leave them to their fate, for such is the will of the hive spirit. The Ratskin Scout reports no discoveries instead.

## RESILIENCE

All Ratskins are remarkably resilient to injury and have a natural ability to survive even in the harshest depths of the Underhive. They are less likely to get lost or captured than ordinary gang fighters and, if hurt, they are better at hiding from danger.

To represent their resilience to injury a Ratskin Scout who goes out of action **can re-roll the result when rolling on the Serious injuries chart.**

## RATSKIN SCOUT GEAR

A Ratskin Scout fights with his own weapons as described below. They cannot buy or use other weapons or equipment. Ratskin Scouts are rumoured to spend every penny they earn on drink and hallucinogenic fungus which is why so many go bad and become renegades.

Ratskins are armed with the following:

- Knife
- Club, Maul or Bludgeon
- Blindsnake Pouch

Plus one of the following:

- Shotgun (Solid, Scatter and **Manstopper** Shells)
- Autogun
- Lasgun
- **Hunting Rifle**

## PLAYING A CAMPAIGN GAME

*When playing a campaign game you have two extra things to do. Firstly, before the game starts, you must decide where the fight is to take place and sort out any other pre-battle details. Secondly, after the game is over, you must roll for income, injuries and other post-battle details.*

### PRE-BATTLE SEQUENCE

Before the battle can begin the players work their way through the following pre-battle sequence.

- 1 The player with the lowest gang rating rolls on the Scenario Table to determine which scenario will be played. If the scenario has an attacker and a defender, then the player who picks the scenario must attack.
- 2 Roll for fighters with Old Battle Wounds or Head Wounds to see what part they play in the battle.
- 3 Set up the terrain and gangs according to the rules for the scenario you are playing.

### SCENARIO TABLE

2D6	Result
2	The player whose gang has the highest gang rating may choose which scenario is played. <b>This is also a grudge match so any Experience earned from causing wounding hits is doubled. In addition, if any fighters taken out of action roll a Full Recovery result then it is treated as a Bitter Enmity result instead.</b>
3-4	The player with the higher gang rating chooses.
5-6	Play the Gang Fight scenario.
7-11	The player with the lower gang rating chooses.
12	The player with the lower gang rating may choose which scenario is played. In addition, this is a grudge match as outlined in the 2 roll.

### WOUNDING HIT AWARDS

Gang fighters earn +5 Experience points for inflicting an unsaved wounding hit on an enemy model.

Fighters don't receive this award if the hit roll failed or if the target has zero Wounds. For example, scattering blasts or shooting a downed model won't count. If a model with at least 1 Wounds is 'finished off' in base contact, such as a webbed model, then it will confer a wounding hit award.

If a template weapon hits then all models wounded in the blast confer awards. Weapons that inflict multiple Damage score an award for each wound inflicted until the model is reduced to zero Wounds. Note flesh wounds are ignored when calculating this.

In hand-to-hand combat each wound inflicted confers an award until the model is reduced to zero Wounds. Note flesh wounds are ignored when calculating this.

### POST BATTLE SEQUENCE

After the battle is over the players work their way through the following sequence. You do not have to work through the entire sequence at once, as you may wish to consider further purchases, but any dice rolls required must be observed by both players or a neutral third party. It is convenient to complete up to Section 4 (Collecting Income) straight after the game.

- 1 Determine the extent of injuries for each fighter out of action at the end of the game. Fighters who are down at the end of the game are considered to be out of action on the D6 roll of a 4, 5 or 6 and must also roll for injuries. See the Serious Injuries chart.
- 2 Allocate Experience points for your fighters and make any Advance rolls. See the Experience section and Scenarios for details of how this works.
- 3 Re-allocate territory if appropriate. Territory may be lost or won according to the scenario played.
- 4 Collect income from territory as described in the Territory section.
- 5 Recruit new fighters and buy new equipment as described in the Trading Post section.
- 6 Update your total gang rating and you are ready to fight again.

### SCENARIO MODIFIERS

Sometimes a gang may be able to modify the Scenario Table roll. If both gangs are able to modify the roll then each point will nullify each other's bonus. For example, if a gang hires a Ratskin Scout (+/-1) while the opposing gang is using a worn and incomplete Ratskin Map (+/-2) then he will only be able to modify the Scenario Table roll by 1 point.

### DISBANDING GANGS

You may choose to disband your gang at the end of any game and start again with a new one. All of the old gang's territories are lost, but gang fighters may be hired for the new gang if you wish. Gang fighters who are 're-hired' have a cost equal to the value listed for them in the gang list plus their equipment, plus 1 credit per Experience point. **Note the normal fighter cost is still used for purposes of the gang rating.**

The leader of a disbanded gang, if he is still alive, may not be hired into the new gang. He wanders alone and defeated into the wastes and is never seen again.



## GANG FIGHT

*Gangs run the risk of encountering rivals as they explore the ruined Underhive landscape. Not all encounters end in violence. Sometimes two gangs meet and, finding no good reason to fight, go their own way. Other encounters end in bloody fire-fights with neither side prepared to give way. Ultimately, every gang must be prepared to defend itself, to protect friends or family in the wastes, or simply to maintain the respect of its trading contacts and rivals.*

The Gang Fight scenario represents one such encounter. Two rival gangs meet while travelling through a ruined dome. Both gang leaders are looking for trouble – neither is prepared to turn his back and let his opponent get away without a fight. They yell insults and test each other's nerve until finally gunfire echoes through the dome.

### TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

### GANGS

Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

### STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn.

### ENDING THE GAME

The Gang Fight has no specific objective other than to drive off the enemy gang.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang wins.

### EXPERIENCE

Fighters who take part in the Gang Fight scenario earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens **as described in the [Playing A Campaign Game](#) section.**
- +10 Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

### SPECIAL

If the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers itself, then it can take over one piece of randomly selected territory from the opposing gang. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method as appropriate.



## SCAVENGERS

*The deep Underhive is a maze of ancient and abandoned ruins, concealed entrances and long forgotten domes. Sometimes these contain priceless archeotech, gems, precious mutant fungi and other valuable items which can be scavenged from the depths. Treasure hunting is not without risk though, and these isolated places can be home to ferocious mutant creatures.*

In this scenario two gangs encounter each other while scavenging and each tries to drive the other off and grab the loot for itself.

### TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

Once you have placed the terrain you must place a number of Loot counters on the table to represent items of value. Roll a D6 to see how many counters there are. Each player takes it in turn to place a counter. Roll a D6 to see which player goes first. Loot counters must be placed more than 8" from the edge of the table and at least 4" away from each other. Note that the counters are placed before deciding which edge the gangs will play from, so it is a good idea to put the counters towards the middle of the table.

### GANGS

Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on, and places all of his gang within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

### STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn.

Special Deployment rules are allowed to be used, but they cannot bring fighter closer than 4 inch within loot counter.

### THE MONSTER ROLL

Each player may, if he wishes, roll a D6 at the start of his/her turn. On a roll of 6 monster will attack the most isolated (friend of foe) model in the table, in other words the one with longest

Roll the D6 again to see what happens to the fighter.

- 1 The fighter manages to beat off the creature. The fighter may not do anything else this turn. In addition, the fighter must make an Ammo roll for his main weapon – he has fired off loads of ammo to drive off the attack.
- 2-5 The fighter manages to beat off the creature. The fighter may not do anything else this turn.
- 6 There is a gunshot, a shriek, silence, and the inky blackness swallows another victim. The fighter is automatically taken out of action.





### PICKING UP LOOT

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

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

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

### ENDING THE GAME

The fight continues until one of the gangs is driven off or until one gang has all of the loot in its possession as described below.

If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the winner is left in possession of the battlefield.

If a gang succeeds in capturing all the Loot counters, and the fighters carrying them are within 8" of their own table edge at the start of their turn, then the game ends and that gang has won.

The winner of the scenario can claim Loot counters which are loose on the table when the game ends.

### EXPERIENCE

Fighters who take part in the Scavengers scenario earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +1 Loot Carrier:** If a fighter is carrying loot at the end of the game he receives +1 Experience point per Loot counter.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens [as described in the Playing A Campaign Game section](#).
- +10 Winning Gang Leader:** The Gang Leader of the winning side earns an extra 10 Experience points.

### SPECIAL

After the game is over each gang is allowed to cash in its loot. Each Loot counter is worth 1D3 x 5 credits [and is added directly to gangs stash](#)

## HIT & RUN

*Gangs who want to explore far from their home settlement rely upon isolated hideouts where they keep stocks of supplies, emergency rations, spare ammo and the like. Sometimes they hole up in lone slime farms or mines run by friends or family.*

The Hit and Run scenario represents a daring raid on a rival gang's hideout. The aim isn't to destroy the hideout, just to cause a bit of damage and remind rivals that your gang is a force to be reckoned with.

### TERRAIN

In this scenario the player who picked the scenario is the attacker and the other player is the defender.

Starting with the defender, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. The area of ruins represents the defenders' hideout. It is suggested that the terrain is set up within an area of roughly 4' x 4'.

Once the terrain is set up the defender places a Loot counter to represent a hoard which the gang has collected ready to take back to their main settlement. The defender also places the Water Still piece which represents the collecting vanes of a vapour trap, a device that extracts water from the atmosphere.

The defender can place the loot anywhere on the table, and can place the water still on the top surface level of any building. He must place the loot and the water still at least 8" apart. These are not necessarily going to play an important part in the game. The water still is only of significance in the Blitz mission, whilst the loot is used in the Stick Up mission.

### THE MISSION

After the terrain is placed the attacker **secretly** rolls a D6 on the table opposite and notes down what his mission is. **The defender shouldn't know the mission, it's up to him to guess the attacker's intentions.**

- 1 **Blitz:** The attackers try to wreck the water still. They win if they cause any damage to the water still vapour collecting vanes. The still has a Toughness of 6 and is damaged if it sustains 1 or more 'wounds'.
- 2 **Bushwack:** The raiders try to gun down the opposing gang leader. They win if they take the opposing gang leader out of action.
- 3 **Scrag:** The attackers aim to ambush and 'scrag' an enemy gang fighter who they have a personal grudge against. The target gang fighter is chosen randomly **from the initially deployed defenders** before the attackers are set up. The raiders win by putting the target fighter out of action in hand-to-hand combat.
- 4 **Shoot Up:** The raiders plan to make a pass through the area, firing weapons in the air, whooping and yelling, and generally scaring the hell out of everyone. They win by setting up within 12" of one table edge and exiting at least one model from the opposite edge.
- 5 **Stick Up:** The raiders try and steal the opposing gang's loot. They win if a raider model leaves the table with the loot. The Loot counter can be picked up and moved exactly as described in the Scavenger scenario. If successful the raiders gain D6x10 credits to add to their income after the battle, and the losers' income is reduced by the same amount.
- 6 **Choose:** The attacker can choose any of the five missions described above.



## GANGS

The defender sets up first. He deploys D6 of his gang to represent fighters in the immediate area around the gang's camp. The defender chooses which fighters he wishes to deploy and may place them anywhere on the table, but must be placed at least 8" away from a table edge. **Special deployment rules cannot be used by the defenders – eg Infiltration, Vents etc.**

The attacker then deploys his gang anywhere on the table but not within 12" of an enemy fighter. However, note that in the Shoot Up mission attackers must be placed within 12" of one table edge.

The attacker has a randomly determined number of gang fighters taking part in the Hit and Run. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party and to protect the gang's own territory against reprisals. The attacker can choose which of his fighters he will commit to the hit and run.

## STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn.

## REINFORCEMENTS

At the start of each of his turns after his first the defender can bring reinforcements onto the table. Roll a D6 at the start of each turn after the first: 1-2 = up to 1 fighter, 3-4 = up to 2 fighters, 5-6 up to 3 fighters. The fighters all arrive on the same table edge. **To see what table edge they appear on, first nominate a number for each of the table sides, then roll a D6. On a roll of 1-4 the reinforcements arrive on the table edge that corresponds with the nominated number. On a roll of 5-6 the defender can choose which table edge they appear on.** Defenders arriving at the start of the turn may move and fight normally that turn.



## ENDING THE GAME

The game ends once the mission objective is met **and all surviving raiders have moved off a table edge**. The game also ends if all the attackers are down or taken out of action or if the attacker bottles out.

As the attackers have so few raiders and because they are hyped up for the attack, the gang does not have to take Bottle rolls until it has lost 50% of its fighters rather than the usual 25%.

The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle tests at all. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

## EXPERIENCE

Fighters who take part in the Hit & Run scenario earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens **as described in the Playing A Campaign Game section.**
- +10 Winning Raider:** Each surviving raider earns an extra 10 Experience points if the attackers win.

# AMBUSH

*The debris strewn ruins of the Underhive afford ample opportunity for gangs to ambush their rivals.*

In the Ambush scenario one gang has set a trap for the other. The ambushers must plan their ambush very carefully, however, because if their opponents are able to avoid it the hunters could very quickly become the hunted!

## TERRAIN

In this scenario the player who picked the scenario is the attacker (the ambusher) and the other player is the defender (whose gang is about to be ambushed).

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area roughly 4' x 4'.

## GANGS

Before setting up his gang the defender splits his fighters into one or more groups each of two or more models. The defender chooses one group and places it in the approximate centre of the table.

The attacker then sets up his entire gang. All the attacking fighters must set up behind cover and in hiding. They may not set up within 12" of a defending fighter, but otherwise can be placed where you wish.

The defender then sets up the rest of his gang one group at a time. He nominates the group he wishes to deploy and rolls a D6. On a roll of 1-5 the fighters must set up within 4" of one defender that has already been placed. On a roll of 6 the group may be placed anywhere on the table, **though must still set up within 4" of one another**. This enables them to ambush the ambushers! **Special deployment rules cannot be used by the defenders – eg Infiltration, Vents etc.**

Note that although attackers may not set up within 12" of a defender, this is not true of the defending fighters who may set up within 1" of ambushers. They cannot set up in hand-to-hand combat.

## STARTING THE GAME

Once both sides have completed their set-up the defending player rolls a D6 for each group that he was allowed to place freely (that he rolled a 6 for). On a total of 1-5 the attacking player gets the first turn. On a total of 6 or more the defender goes first.

## ENDING THE GAME

If a gang fails a Bottle roll, or a player voluntarily bottles out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins the fight.

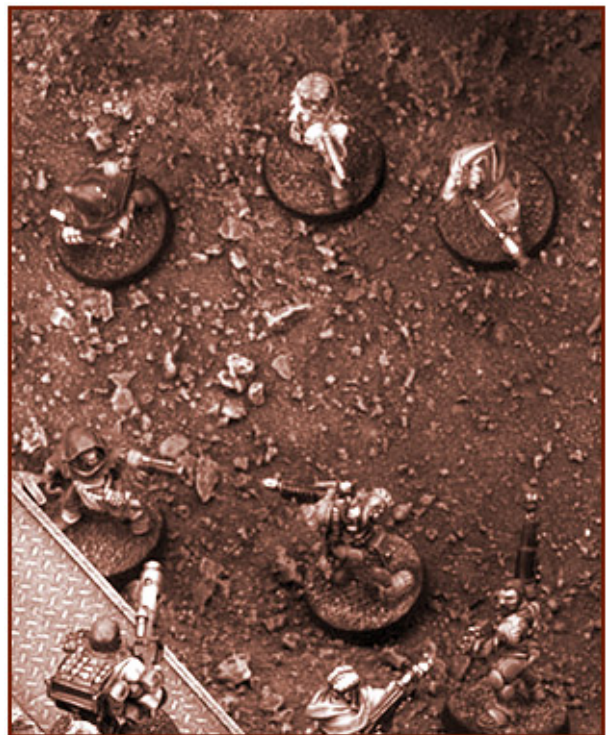
## EXPERIENCE

Fighters who take part in the Ambush scenario earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens **as described in the Playing A Campaign Game section.**
- +10 Winning Gang Leader:** The Gang Leader of the winning side earns an extra 10 Experience points.

## SPECIAL

If the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers itself, then the gang can take over one piece of randomly selected territory from the opposing gang. To randomly determine a piece of territory roll a D6 and count down from the top of the opposing player's territory list, or use some other suitable method.



## THE RAID

*Gangs rely upon trading contacts and friends to generate their income, either by providing cash, food, shelter, or by trading things the gangs discover in the wastes. These are all known as territories, although some territories actually take the form of contacts with third parties rather than physical places in the Underhive. A gang's territories are always vulnerable to attack by other gangs, and one of the most effective ways of crushing a rival gang is to raid its territories.*

In the Raid scenario one gang attacks the territory of another. The territory is guarded by one or more sentries and additional reinforcements are close at hand. The raiders must eliminate or get past the sentries, destroy the objective and then get away as quickly as possible.

This scenario introduces new rules for sentries which make the game particularly nail-biting. The scenario is slightly more complex than earlier ones and for newer players it's worth leaving this scenario aside until you have a firm grasp of the game rules.

### TERRAIN

In this game the player who picked the scenario is the attacker and the other player is the defender.

Starting with the defender, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

The tabletop represents the most valuable of the defender's territories. **However, the attackers don't have to raid the territory of highest value, instead the attackers can choose any one of the defender's territories to raid.** The terrain is either the territory itself or the entrance to it (such as a mine or tunnel entrance, hole or water still) or a part of the Underhive that a contact has asked you to protect or search in (such as a Guilder contact, Friendly Doc, the owner of a workshop, or friends in an Underhive settlement.)

### RAID OBJECTIVE

After the terrain is set up the defender places the Gateway piece anywhere **on the ground level** of the table. This represents the entrance way to the mine, hole, tunnels etc. Possibly it leads to an underground store containing a valuable find that one of the defenders' contacts has asked them to protect or transport. Players should feel free to invent something they feel is appropriate for the type of territory being raided. The raiders must destroy the Gateway to win the game.

The Gateway structure has a Toughness of 6 and can sustain the equivalent of 3 wounds. Once the Gateway has been reduced to zero Wounds it counts as destroyed.

### GANGS

The defender sets up first. He deploys up to D6 of his gang as sentries, choosing which fighters he wishes to put on sentry duty. Sentries can be placed anywhere on the table at least 8" away from a table edge.

The attacker then deploys his gang within 8" of a randomly selected table edge. **The attacker has a random number of gang fighters taking part in The Raid. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters.** The remaining fighters are not available as they have been left behind so as not to draw attention to the raiding party. The attacker can choose which of his fighters he will commit to the raid. **Special deployment rules cannot be used by either gang in The Raid scenario – eg Infiltration, Vents etc.**

### STARTING THE GAME

The attacker takes the first turn of the game.

### SENTRIES

Sentries move D6-3 inches per turn, rolling separately for each sentry. If the distance is negative then the attacking player can move the sentry model instead, **though cannot move him into an obviously harmful position (such as walk him straight off a ledge).** For example, a roll of 1 gives a move of -2, so the attacker moves the sentry up to 2". **Note if a 3 is rolled then the sentry remains facing the same way.**

### SOUNDING THE ALARM

Until the alarm is sounded sentries move as described above, their Weapon Skill is halved and they cannot shoot **or do anything else.** After the alarm is sounded sentries can move and attack as normal. The alarm can be sounded in a number of different ways:

**Spotting:** Roll a D6 at the **start** of the defender's turn. Sentries can try to spot any raiders that are within **their Initiative distance multiplied by the dice score** so long as they could normally be seen – ie they are within his arc of sight and not hidden. Raiders in the open will be spotted **automatically.** Raiders in partial cover will be spotted on a D6 roll of 4+. Raiders in cover will be spotted on a D6 roll of a 6.

Sentries will spot any raider within their Initiative distance in inches **regardless of cover or hiding.**

Raiders are also spotted if they move within sight of a sentry during their own turn. The sentry's spotting range being the same as in his turn.

If a sentry spots a raider or is hit by a ranged attack and isn't taken down then he sounds the alarm if he survives the turn. Sentries taken out of action cannot give the alarm. Sentries that end the turn down sound the alarm on a roll of 4+. If at the end of the turn a sentry can see a persistent template (e.g. a smoke cloud) then he sounds the alarm on a roll of 4+.

**Shooting:** If a raider shoots a weapon roll 2D6 and add the weapon's Strength to the score. If the result is over 10 then the alarm is sounded. However, this rule does not apply to silent weapons like needle guns. Note that shooting can sound the alarm even if there are no sentries left.

**Fighting:** A sentry who is attacked in hand-to-hand combat will sound the alarm if he survives the turn. If the raider shoots a pistol or uses a chainsword in hand-to-hand combat then you must roll as described above to see whether the shots sound the alarm even if the sentry is killed.

The noise of fighting may also cause the alarm to be sounded even if the sentry doesn't survive to do so himself. Roll a D6. If the score is not more than the number of raiders fighting in the hand-to-hand combat then the scuffle has been noticed and the alarm is sounded. For example, if three raiders mug a sentry then a roll of 4+ will not sound the alarm.

**Gateway:** The alarm is automatically sounded if the Gateway is destroyed.

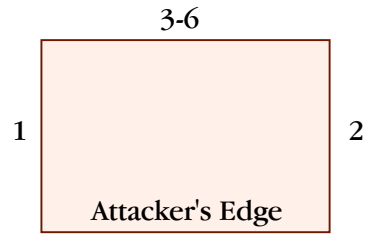
Note although it's possible to set off the alarm mid-turn, the special sentry rules still apply until the end of that turn.

## REINFORCEMENTS

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

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

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



## ENDING THE GAME

The game ends if the Gateway is destroyed and all surviving raiders leave the table by the edge where they originally set up. The game also ends if all the raiders are down or taken out of action or if the attacker bottles out.

As the attackers have so few raiders and because they are hyped up for the attack, the gang does not have to take Bottle rolls until it has lost 50% of its fighters rather than the usual 25%.

The defender is protecting his gang's family, friends or vital possessions, and so doesn't have to take Bottle tests. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

If the Gateway is destroyed then the attackers win the game otherwise the defenders win.

## EXPERIENCE

Fighters who take part in The Raid scenario earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the *Playing A Campaign Game* section.
- +5 Destroy Gateway:** A raider earns 5 points if he inflicts a hit which destroys the Gateway.
- +10 Successful Defence:** If the defender wins then his Gang Leader earns 10 Experience points.

## SPECIAL

If the Gateway was destroyed then roll a D6. On a 1-4 the territory is disrupted. It cannot be worked after the battle and confers no bonuses, but it can be worked again in subsequent games. On a 5 the territory is damaged. It cannot be worked after the battle and confers no bonuses. The territory must also be repaired so cannot be worked until D3 games have passed. On a 6 the territory is destroyed and must be struck from the gang roster.



## RESCUE MISSION

*Gang fighters injured during a battle can easily fall into the hands of the enemy. Even a victorious gang can discover that one of its fighters has staggered unwittingly into the clutches of their rivals. Rather than kill their captives, gangs will normally ransom them for a price. If a gang cannot pay the ransom, or simply refuses to, then the captive can be sold as a slave or forced into the mines to toil for his new masters.*

This scenario represents a rescue mission. One of your gang fighters has been captured and you have discovered where he is being held. A small group of raiders is poised to mount a daring rescue bid.

This scenario can only be chosen when **one of your gang members has been captured by your opponent. Before rolling on the Scenario Table the player who has lost his fighter may attempt a rescue rather than pay a ransom. If the player refuses then a roll is made on the Scenario Table as normal.** Except where noted otherwise below the rules are the same as for the Raid scenario already described. **Note the Gateway isn't used in a Rescue scenario.**

### THE PRISONER

When he sets up his gang the defending player places his captives anywhere he likes on the table. The prisoners may not move until they are freed. The defender is not allowed to attack or 'execute' his prisoner, but must attempt to drive off the rescuers. Once the captive is freed he may be attacked or shot at like any other fighter.

A prisoner is **rescued and free to move and fight once cut free by a friendly fighter.** The friend moves into base contact with the captive and spends the rest of the turn cutting him free. He may not shoot, fight hand-to-hand, or do anything else during the turn. Note the captive has no weapons or other equipment **apart from any bionics**, but is given a knife by his liberator. **It's assumed his equipment is scooped up into a bag and cannot be used during the game.**

### ENDING THE GAME

The game ends if **all the captives and attackers are either down, taken out of action or leave the table edge that they were deployed from.** The game also ends if the attacker bottles out. The defender is guarding his gang's hideout so doesn't have to take Bottle rolls and cannot bottle out voluntarily. **The attackers are hyped up for the attack so the gang does not have to take Bottle rolls until it has lost 50% of its fighters rather than the usual 25%.**

If all captives are rescued then the attackers win the game otherwise the defenders win. If any prisoners are not rescued then another attempt cannot be made and they may be sold to the guilders as a slave.

### EXPERIENCE

Fighters who take part in the Rescue Mission scenario earn Experience points as noted below.

- +D6 Survives:** Fighters that survive the battle earn D6 points. Even fighters who are taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts. Make a note every time this happens **as described in the Playing A Campaign Game section.**
- +5 Free Captive:** A raider earns 5 points if he cuts the captive free.
- +10 Successful Defence:** If the defenders win then their Gang Leader earns 10 Experience points.



# SHOOT OUT

*Settlements of any significant size are regarded as neutral territory by gang fighters and other Underhivers alike. The Guild traders take a dim view of gangs who bring their disputes into town – especially when innocent customers get hurt and property damaged. Existence in the Underhive is precarious enough without the added danger of rampaging gangs using local settlements as battlegrounds. Only outlaw gangs pay no heed to this unwritten code, shooting up settlements, killing Underhivers and robbing drinking holes.*

In this scenario fighters from two rival gangs meet in a small wastezone settlement. The situation is tense because neither side wants to be seen breaking the peace. The locals hide behind closed doors, fearful that a firefight may develop. Meanwhile the fighters converge from opposite sides of the settlement. As they catch sight of each other they prepare to stand their ground, neither willing to give way, but not wishing to be seen drawing a weapon first. Soon they stand almost face to face, hands hovering above guns, eyes fixed intently upon their targets.

The objective of the Shoot-out scenario is not to draw a weapon before your enemy. At the same time you must entice your rival to draw first and then drive him out of town with your return fire.

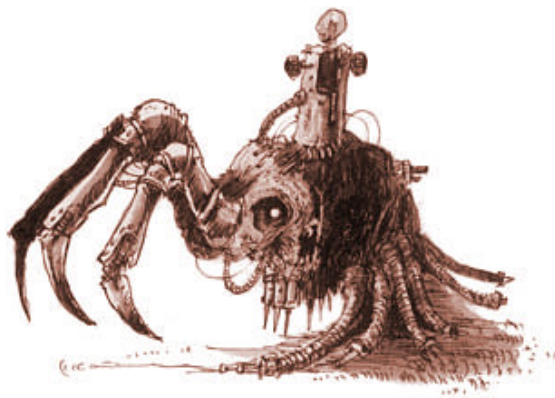
## TERRAIN

The terrain represents a small wastezone settlement. Each player takes it in turn to place a piece of terrain, either a ruined building or a connecting walkway. **Terrain that blocks line of sight cannot be placed in between the two gangs.** It is suggested that the terrain is set up within an area 4' x 4' or thereabouts.

## GANGS

Each player rolls a D6 to see how many of his gang are present: 1-3 = 3 fighters, 4-5 = 4 fighters, and 6 = 5 fighters. These models are randomly selected from the gang – ie you cannot choose the fighters involved.

The two gangs are set up 16" apart at ground level and in a position where they are in full view of each other. Roll a dice to decide which side sets up first. Each gang must set up in a small group with no model more than 1" away from any other model. **Special deployment rules cannot be used by either gang – eg Infiltration, Vents etc.**



## THE BUILD-UP

The build-up to a shoot-out is a tense affair. To recreate the tense atmosphere at the start of a shootout a special series of turns called the build-up is used.

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

During the build-up both gangs move at the same time rather than one after the other. The fighters walk slowly and deliberately towards each other until somebody's nerve fails and guns are drawn. To represent this, gang fighters **must move up to 1"** per turn. Fighters must move towards the enemy and may not move into cover. Once models are within 4" of the enemy they stop. Players take it in turn to move one model, starting with the player that has the most.

After both sides have moved each player must make a Nerve roll. Each player rolls a D6 and writes down the score. At the end of the next move each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling a dice at the end of each move and adding it to their score until one player's total score goes over 15.

**Important:** A roll of '6' counts as '0' when making a nerve roll, so if you roll a 6 your score stays the same as it was on the previous turn.

Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns (see The Fast Draw below). If both players' scores go over 15 on the same turn then the player who has the highest total score is the one that is assumed to have gone for his guns first. If both players have exactly the same score, then they both go for their guns at exactly the same moment!

Assuming that one player drew first, then each of the opposing gang fighters gets a number of Experience points equal to the difference between the two players' scores, to represent the fact that they have held their nerve in the face of great danger. For example, if one player ended up with a total of 14 points and his opponent had a total of 17, then each ganger belonging to the player with the lower score would get 3 Experience points.

### THE FAST DRAW

Once a fighter goes for his gun everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as guns are drawn and shots fired. This is called the fast draw. During the fast draw neither side can move but both sides **can make ranged attacks, such as shoot or lob a grenade.**

In the fast draw both sides can shoot but the order in which individual models shoot is determined separately. To decide the firing order roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter **is not equipped with any basic, special or heavy weapons** and subtract -1 if armed with a heavy weapon. The result is the fighter's Fast Draw score.

Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally. **However, any nerve tests due to friendly fighters going down or out of action are only taken after the Fast Draw has ended.** Once the first model has shot, the next highest score shoots, then the next, and so on. In the case of a tie **all** shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot.

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

### ENDING THE GAME

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the shoot-out and the bottling gang loses.

### EXPERIENCE

Fighters who take part in the Shoot Out scenario earn Experience points as noted opposite.



- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens **as described in the Playing A Campaign Game section.**
- +? Held Nerve:** Each surviving gang fighter of the side that held their nerve the longest scores a number of victory points equal to the difference between the two sides' scores (see The Build Up rules above).
- +D6 Winning Side:** Each surviving fighter on the winning side earns an extra D6 points.

### SPECIAL

If you win the shoot-out and the defeated gang drew first, roll a D6. On a roll of 1-5 your opponent can only draw half his normal income following the fight as his gang's contacts are reluctant to deal with the troublemaker. On a roll of 6 the defeated gang draws half its normal income and must surrender one random territory to the winner – associates of the gang no longer have faith in its leadership.

## THE HOARD

*The Underhive settlements are full of gangers passing the time of day in the drinking holes, trade posts and gambling dens. They wait for rumours of ore strikes, caravan raids and any information that might lead them to a fortune. Rumours, real or false, spread faster than rat pox and when news of a newly discovered valuable hoard becomes common knowledge it's a race against time to secure and loot the hoard before rival gangs can seize control.*

The Hoard scenario represents one gang's lucrative discovery being attacked by a rival gang before reinforcements have arrived to secure and loot the hoard. It could also represent a gang being hired by the guilders to protect something of value with the opposing gang launching a daring raid to get one over on their rivals.

### TERRAIN

In this scenario the player who picked the scenario is the attacker and the other player is the defender.

Firstly the defender must choose a table edge and places a loot counter to represent the hoard 18" away from that edge in the middle. Starting with the defender, each player then takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area roughly 4' x 4'.

### GANGS

The defender has a randomly determined number of gang fighters initially protecting the hoard. Roll a D6 to see how many models this is: 1-2 = 3 fighters, 3-4 = 4 fighters, 5-6 = 5 fighters. The chosen gang members are placed anywhere on the table but must be within 6" of the loot counter. The defenders can also choose to start the game on overwatch.

The attacker then sets up his entire gang within 8" of the opposite table edge.

### STARTING THE GAME

The attacker takes the first turn of the game.

### REINFORCEMENTS

After the defender's first turn there is a chance the rest of the gang will show up to help defend the hoard. At the start of each of the defender's subsequent turns, roll a D6. On the first roll, a score of 6 will result in the reinforcements arriving. The remainder of the gang can enter anywhere along the defender's table edge and can move and fight normally from that turn onwards. If the reinforcements don't show up then each subsequent roll receives a cumulative +1 modifier. So for example, if the reinforcements fail to show up the first time then they will show up at the start of the following turn on a roll of 5+, and a roll of 4+ on the turn after that, and so on.

### THE HOARD

The hoard is represented by the loot counter which cannot be picked up, destroyed or affected in any way. Fighters close to the gleaming and lucrative hoard are naturally emboldened and more willing to fight on. To reflect this, models within 6" of the hoard can always test to escape pinning early, even if there are no friendly fighters within 2", and can re-roll failed nerve tests. If the gang's leader is within 6" of the hoard then you can also re-roll failed Bottle rolls.

### ENDING THE GAME

If a gang fails a Bottle roll, or a player voluntarily bottles out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins the fight.

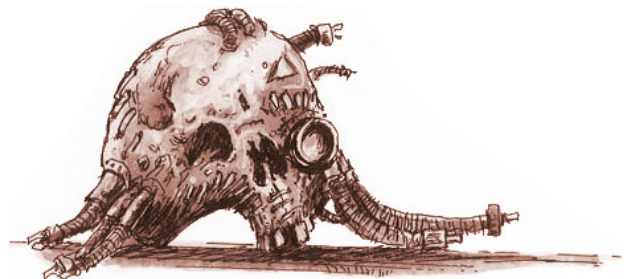
### EXPERIENCE

Fighters who take part in The Hoard scenario earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- +10 Successful Defence:** If the defender wins then their Gang Leader earns 10 Experience points.

### SPECIAL

The winning gang takes control of the valuable hoard which is worth 3D6x5 credits. The income generated is added to the income from the gang's territories.



## PACKAGE RUN

*The Underhive regions beyond the reach of the relatively civilised settlements are lawless deadzones where marauding outlaws terrorise those that dare venture through them. Merchants are especially vulnerable to raiders so they regularly pay the gangs to deliver their wares to hivers in nearby settlements. These contracts can be lucrative so gangs employ all manner of strategies to secretly and safely make delivery, but occasionally a rival can be tipped off about a planned package run. Ambushing gangs that steal merchant packages either ransack its contents or deliver it for themselves to receive the waiting fee and make a score against the other gangs.*

The Package Run scenario represents a group of gangers hoping to ambush the package runners and attempt to steal the wares for themselves.

### TERRAIN

In this scenario the player who picked the scenario is the attacker and the other player is the defender.

Starting with the defender, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. The area of ruins represents the defenders' hideout. It is suggested that the terrain is set up within an area of roughly 4' x 4'.

### GANGS

The attacker has a randomly determined number of gang fighters taking part. Roll a D6: 1-2 = 4 fighters, 3-4 = 5 fighters, 5-6 = 6 fighters. The attacker can choose which fighters to commit and are deployed within 24" of a chosen table edge. They must start the game behind cover and in hiding.

A randomly determined number of defending fighters are attempting to deliver the package. Roll a D6: 1 = 3 fighters, 2-3 = 4 fighters, 4-5 = 5 fighters, 6 = 6 fighters. The defender chooses which gang fighters will take part and deploys them within 8" of the opposite table edge. Special deployment rules cannot be used by the defenders – eg Infiltration, Vents etc.

Before the game starts the defender must give each of his fighters a loot counter. One of these loot counters is the real package, the rest are decoys.

### STARTING THE GAME

The defender takes the first turn of the game.

### THE PACKAGE

The real package is well concealed by the runners so the attacking gang has no way of knowing which of the defenders has it until they are searched. Both the package and decoys follow all of the usual rules for loot counters (refer to the Scavengers scenario for details). Only when an attacking fighter picks up a loot counter can it be flipped over to find out whether it's the real package or a decoy. Decoys are removed from the game when found. Once the real package is found all decoys are also removed.

It is possible, and encouraged, for the defender to play all sorts of mind tricks to confuse the attackers. For example, you could pretend for a ganger to hand over the package to a runner, perhaps with multiple switches taking place, who promptly makes a mad dash for the table edge. The attacking player must react but only later finds out it was all one big distraction, it was actually the plucky juve who snuck across from the other side of the table and was carrying the package all along!

### ENDING THE GAME

The game ends if a gang member holding the package moves off the attacker's table edge. The gang in possession of the package wins and the opposing gang loses. The game also ends if a gang bottles out. The bottled gang loses and the opposing gang wins.

The defenders are eager to fulfil their lucrative contract so do not start taking Bottle rolls until at least 50% of the gang have gone down or out of action. If a gang member is currently in possession of the package then that gang does not take any Bottle rolls and cannot bottle out voluntarily.

### EXPERIENCE

Fighters who take part in the Ambush scenario earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- +10 Successful Delivery:** If a defender with the package moves off the attacker's table edge then the fighter earns 10 Experience points.

### SPECIAL

The winning gang can ransack or deliver the package which is worth D6x10 credits. The income generated is added to the income from the gang's territories.

## BLIND FIGHT

*Outside of the Underhive settlements and their connecting biveways, many of the domes beneath Hive City are swathed in pitch black. Gang fighters are well-versed to moving and fighting in gloomy conditions, but poor light is still a good deal better than no light and even veteran gangers think twice before venturing out to fight in an area of total darkness. The gangs have learnt that the darkness can not only be a dangerous enemy, but also a valuable ally. After all, if you can't see the enemy then surely they can't see you too, or can they?*

It's uncommon for gangs to meet in domes shrouded in total darkness, though it isn't unheard of. The inky blackness offers the perfect cover for sneaking around thus allowing gangs to continue about their business undisturbed. Newly discovered lucrative hoards are often uncovered in dilapidated lightless domes, and gangs equipped with specialist photo-devices can easily get the jump on their unprepared rivals.

If a player picks the Blind Fight scenario then roll a D6 to find out in what circumstances the gangs meet.

- 1 Hit & Run
- 2 Scavengers
- 3-4 The Hoard
- 5-6 Ambush

The scenario is fought using the usual rules for its type, however, to reflect the blind conditions the following rules also apply.

### VISION

A gang would never venture out in total darkness unprepared. All Underhivers make use of cheap commonly available devices, such as blue-lights and photonoculars, which allow them to see a few metres in front of them. During a Blind Fight scenario, gang fighters are only able to see within a distance of 12". This means enemy models beyond this range cannot be shot at nor charged.



Some specialist gear is designed to augment a fighter's vision in total darkness, though since there isn't much light to begin with they don't help a great deal.

A model wearing photo-contacts has a vision range of 18", while a fighter wearing a photo-visor has a vision range of 24". A fighter wearing infra-red goggles can always see enemy models, as can a fighter using an infra-red scope. The Ratskin Scout's innately acute senses means they count as wearing a photo-visor for purposes of the Blind Fight rules.

Models that are on fire can always be seen. If a fighter is using a red-dot laser sight then his target can spot the dot on a roll of 4+ instead of 6.

### RUNNING

Running in pitch black is fraught with danger. The rubble strewn floors, overhanging girders and broken walkways are all hazards to runners that are difficult to see until it's too late.

If a model attempts to run or charge then the player must first nominate the path he will take before then rolling 2D6. If the number rolled is equal to or more than the number of inches that the model would move, then he safely traverses the path and can continue his turn as normal. However, if the number is less than the total number of inches then he trips up and hits the dirt. The model trips at the point along the path equal to the number rolled – eg, if you roll a 2 and 1 then he trips 3" from the start of the move. A fighter that trips is unharmed but cannot finish the move or do anything else that turn. If he trips within 1" of a ledge then he must test to fall.

Any fighters equipped with photo-contacts, photo-visor or infra-red goggles roll 3D6 when testing to see if they trip instead of 2D6.

If a 2 is rolled when rolling the 2D6 (or a 3 when rolling 3D6) then the fighter bangs his head, falls awkwardly or something more disastrous befalls him. The model trips as explained above, but he also suffers a D6 Strength hit and counts as pinned.

### EXPERIENCE

Fighting in pitch black sharpens the senses and develops a heightened awareness of danger. Usually gangers that participate in a scenario earn +D6 Experience points, however, in a Pitch Black scenario this is increased to +2D6 points.

## MULTIPLAYER RULES

*Necromunda is violent place where multiple gangs tries to survive. It is bound that not all fights are fought against simple foe. Sometimes it is huge brawl where only the fittest (or luckiest) will survive.*

### HOW TO USE THESE RULES

These rules are designed to solve some problems that occurs during multiplayer games. They are wrote in generic manner. As always these rules must be adapted to suit current scenario to be played. Players should agree on deployment zone type.

### DEPLOYMENT - 4 Table Edges zones

When scenario uses table edges as deployment zones, in multiplayer version every player rolls dice and the highest can choose the table edge, deploy all of his eligible fighters within 8 inch from table edge. Then the second highest roll will deploy to the opposite side. Third player can choose which remaining table edge he/she will deploy and the fourth will deploy opposite to that side. Should there be fifth player the last one deploys in the middle. No matter where you deploy you must always deploy atleast 12 inch away from any rival fighter.

### DEPLOYMENT - Corner zones

Instead of using table edges, player deploy their models in one of the four corners. Determine suitable zone sizes for scenario. Highest choose first corner, second will choose second and so on. Should there be five player the last one will deploy in the middle.

### STARTING THE GAME

Players will roll for the start and highest will go first. For the sake of clarity use clockwise rotation from the starting player, where the next player is the next deployment zone clockwise.

### "FRAG STEALING"

Some rules have conditions that you need to cause out of actions, deaths etc. For example Gang Fight has special rule that allows you to snatch opponents territories, or if they are being accused of being outlaws.

The particular player that caused the last wound / injury roll, will receive "Frag". This includes if the model was pinned and fell, from shot done by a player. If downed model goes to out of action the player who last caused wound to the model gets the benefit.

If model goes out of action by his own action. For example exploding weapon, failing a jump, fall damage after stupidity etc, the winning player claims the "Frag". *[Note models are not allowed to harm them selves on purpose]*

### UNDERDOG

Underdog bonuses are counted towards the highest gang rating rather than combination of gangs.

### CLOSE COMBAT

Close Combats in multiplayer games can cause multiple grey hairs when some really odd situations rises. Here are couple guidelines to make things easier

- Every model that is engaged in close combat will fight in every close combat phase, regardless whose turn it is.
- The player whose turn is chooses the order to resolve separate close combats as he sees fit
- The player whose turn is chooses the order fighting in multiple combat
  - In multiple combat there has to always be fresh fighter that haven't strike yet. That fighter receive multiple combat bonus equal the times his competant had fought this turn.
- If model get stranded out before he could make a strike, it can make normal follow up if it would bring him to close combat. Models are allowed to do only one follow up during phase.
  - Even if there isn't any friendly models included in multiple closecombat, as long as all the models in base contact with downed fighter has an enemy fighter touching them, model may crawl out of close combat as they would in normal multiple combat [note: Fighters are too busy finishing downed dudes]

### HIDDEN MODELS

If a model spots a hidden figure it will only reveal the model to his gang. If hidden is hit by shooting or charged in close combat hide is broken.

### ALLIANCES, (fledging agreements)

Players may agree to form "alliance" during multiplayer game. This is done before game and is public knowledge. In short this means they don't treat each other as enemies. Alliance can be broken at will, however broken pact will modify outlaw roll for -1 (if the accuser is the player who was backstabbed). If player made alliance with outlaw gang the modifier is -2. Some gangs will never form alliance of anykind such as Spyrers and Redemptionists. Any strayshot / accidental scatter will automatically break alliance.

If alliance hold for entire battle their gang rating is considered to be combination of both gangs. If scenario has extra experience to leaders (or similar) they are divided as equal as possible (rounded down) between both gangs. Any loot counters, or extra cash etc. are divided as equal as possible.



# OUTLANDERS™

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## COMMUNITY EDITION

Compiled by Anthony Case (May 2015)

Special thanks to the worldwide Necromunda community, whose years of continuing discussions are instrumental.

Note this fan rulebook is completely unofficial and in no way endorsed by Games Workshop.



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# INTRODUCTION

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

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

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

The further you travel downhive, the harsher it gets. This maxim is well known through the hab-zones, and is a rule that many people live by - it gives a real meaning to the idea of "moving up in the world". Needless to say, moving down the hive isn't usually a good thing, though for some it's that or the wrong end of a rope, so the choice is easy. Eventually, you move so far down the hive that you go beyond the reach of the law. Of course, this may be the whole point of your exodus in the first place.

Out in these desperate deadzones life is cheap, and generally short, but if you can carve yourself a reputation there is a living to be made.



## WHAT IS THE COMMUNITY EDITION

The OCE is based on the Necromunda: Outlanders supplement published in 1996. It also includes The Heist scenario and Pit Slave Gang rules from White Dwarf. The OCE is not an attempt to overhaul or hugely expand the original rules, instead it's intended to be a fan update to an already solid set of rules.

The main aims are to balance the variety of Outlander gangs using minimal rewrites where possible and to fully incorporate the NCE ruleset. Also to clarify ambiguities, patch up rule holes and make minor tweaks and additions to improve general gameplay.

All changes to the original rules are marked in red. Their origins stem from many years of discussions by players from all over the world, each of whom deserves a big ol' bottle of Wildsnake!

# OUTLAWS

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

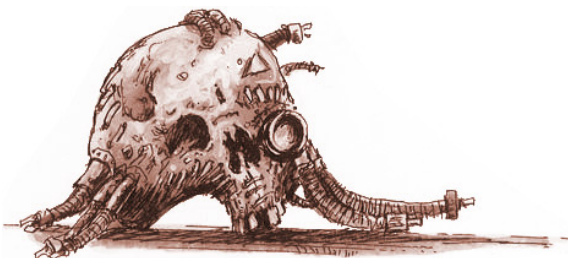
## BECOMING AN OUTLAW

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

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

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

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



## OUTLAW TABLE

2D6	Result
2	<b>Outlawed:</b> Time to get out of town, your gang has been outlawed!
3-6	<b>Clean:</b> You're a clean citizen, move along.
7-11	<b>Black Mark:</b> You're a clean lawful citizen. In addition, the Guilders are unimpressed with the reporting gang wasting their time. They suffer an extra -1 modifier the next time they are reported to the Watchmen.
12	<b>Deputised:</b> The Guilders are so impressed (or fooled) by your lawabiding manner that you are given the chance to become Watchmen and help keep the peace. If you accept you gain an income bonus of 25 credits each time you play a game against Outlaws from now on, and you can inflict a -1 modifier on another gang when it rolls on the Outlaw Table after a game with you. Mark your new Watchman status on your gang roster so you can show your credentials. You can decide to stop your gang being Watchmen at any time by crossing it off your roster.

## MODIFIERS

- 1 For each additional enemy fighter taken out of action of which died from a Dead serious injury that game (e.g. 3 Dead models confers a -2 mod).
- 3 If the scenario you just played was an Outlaw scenario and you were attacking.
- 1 For each Wyrd or Pit Slave in your gang.
- +1 If your gang rating is under 1,000.
- 1/+1 If your gang rating is **between 2000-3000** (roll a D6 each game 1-3 = -1, 4-6 = +1).
- 2/+2 If your gang rating is over 3,000 (roll a D6 each game 1-3 = -2, 4-6 = +2).
- +1 If none of the **negative** modifiers above have ever applied to your gang **when ever reported**.

## BEING AN OUTLAW

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

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

## TERRITORY

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

The outlaw gang can end up losing its one remaining territory to another gang. Perhaps because it was heavily defeated in a Gang Fight **or their territory is a Mineral Vein which becomes depleted**. If this happens the outlaws are forced to move on and look for another hideout. **At the end of the post game sequence** roll on the Outlaw Territory Table to see what charming new abode they find for themselves.

## COLLECTING INCOME

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

The income the gang collects from their territory and foraging is not cross referenced with the size of the gang on the Income Table as it would be for a normal gang. However, the gang will need to be given supplies of some sort as explained later.

## GANGERS & JUVES

Outlander gangs don't have 'Gangers' as such, but an equivalent is still needed to work territories, search for rare trade, take over as gang leader, etc. The following Outlander fighters are classed as 'Gangers' for these purposes: Scavvies (Scavvy), Redemptionists (Brother), Ratskins (Ratskin), Pit Slaves (Pit Slave).

Likewise, Outlander gangs don't have 'Juves' but some rules may reference them, such as a Settlement territory. The following Outlander fighters are classed as 'Juves': Scavvies (Scavvy), Redemptionists (Novice), Ratskin Renegade (Brave), Pit Slaves (Pit Slave).

## GAINING TERRITORY

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

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

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

If you loot a territory you gain double the basic income value of the territory. In the case of a territory with a variable income its value is always double the maximum. **Note only the basic income is used, special income rules are ignored. For example, looting an Archeotech Hoard would yield 240 credits.** This income is not halved as it is for working territory out in the badzones.

## ABANDONING TERRITORY

An outlaw gang can choose to abandon their hideout and move to a new area of the badzones, usually in the hope of stumbling upon a more profitable domain. A player can elect to do this after any game at the end of the post game sequence, but only if the gang hasn't already changed territories that game (e.g. due to the gang's old hideout being captured) and the territory must not have been worked that game. The old hideout is struck from the gang roster and a new one rolled on the Outlaw Territory Table.

## FORAGING

Anyone who wasn't seriously injured in the game can go foraging. Juves, Gangers, Heavies and even Gang Leaders can all forage, though if they forage they can't perform any special tasks such as visiting the outlaw trading post or working the gang's territory. Each forager collects D6 credits worth of stuff from the wastes. Hired guns and special characters never forage, that isn't what they're paid for.

## SO MANY MOUTHS TO FEED

Unfortunately, the gang needs to be fed and supplied one way or another. After each game, once the gang's income have been generated, each member of the gang will need 3 credits worth of supplies to keep him going. **If the gang's income isn't enough to cover the cost of the fighter's upkeep then credits from the gang's stash must be used for the remainder.** Hired guns don't need to be given supplies, it is assumed that their pay is more than enough to keep them in rat burgers. Any cash left over is put into the gang's stash.

## STARVING

If the gang can't pay out 3 credits for each gang member either from their stash or from generated income they are in danger of starving to death.

Any model that doesn't have 3 credits spent on them after a game suffers a -1 penalty to their Strength and Toughness characteristics until they do. **Any ranged weapons they carry also suffer a -1 Ammo Roll penalty if applicable, to a minimum of 6+.**

These penalties will accumulate from game to game and any models that are reduced to a Strength or Toughness value of 0 starve to death and should be removed from the gang roster. And yes, you can keep the equipment of someone who has starved to death.

## CAPTURED - Dead or Alive

If an outlaw is captured the gang can ransom or exchange him as normal (something which happens more often than you would think).

Alternatively, outlaws generally have a bounty on their heads, that's why there are bounty hunters after all. **If the outlaw isn't rescued then they can be sold to the Guilders courts for the usual D6x5 credits, plus they can claim his bounty for handing him over alive. An outlaw's bounty is equal to his total Experience points. The gang may also keep any of his equipment.**

*Any dead outlaw can be claimed for 1/4 of his experience worth of bounty. Bounty is always direct cash, so it isn't "washed" through the territory table.*

Naturally outlaws cannot collect bounty on other outlaws, more because they would be shot for trying than for ethical reasons.

Outlaws have the normal options with gangers that they capture - exchange or ransom them back to their gang or sell them into slavery on the night trains for D6x5 credits while keeping their equipment.

## GUILD PRICE

An outlawed gang can buy off its outlaw status by paying a guild price for hivers they have killed and property they have destroyed. The guild price levied against an outlaw gang to buy back their freedom is a tenth (10%) of their gang rating, rounding up to the nearest 10 creds.

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

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

Once a gang has gathered enough credits to buy their way out of being outlaws they can become clean, upstanding citizens simply by scrubbing the appropriate amount of cash off their stash.

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

## PERSISTENT OFFENDERS

Unfortunately the guild price for outlaw gangs is increased every time they commit another crime. **If an outlaw gang plays as the attackers in an outlaw scenario and the defenders are not outlaws too, add another D6x10 credits onto the outlaws' guild price.** Note down the increase in price after each game and keep a running total.

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

Incidentally, real hardened outlaws don't give a damn about paying off their guild price anyway, and should complain loudly that it's far too low!

## OUTLAW TERRITORY TABLE

D66	Territory	Income
<b>11-14</b>	<b>Scrofulous Wastes</b>	<b>0</b>
The gang finds nothing but a putrefying refuse dome to hole up in. Any gang fighters sent foraging will only find D3 credits worth of stuff instead of the usual D6 credits.		
<b>15-16</b>	<b>Collapsed Dome</b>	<b>0</b>
A model can scavenge the ruins earning 2D6 credits. However, on <b>any roll of 1</b> the dome caves-in completely and is crossed off the roster. The model working the territory must also take an Initiative test. If failed he is crushed by the falling debris, the fighter <b>and his equipment</b> are crossed off the roster <b>and he collects no income</b> .		
<b>21-24</b>	<b>Wastes</b>	<b>0</b>
<b>25-26</b>	<b>Fungus Grotto</b>	<b>0</b>
Any <b>starving fighters</b> can eat fungus to avoid the effects of starvation. However, on a D6 roll of 1 a random fighter selected from those that <b>have eaten the fungus</b> dies from eating a poisonous patch. <b>You may keep his equipment</b> .		
<b>31-34</b>	<b>Rad Zone</b>	<b>0</b>
A model can scavenge the irradiated dome earning 2D6 credits. However, on a double the fighter is hideously scarred from radiation poisoning. The model causes fear from now on and no income is collected.		
<b>35-36</b>	<b>Sump Spillage</b>	<b>5</b>
<b>41-42</b>	<b>Sludge Sea</b>	<b>0</b>
A model can dive into the sludge to try and drag up valuable artefacts that have sunk to the bottom. Roll a D6.		
<b>1</b>	The fighter is attacked by some horribly mutated monster or swims into a highly toxic area of sludge. <b>The model suffers a serious injury treating any Bitter Emnity and Captured results as a Full Recovery.</b>	
<b>2-3</b>	The model finds nothing of value.	
<b>4-5</b>	The model discovers an artefact worth <b>3D6</b> credits.	
<b>6</b>	The model discovers an artefact worth <b>D6x10</b> credits.	
<b>43-44</b>	<b>Power Cable Tap</b>	<b>5</b>
Roll a D6. On a roll of 6 the tap provides <b>D6x5</b> credits worth of energy instead of the usual 5 credits.		
<b>45-46</b>	<b>Scrap Yard</b>	<b>5</b>
If the gang recovers loot during a Scavengers, The Hoard or a Package Run scenario then they can be stripped and sold for parts. Each loot counter is worth an additional <b>+5</b> credits of income.		
<b>51-52</b>	<b>Ruins</b>	<b>10</b>
<b>53-54</b>	<b>Mineral Vein</b>	<b>3D6</b>
A model can mine the ore vein earning 3D6 credits. However, if any doubles or a triple is rolled then the mineral deposit is exhausted and must be struck from the gang roster.		
<b>55-56</b>	<b>Recycling Dump</b>	<b>0</b>
The old disused resync machinery provides distilled water and limited food chips. Each gang member requires 1 less credits worth of supplies to avoid starvation (e.g. 2 credits instead of 3).		
<b>61-62</b>	<b>Slag Heap</b>	<b>15</b>
<b>63-64</b>	<b>Outpost</b>	<b>15</b>
After each game roll a D6. On a roll of 6 you overhear vital information about the activities of gangs in the local area. You may add or subtract up to 2 from the Scenario Table roll when fighting the next game.		
<b>65-66</b>	<b>Toll Blockade</b>	<b>2D6x2</b>
A model can set a blockade to toll travellers earning 2D6x2 credits. You can increase the toll's cost, but there is a chance of the travellers revolting. You may choose to earn 3D6x2, 4D6x2, 5D6x2 or 6D6x2 credits, but if you roll any doubles an angry mob forces the gang on. You still collect the toll but the territory is crossed off the roster.		

# OUTLAW TRADING POST

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

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

## SPENDING CREDITS

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

### New Recruits

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

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

### Recruiting Hired Guns

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

### Weapons

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

## TRADING

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

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

To represent the scarcity of rare items each player makes a dice roll at the start of his trading session to determine what goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the **gang by their dealer contacts, night traders and local merchants**.

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

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

### Gangers and Trading

If a player wishes he can use extra gangers to search around the trade post and make enquiries about further rare items which might be for sale. A ganger who does **must not have gone out of action and** cannot collect income from the gang's territory nor forage, searching out rare items is an alternative to collecting income. Each ganger employed in this fashion adds a further +1 randomly generated rare items to those offered for sale.

### Rare Trade Chart

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

**OUTLAW RARE TRADE**

- 11 Archeotech
- 12 Sump Dynamo
- 13 Stinger Mould Patch
- 14 Spook
- 15-16 Bottle of Wild Snake
- 21 **Gas Grenades:** Roll again  
1-2: Choke, 3-4: Scare  
5-6: Hallucinogen
- 22 **Grenades:** Roll again  
1: Melta Bombs, 2-3: Photon Flash Flares  
4: Plasma Grenades, 5-6: Smoke Bombs
- 23 **Ammo:** Roll again  
1-2: Hotshot Laser Power Packs  
3-5: Drum Magazine, 6: Hellfire Bolts
- 24 **Gunsight:** Roll again  
1-2: Red-dot Laser, 3: Mono-sight  
4-5: Telescopic Sight, 6: Infra-red Sight
- 25 **Armour:** Roll again  
1-3: Flak, 4-5: Mesh, 6: Carapace
- 26 Roll again  
1-3: Icrotic Slime, 4-6: Mung Vase
- 31 Concealed Blade
- 32 Blade Venom
- 33 Blindsnake Pouch
- 34 Berserker Chip
- 35 Infra-red Goggles
- 36 Stinger Pouch
- 41 Rad Counter
- 42 Ratskin Map
- 43 Shock Maul
- 44 Grapnel
- 45 Photo-visor
- 46 Respirator
- 51-53 **Raid Gear:** Roll again  
1-3: Silencer  
4-6: Choose one of the following:  
Screamers or Stummers
- 54-56 **Drugs Fixer:** Roll again  
1-3: Kalma, 4-5: 'Slaughter, 6: Spur
- 61-63 **Special:** Gamble
- 64-65 **Special:** Rumour
- 66 **Special:** Healer

**SPECIAL RESULTS**

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

**Gamble**

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

You may roll any number of dice and win a number of credits equal to your rolls multiplied by 2. For example, rolling a 4 a 3 and a 1 wins you 16 credits. However, if any dice are the same then you lose the full amount instead. If there aren't enough credits in the gang's stash then you must sell off equipment to pay off the debt (otherwise legs start breaking).

**Rumour**

A contact hears rumours about what's going on in the wastes, which gangs are going where and what they are looking for.

If you pay the contact 2D6 credits then instead of the usual Scenario Table roll your gang leader must take a Leadership test. If the test is passed then the rumours are true and you may choose which scenario to play. However, if the test is failed then you're double-crossed and your opponent can choose the scenario instead. If both gangs paid for Rumour then both leaders are conned and a Scenario Table roll is made as normal.

**Healer**

You make contact with a wyrd rumoured to have remarkable restorative powers. Wandering healers aren't rare in the deadzones, the majority being charlatans looking to make easy credit from the desperate, but even those with legitimate gifts often wield dangerously unpredictable powers.

You may pay the healer D6x10 credits to use his power on a chosen gang member. If paid, roll a D6.

- 1 The healer proves to be a smooth-tongued fraud who makes off with the payment.
- 2-3 The wyrd heals all of his serious injuries, even the beneficial ones like Impressive Scars.
- 4-6 The healer struggles to control his life meddling powers. All of the fighter's serious injuries are healed, but he must take a Toughness test. If the test is failed he suffers D3 Old Battle Wounds.



## PRICE CHART

The following charts indicate the cost of items available for sale at the outlaw trading post. The cost of rare items is included, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of an item is variable, and includes a base cost plus a variable extra amount, for example 40+3D6 credits. In these instances the extra variable cost is the additional rarity value of the item – the premium which must be paid to own it. Likewise, the cost of all common items is included, though are restricted to the particular gangs who have them listed on their weapon lists.

Hand-to-Hand Weapons	Cost	Availability
Knife (1st knife is free)	5	Common
Chain or Flail	10	Common
Club, Maul or Bludgeon	10	Common
Massive Axe, Sword or Club	15	Common
Sword	15	Common
Chainsword	25	Common
Shock Maul	35+3D6	Rare

Pistols	Cost	Availability
Stub Gun	10	Common
Autopistol	15	Common
Laspistol	15	Common
Hand Flamer	25	Common
Bolt Pistol	25	Common
Plasma Pistol	30	Common

Basic Weapons	Cost	Availability
Autogun	20	Common
Shotgun (+Solid, Scatter)	20	Common
Hunting Rifle	25	Common
Lasgun	25	Common
Boltgun	35	Common

Special Weapons	Cost	Availability
Flamer	40	Common
Autosluggger	45	Common
Grenade Launcher	60	Common
Plasma Gun	80	Common
Meltagun	95	Common

## OUTLANDER WEAPON LISTS

Just like House gangs, outlander gangs make use of their own weapon lists which reflect their unique fighting styles and character. These outlander gang weapon lists follow all of the usual House Weapon List rules. This means it's still possible to buy 'common' weapons, grenades, and other equipment from the trading post that aren't on their gang weapon list at the expense of a rare trade roll.

Heavy Weapons	Cost	Availability
Heavy Flamer	80	Common
Heavy Stubber	120	Common
Missile Launcher	140	Common
Heavy Bolter	180	Common
Heavy Plasma Gun	240	Common
Autocannon	260	Common
Lascannon	300	Common

Grenades	Cost	Availability
Smoke Bombs	10+3D6	Rare
Choke Grenades	15+2D6	Rare
Scare Grenades	20+2D6	Rare
Photon Flash Flares	20+2D6	Rare
Frag Grenades	25	Common
Plasma Grenades	35+3D6	Rare
Krak Grenades	40	Common
Melta Bombs	40+3D6	Rare
Hallucinogen Grenades	40+4D6	Rare

Ammo	Cost	Availability
Dum-dum Bullets	5	Common
Manstopper Shells	5	Common
Hot Shot Shells	5	Common
Bolt Shells	15	Common
Hotshot Laser Power Packs	15+2D6	Rare
Hellfire Bolts	20+3D6	Rare

Sights	Cost	Availability
Infra-red Sight	30+3D6	Rare
Telescopic Sight	30+3D6	Rare
Mono Sight	40+3D6	Rare
Red-dot Laser Sight	40+3D6	Rare

## OUTLANDERS

Armour	Cost	Availability
Flak Armour	10+2D6	Rare
Mesh Armour	25+2D6	Rare
Carapace Armour	60+3D6	Rare

Miscellaneous	Cost	Availability
Kalma (per dose)	5+D6	Rare
'Slaught (per dose)	5+3D6	Rare
Spur (per dose)	5+3D6	Rare
Clip Harness	10	Common
Filter Plugs	10	Common
Blade Venom	10+D6	Rare
Bottle of Wildsnake	10+D6	Rare
Concealed Blade	10+D6	Rare
Silencer	10+2D6	Rare
Rad Counter	10+3D6	Rare
Stinger Pouch	10+3D6	Rare
Screamers	10+3D6	Rare
Stummers	10+3D6	Rare
Photo Contacts	15	Common
Drum Magazine	15+2D6	Rare
Respirator	15+2D6	Rare
Spook	15+3D6	Rare
Lobo-chip	20	Common
Stinger Mould Patch	20+3D6	Rare
Photo-visor	25+2D6	Rare
Berserker Chip	25+3D6	Rare
Blindsnake Pouch	30+2D6	Rare
Infra-red Goggles	30+3D6	Rare
Grapnel	30+4D6	Rare
Sump Dynamo	40+4D6	Rare
Icrotic Slime	50+3D6	Rare
Archeotech	D6x10	Rare
Mung Vase	D6x10	Rare
Ratskin Map	D6x10	Rare
Weapon Reload	Weapon ÷ 2	Common



## ARCHEOTECH

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

The problem with buying archeotech is that all the well understood or recognisable artefacts are snapped up long before they reach the open market. The remainder is impossible to understand without a lot of examination and experimentation. Often archeotech like this will be a sealed casket or an enigmatic chrome sphere, a mysterious black box or a wafer of shifting crystal. Most people don't dare to mess around with these things so they are sold comparatively cheaply, but you don't know whether you're getting a fine example of lost technologies or an interesting paperweight.

If you decide to buy a piece of archeotech then roll on the Archeotech Table to see what the miraculous device can do. Once an archeotech's true purpose has been discovered it's considerably easier to sell on too. The value of the archeotech is equal to the D66 rolled multiplied by 2. For example, if a 42 is rolled (Lifter) then the value of the archeotech becomes 84.

## ARCHEOTECH TABLE

### D66 Result

- 11-16 Dangerous:** The device is accidentally triggered as it's being messed about with and is reduced to a pile of worthless molten slag. The archeotech is crossed from the gang roster. In addition, a random gang member must take an Initiative test. If the test is failed then he suffers a Hand Injury as a result of his meddling.
- 21-23 Cutting Beam:** The device can focus a cutting beam of great power on a stationary object. Unfortunately it's useless as a weapon because both the target and the operator have to be perfectly still for the beam to focus, but it makes a good can opener. The device can be used following the usual Attacking Terrain rules though the model must not have moved that turn. It inflicts a S6 hit on the first turn of use, increasing to S7 on the second turn, S8 on the third, and so on up to S10.
- 24-26 Viewer:** The operator can use the device to view different places, shifting his perspective to almost any point even if it's beyond closed doors and solid walls. If the operator doesn't move then he can use the device instead of attacking normally in the shooting phase to spot any hidden fighter on the tabletop. If the model is on sentry duty roll a D6 for him each turn: on a roll of 6 he automatically sounds the alarm as he spots the enemy sneaking around.
- 31-33 Servojigger:** The device is a compact industrial tool which can activate a series of lasers and grisly mechanical apparatus. It can be used in hand-to-hand combat but cannot be combined with another weapon. If used the model rolls an extra +D3 Attack dice and any hits struck by the device are at D6 Strength (roll separately for each hit).
- 34-36 Panoply:** The device can create an aura that shifts and splits light waves to create a dazzling visual display. The operator can choose to turn the device on or off at the start of his turn. When activated any ranged attacks against the model suffers a -1 penalty if the weapon firing is at long range. However, the impressive light display means the model cannot hide when the device is on.
- 41-43 Lifter:** The device is a sophisticated suspensor which can negate or lessen gravity for its bearer, allowing him to float up or down for a limited period. The operator is allowed to move up or down even if there is no ladder for him to climb and he will never suffer damage from falling so he can simply step off a walkway and drop down without harm. The movement is quite slow however, so the movement up or down does count against the model's total movement for the turn.
- 44-46 Graviton:** The device fires a stream of particles that affect local gravitational fields. A fighter can use the device against an enemy fighter instead of attacking normally in the shooting phase. It has a range of 16" and automatically hits but follows the usual targeting rules. The target is unharmed but is pinned as he struggles against the magnetic shifts.
- 51-53 Holo Projector:** The device functions as a basic holo projector and can be used to make the fighter appear a short distance away from where he really is. This gives the fighter a 4+ special save against any hits from shooting. As soon as the saving throw is failed the projector stops working for the rest of the game. Note the device is useless against close combat attacks and weapons that use a template.
- 54-56 Weapon:** The device is a powerful weapon. Roll a D6 to find out what its profile resembles:  
**1-2: Autoslugger 3: Flamer 4: Meltagun 5: Plasma Gun 6: Grenade launcher +Frag grenades**
- The weapon has the standard profile for a weapon of its type but because it's self maintaining it can be used by anyone, not just Heavies or Gang Leaders. However, the device's unique design means it cannot be modified or given additional ammo (i.e. a scope cannot be fitted to it). For the purpose of skills and hand-to-hand combat it still counts as a special weapon.
- 61-66 Arcana:** The mysterious device is barely fathomable. Roll on the Wyrd Minor Power table to see what strange purpose it has, re-rolling any None, Multiple Minor Powers and Extra Primary Power results. The device can be used following the usual Wyrd rules except ignores the Perils of the Warp rules. However, if the Leadership test is failed then the temperamental device refuses to work for the remainder of the game.

BLADE VENOM

Many mutant fungi strains found at Hive Bottom are deadly poisonous, such as Widowmaker, Scarlet Feng and Grey Lattice. Some, like the notorious Black Death, have even developed coatings which are lethal to the touch, and can kill creatures that brush against them.

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

Doses of blade venom are kept in the gang's stash and distributed before the start of a game to fighters who will use them. A dose of blade venom will envenom one weapon for one game, after which the venom loses its potency. Blade venom can only be usefully applied to knives, **Chains or Flails, Clubs, Mauls or Bludgeons, Massive Weapons and Swords**. Any hits inflicted by a weapon coated in blade venom causes D3 wounds instead of 1 and **counts as high impact**. However, the model suffers a S1 hit for every fumble it rolls **which also count as high impact**.

BOTTLE OF WILDSNAKE

Wildsnake is a rare and potent liquor brewed out in the badzones where it commands a price to match. If they can find some it's common for an outlaw gang to get tanked up on Wildsnake before a fight - "Snake Courage" as it's called.

If you send any gangers to look for rare items for trade and you roll a bottle of Wildsnake then you have to buy it **assuming you have enough credits in the gang's stash**, the gangers just can't resist good liquor. Fortunately a cunning leader can still use the Wildsnake to instil a bit of "Snake Courage" into their gang by giving it to them to drink before a game. The bottle of Wildsnake is used up and the whole gang can **reroll any failed nerve tests and Bottle rolls**. Sadly their inebriation also reduces their Initiative characteristic by -2 as well. Once the game is over the gang's characteristics are returned to normal with accompanying blistering headaches.

ICROTIC SLIME

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

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

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

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

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

If a fighter uses the icrotic slime, then at the start of the game roll a D6 on the table below for each of the user's characteristics except Wounds and Leadership.

D6	Result
1	The characteristic is unaffected.
2-3	Increase the characteristic by +1 points.
4-5	Increase the characteristic by +2 point.
6	Increase the characteristic by +3 points.

The model's Wounds and Leadership characteristics are both doubled up, to a maximum of 10 each. In addition, the character is so deranged by the slime that he is never pinned by **any hits**.

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

**Side-effects:** Roll 2D6 at the end of the game. If the roll is a 2 the Icotric slime encysted before the fighter's comrades could remove it, he dies screaming in agony. **On the plus side you get to keep his equipment and all these valuable baby icrotic slimes are scooped up and sold on for 4D6 credits.** On a 3-11 the slime is successfully removed. On a 12 the slime is removed plus the fighter gained some benefit from his slime time and has all of his serious injuries removed (including the good ones like scars). If he had no injuries the fighter gets a free roll on the Advance Table instead.

## RAD COUNTER

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

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

## KALMA

Kalma is the hive name for a general group of euphoric sedatives which lower the state of consciousness and induce a state of well being. Such drugs are often ground up and used in small quantities in food. A tablet of kalma renders the individual docile and compliant. A 'kalmed' character can be led about and will remain passive while unattended.

**Fixer:** The 'Kalma' result on the Outlaw Rare Trade chart indicates you have contacted an individual who can supply you with kalma whenever you trade from now on. This means that even though kalma is listed as a rare item on the price chart you now treat it as 'common'. **If drug is present roll the price for it. You may buy any number of doses you can afford.**

**Effect:** Kalma can be used in one of two ways. Kalma can be ingested by a downed fighter to alleviate pain, or it can be fed to a captured fighter if a rescue attempt is made.

If a down fighter consumes kalma then when he's required to roll on the Injury chart the Flesh Wound bracket is increased to 1-3. However, once the effects of the kalma have worn off the sudden overload of pain means he's automatically taken out of action.

If the kalma is fed to a captive then he is treated in the same way as a down model throughout the scenario (i.e. they are placed face down and can only move 2" per turn), though they don't make recovery rolls.

In either case, the sedative effects of the kalma means that a fighter which consumes it has his Initiative reduced to 1 and follows the rules for stupidity until its effects wear off.

**Duration:** Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is greater than 12 then the effects of the kalma wears off; if the total is 12 or less the fighter is still affected and grinning beatifically. **Note if the kalma is fed to a captive then this test is only rolled once the captive is freed or the alarm is sounded.**

**Side-effects:** There are no long-term side-effects to using kalma.

**One Use:** Once a dose of kalma has been used it must be struck from the gang roster.

'SLAUGHT

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

**Fixer:** Like kalma, the 'Slaughter' result on the Outlaw Rare Trade chart indicates you have contacted an individual who can usually supply you with 'slaught whenever you trade from now on. Roll a D6 in each trading session: on a 2 + 'slaught is available and on any other roll it isn't. *If drug is present roll the price for it. You may buy any number of doses you can afford.*

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

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

**Side-effects:** There are dangers associated with long-term use of 'slaught. Each time the 2D6 roll is made for duration there is a chance that the model will become addicted. On a roll of double 1 the model has become dependent upon it. A dependent character no longer derives any benefit from the drug but must continue taking it in the future or he will suffer detrimental effects.

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

**One Use:** Once a dose of 'slaught has been used it must be struck from the gang roster.

SPOOK

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

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

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

**Effect:** A dose of spook will temporarily give a model a minor Wyrd power. Generate the power by rolling D66 on the Wyrd Minor Powers table at the start of the game. This may result in a power which is useless on its own, or indeed no power at all. *If an Extra Primary Power result is rolled then you may choose which Primary Power table to roll on, or to control D3 pets following the usual Beastmaster rules.* Taking spook is not what you'd call exact science. Even if the same model takes spook twice in a row it will not get the same power.

**Duration:** A single dose of spook lasts for the duration of the game.

**Side-effects:** Just like Wyrds, daemonic attacks can occur whenever the spooker uses their power following the Perils of the Warp rules found in the Wyrd section. *However, to reflect that the spooker has no inherent mental defences, when attempting to use the power he must roll for Perils of the Warp if any double is rolled.*

**One Use:** Once a dose of spook has been used it must be struck from the gang roster.

## SPUR

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

**Fixer:** Like kalma, the 'Spur' result on the Outlaw Rare Trade chart indicates you have contacted an individual who can occasionally supply you with spur whenever you trade from now on. Roll a D6 in each Trading session: on a 4+ spur is available and on any other roll it isn't. If drug is present roll the price for it. You may buy any number of doses you can afford.

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

D6	Result
1	The batch is old or bad and has no effect.
2-3	Increases Movement and Initiative by +D3.
4-5	Increases Movement and Initiative by +3 points, but sensitises the character's nervous system so that a sudden physical shock may render him unconscious. To represent this the model's Toughness is reduced by -1 point as long as the spur lasts.
6	Increases the character's Initiative and Weapon Skill by +D6 points each, Ballistic Skill and Movement by +D3 points each. As a result of the character's hyperactive nervous condition, he goes down for one whole turn as soon as the drug wears off, after which he recovers automatically.

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

**Side-effects:** There are no long-term side-effects to using spur.

**One Use:** Once a dose of spur has been used it must be struck from the gang roster.

## STINGER MOULD PATCH

Stinger mould is a rare and precious fungi that can only be found in areas where radioactive waste mixes with organic sewage at a certain temperature. The mould blooms in a matter of hours, swells and then explodes to scatter its dangerous poison spores into the air currents. The mould then shrivels and dies. If the mould is harvested before it matures its spores can be rendered into a curative paste which vastly stimulates a body's healing rate. The recuperative effects of stinger are renowned and is heavily harvested for use in The Spire and even offworld.

A stinger mould patch can be used in one of two ways. It can be used to re-roll a result on the Serious Injury Chart. Alternatively it can heal an existing serious injury, but its restorative powers are no miracle cure. If the patch is used in this way then roll a D6. On a roll 3+ the injury is fully healed and is crossed from the roster. On any other roll the extent of the injury is too significant and the serious injury remains, but further attempts to heal it can still be made.

Stinger moulds are kept in the gang's stash until used, after which it's struck from the gang roster.

## SUMP DYNAMO

The sump dynamo covers a variety of ramshackle clunkers designed to produce a limited supply of power by transmuting waste. Unfortunately their crude designs aren't an exact science so a gang can never be certain of how reliable it will be.

A gang can choose to activate the sump dynamo at the start of the post game sequence. If the dynamo is activated, roll a D6:

- 1 The contraption explodes spewing effluent. The gang's hideout is now Scrofulous Wastes.
- 2 The gang's hideout is now a Power Cable Tap.
- 3-5 The gang's hideout is now an Outpost.
- 6 The gang sets up an Outlaw Settlement. This behaves like a regular Settlement but outlaws generate the full 30 credits if worked.

Sump dynamos are kept in the gang's stash until used, after which it's struck from the gang roster.

# HIRED GUNS

*This section of the Outlanders rules introduces some new hired guns: freed Pit Slaves and pysbic Wyrds, each of whom will fight for a fistful of credits, no questions asked. They follow the usual rules for Hired Guns as outlined in the Necromunda rulebook.*

## PIT SLAVE

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

The Guilders usually 'modify' their new acquisitions for whatever tasks they have in mind for them: arms are lopped off and replaced with rock drills or buzz saws for those going to the mines, pack slaves get hooks and claws instead of hands and feet for better grip and pit fighters can end up like some nightmare mannikin of steel and flesh. The slaves are implanted with ownership studs to show that they're the legal propeerty of a Guilder and set to work for the rest of their lives.

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

### RECRUITING PIT SLAVES

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

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

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



### PIT SLAVE PROFILE

Pit Slaves are likely to have picked up some skills and gained superior characteristic values before or during their enslavement. This is worked out after the Pit Slave is recruited. The basic characteristic level is shown below. In addition to this the Pit Slave will have a number of 'advances'.

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



## RECRUITING PIT SLAVES

Each Pit Slave has four 'advances' which are either bonuses on his profile or skills. Roll a D6 four times and consult the table below, noting down the increases and skills as you go along. A Pit Slave may not improve any characteristic by more than +2. If a duplicate characteristic advance that the Pit Slave cannot take is rolled, re-roll the result. Similarly, if you roll the same skill twice, re-roll the result. Note a Pit Slave's Strength and Toughness characteristics can exceed the normal human maximums of 4 - this is because their crude cybernetic adaptations can give them superhuman durability and strength.

D6	Advance
1	+1 Weapon Skill
2	+1 Attacks
3-4	<b>Roll a further D6:</b> 1-3: +1 Strength 4-6: +1 Toughness
5	<b>Roll a further D6:</b> 1-2: +1 Wounds 3-4: +1 Initiative 5-6: +1 Leadership
6	<b>Roll a further D6:</b> 1: <b>Juggernaught (Muscle)</b> 2: Iron Jaw (Muscle) 3: True Grit (Ferocity) 4: <b>Impetuous (Ferocity)</b> 5: <b>Deflect (Combat)</b> 6: <b>Step Aside (Combat)</b>

## PIT SLAVE GEAR

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

Pit Slaves are equipped with a **Knife** and one of the following pit slave weapons:

- Rock Drill
- Claw
- Shears
- Chainsaw
- Buzz Saw
- Hammer

Plus one of the following pistols:

- Stub Gun with Dum-dum Bullets
- Autopistol
- Laspistol



## WYRD

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

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

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

**RECRUITING WYRDS**

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

Any gang except a Redemption Crusade can hire a Wyrd, though there is an increased chance of being outlawed if reported to the Watchmen. A player hiring a Wyrd must pay the hire fee of 25 credits.

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

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

**WYRD PROFILE**

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

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

**WYRD GEAR**

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

- Stub Gun with Dum-dum Bullets
- Autopistol
- Laspistol
- Sword
- Chain or Flail
- Club, Maul or Bludgeon
- **Massive Axe, Sword or Club**

**WYRD POWERS**

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

**USING WYRD POWERS**

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

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

**PERILS OF THE WARP**

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

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

## PERILS OF THE WARP

### D6 Result

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

### DAEMONIC POSSESSION

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

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

If the Wyrd is not engaged in close combat he will unleash a bolt of warp energy at the nearest model he can see. The energy bolt hits on a roll of 2+ and causes a Strength 6 hit with no armour save allowed, normal to hit modifiers for cover etc. apply. If the Wyrd is engaged in close combat he fights normally, but his Weapon Skill, Strength and Attacks are tripled.

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

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

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

Finally, a possessed Wyrd causes **terror**.



### BEASTMASTER PRIMARY POWER

A Beastmaster's primary power is not generated randomly. Instead, he will be accompanied by D3 creatures, or 'pets', chosen from the following: Giant Rats, Milliasaurs or Ripper Jacks.

The number of pets the Wyrd has available is re-rolled at the start of every game. **The pets are deployed together with the Wyrd and must start within 2". Pets cannot interact with non-fighter scenario objectives – eg loot counters. They don't contribute towards winning or losing conditions and are ignored for Bottle roll purposes.**

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

GIANT RAT

The Underhive contains a warren of disused and decaying tunnels and sewers infested by swarms of rats. Giant rats can grow anywhere up to 4 feet long (not including their tail), while the huge razor-sharp fangs of some can reach to well over a foot. Rats exhibit a form of low animal cunning and have incredibly fast natural reactions. These combine to give them an almost supernatural ability to dodge any attack that is aimed at them.

M	WS	BS	S	T	W	I	A	Ld
6	3	-	3	2	1	5	1	4

*Dodge:* Giant rats receive a 4+ special save.

MILLIASAUR

Milliasaurs are hideously mutated and enlarged centipedes which can reach up to two metres in length. They normally live in the darkened recesses and sump-holes that abound in the Underhive. Here they lurk in the moist darkness, waiting for an unsuspecting creature to venture nearby. When their prey is close enough the Milliasaur will dart from cover and sink its poisonous fangs into its prey. The milliasaur's quick-acting poison will quickly reduce all but the largest creature to a helpless state, so the predator can drag its unresisting victim down into its lair and feast on the body at its leisure.

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

*Climb:* Milliasaurs can move up and down slopes and vertical surfaces as if they were open ground.

*Poison Bite:* If a milliasaur wins a round of close combat against a foe it will bite them with its poisoned fangs. Each hit scored will automatically inflict a wound without having to roll against the victim's Toughness. Armour saves may still protect a target as normal. If the victim suffers his final wound to a milliasaur do not roll on the normal Injury Table, instead roll on the table below.

**1-2 No Effect:** The milliasaur's venom fails to paralyse its victim. The model continues to fight on and the wound is ignored.

**3-6 Out of Action:** The victim is paralysed and is severely chewed up by the milliasaur. The model is taken out of action.

RIPPER JACK

Ripper jacks are bat-like creatures that normally inhabit large abandoned domes. They hang from the roofs in their dark domains, swooping down on unsuspecting creatures that venture below. Ripper jacks attack by enveloping the head of their prey with their leathery wings. They then bite and gouge at their victim's eyes, face and neck while maintaining a vice-like grip with their wings. Unless the ripper jack is speedily removed its victim will quickly suffocate or bleed to death

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

*Fly:* Ripper jacks can fly.

*Envelop:* Ripper jacks never fight in hand-to-hand combat, even if charged by an enemy model it's assumed they simply flit out of the way. Instead, a ripper jack in base contact with an enemy model during the hand-to-hand phase can attempt to envelop the opposing model's head.

Roll a D6 for each ripper jack that is attacking an enemy model. If the roll is greater than the victim's Initiative, or a roll of 6 under any circumstances, then the ripper jack has enveloped its target. Models may only be enveloped by one ripper jack at a time, though several ripper jacks can attempt to envelop a victim - the rest would have to go and find another victim. An enveloped victim falls to the ground and cannot move or do anything else until he dies or the ripper jack is pulled off. If the victim is engaged in hand-to-hand combat then treat him as if he was down.

Roll 2D6 for the model in the recovery phase. If the score is less than or equal to the model's Strength it has pulled the ripper jack off and killed it (remove the ripper jack model from play). If the score is greater than the model's Strength then the ripper jack remains firmly attached and the victim suffers a S4 hit with no armour save allowed. Models reduced to 0 wounds by a ripper jack are automatically taken out of action.

Any friendly fighters in base contact with an enveloped model at the start of their turn can help remove the ripper jack. The model cannot do anything else that turn. If the fighter helps out in this way then his Strength characteristic is added to that of his companion when working out if the ripper jack is removed.

*Serious Injuries:* If a model is taken out of action by a ripper jack do not roll on the usual Serious Injuries Table, instead roll on the table below.

**D66 Serious Injury**

11-16	Dead
21-23	Head Wound
24-26	Blinded In One Eye
31-36	Old Battle Wound
41-46	Full Recovery
51-56	Impressive Scars
61-66	Horrible Scars

**PYROMANIAC PRIMARY POWER**

**1: Molten Man**

The Pyro can make his body white hot so that anything that comes near him is burnt to a crisp. The Pyro may attempt to use this power at any time during his turn. The effects last for the remainder of his turn and all of the opponent's turn too. While the Pyro's body is white hot he becomes immune to attacks made by any type of flamer or melta weapon. He also gains a 4+ **special save** against any other form of attack. Any opponent fighting a white hot Pyro in hand-to-hand combat suffers an automatic Strength 8 hit with a -5 save modifier at the start of each and every round of combat.

**2: Spontaneous Combustion**

The Pyro is able to cause an enemy's body to suddenly catch fire and burn up! The Pyro may attempt to use this power instead of attacking normally in the shooting phase and has a range of 12". If the power works then the victim must take a Leadership test. If the test is passed they survive the attack unscathed but are pinned. If the test is failed then they spontaneously combust, suffering D3 wounds with no armour save allowed.

**3: Fireball**

The Pyro can create a ball of flame out of thin air. He may attempt to create the fireball instead of attacking normally in the shooting phase and has a range of 24". If the power works then the fireball is represented by the **blast** template and follows the usual template rules for determining which models are hit. Fighters hit suffer damage exactly as if they had been hit by a Flamer.

**4: Wall of Flame**

The Pyro can generate a barrier of flame several metres long. The Pyro may attempt to produce the wall of flame at any point during his turn. The effects last for the remainder of his turn and all of the opponent's turn too. If the power works the wall of flame is represented by placing an **18" straight piece of string** on the tabletop so that the entire length of the ruler is within 24" of the Pyro and at least part of it is in sight of the Pyro model. The ruler must be placed on ground level - it can't be balanced precariously halfway up a building.

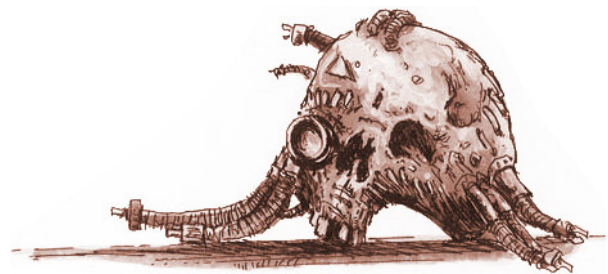
Any models crossed over by the **string** must be moved up to 1" by the owning player so that they are out of the way, representing the models diving for cover. As long as the **string** remains in play no model may shoot or move across it. Note that as flames and smoke are assumed to go straight up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

**5: Flame Blast**

The Pyro is able to generate a bolt of flame that springs from his pointed finger. The Pyro may attempt to use this power instead of attacking normally in the shooting phase. If the power works it creates a bolt of flame exactly as if the Pyro were armed with a Flamer, except the attack never runs out of ammo or malfunctions.

**6: Melta**

The Pyro is able to agitate the molecules of anything he concentrates on, creating a deadly microwave effect. The Pyro may attempt to use this power instead of attacking normally in the shooting phase and has a range of 24". Roll the Artillery dice to see whether the attack hits (the one numbered 2, 4, 6, 8, 10 and misfire). If a number is rolled the attack hits with a Strength equal to the roll of the dice, causing D3 wounds and with an **appropriate save modifier**. If a misfire is rolled the attack makes the target break out in a hot flush which will pin but has no other effect.



## TELEPATH PRIMARY POWER

**1: Mind Control**

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

The Telepath may attempt to use this power at any time during an enemy turn. If the power works he may try to take over the mind of any single enemy model within 24". He does not need a line of sight, but he does have to pick the closest target. The victim must take a Leadership test. If the test is passed then he fights off the mental assault.

If the test is failed then he is taken over by the Telepath who may decide what the model will do for the rest of the turn (ie, he can decide where it moves, who it shoots at etc.). At the end of the turn the model returns to normal. Remember that the model is not allowed to act suicidally, so you can't make it jump off a ledge or shoot itself, etc. This calls for a certain amount of common sense on the part of both players.

**2: Terrify**

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

**3: Invisibility**

The Telepath can affect an enemy's mind so that he only sees what the Telepath wants him to see. The Telepath may attempt to use this power at any time during an enemy turn. If the power works he may affect the mind of the closest enemy model within 24" even if they are out of sight of the Wyrd. The victim is unable to see any members of the gang that the Telepath belongs to. He is not allowed to make any shooting attacks, and if engaged in hand-to-hand combat his **Weapon Skill is reduced to 1**. If the victim is a sentry he has no chance of raising the alarm. At the end of the turn the victim returns to normal.

**4: Mental Assault**

The Telepath is able to launch a deadly mental assault which can cause a victim to drop dead from a stroke. The Telepath may attempt to use this power instead of attacking normally in his shooting phase. If the power works he may attack the mind of the nearest enemy model within 24" even if they are out of sight. The victim must take a Leadership test. If failed the model suffers a wound with no armour saving throw allowed.

**5: Hallucinations**

The Telepath is able to affect an opponent's mind and conjure up horrible hallucinations. The Telepath may attempt to use this power **instead of attacking normally in his shooting phase**. If it works he may place a **gas cloud** template over the nearest enemy model within 24" even if they are out of sight. Models follow the usual template rules for determining which are hit. Any models hit are affected exactly as if they had inhaled gas from a Hallucinogen grenade. **Note** that unlike a Hallucinogen Grenades the template is removed after the attack has been resolved.

**6: Mental Strength**

The Telepath is able to enhance either his own or a companion's physical abilities by drawing on the hidden resources of the mind. The Telepath may attempt to use this power at any time during his turn. If the power works he may affect either his own mind or the mind of a friendly model within 24". You can choose to increase one of the **model's characteristics, except Wounds**, by +D3 points to a maximum of 10. The power's effects last until the start of the model's following turn.



TELEKINETIC PRIMARY POWER

**1: Assail**

The Wyrd can batter an enemy with a succession of mental blows as if from an invisible assailant. The Wyrd may attempt to use this power instead of attacking normally in the shooting phase and has a range of 24". The player can move the victim D3" in any direction, even into hand-to-hand combat, on to blast templates or over a ledge (provided the terrain doesn't entirely block movement). The victim **is pinned** and you can even choose its facing.

**2: Hail Storm**

The Wyrd is able to use his telekinetic powers to gather together some of the detritus that litters the Underhive floor such as rubble or shards of metal. and then hurl them against an opponent. The Wyrd may attempt to use this power instead of attacking normally in the shooting phase. If the power works he may attack as if he were armed with a ranged weapon with the characteristics shown below. Note the attack hits automatically. Roll the Strength for each attack separately.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	-	-	D6	1	-	-

*Sustained Fire:* 1 dice.

**3: Crush**

The Wyrd is able to use his telekinetic powers to crush the life out of a victim. The Wyrd may attempt to use this power instead of attacking normally in the shooting phase and has a range of 24". If the power works then roll 2D6 for the Wyrd, and 1D6 plus the model's Strength for the victim. If the victim's score is equal to or higher than the Wyrd's, then the attack has no effect **but is still pinned**. If the Wyrd's score is higher then 1 wound is inflicted on the victim per point of difference between the two scores (eg, Wyrd scores 8, victim scores 6 equals 2 wounds for the victim). Armour saves may be taken as normal.

**4: Force Field**

The Wyrd is able to generate a force field to protect himself and nearby companions. Unlike most Wyrd powers the force field may be used any number of times per turn. If the Wyrd or any friendly model within 2" of him suffers damage, then the Wyrd can attempt to use his force field as a special form of saving throw. The Wyrd must take a Leadership test to see whether he is able to activate the power. If the test is passed then any damage is saved **and the hit is ignored so won't pin either**. If the test is failed then the damage is inflicted as normal.

**5: Displacement**

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

**6: Fists of Fury**

The Wyrd is able to turn his fists in to deadly weapons encased in glowing mental energy that can punch through the thickest armour. A Wyrd with this power adds +1 to his Attacks characteristic and has his Weapon Skill increased by D3 points permanently (this is not a mental power, it simply represents the fact that a Wyrd with this ability will have honed his skill at hand-to-hand combat to a higher level). The Wyrd can attempt to use this power at the start of any hand-to-hand combat phase. If he succeeds he is treated as being armed with **two** close combat weapons with the profile shown below. If he fails then **he must fight the hand-to-hand phase with his knife alone**.

Range	Strength	Damage	Save Mod.
Close Combat	8	1	-5

WYRD MINOR POWER

**11-16: None**

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

**21: You Can Fly**

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

**22: Float**

The Wyrd may attempt to use this power at any time during his movement phase. If the power works either the Wyrd or one friendly model within 12" can move as if they had a Grav Chute.

**23: Weapon Jinx**

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

**24: Fearful Aura**

The Wyrd causes fear. This power always works - the Wyrd does not have to take a Leadership test to create the aura.

**25: Freeze Time**

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

**26: Nullify Power**

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

**31: Banshee Howl**

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

**32: Jog Trigger Finger**

The Wyrd may attempt to use this power instead of attacking normally in the shooting phase and has a range of 24". If the power works then the victim accidentally fires one **random** weapon he is holding. Roll the Scatter dice to see what direction the shot goes off in. The closest model along this line off fire (at any height level) may be hit. Roll to hit and wound normally, just as if the victim had fired the shot on purpose! If there are no models along the line of fire the shot automatically misses, but make a to hit roll anyway in case an Ammo roll is required.

**33: Trip Up**

The Wyrd may attempt to use this power if he is charged by an enemy model. If the power works the enemy model is tripped up 1" away from the Wyrd and is pinned.

**34: Sense Presence**

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

**35: Spider Man**

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

**36: Zen Shootist**

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



**41: Walk Through Walls**

The Wyrd is able to make a small rent in the fabric of reality which allows him to walk through walls and other obstacles. The Wyrd may attempt to use this power just before he moves. If the power works he may walk through walls or other obstacles less than 1" thick that he encounters as he moves. The Wyrd may also use this power to drop through a floor **following the usual jumping down rules**.

**42: Chameleon**

The Wyrd may attempt to use this power **at any time during his turn. If the power works then any enemy fighters shooting at the Wyrd suffer a -1 to hit penalty if he is within the weapon's Short Range or a -2 penalty if within Long Range.**

**43: Mirror Image**

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

**44: Throw Voice**

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

**45: Bang-Flash**

The Wyrd may attempt to produce a small ball of glowing kinetic energy which explodes with a blinding flash. The Wyrd may attempt to use this power instead of attacking normally in the shooting phase. If the power works he may make an attack exactly as if he were throwing a Photon Flash flare.

**46: Lucky Aura**

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

**51: Healing Hands**

The Wyrd may attempt to use this power upon a friend who is down if he is in base contact with them in the recovery phase. If the power works the fighter automatically recovers to a flesh wound and doesn't have to make a Recovery roll.

**52: Remove Pain**

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

**53: Cause Pain**

A Wyrd with this power may attempt to use it instead of attacking normally in the shooting phase and has a range of 24". If the victim has an Old Battle Wound then they immediately go out of action as an old wound suddenly flares up. Remove the model from play but don't roll on the Serious Injury Table for them after the battle.

**54: Stop Bleeding**

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

**55: Precognition**

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

**56: Cannot Be Possessed**

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

**61-64: Multiple Minor Powers**

The Wyrd has D3+1 minor powers rather than just one. Roll for each power on this table, re-rolling any duplicates or rolls of 11-16 or 61-64.

**65-66: Extra Primary Power**

The Wyrd has an extra primary power. Roll on the Wyrd's appropriate Primary Power table, re-rolling a duplicate. If the Wyrd is a Beastmaster then he brings D6 creatures instead of D3 each battle.

## OUTLAW SCENARIOS

Outlawed gangs roll on the special Outlaw Scenario Table rather than the standard one, while other gangs must roll on the standard table as normal.

If an outlaw gang gets to choose a scenario it can pick either one of the standard scenarios or one of the outlaw scenarios. Non-outlaw gangs can also choose an outlaw scenario, but there's a good chance of them being outlawed if they are reported to the Watchmen.



## CARAVAN

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

### TERRAIN

The terrain represents an area of ruins in the badzones. Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

### GANGS

**Important:** In this scenario the defenders cannot be an outlaw gang. Naturally the Merchant Guild would never pay or entrust a bunch of scumsucking mutant outlaws to protect their wares.

Both sides roll a D6, the highest roller can pick which table edge to deploy on. The lowest roller deploys on the opposite table edge.

The defending player sets up first, deploying 2D6 models from his gang within 16" of his table edge. Any remaining gang members are busy protecting other key sections of the caravan's route.

## OUTLAW SCENARIO TABLE

### 2D6 Result

- | 2D6  | Result  |
|------|---|
| 2    | The player whose gang has the highest gang rating may choose which scenario is played. This is also a grudge match so any Experience earned from causing wounding hits is doubled. In addition, if any fighters taken out of action roll a Full Recovery result then it is treated as a Bitter Enmity result instead. |
| 3    | The player with the higher gang rating chooses.   |
| 4    | Play the Hunters scenario.  |
| 5    | Roll a D6. 1-2: Play an Ambush. 3-6: Play a Hit & Run. The player with the lower gang rating is the attacker. The attacker has been hired by a rival and is paid D6x10 credits, win or lose.  |
| 6    | Play the Scavengers scenario.   |
| 7-11 | The player with the lower gang rating chooses.  |
| 12   | The player with the lower gang rating may choose which scenario is played. In addition, this is a grudge match as outlined in the 2 roll.   |

The attacking player then sets up 2D6 models from his gang within 16" of his table edge. The remaining attacking gang members have been split up to either scout for other potential weak spots along the caravan's perimeter or to set up a diversion. Either way they take no part in this game.

### STARTING THE GAME

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

### GETTING TO THE CARAVAN

The caravan is only a few hundred metres beyond the defending gang's table edge so the attacker only needs to get some of his fighters past the guards. Once the attackers get through they can pick off a few pack slaves and loot the caravan at their leisure. Whenever the attacker manages to move any of his models off the defender's table edge place the models to one side until the end of the game. They play no further part in the game.

## REINFORCEMENTS

At the start of each of the defender's turns there is a chance some of the remaining gang members will recognise their vanguard is vulnerable and show up to bolster it. Roll 2D6. If the number is greater than the current number of active defenders (i.e. defenders that aren't down or out of action) then the defending player may choose to bring on 1 gang member of his choice, which is deployed anywhere along a random flank table edge (i.e. one of the edges that neither gang deployed along). If the roll is at least double the number of active defenders then the defending player can choose to bring on up to 2, or 3 if the roll is triple the number of active defenders.

## ENDING THE GAME

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

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

## LOOTING THE CARAVAN

Once the game is over total up the number of attacking models that broke through to the caravan. **If at least one fighter made it through**, roll a D6 and add the number of models to the dice roll to find out what they managed to rip off from the guilders.

- 1-3 The attackers are miserably unsuccessful. Each model picks up D6 credits worth of stuff, but on a roll of 1 they get shot and suffer a serious injury.
- 4-5 The attackers scavenge a few bundles dropped by the pack slaves as they flee **worth D6x5 credits**.
- 6-7 The attackers bring down several pack slaves and escape with **3D6x5 credits**.
- 8-10 The attackers nail a guilder and strip his corpse gaining **2D6x10 credits**. In addition the guilder was holding a rare item (roll on the normal Rare Trade Chart to see what item you steal).
- 11+ The attackers gun down several pack slaves and a guilder hauling in **3D6x10 credits** and **D3 rare items** (rolled for on the normal Rare Trade Chart).

## WRATH OF THE GUILDERS

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

## GUARD PAYMENT

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

## EXPERIENCE

Fighters who take part in the game earn Experience points as noted below.

- +D6 **Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 **Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens **as described in the Playing A Campaign Game section**.
- +5 **Attacked Caravan:** Each model which moves off the defender's table edge gains +5 points.
- +10 **Defending Leader:** If the attacker's don't get any men through to attack the caravan the defending leader earns +10 Experience points.



## THE HIT

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

### TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

### GANGS

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

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

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

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

### STARTING THE GAME

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

### ENDING THE GAME

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

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

### EXPERIENCE

Fighters who take part in the game earn Experience points as noted below.

- +D6 Survives:** Surviving fighters earn +D6 points. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Wounding Hit:** Fighters earn 5 points for each wounding hit they inflict **as described in the Playing A Campaign Game section**.
- +10 Defending Leader:** If the defender's leader doesn't go down or out of action he earns +10 Experience points and a considerable bolstering of his reputation.

### SPECIAL

If the attacking gang manages to take the opposing gang's leader out of action then roll a D6 and consult the chart below. Note that this scenario doesn't yield much cash if the defending gang are outlaws, unless the attackers manage to net some bounty of course.

- 1-5** The attackers extort money out of the defending gang's territory while their leader is out of the picture. **The attacking gang can 'work' one of defender's territories of his choosing, just as if they themselves had the territory. Note the income is not halved as it usually is when an outlaw works a territory drawn from the regular Territory Table. The chosen territory also cannot be worked by the defenders that game and confers no bonuses.**
- 6** The attackers move in and take over one randomly selected piece of the defender's territory while their leader is recovering from his injuries, or being put in a hole in the ground as the case may be.

## LOOT & PILLAGE

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

### TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. Once all the other pieces of terrain have been placed the defender may place up to five barricades and the watch-tower. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller.

Once you have placed the terrain the defender places **D6** Loot counters. The Loot counters may be placed anywhere on the tabletop (not on the upper levels of buildings or walkways) at least 8" away from any table edge and with each counter within 8" of another one. These Loot counters represent the valuable pieces of equipment and stores of food, ammunition, raw materials, etc, which the attackers are trying to rip off. Loot counters may be picked up by any **attacking** fighters as described in the Scavengers scenario.

### GANGS

The defender sets up first. He deploys up to D6 of his gang as guards, choosing which fighters he wishes to put on guard duty. Guards may be placed anywhere on the table at least 8" away from any table edge. The attacker then deploys **2D6** from his his gang within 4" of a randomly selected table edge.

### STARTING THE GAME

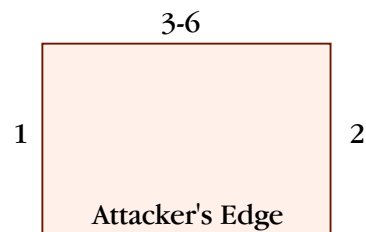
It's assumed the guards have just spotted the attackers and are in the process of raising the alarm. To represent this point of inevitable confusion both sides roll a D6 and the one that rolls highest goes first.

### REINFORCEMENTS

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

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

Reinforcements enter together on a table edge. Roll a D6 to see which edge they enter from as shown on the diagram below. Reinforcements cannot be placed within 8" of an attacking model. Reinforcements may move and fire normally the turn they are placed.



### ENDING THE GAME

If the attacker bottles the game ends. If the attacker collects all the loot counters and the models carrying them are within 8" of their table edge at the start of his turn then the game ends and the attacker wins. The defenders are protecting their **territory so doesn't have to start taking Bottle rolls until he has suffered 50% casualties**. The attackers are also making a determined raid so likewise don't have to start taking Bottle rolls until he has suffered 50% casualties.

### EXPERIENCE

Fighters who take part in the game earn Experience points as noted below.

- +D6 Survives:** Surviving fighters earn +D6 points. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Wounding Hit:** Fighters earn 5 points for each wounding hit they inflict **as described in the Playing A Campaign Game section**.
- +10 Defending Leader:** If the attackers don't get away with any loot the defending leader earns +10 Experience points.

### SPECIAL

Each Loot counter the attackers capture is worth D6x5 credits. Whatever profit the attackers make from loot is deducted from the defender's income after the game. If the gang doesn't generate enough income to pay for the loot the extra is paid out of the gang's stash **if possible. Note the attackers will still get the full Loot counter's worth even if the defenders can't afford to cover the cost from their income and stash.**

## THE HUNTERS

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

### TERRAIN

The terrain represents a small wasteland settlement. Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or barricade. **Terrain that blocks line of sight cannot be placed in between the two gangs.** It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

### GANGS

The defending player rolls a D6 to see how many of his gang are facing down the hunters. The attacking player **rolls 2D6 to see how many the hunted face.** For both players these fighters are randomly selected from the gang, they are not chosen.

The hunters and the defending fighters taking part in the face down are set up roughly in the middle of the table. They are deployed 16" apart with all models at ground level and in a position where they are in full view of each other. Roll a dice to see who sets up first. Each gang must set up in a line with no model more than 1" away from any other model. The rest of the defending gang can set up anywhere on the table but not within 24" of the hunters. They must start the game hidden. **Special deployment rules cannot be used by either gang – eg Infiltration, Vents etc.**

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

### THE BUILD-UP & FAST DRAW

The Hunters scenario uses the same build-up and fast draw rules as detailed in the Shoot Out scenario. There are however a few exceptions.

During the build-up the hunters may move up to 2" per turn instead of the usual 1". The defenders facing off the hunters must stay where they are and sweat it out as their attackers approach.

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

After both gangs have moved, each player must make a Nerve roll which is worked out as normal. However, the defenders are so nervous that they must roll 2D6 instead of the usual D6. Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns. Note the defenders in hiding may not fire during the fast draw.

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

### REINFORCEMENTS

Upon hearing the chaos, the remaining members of the attacking gang show up at the start of their first turn. They are deployed together anywhere along a random table edge and can move and fight as normal.

### ENDING THE GAME

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

### EXPERIENCE

Fighters who take part in the game earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens **as described in the Playing A Campaign Game section.**
- +10 Winning Leader:** The leader of the winning gang earns +10 Experience points.

### SPECIAL

The hunters are making a hit against a rival gang who have scratched out a notorious name for themselves. Due to this the attackers double any Underdog and Giant Killer bonuses they may receive.

# HEIST

*To survive in the forbidding darkness of the Underhive a gang must constantly find sources of food, ammunition and weapons. Occasionally a gang will be so desperate and short of creds it will attack a storage facility belonging to vengeful guilders or renegade gunrunners. One gang is attempting to make off with valuable arms and equipment while the other gang has been hired to stand watch and guard their stash of goods before they are shipped out to other settlements.*

## TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller.

When all of the terrain has been placed, the defender places **2D6 loot counters** anywhere on the table but no closer than 8" to a table edge and no closer than 4" to another **counter**. **Loot counters follow the rules as described in the Scavengers scenario.** However, only the attackers can interact with them. The defenders dare not handle them for fear of damaging the goods.

## GANGS

The defender sets up first deploying his gang as he wishes, as long as each model is 8" or more from any table edge. The attacker then randomly selects a table edge and deploy his gang within 4" of that edge.

## STARTING THE GAME

The attackers always go first, smashing through the warehouse doors shouting "Nobody moves an' nobody gets hurt!" or similar...

## BOOBY TRAPS

The proprietors are nobody's fool and often include small booby traps amongst their wares, as much to discourage the guards as anything else. If a fighter picks up a loot counter or a model that is already carrying loot suffers a hit, roll a D6. On a roll of 1 the jostling has set off a booby trap! Roll a further D6.

- 1 **Frag:** The trap explodes, just as if the model is hit by a frag grenade. Additionally the loot is now worthless and is removed from play.
- 2 **Choke Gas:** The trap releases a plume of gas, just as if the model is hit by a choke grenade.
- 3 **Flash Flare:** The trap releases a burst of light, just as if the model is hit by a photon flash flare.
- 4-6 **Screamer:** The trap emits an incredibly loud ultrasonic scream. Any models within 2D6" must pass an Initiative test otherwise they are pinned.

Once a loot counter has set off a booby trap it has been disarmed so will not set off any more.

## ENDING THE GAME

If a gang fails a Bottle roll, or one player voluntarily bottles then the game ends and the gang loses. If the attackers capture all the loot counters and the fighters carrying them are within 8" of their own table edge at the start of their turn, then the game also ends and the attackers win.

The defenders are unlikely to get similar employment in the future if they desert their posts. For this reason, the defending gang does not have to start making Bottle rolls until it has suffered 50% casualties, rather than 25%. If the defender bottles out then the attackers gain possession of all the **loot**.

## EXPERIENCE

Fighters who take part in the game earn Experience points as noted below.

- +D6 Survives:** If a fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- +1 Loot Carrier:** Any fighters carrying **loot** at the end of the game gains +1 point per **counter**.
- +10 Successful Defence:** If the defending gang wins then the Gang Leader earns +10 points.

## SPECIAL

Each Loot counter the attackers capture is worth D6x5 credits. However, this is not added to the gang's income, instead the total must be spent on weapons, ammo and other items representing the haul of gear found in the warehouse crates. All equipment bought must be of the 'common' type found in the normal Trading Post, not rare items, but can be of any other kind, including weapons not found on your gang's weapon list. Any unused credits are wasted.

The defending gang gets paid 5 credits for each loot counter that the attackers fail to make off with. This is added to gang's income as normal.

# TREACHEROUS CONDITIONS

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

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

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

Roll for treacherous conditions after the scenario has been chosen and the terrain has been placed but before players set up their gangs. The Treacherous Conditions table uses a D66 roll.

## BUBBLING SLIME

Something extremely nasty has bubbled up from the noxious depths of The Sump...

*Special:* Gang fighters cannot be deployed using the Tunnels territory special rules irrespective of which Bubbling Slime result is rolled.

### 11: Sea of Goo

A thick layer of stinking black slime covers the whole of the dome floor. Models have to wade through this disgusting gunge if they want to reach another gantry or walkway and moving is extremely difficult in this glutinous slime. **The entire tabletop counts as Very Difficult Ground. All terrain above ground level, such as gantries and walkways aren't slimy, so models on them aren't affected by this rule. Any fighters that fall into the goo do not suffer fall damage.**

### 12: Sludgy Surface

A thin layer of luminous green slime covers the dome floor. Models may move as normal but if they want to double their movement by running or charging in these conditions they must **pass an Initiative test** or they will slip over instead and count as being pinned. **All terrain above ground level, such as gantries and walkways, aren't slimy so models on them aren't affected by this rule.**

### 13: Slimy Film

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

### 14: Old Gunk Outlet

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

### 15: Old Gunk Tank

Sludge-dripping pipes and slimy grates indicate that this area was once... Oh dear, it's filling up! Set up the gangs and then roll a D6 for each model to see who gets gunked as the pipes and grates spew up the disgusting slime. Models get gunked on a 1, 2 or 3 and count as being pinned at the start of the game, they may also fall if they're within 1" of a ledge. Just roll once for each model to see whether they are 'gunked', from then on the slime has no effect.

### 16: Pit of Despair

The entire level of the tabletop is covered with a seemingly bottomless layer of toxic sludge. The whole game must be fought on the higher levels. **Any gang fighters that fall into the thick sludge are automatically taken out of action. They are far too busy trying not to be swallowed by the suffocating gloop to take any further action in the game.**





## HIGH WINDS

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

*Special:* Gang fighters cannot be deployed using the Vents territory special rules irrespective of which High Winds result is rolled.

### 21: Howling Winds

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

### 22: Blustery Conditions

Shooting is extremely difficult in such blustery conditions, especially over longer ranges. Because of the difficulties in holding a bead on their target, anyone firing a weapon at long range suffers an extra -1 to hit penalty.

### 23: Steady Air Flow

It's jolly windy, but the hardened gang fighters are used to such difficult conditions and can fight on without ill effects.

### 24: Fans Down

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

### 25: Blown Away

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

### 26: Hang onto Your Hoods

Powerful blustery winds make shooting especially difficult. Because of the difficulties in holding a bead on their target, models shooting at short range suffer an extra -1 to hit penalty and models shooting at long range suffer a -2 to hit penalty.

## TOXIC FOG

The heavy industry, squalid living conditions and Sump fumes combine to create clouds of noxious fog that slowly drift throughout the domes.

*Special:* Equipment such as respirators and filter plugs will protect against toxic fog if a Toughness test is required following the usual rules.

### 31: Psychotropic Fog

Oddly coloured clouds rise from mingling waste chemicals. All models must take a Toughness test once they have been set up. If the test is failed then the fighter inhales the mind-bending gases and must roll on the Hallucinogen table to see how they behave that turn.

### 32: Toxic Fog

Clouds of foul noxious fog drift through the dome. All models must take a Toughness test once they have been set up. If the test is failed then the fighter inhales a lungful of toxic gas. The model's Strength and Toughness characteristics are reduced by -1 for the remainder of the game.

### 33: Clearing Fog

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

### 34: Fog Pocket

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

### 35: Patchy Clouds

Drifting fog hampers your fight. Vision range is reduced to a maximum of 18".

### 36: Charge!

Both gangs were ready for a scrap but a thick orange fog has descended. The gangs are about to retreat when the fog **looks to be suddenly lifting**. Vision range is reduced to a maximum of 4" for D3 turns, after which the thick fog fully disperses and no longer has any effect.

**BAD LIGHT**

The Underhive is a dark and dingy place at the best of times, and the variable lighting conditions can greatly affect the fighting.

**41: Pitch Black**

This section of the Underhive is so badly lit that fighters can barely see their hands in front of their faces. The game follows all of the Blind Fight scenario special rules.

**42: Grim Darkness**

A dreary shade envelops the dome. The game follows the Vision special rules as described in the Blind Fight scenario, however, all vision ranges are doubled.

**43: Gloomy**

You can see well enough to fight on as normal.

**44: Shadowy**

The lighting is poor but you fight on as normal.

**45: 12 O'clock High**

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

**46: Long Shadows**

Plenty of hiding places amongst the long shadows means that all fighters suffer an extra -1 to hit penalty when shooting at enemy models in cover.



**SWARMS**

The Underhive is prime breeding ground for all sorts of nasty life-forms: insects and rats do particularly well in the squalid conditions. Underhive fighters are used to avoiding or killing dangerous creatures most of the time but some areas are literally teeming with life.

*Special:* Beastmaster Wyrds are never affected by any Swarms results.

**51: Carrion Bats**

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

**52: Plague of Flies**

There are so many flies swarming through the air and crawling over the gangers that it makes it difficult to concentrate and see other targets. The distraction caused by the flies means that all model that shoot suffer a -1 to hit penalty for the whole game.

**53: Cockroaches**

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

**54: Insects**

Small insects flutter through the air, but other than that there's nothing nasty in the area. The fight continues as normal.

**55: Rats**

Hordes of rats charge across the battleground during the fight. Rats are particularly troublesome as they get under your feet and give a nasty bite. The distraction caused by the rats means that any models in hand-to-hand combat count rolls of both 1 and 2 as fumbles. In addition, if a fighter must test to see if they fall off a ledge then their Initiative characteristic is halved.

**56: Lash Worms**

The dome is infested with vicious lash worms, hungry for their pound of human flesh. At the start of each of their turns the player must roll a D6. On a roll of 1 a random model from their gang gets attacked and suffers an automatic flesh wound. Reduce the model's BS and WS by 1 for the duration of the game.

## SPECIAL CONDITIONS

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

**61: Acid Rain**

This isn't ordinary rain that's slightly acidic, but pure acid falling from a broken silo many levels above. Roll a D6 for **each model** at the start of the game. On a roll of 1 the model is burnt by acid and must pass a **Toughness** test otherwise he is taken out of action. **If a score of 1 is rolled when taking the test then he fights** on valiantly and gains the Impressive Scars injury. The acid rain slows to a trickle as the game begins and has no further effect on play.

**62: Methane Gas**

Rotting sewage, fungi and carrion can all create pockets of highly explosive methane gas just waiting for a spark (or gunshot) to trigger them. Any model **in cover** who shoots and rolls a 1 on their dice to hit **can potentially** set off a gas pocket. Roll a D6. **If the roll is equal to or less than the Strength of the shooting weapon then the gas** explodes with the same effect as a Frag grenade centred on the firing model.

Flamers will potentially set off a gas every time used.

**63: There's Something Out There**

An ominous stillness hangs over the dome.... until the silence is shattered by a lone gunshot and shriek that echoes in the gloom. The game uses The Monster Roll special rules as described in the Scavengers scenario. However, the roll must always be made every turn, the players have no choice but to see if the monster strikes.

**64: Ash Layer**

A thick layer of choking ash and clinker from the forges above **covers every inch of the dome**. The ash layer counts as Difficult Ground restricting **all** movement on **every level**.

**65: Massive Electrical Discharge**

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

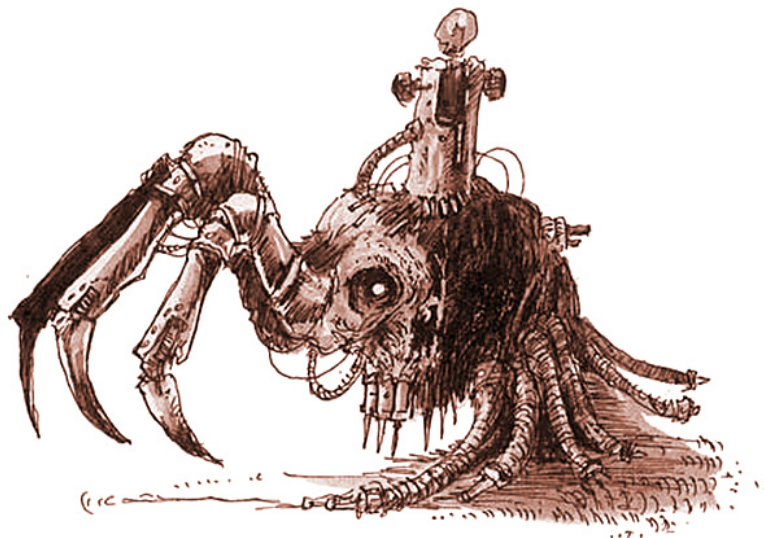
Roll a D6 for each model once both gangs have set up. On a roll of 1 the model is hit by a huge electrical discharge that arcs to him from the nearest bit of metal. Any models affected take D6 S6 hits **with no armour save allowed**.

**66: Hive Quake**

The Underhive domes are unstable places and many gang fighters end their careers under piles of falling rubble.

Roll a D6 for each model once both gangs have set up. On a roll of 1 the model is buried under a pile of rubble **suffering D3 hits at D6 Strength**. Roll the Strength separately for each hit. **Whether a fighter is struck by debris or not, all models are pinned as they brace against the shuddering**.

What's more, a hive quake will often cause all kinds of secondary problems as it throws up clouds of toxic fog, disturbs swarms of creatures, throws up sludge flows and so on. Because of this make a second treacherous conditions roll once the hive quake itself has been resolved.



# SCAVVIES

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

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

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

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

## SPECIAL RULES

### Outlanders

Scavvies are outlanders so all of the usual outlaw rules apply to them unless stated otherwise. As outlanders, Scavvies do not have a guild price and so cannot ever pay off their outlaw status.

### Scrofulous

Scavvies start with a Scrofulous Wastes territory. If their hideout is lost then they always find another place to defile, give them another Scrofulous Wastes. Scavvies cannot abandon their hideout.

If Scavvies capture territory then their degenerate way of life quickly reduces the finest territory to a similar level of degradation as their former home. Scavvies cannot occupy territory and instead must always loot them. Note Scavvies cannot use Sump Dynamos and Isotropic Fuel Rods.

### So Many Mutated Mouths To Feed

Scavvies need to eat like everyone else, though they are infamously broad-minded when it comes to deciding what counts as food. Each fighter only needs 2 credits worth of supplies to keep him going instead of the usual 3.

### Cannibal Stew

Scavvies aren't above cannibalism when starvation looms. Instead of supplying fighters normally you can feed them on scavvy members or prisoners whose gang doesn't attempt a rescue or failed. If this foul practice is observed then each model in the pot will feed a number equal to:

### Victim's (Strength x Toughness) + Wounds

For example, if a normal Scavvy is put into the pot he will feed 10 members of the gang.

### Unreliable Weapons

Scavvy guns are shabby, rusty and badly treated. If a scavvy member must make an Ammo roll, then the weapon automatically explodes on a roll of 1.

## CHOOSING THE HORDE

You have 1000 credits to spend on recruiting and arming the Scavvy Horde. Just like a House gang it must have at least three models and all fighters come with a free knife.

**Scavvy Boss:** A gang must have one Boss.

**Scalies:** A gang can have up to 2 Scalies.

**Scavvies:** At least 50% of the gang must be Scavvies (not mutants). If the number falls below this then only Scavvies can be recruited.

## SCAVVY BOSS

Cost to recruit: 90 credits

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

**Weapons:** The Scavvy Boss may be given equipment chosen from the **Leader Only**, **Hand-to-Hand**, **Pistols**, **Basic** and **Extras** sections of the Scavvy Weapon List.

**Leader:** A Scavvy Boss commands fear and respect from his followers and they are emboldened by his presence. The Scavvy Boss counts as the **Gang Leader** and as such has the **Leader** special rule as detailed in the **Gang Recruitment** section of the **Necromunda Community Edition**.

**Mutant:** The Boss can be purchased as a mutant as explained below. However, to reflect the rarity of this the cost of the mutation is doubled. Note the normal cost is still used when working out the Boss's value for purposes of gang rating.

## SCAVVY

Cost to recruit: 25 credits

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

**Weapons:** Scavvies may be given equipment chosen from the **Hand-to-Hand Weapons**, **Pistols**, **Basic Weapons** and **Extras** sections of the Weapon List.

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

Any Scavvy may be purchased as a mutant when he is recruited by choosing a mutation from the Mutations list and paying the appropriate cost. A mutant may only have one mutation and it is rare for mutations to be duplicated within the same gang, as such a Scavvy cannot be purchased with a mutation that has already been given to a scavvy gang member.

## MUTATIONS

Note the rules effect of a mutation only extends to that written below. Although it's logical to think a **Two Heads** mutation would have many other ramifications, such as **Head Wounds** being treated differently, for the purpose of rule simplicity they are treated like a regular fighter.

**Claw (5cr):** The mutant's hand is a huge claw. It can be used as a hand-to-hand weapon instead of holding a regular weapon, in which case it counts as having **User+2 Strength**.

**Forearm Spines (5cr):** The mutant gains a 6+ armour save against any hand-to-hand combat hits and allows the mutant to make a parry.

**Hideous (5cr):** The mutant causes fear.

**Suckers (5cr):** The mutant treats any sloping or vertical surfaces as if it was open ground allowing it to freely move up and down terrain.

**Tentacle (5cr):** The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of Attack dice by 1, to a minimum of 1.

**Eyestalks (10cr):** The mutant gains a 180° fire and vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is **benefiting from** cover or partial cover.

**Extra Arm (10cr):** The mutant may use up to three pistols and/or hand-to-hand weapons in hand-to-hand combat (+2 attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).

**Bloated (15cr):** The mutant gains a +1 Wounds characteristic bonus.

**Long Legs (15cr):** The mutant gains a +2 bonus to his **Movement** characteristic.

**Spikes (15cr):** The mutant has a 5+ armour save.

**Two Heads (15cr):** Increases model's vision and fire arc to 180°, and allows them to **make an extra ranged attack following the usual shooting rules, but only when firing two pistols.**

**Wings (15cr):** The mutant can fly.

**Wyrdo (35cr):** Roll on the **Wyrd Minor Power** table to see what power the mutant possesses (treat 61-66 results as **None** instead). The mutant can use the power following the usual **Wyrd** rules. However, the **wyrdo's** mutative condition means the power must be re-rolled after each game.

## SCALY

**Cost to recruit:** 140 credits

Even in the hellish pit of the Underhive wastes some mutant strains stabilise after a time to form a distinct sub-species of abhuman. Scalies are one such strain, massive reptilian mutants almost as broad as they are tall. Their durability and strength are legendary and have a fearsome reputation to match. They seldom speak as their altered necks and twisted voice boxes have changed too much to speak human languages any more. This means little is known about their origins and whether hidden clans or tribes of scalies exist in the most severely polluted deadzones of the Underhive. Why individual scalies choose to ally themselves with scavvies is unknown, but any scavy boss worth his salt will do everything in his power to recruit and hang on to as many scalies as he can find.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	5	4	2	2	2	6

**Weapons:** Scalys may be given equipment chosen from the Hand-to-Hand Weapons, Scaly Weapons and Extras sections of the Scavy Weapon List.

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

**Killer Rep':** Scalies have the Killer Reputation skill.

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

**Cold-blooded:** If the Scaly needs to take a nerve test, roll 3D6 and choose the two lowest rolls.

## PLAGUE ZOMBIE

**Cost to recruit:** 10 credits

Zombie plague breaks out from time to time in the Underhive and packs of flesh eating plague zombies are yet another of the many dangers in the hive's dark underbelly. These shambling neurone plague victims live in wild packs living off what carrion they can find or anything that's stupid enough to let itself be caught. Scavvies often round up packs of zombies and send them against outposts, settlements and rival gangs that they are attacking. In sufficient numbers these contagious creatures are fearsome opponents.

M	WS	BS	S	T	W	I	A	Ld
2D6	2	0	3	3	1	1	1	4

**Weapons:** Plague Zombies don't have wargear; they are armed with a variety of improvised weapons but lack the finesse to gain any real benefit from them.

**Recruitment:** A Scavy gang can 'buy' Plague Zombies for a game, the cost representing bits of food used to lure them. If the 10 credits is paid then D6 Zombies come along to fight. Note the gang cannot pay more than 10 credits otherwise they risk being overrun themselves! The Zombies are under the control of the Scavy player for the entire game, but scatter back to their wandering existence after the fight.

**Scenarios:** Zombies are deployed like regular gang models and count towards any scenario fighter limits. Zombies cannot interact with non-fighter scenario objectives – eg loot counters. They don't contribute towards winning or losing conditions and are ignored for Bottle roll purposes.

**Shuffle:** Plague Zombies usually stagger around with broken, faltering steps. Occasionally when they get the scent of blood in their decaying nostrils, they can break into a loping, shambling run.

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

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

To represent their unpredictable gait Plague Zombies move 2D6" in the movement phase. Each Zombie is rolled for individually and the Scavvy player may move them as he wishes up to the distance rolled. Note Zombies cannot go into hiding and follow the usual movement rules if downed.

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

**No Pain:** You can burn Zombies, shoot them or cut them up and they'll still just keep trying to bite you. Zombies are immune from the negative effects of pinning, flesh wounds and gas clouds. If a Zombie is set on fire then he can still move as normal. If the alight Zombie 'charges' into base contact with an enemy model then he automatically inflicts a S3 hit before the bases being separated as per the catching fire rules.

**No Fear:** Zombies lack the intellect to be afraid as the reasoning parts of their brains are long gone. They are immune from nerve tests.

**Plague!:** Naturally, Plague Zombies carry the dreaded neurone zombie plague. If a model is taken out of action by a Zombie he may contract the disease and (gulp) turn into a Plague Zombie. At the end of the game, each affected model must roll a D6 to see if they are infected. Note this roll is made before the Serious Injury roll.

D6	Result
1-2	<b>Clear:</b> After a few tense days no symptoms of zombie plague have emerged and the gang member is in the clear.
3-5	<b>Sickness:</b> The victim feels weak and ill for days and must miss the gang's next fight while he recovers.
6	<b>Zombie Time!</b> The gang member is infected and suffers brain death within hours. Roll a D6: on a roll of 4-6 the new Zombie wanders off into the wastes to join his fellows. On a roll of 1-3 the Zombie attacks a randomly determined gang member, fight out the close combat immediately. In either event all of the model's equipment is infected and counts as destroyed.

### SCAVVY WEAPON LIST

Weapon	Cost
<b>Leader Only Weapons</b>	
Manstopper Shells	5
Hot Shot Shells	5
Laspistol	15
Lasgun	25
<b>Hand-to-Hand Weapons</b>	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Massive Axe, Sword or Club	15
Sword	15
<b>Pistols</b>	
Stub Gun	10
Autopistol	15
<b>Basic Weapons</b>	
Blunderbuss	10
Autogun	20
Shotgun	20
<b>Scaly Weapons</b>	
Discus / Throwing Axe	10
Spear Gun	50
Scatter Cannon	50
<b>Extras</b>	
Dum-dum Bullets	5
Tox Bomb	20

### EXPERIENCE

Scavvy hordes advance like any other gang. However if scavvy player rolls double 6 on advance on 4+ he gains mutation instead of skill. Roll D6: On a score 1-5, choose mutation up to 5 credit. On roll 6 roll again. On score 1-5 choose mutation up to 10 credits. on 6 roll again 1-5 choose mutation up to 15 credits, on 6 you can choose any mutation

Fighter Type	Initial Experience
Scavvy	5 + D3
Scaly	60 + 1D6
Scavvy Boss	40 + 1D6

### MAXIMUM CHARACTERISTICS

	M	WS	BS	S	T	W	I	A	Ld
Scavvy / Boss	4	6	5	4	4	3	6	3	8
Scaly	4	7	6	6	5	4	5	4	8

### SKILL TYPES AVAILABLE

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Scavvy	✓	-	✓	-	-	✓	-
Scaly	-	-	✓	✓	-	-	X
Scavvy Boss	✓	✓	✓	✓	✓	✓	-

## SCAVVY EQUIPMENT

Only scavvy gang members can use the following items as no other gang would want to be associated with the much-loathed scavvy hordes.

For the purpose of skills, hand-to-hand combat, etc, Discus and Throwing Axes count as pistols while Spear Guns and Scatter Cannons count as special weapons.

### TOX BOMB

A tox bomb is a sealed pot or flask containing some truly noxious toxic waste collected from the wastes. When a tox bomb is thrown it cracks open and the deadly pollutant inside splatters forming puddles of corrosive slime and noisome poisonous gas.

Strength	Damage	Save Mod.	Special
4	1	Special	Gas Cloud

*Tox Bomb:* The standard grenade rules apply for throwing a tox bomb. Any models at least partially caught under the **gas cloud** template will be hit on a D6 roll of 4+, or 6 if they are wearing a respirator (filter plugs alone won't help), suffering a Strength 4 hit with **no armour save** allowed. Leave the tox marker in place for the rest of the game. Anyone who subsequently moves within range may be hit as above.

*Once Per Fight:* A fighter can only carry a single tox bomb each game so once thrown cannot throw another. Tox bombs are still replenished after each fight just like normal grenades.

### SCATTER CANNON

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

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+3	-1	4	1	-1	6+

*Gas Cloud:* The scatter cannon spills its contents over a large area, and so uses the gas cloud template.

### BLUNDERBUSS

Blunderbusses are crude, flared-muzzled guns that belch out a huge mass of shards. Scavvies are particularly fond of them, partly for their simplicity and ability to survive the rigours of scavvy life, but also because they fire almost any scrap debris to hand.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-12	+3	-1	3	1	-	4+

### DISCUS / THROWING AXE

Scalies sometimes carry huge jagged throwing axes or discus of razor-edged metal. Driven by the powerful muscles of a scaly these primitive missiles are quite lethal, easily capable of lopping limbs or heads off.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
Sx2	Sx3	-	-1	S	1	-	'Auto'

*Strength:* This weapon uses the Scaly's own Strength characteristic to determine its profile. For example, if thrown by a Scaly with a Strength of 5 then it has a Short Range of 0-10, a Long Range of 10-15 and will inflict a Strength 5 hit with a -2 Save Modifier.

### SPEAR GUN

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

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	+1	-	6	D3	-3	6+

*Spear:* A model wounded by a spear gun is hurled backwards D6". If the model hits another en route, the second model is also skewered and suffers a Strength 5 hit causing 1 wound with a -2 save modifier. The second target is then carried the remaining distance. If by mischance a third model is hit by this flying kebab he will suffer a Strength 4 hit causing 1 wound with a -1 save modifier and so on. Models knocked over a ledge fall as normal.



# REDEMPTIONISTS

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

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

Sin comes in many forms: drinking, gambling, lying, cheating, profanity, lechery, fornication and shooting innocent, hardworking folk like Redemptionists. The worst sinners of all are mutants and witches, the spawn of evil, and the second worst are the heretics who tolerate sin and refuse to heed the word of Redemption. Redemptionists also believe the Spire and Guild are riddled with sinners as there they find little support; with the majority of followers coming from Hive City.

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

Unfortunately sinning is rife on Necromunda, especially in the Underhives. The Redemption councils wage a constant war to bring the word of righteousness to the benighted lower layers. Many devotees from Hive City go down into the Underhive to start a new life and set up holesteads far from the main settlements, which they see as being full of sin and damnation. These isolated communities have little to do with the outside world and only visit trading stations occasionally for supplies.

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

Due to a number of bloody and well-publicised incidents the Guild has declared that brethren on such crusades are outlanders, much to the ire of the Redemption. If anything, outlawing the crusades has made them all the more savage as they now fight without any rules and, officially at least, beyond the remit of the Redemption itself. This has led to attacks on Guilder caravans, settlements and holesteads whose only crime has been to deal with the Guilders.

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

## SPECIAL RULES

### Outlanders

Redemptionists are outlanders so all of the usual outlaw rules apply unless stated otherwise. They do not have a guild price and so may never pay off their outlaw status.

### Territory

Redemptionists start with one territory generated on the Redemptionist Territory Table. Additional captured territory is looted and burnt on a matter of course. The Redemptionists move on after each game, spreading the word of righteousness and making their pilgrimage to another location. After collecting any income from the territory it is leaving behind, the Crusade rolls on the Redemptionist Territory Table to see where its path takes it in the next game. Note any income collected from territories is not halved as it is for ordinary outlaws when working non-outlaw territories; the partisan support of Redemptionist settlers means they can collect money far more easily than other outlaws. **Redemptionists cannot use Sump Dynamos and Isotropic Fuel Rods.**

**Captured Territory**

The Crusade may be so heavily defeated that the piece of territory it was moving to is lost to another gang. If this occurs the opposing gang gains the territory as normal and may collect income from it just like any other piece of territory. In the case of holesteads, settlements etc, the people will be sullen, impolite and do their best to make the gang feel unwelcome but they won't cause any trouble. **The only exceptions are the Seminary which is treated as a Settlement instead and weapon caches must be crossed off when the income is collected.**

**Trading**

The armaments of the Crusade are usually sought out by seemingly harmless Underhivers secretly supporting the Redemption. Because of this, Redemptionists use the normal Trading Post instead of the Outlaw Trading Post.

**Hired Guns**

Redemptionists would never pay sinners to do the work of salvation, hence they may not use Hired Guns of any kind.

**Capture**

Gang fighters captured by the Redemptionists have two choices: repent or die. Gangs can get back captured members by playing a Rescue **and fighters will still be exchanged if both gangs have captured models, but Redemptionists will never pay or ask for ransom demands from heretics.** If the enemy gang doesn't attempt a rescue or fails then the Redemptor Priest can try to convert the prisoner as explained below. If a prisoner will not repent or cannot be redeemed then they are burnt **together with their tainted equipment.**

**Redeem**

If the Crusade captures any enemy fighters who are not a **Wyrd, Ratskin Shaman or a scavvy gang member**, then the Redemptor Priest can try to convert them to the Redemption's cause. The Redemptionist player rolls 2D6 and adds the Priest's Leadership characteristic to the score; the opposing player rolls 2D6 and adds the captured model's Leadership to the score.

If the Redemptor scores highest then the prisoner becomes a faithful convert. Copy his profile, skills, experience, etc, onto the Redemptionist roster. **Note the fighter is now classed as a Brother, meaning he may lose access to skill sets, weaponry and special abilities (e.g. Ratskins lose their Resilient ability).** All of the convert's equipment is also destroyed to cleanse his new enlightened path, but will keep implanted bionic equipment (e.g. Lobo-chip, bionics, etc).

If the prisoner equals or beats the Priest's score then he resists and refuses to repent.

**Inspire Hatred**

**Redemptionists fundamentally believe all mutants and witches are the spawn of evil, so much so that the mere sight can provoke a crusade into a seething hatred. Redemptionists are subject to the rules for hatred against Wyrds, Ratskin Shamans, and all scavvy gang members.**

CHOOSING THE CRUSADE

You have 1000 credits to spend on recruiting and arming the Crusade. **Just like a House gang it must have at least three models and all fighters come with a free knife.**

**Redemptor Priest:** A crusade must have one.

**Deacons:** A crusade can have up to 2 Deacons.

**Zealots:** A crusade can have any number.

**Novice/Brother:** At least 50% of the crusade must be Novices/Brothers. If the number falls below this then only Novices/Brothers can be recruited.

REDEMPTOR PRIEST

**Cost to recruit: 120 credits**

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

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

**Weapons:** A Redemptor Priest may be given equipment chosen from the **Leader Only**, Hand-to-Hand, Pistols, Basic Weapons, Special Weapons and **Extras** sections of the Redemption Weapon List.

**Leader:** A Redemptor Priest commands absolute obedience from his followers and they are filled with righteous fury in his presence. **The Redemptor Priest counts as the Gang Leader and as such has the Leader special rule as detailed in the Gang Recruitment section of the Necromunda Community Edition.**

## DEACON

**Cost to recruit:** 80 credits

Deacons attend to the secular affairs of the crusade: silencing dissenters, controlling the crowds while the Redeptor preaches, protecting him from defilers and so forth. They are fanatically loyal to the Redemption and completely trustworthy in the Priesthood's eyes. Their faith is rewarded with a position of responsibility and the best weaponry.

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

**Weapons:** A Deacon may be given equipment from the **Leader Only**, Hand-to-Hand, Pistols, Basic, Special Weapons and **Extras** sections of the Weapon List. **Dacons may also be equipped with a heavy flamer.** Note they cannot use any other heavy weapons.

## BROTHER

**Cost to recruit:** 50 credits

Brethren form the great mass of supporters dedicated to the holy path of piety, but confirmed brothers are those who have fought in the Underhive before. Many are in fact redeemed ex gang fighters who now deliver their divine faith through fire and blood.

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

**Weapons:** Brothers may be given equipment chosen from the Hand-to-Hand, Pistols, Basic Weapons and **Extras** sections of the Redemption Weapon List.

## EXPERIENCE

Unless stated otherwise, Redemptionists gain experience and advances just like a regular gang.

Fighter Type	Initial Experience
Novice	0
Brother / Zealot	20 + 1D6
Deacon	40 + 1D6
Priest	60 + 1D6

## MAXIMUM CHARACTERISTICS

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

## NOVICE

**Cost to recruit:** 25 credits

Novices are often ordinary Hive City workers driven to the path of Redemption by the assuring calls of a charismatic priest. Filled with devout zeal they can be seen launching themselves at the forefront of any fight eager to prove their worthiness.

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

**Weapons:** Novices may be given equipment chosen from the Hand-to-Hand, Pistols and **Extras** sections of the Redemption Weapon List.

**Experience:** Once a Novice reaches 21+ Experience points he becomes a fully fledged Brother thus gaining all of the usual benefits a Brother has such as extra skills and better weapons.

## ZEALOT

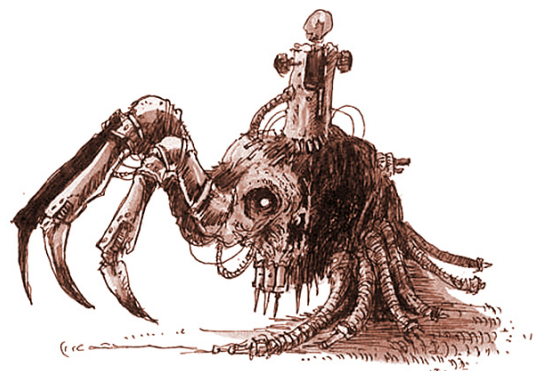
**Cost to recruit:** 60 credits

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

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

**Weapons:** A Zealot may be given equipment chosen from the Hand-to-Hand, Pistols and **Extras** sections of the Redemption Weapon List.

**Frenzy:** Zealots follow the rules for frenzy.



## REDEMPTIONIST EQUIPMENT

*Only Redemptionists can use the following items as no other gang would want to be associated with the much-loathed and blood-thirsty Redemption crusades.*

### EVISERATOR

The eviscerator is a huge double-handed chainsaw favoured by Redemptionist fanatics and zealots. An eviscerator's double set of contra-rotating teeth can rip through even the toughest mutant hide and bone, tearing an enemy to pieces with a single slice. The size and weight of the weapon is immense, even when wielded with both hands the operator is limited to making wide swings and heavy, overhead cuts.

Range	Strength	Damage	Save Mod.
Close Combat	6	1	-4

*Two-handed:* It requires two hands to swing an eviscerator in hand-to-hand combat, so it can never be used together with another weapon.

*Unparryable:* An eviscerator is so heavy and its teeth so ferocious that it is impossible to parry.

*Mighty Blow:* The ferocious mass and momentum of an eviscerator charge makes it difficult to retaliate. If the fighter charged into combat that turn then his opponents roll one less attack dice for the duration of the turn (to a minimum of 1).

*Draws:* The eviscerator does not encourage a very elegant fighting style. If the combat ends in a draw then the fighter's Initiative is halved when working out who wins.

*Noisy:* Eviscerators are loud when used so must test to sound the alarm in scenarios such as The Raid.

### EXTERMINATOR

Only fanatics of the Redemption use exterminators, particularly for their untrained brethren whose shooting skills are more enthusiastic than accurate. An exterminator isn't really a weapon as such, it's more like a flamer nozzle attached to a small canister of fuel. This is strapped under a real basic weapon like an autogun or a shotgun to give the fighter carrying it a single-shot burst of flaming chemical, an unstable sticky material that ignites upon contact with air. Used at short distances it is almost impossible to miss and several victims can be claimed from it.

*Underslung:* An exterminator must be attached to a basic weapon or an eviscerator. If the exterminator or the weapon its attached to explodes, then neither weapon can be used again that game.

*Flamer:* A model can fire the exterminator instead of the weapon it's fitted to following the usual shooting rules. The effects of an exterminator are identical to a normal flamer, however, it only carries enough fuel for a single shot, so once the exterminator has been fired it's out of ammo for the rest of the game.

*Volatile:* Immediately after the exterminator is fired, roll a D6. On a roll of 1 the canister ruptures bathing the Redemptionist in flame alongside his targets, just as if it had exploded from failing an Ammo roll.

### REDEMPTION WEAPON LIST

Leader Only Weapons	Cost
Bolt Pistol	25
Chainsword	25
Boltgun	35
<b>Hand-to-Hand Weapons</b>	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Massive Axe, Sword or Club	15
Sword	15
Eviscerator	30
<b>Pistols</b>	
Stub Gun	10
Autopistol	15
Laspistol	15
Hand Flamer	25
<b>Basic Weapons</b>	
Autogun	20
Shotgun	20
Lasgun	25
<b>Special Weapons</b>	
Flamer	40
Autosluggger	45
Grenade Launcher	60
Meltagun	95
<b>Heavy Weapons</b>	
Heavy Flamer	80
<b>Extras</b>	
Dum-dum Bullets	5
Manstopper Shells	5
Hot Shot Shells	5
Bolt Shells	15
Exterminator	20
Frag Grenades	25
Krak Grenades	40

**SKILL TYPES AVAILABLE**

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Novice	-	-	✓	-	-	-	-
Brother	-	-	✓	-	✓	-	-
Zealot	-	✓	✓	✓	-	-	-
Deacon	-	-	✓	-	✓	-	✓
Redemptor Priest	✓	✓	✓	✓	✓	-	✓

**REDEMPTIONIST TERRITORY TABLE**

D66	Territory	Income
<b>11-16</b>	<b>Wastes</b>	<b>0</b>
The Crusade can find nothing better than a hole in the wastes to operate from until they move on again.		
<b>21-26</b>	<b>Old Ruins</b>	<b>10</b>
The Crusade stops at a ramshackled Redemptionist hideout in an exposed area of ancient ruins containing scrap pieces of archeotech, bits of old metal and interesting old curios.		
<b>31-36</b>	<b>Slag</b>	<b>15</b>
The Redemptionists visit a small mining outpost out in the wastes who are supporters of the Redemption. Before moving on the Crusade offers prayers to reaffirm their faith and and take a tithe from the occupants.		
<b>41-46</b>	<b>Settlement</b>	<b>30</b>
The Crusade shelters in a settlement with strong ties to the Redemption, strengthening their faith through catechisms and prayers. There's also chance of a fiery young Novice joining the Crusade as detailed in the Settlement territory of the Necromunda Community Edition.		
<b>51-53</b>	<b>Holestead</b>	<b>D6x10</b>
The Crusade stops at a holestead out in the wastes which belongs to Redemptionist settlers. They receive shelter, nourishment and donations to the Redemption cause in return for prayers and teachings.		
<b>54-56</b>	<b>Weapons Cache</b>	<b>2D6x10</b>
The Crusade uncovers one of the Redemption's weapon caches out in the wastes. When a Crusader is sent to retrieve the cache all of the money must be spent immediately on common items available at the Trading Post. It cannot be supplemented from the Crusade's stash or saved for later so any unspent credits are wasted.		
<b>61-63</b>	<b>Seminary</b>	<b>D6x10</b>
The Crusade visits a Redemption school operating under the guise of a settlement where they receive shelter and assistance from the Priests. There's also a chance fiery young Novices will join the Crusade as detailed in the Settlement territory of the Necromunda Community Edition, however, 3D6 are rolled instead of the usual 1D6.		
<b>64-66</b>	<b>Hidden Weapons Cache</b>	<b>3D6x10</b>
The Crusade uncovers a hidden Redemption weapon cache. When a Crusader is sent to retrieve the cache all of the money must be spent immediately on common items available at the Trading Post or can also be used to purchase rare items offered to the Crusade that game. It cannot be supplemented from the Crusade's stash nor saved for later so any unspent credits are wasted.		

# RATSKIN RENEGADE

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

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

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

## SPECIAL RULES

### Outlanders

Ratskin Renegades are an outlawer gang so all outlaw rules apply to them unless otherwise stated. As outlanders, Renegades don't have a guild price so cannot pay off their outlaw status. They also start the campaign with one piece of territory generated on the Outlaw Territory Table

### Captured Territory

If the Renegade captures territory then it must be looted. However, Archeotech sites are sacred to Ratskins and they will try to drive Underhivers away from them. If a gang owning an Archeotech Hoard loses a territory to the Ratskins then it will always be an Archeotech Hoard.

Archeotech sites captured by the Ratskins are left unmolested so won't generate income, instead they are hidden to stop greedy hivers disturbing them. They can hold any number of Archeotech Hoards in addition to their camp, using traps and hidden tunnels to keep them safe. Ratskins derive no direct financial benefit from them, but they do give them the favour of the hive spirits.

### Foraging

Ratskins are expert hunters and as such receive a +1 credit bonus when foraging.

### Isolationists

Renegades are bitterly distrustful of non-ratskins and rarely venture into trading posts for supplies. Due to this Renegades cannot use hired guns. In addition, usually a gang leader is offered D3 rare items after each game, but a Ratskin Chief is not offered any. Ratskins must be sent in search of rare items following the usual trading post rules.

### Scenario Table

Ratskins can rapidly move between domes due to their intimate knowledge of hidden passageways. A Renegade can add or subtract 2 from any Scenario Table rolls. **Note Renegades do not gain any benefit from Ratskin Maps.**

### Resilient

Ratskins are remarkably resilient to injury and have incredible survival instincts. They are less likely to get lost or captured than ordinary hivers and, if hurt, are better at hiding from danger. Ratskins who go out of action **can re-roll the result when rolling on the Serious Injuries Chart.**

### Native

Ratskins are utterly at home within the Hive Bottom's environments as they are born and bred in unimaginably harsh conditions. Due to this, Ratskin Renegade members are immune from the effects of Treacherous Conditions.



CHOOSING THE RENEGADE

You have 1000 credits to spend on recruiting and arming the Renegade. Just like a House gang it must have at least three models and all fighters come with a free knife.

**Ratskin Chief:** A renegade must have a Chief.

**Ratskin Shaman:** A renegade can have one.

**Totem Warrior:** A renegade can have up to four.

**Braves/Ratskins:** The renegade can have any number of Braves and Ratskins.

RATSKIN CHIEF

**Cost to recruit:** 140 credits

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

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

**Weapons:** A Ratskin Chief may be given equipment chosen from the Leader Only, Hand-to-Hand, Pistols, Basic Weapons, Primitive Weapons, Spirit Items and the Extras sections of the Ratskin Weapon List.

**Leader:** A Ratskin Chief commands respect from his followers and they are heartened by his presence. The Chief counts as Gang Leader so has the Leader special rule as detailed in the Gang Recruitment section of the Necromunda Community Edition.



RATSKIN SHAMAN

**Cost to recruit:** 120 credits

Ratskin shamans are mysterious individuals seldom seen outside ratskin enclaves. They are rumoured to dwell in hidden caves filled with archeotech, acting as guardians of these sacred places. Shamans are credited with supernatural powers which they claim come from the hive spirits themselves, a potent form of ritual magic which defies explanation by wyrds. A shaman whose archeotech cave has been desecrated may join a renegade to exact revenge on those responsible, or he might be drawn by visions of another holy place in need of saving.

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

**Weapons:** A Ratskin Shaman may be given equipment chosen from the Leader Only, Hand-to-Hand, Pistols, Basic Weapons, Primitive Weapons, Spirit Items and the Extras sections of the Ratskin Weapon List.

**Spirit Lore:** The Shaman is in communion with the hive spirits and may call upon them to help the renegade. When the Shaman is recruited roll up one power for him on the Spirit Lore table. The whimsical nature of the hive spirits and its shaman caller means this power is re-rolled at the end of each post game sequence. Each Archeotech Hoard the Ratskins control brings favour with the hive spirits conferring an extra power (re-roll duplicates). If the Archeotech Hoard is lost then the extra power is also lost.

TOTEM WARRIOR

**Cost to recruit:** 80 credits

Totem warriors seek entirely to purify their body and mind in the eyes of the hive spirits. To this end they spend much of their time in prayer trances, fasting or undertaking insanely dangerous treks across the uncharted and labyrinthine wastes of the Underhive. They are revered by ratskins as wandering holy men and protectors of the hallowed shamanic elders.

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

**Weapons:** Totem Warriors may be given equipment chosen from the Hand-to-Hand, Primitive Weapons, Spirit Items and Extras sections of the Weapon List.

**Spirit Faith:** Totem Warriors believe themselves to be blessed and protected by the hive spirits. To reflect this, if the Warrior needs to take a nerve test, roll 3D6 and choose the two lowest rolls.

## RATSKIN

**Cost to recruit:** 60 credits

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

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

**Weapons:** Ratskins may be given equipment chosen from the Hand-to-Hand, Pistols, Primitive Weapons, Basic Weapons and Extras sections of the weapon list.

## RATSKIN BRAVE

**Cost to recruit:** 30 credits

Ratskin braves are young, fierce warriors who follow the renegades looking for excitement and glory. Ratskin settlements always have a few braves dissatisfied with the quiet, peaceful ways of their elders and they will quickly rally to join a successful chief who fights the hivers. Braves are inexperienced fighters but they are already experts at surviving in the harsh environment of the Underhive.

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

**Weapons:** Braves may be given equipment chosen from the Hand-to-Hand, Pistols, Primitive Weapons, and Extras sections of the Ratskin Weapon List.

**Experience:** Once a Brave reaches 21+ Experience points he becomes a full Ratskin gaining the usual benefits a Ratskin has like better skills and weapons.



## EXPERIENCE

Unless stated otherwise below, all members of a Ratskin Renegade gain experience and advance just like regular gang members.

Fighter Type	Initial Experience
Brave	0
Ratskin	20 + 1D6
Totem Warrior	40 + 1D6
Ratskin Shaman	60 + 1D6
Ratskin Chief	60 + 1D6

Note that members of a Ratskin Renegade cannot choose to roll on the Techno skill table.

## SKILL TYPES AVAILABLE

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Brave	✓	-	-	-	-	✓	X
Ratskin	✓	✓	-	-	-	✓	X
Totem Warrior	✓	✓	✓	-	-	✓	X
Ratskin Shaman	✓	-	✓	-	-	✓	X
Ratskin Chief	✓	✓	✓	-	✓	✓	X



## RENEGADE EQUIPMENT

Only Ratskin Renegade members can use the following items as no other gang would want to be associated with the much-loathed renegades. For the purpose of skills, hand-to-hand combat, etc, Handbows count as pistols while Muskets and Scatterguns count as basic weapons.

Additionally, renegades can craft certain items that other gangs would find hard to find at trading posts. If you roll up Blade Venom, a Blindsnake Pouch or a Ratskin Map when searching for rare trade, re-roll the result. Renegades can buy Blade Venom and Blindsnake Pouches at a reduced cost, though the full cost (shown in brackets) is still used for gang rating, selling, etc.

### HANDBOW

Handbows are easily cobbled together weapons that use scavenged springs and elastics to fire short, barbed heavy arrows. They are particularly favoured by ratskins due to their silence, and fire ammunition that can be easily collected and reused.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-12	-	-1	3	1	-	4+

*Silent:* This weapon emits no noise when fired, which may be useful in certain scenarios, such as The Raid.

*Envenom:* Handbows can make use of Blade Venom.

### MUSKET

Muskets comprise of a long, narrow barrel strapped to a stock and are usually designed to fire any number of common bullets, though more primitive tribes simply pack the barrel with explosive and fire a projectile made from scrap metals.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-24	-1	-	3	1	-	4+

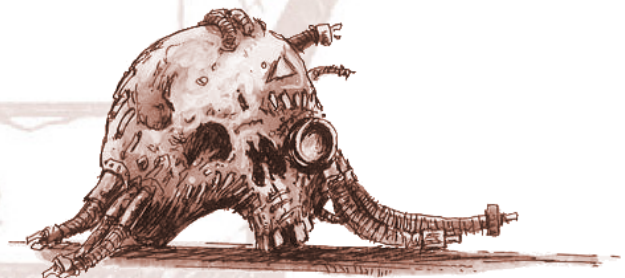
### SCATTERGUN

Scatterguns are simple weapons made from a short tubular barrel strapped to a crude stock. An explosive charge is loaded before metal fragments, stones and other scrap shrapnel are packed down on top. When fired it spews out these packets of shards, hopefully into the general vicinity of the intended target.

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+2	-	3	1	-	4+

### RATSKIN WEAPON LIST

	Cost
<b>Leader Only Weapons</b>	
Hot Shot Shells	5
Manstopper Shells	5
Hunting Rifle	25
<b>Hand-to-Hand Weapons</b>	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Massive Axe, Sword or Club	15
Sword	15
<b>Pistols</b>	
Stub Gun	10
Autopistol	15
<b>Basic Weapons</b>	
Autogun	20
Shotgun	20
<b>Primitive Weapons</b>	
Handbow	5
Musket	10
Scattergun	10
<b>Spirit Items</b>	
Spirit Ward	15
Spirit Totem	25
<b>Extras</b>	
Blade Venom	5 (10)
Dum-dum Bullets	5
Blindsnake Pouch	20 (30)



**SPIRIT TOTEM**

Spirit totems are clubs adorned with markings and trinkets designed to attract the hive spirits. They are suffused with the fury of these spirits, enabling them to cause huge damage in the hands of a noble ratskin.

Range	Strength	Damage	Save Mod.
Close Combat	5	1	-2

*Dual-banded:* A ratskin can focus the totem's energies by using it with both hands instead of one, in which case it gains a +1 Strength and Save Modifier bonus.

*Spirit Infused:* For each Archeotech Hoard the Renegade has currently captured, the Spirit Totem's Strength and Save Modifier receives a +1 bonus.

**SPIRIT WARD**

Spirit wards are elaborate tattoos and decorations designed to attract the protective spirits of the hive. They are suffused with the guardianship of these spirits, enabling them to seemingly deflect projectiles aimed at the ratskin harmlessly away.

*Armour Save:* The ratskin receives a 6+ armour save against any ranged attacks. Note a spirit ward cannot be combined with flak, mesh or carapace armour and a ratskin cannot wear multiple spirit wards.

*Spirit Infused:* For each Archeotech Hoard the Renegade has currently captured, the spirit ward's armour save is increased by +1.

**SPIRIT LORE**

**D6 Result**

- Slime Dance:** The shaman is able to call on the spirits of the hive to summon up fogs, slime, creatures and suchlike... sometimes. When the treacherous conditions are rolled for at the beginning of the game the Shaman with this power can roll twice on it instead of once if he can first pass a Leadership test.
- Beast Sacrament:** The Shaman may perform a sacrament in honour of the hive's beasts, infusing the surrounding animal spirits with an affinity for himself. If the Shaman passes a Leadership test then he can bring along D3 pets to the fight following the usual Wyrd Beastmaster rules.
- Ghost Dance:** The shaman can call upon the guardianship of the hive spirits to protect the Ratskins. If the Shaman passes a Leadership test at the start of his tum and then dances and chants for the rest of it (ie doesn't move or do anything else that turn) he can weave a protection which will last until the end of the opponent's tum. The protection affects all members of the Renegade within 16" of the shaman giving them a 4+ armour saving throw against any ranged attacks. If the Shaman suffers a hit or becomes engaged in hand-to-hand combat then the dance will stop having any effect immediately.
- Blessings Ritual:** After the game the Shaman can undertake a blessings ritual to gain the favour of the hive spirits. If the Shaman successfully passes a Leadership test then he creates a Blindsnake Pouch, Spirit Ward, or Spirit Totem for free. You may choose which item is created.
- Spirit Walk:** The Shaman can project his spirit from his body by entering a trance. If the Shaman doesn't move or do anything else that turn and passes a Leadership test at the start of the hand-to-hand phase then he can free his spirit. The spirit can attack an enemy fighter within 24" of the Shaman, just as if they were fighting a round of hand-to-hand combat. The spirit causes fear, counts as charging and uses the same profile, weapons and skills as the Shaman himself. Any wounds inflicted are real for the victim but if the spirit loses then no real harm is done to the Shaman. The spirit is instantly sucked back into the Shaman's body at the end of his turn.
- Transfer Prowess:** After the game the Shaman can undertake a slow and painful ritual to transfer the spirit energies of two ratskins. If the Shaman passes a Leadership test then two Renegade members must swap a skill or characteristic experience advance of your choosing between themselves. The fighters cannot exceed the normal characteristic advance maximums and characteristics cannot be reduced below their original starting level.

# SPYRER HUNTERS

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

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

Spyrers are sent below the wall in teams. Once in the Underhive they can expect no help, no money, no resources: they have only the equipment they bring with them and their own native wits to help them survive. Of course a spyrer hunting rig is no ordinary set of armour. Spyrers use ritualised combinations of weapons and armour which favour different combat styles. Each rig is meticulously crafted offworld, a wondrous device of half-forgotten technologies worth its weight in credits.

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

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

## SPECIAL RULES

### Outlanders

Spyrers are an outlander gang so all outlaw rules apply to them unless stated otherwise. As outlanders, Spyрers don't have a guild price so cannot pay off their outlaw status.

### Vow

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

- A) To kill **5 enemy gang fighters**. A kill will only count if the model dies from rolling a Dead serious injury result **or if the Spyрers capture a fighter and isn't rescued**.
- B) To earn a total of **250 Experience points**.
- C) To survive a total of **ten games**.

Once the hunt has achieved its vow they return victorious to the Spire ready to start new lives in the Noble House hierarchy. However, many aspirants develop such a taste for the excitement and bloodletting of the hunt that they often return to the Underhive as part of a new team.

**When the Spyрers return above the wall all serious injuries are removed. You can also replace dead Spyрers or any you wish to retire with a fresh Spyrer of your choosing. You must then pick a different vow and the hunt heads back down into the gloom of the Underhive.**

**Alternatively, the hunt can return above the wall early without fulfilling their vow (much to the ire of their families). The normal rules listed above still apply, but each Spyrer must take a Leadership test. If the test is failed then they are removed from the hunt and replaced with a fresh Spyrer. You must then pick the same vow and the hunt heads downhive to try and absolve themselves.**

**Any Spyрers that enter the Spire with at least 200 Experience points or a Leadership of 9 must retire as his outstanding qualities earns him a place in a respected house position.**

### Territory

Spyrer teams have no use for territories and are constantly on the move seeking fresh prey. Spyрers cannot capture territories from enemy gangs and since they don't start with a territory they have nothing to capture.

## Income

Spyrers never collect any income, never trade, cannot buy extra gang members after their initial recruitment and never use hired guns.

## Starvation

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

## Capture

Gang fighters captured by Spyrers are liable to be turned into interesting suit ornaments as the Spyrers have no interest in ransoms or exchanges. The only way a gang can get back captured members is by playing a Rescue scenario. Spyrers just love using captured prey as bait to get more. Spyrers captured by gangers can expect a horrible death. Their companions will make no attempt to rescue them and they can expect no ransom from the Spire. A Spyrer who is captured is always killed and stripped of his sophisticated devices which are sold as curios for 3D6x5 credits.

## Leader

Spyrer teams have no set leader: leadership devolves to whoever has the highest kill score or the best ideas. Any Bottle rolls are taken using the best Leadership characteristic in the team who is present and not down. Note in some scenarios an Experience point bonus goes to the leader of the winning gang: since spyrers have no leader they are not eligible for this bonus Experience.

## Independent

Spyrers are in constant communication with each other and are highly self-motivated. Spyrers who are pinned are always allowed to roll to try and escape from pinning at the start of their turn even if there are no other Spyrers within 2".

## Scenarios

Spyrers roll on the normal Scenario Table, not the Outlaw Scenario Table. Although Spyrers have no monetary interest in loot, they can still play in scenarios that involve it like any other gang, such as Scavengers. One of their favourite tactics is to exploit the greed of the Underhive gangs. Spyrers cannot interact with loot counters in anyway during the fights

## Killer Reputation

The Spyrers' infamy understandably means they start with the Killer Reputation skill.

## Hard Target

Spyrers are an elusive and deadly foe that require immense wit, skill, and some would say luck, to put down. To reflect this, usually fighters earn +5 Experience points for inflicting a wounding hit during a fight. However, any wounding hit awards scored against a Spyrer earns +10 points instead.

## Gang Rating

Spyrer teams have a gang rating of 200 per surviving spyrer plus their Experience points. The Spyrers low gang rating is a reflection of their skulking behaviour making them difficult to track and predict by other gangs, however, even a lone Spyrer is a dangerous prospect for most gangs. To reflect this, Spyrers never gain any bonus Experience points through being an Underdog.

## Equipment

Spyrer suits are complex pieces of hunting kit that count as having a Bio-booster, Skull Chip, Respirator, Photo-visor and Infra-red Goggles.

Spyrers are entirely reliant on their suit's armments and so they cannot use additional weapons or equipment. They cannot for example use items stolen from captured enemy fighters. Additionally any characteristic bonus given by the suit or poweuups increases the maximum value of characteristic

Note some spyrer models may look armed with deadly close combat weapons, such as the Orrus suit's powerful clawed fists. Spyrers don't roll an extra Attack dice for fighting with two weapons in hand-to-hand combat, instead this is already reflected in the Spyrer suit's characteristic boosts.

Spyrer's ranged weapons cannot be used in hand-to-hand combat, but for all other purposes, such as for skills, they count as pistols.

## Power Boosts

The power boosts for Spyrer suits begin to kick in once the hunter starts making kills and earning combat experience. They work by increasing the energy feed into weapon systems and making them more powerful, improving cybernetic enhancements to make the wearer stronger or faster, thickening armour cells to increase their protection and so on. These are represented by Power Boosts which can only be earned with Experience points and behave in exactly the same way as skills.



CHOOSING THE HUNT

Spyrer teams always comprise of five Spyrers, no more, no less. Each spyrer is recruited with the profile below and you must then choose which type of Spyrer suit the noble will wear. Note Spyrers cannot change their suit type once chosen, even if they fulfil their vow and return to the Underhive they must use the same suit.

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

ORRUS

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

**Weapons:** Orrus are equipped with bolt launchers.

**Boosts:** The Orrus suit confers a +1 characteristic bonus to Weapon Skill, Strength and Attacks.

**Armour:** Orrus suits have a 4+ armour saving throw and are protected by a force field which confers a 6+ special save against any ranged attacks.

BOLT LAUNCHERS

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

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+1	-	4	1	-1	2+

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

JAKARA

The Jakara is the lightest of all the spyre hunters, emphasising agility and speed over heavy armour. The suit itself is armoured with flexible plates like snake scales which are overlaid with the tubes and cables that feed power to the spyrer's limbs. The Jakara buckler is inset with energy absorbing devices that look like faceted jewels, each one can drain the force from an attack and hurl it back at the aggressor.

**Weapons:** Jakara Spyrers are equipped with the monomolecular sword and mirror shield.

**Boosts:** The Jakara suit confers a +1 characteristic bonus to Movement, Weapon Skill and Initiative and Attacks.

**Armour:** Jakaras have a 5+ armour saving throw.

MONOMOLECULAR SWORD

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

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	1	-

*Parry:* The monomolecular sword allows the Jakara to make a parry as described in the game rules.

MIRROR SHIELD

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

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-8	8-16	+1	-	3	1	-	2+

*Parry:* The mirror shield allows the Jakara to make a parry as described in the game rules.

*Special Save:* The mirror shield confers a 5+ special saving throw against all hand-to-hand combat hits and any ranged attacks that originate in the forward 90° arc of the Jakara.

*Mirror:* If the mirror shield saves against any ranged attacks with a Strength value then the shield can absorb its power and fire it back immediately. The energy blast uses the standard mirror shield profile, except the enemy firing weapon's Strength, Damage and Save Modifier values are used instead. The Jakara's Ballistic Skill is still used to see if the blast hits.

*Ammo:* If the mirror shield fails an Ammo roll then it will also no longer grant any of the above benefits.

## YELD

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

**Weapons:** Yeld Spyres are equipped with laser gauntlets and chameleon wings.

**Boosts:** The Yeld suit confers a +1 characteristic bonus to Movement and Ballistic Skill.

**Armour:** Yelds have a 5+ armour saving throw.

### LASER GAUNTLETS

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

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-12	12-24	+1	-	3	1	-	2+

### CHAMELEON WINGS

A Yeld's wings are made from hundreds of individual plates of metal connected by micro fibre bundles on an articulated frame. These bundles are activated by brainwaves read directly from the wearer's cortex. With a little training the wearer can make the wings move and flap at will, enabling him to glide exceptionally well or climb upward somewhat more laboriously. Each of the metal plates is also wired with crystalline circuitry allowing it to change colour and meld into the wearer's surroundings.

**Fly:** The Yeld's wings allow its user to fly.

**Chameleon:** The chameleonic effect of its wings allows a Yeld to hide even if it is not behind cover, the Yeld simply remains stationary long enough for its outline to disappear completely. Note the Yeld will still be spotted via non-visual means, such as being within Initiative distance of an enemy model. In addition to this, the chameleonic effect of the wings makes a Yeld difficult to track at long range. Any ranged attacks against a Yeld suffers an additional -1 penalty if the weapon firing is at long range.

## MALCADON

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

**Weapons:** Malcadon Spyres are equipped with the web spinner.

**Boosts:** The Malcadon suit confers a +2 characteristic bonus to Movement and a +1 bonus to Weapon Skill, Initiative and Attacks.

**Armour:** Malcadons have a 5+ armour saving throw.

### WEB SPINNER

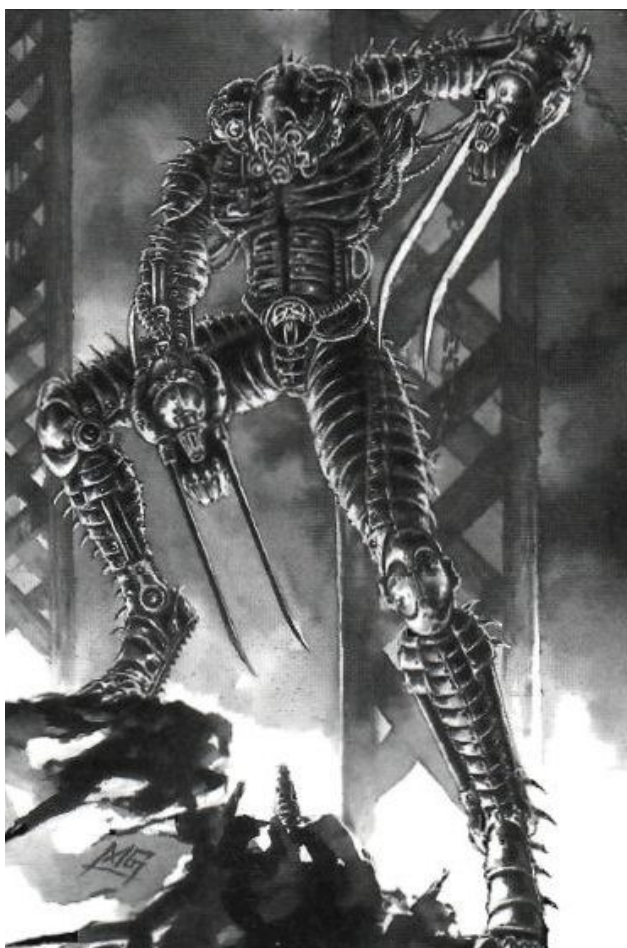
The spinarets of a Malcadon's web spinner spew out silky threads of gossamer which harden with the strength of steely wires. A victim of the web is left hopelessly ensnared and at the mercy of the Malcadon's ripping claws. The Malcadon can also use its spinner to create threads which it uses to climb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

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-6	6-12	+2	+1	-	-	-	2+

**Entangle:** If a model hit by a web spinner then he automatically becomes entangled – there is no roll for wounds and no armour saving throw is allowed.

Entangled models cannot move or do anything else. If the model is involved in hand-to-hand combat then he is treated as down. A model which is entangled at the start of their turn can struggle free by passing a Strength test. If passed the victim frees himself but may not do anything else for the rest of the turn. If the test is failed then the fighter remains entangled.

**Abseil:** The Malcadon can use its spinner threads to help it move as long it hasn't run out of ammo. This means it can move up or down even if there is no ladder. The distance moved is counted against the Malcadon's movement that turn and the Spyre must end its move on a flat surface, not dangling in mid-air.



EXPERIENCE

Unless noted below, Spyrers gain experience and advance just like any other gang members. All Spyrers start with 0 Experience points.

ADVANCE ROLLS

- | 2D6   | Result  |
|-------|---|
| 2     | <b>Power Boost:</b> Randomly roll a boost from the appropriate Spyrer's Power Boost table.  |
| 3-4   | <b>New Skill:</b> Select one of the Skill tables for your Spyrer and randomly roll a skill from it.   |
| 5     | <b>Characteristic Increase:</b> Roll again<br>1-3 = +1 Strength; 4-6 = +1 Attacks.  |
| 6     | <b>Characteristic Increase:</b> Roll again<br>1-3 = +1 WS; 4-6 = +1 BS.   |
| 7     | <b>Characteristic Increase:</b> Roll again<br><b>Jakara</b><br>1-4 = +1 Weapon Skill<br>5-6 = +1 Ballistic Skill<br><b>Malcadon</b><br>1-3 = +1 Weapon Skill<br>4-6 = +1 Attacks<br><b>Orrus</b><br>1-2 = +1 Ballistic Skill<br>3-4 = +1 Strength<br>5-6 = +1 Toughness<br><b>Yeld</b><br>1-4 = +1 Ballistic Skill<br>5-6 = +1 Initiative |
| 8     | <b>Characteristic Increase:</b> Roll again<br>1-3 = +1 Initiative; 4-6 = +1 Leadership.   |
| 9     | <b>Characteristic Increase:</b> Roll again<br>1-3 = +1 Wounds; 4-6 = +1 Toughness.  |
| 10    | <b>New Skill:</b> Select one of the Skill tables for your Spyrer and randomly roll a skill from it.   |
| 11-12 | <b>Power Boost:</b> Randomly roll a boost from the appropriate Spyrer's Power Boost table.  |

SKILL TYPES AVAILABLE

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Jakara	✓	✓	✓	-	✓	-	-
Malcadon	✓	✓	✓	-	-	✓	-
Orrus	-	✓	✓	✓	✓	-	-
Yeld	✓	✓	-	-	✓	✓	-

## JAKARA POWER BOOST

### 1: Combat Neuroware

The suit links up new neuroware which sharpens the wearer's fighting skills. The suit confers a +1 bonus to a characteristic of your choosing.

### 2: Sharpened Mono Sword

Molecules flake away from the edge of the mono sword to make it even sharper. The Jakara's monomolecular sword gains a +1 Strength bonus and now ignores all armour saves.

### 3: Heightened Reflexes

The suit's reflexes sharpen incredibly so the Jakara can swing its shield around to face enemies with greater ease. The Jakara's mirror shield special save can now protect him against ranged attacks that originate in the forward 180° arc.

### 4: Enhanced Mirror Field

The mirror shield's force field strengthens increasing its special saving throw to 4+.

### 5: Improved Motive Power

The suit's power output for speed is boosted, increasing its Movement bonus by +2.

### 6: Containment Purge

Once per game the Jakara can release the mirror shield's stored reserves when shooting it normally. The attack's Strength and Save Modifier is increased by +D6 and if hit inflicts D6 Damage.

## ORRUS POWER BOOST

### 1: Combat Neuroware

The suit links up new neuroware which sharpens the wearer's fighting skills. The suit confers a +1 bonus to a characteristic of your choosing.

### 2: Power Field Strengthened

The Orrus suit's force field generator boosts its energy output increases it's special save to 5+.

### 3: Enhanced Pistons

The suit's pistons become more powerful conferring a +1 characteristic bonus to Strength and Toughness.

### 4: Thickened Armour

The suit's armour thickens and hardens increasing its armour saving throw to 3+.

### 5: Bolt Ignitors

The fuel inside the bolts fired by the suit's launcher burn with much greater ferocity. The bolt launcher's Long Range is increased to 24".

### 6: Salvo Launch

Once per game the spyrer can make an extra D3 ranged attacks following the usual shooting rules.

## MALCADON POWER BOOST

### 1: Combat Neuroware

The suit links up new neuroware which sharpens the wearer's fighting skills. The suit confers a +1 bonus to a characteristic of your choosing.

### 2: Claw Growth

The Malcadon's claws extend and sharpen. The Spyrer's suit gains a +1 Strength bonus to any hits made in hand-to-hand combat and confers a parry.

### 3: Shade Plates

The Malcadon suit's armour begins to absorb and refract light. Any ranged attacks made against the Spyrer suffers an additional -1 to hit penalty.

### 4: Thickened Armour

The suit's armour thickens and hardens increasing its armour saving throw to 4+.

### 5: Improved Motive Power

The suit's power output for speed is boosted, increasing its Movement bonus by +2.

### 6: Weaving Spinners

The suit's web spinner is now capable of firing with 1 sustained fire dice.

## YELD POWER BOOST

### 1: Combat Neuroware

The suit links up new neuroware which sharpens the wearer's fighting skills. The suit confers a +1 bonus to a characteristic of your choosing.

### 2: Laser Magnifier

The laser beam of the Yeld's gauntlet becomes more focussed and intense. The laser gauntlet's Long Range is increased to 48".

### 3: Boosted Laser Power

The suit's laser gauntlets become more focused and deadly, receiving a +1 bonus to its Strength and Save Modifier.

### 4: Enhanced Chameleon Powers

The chameleon circuits in the Yeld's wings become faster and more accurate. The Yeld's chameleon effect over long range now confers a -2 to hit penalty instead of -1.

### 5: Improved Motive Power

The suit's power output to its wings is boosted, increasing its Movement bonus by +2.

### 6: Sharpened Wings

Molecules flake away from the edge of the suit's wings to make them razor sharp. If the spyrer charged into hand-to-hand combat then he gains a +1 bonus to his Weapon Skill and Attacks that turn.



# PIT SLAVES

*Pit slaves are hivers who have been captured by the warring gangs and sold to the Merchant Guild. They are little more than property in the guilders's hands, doomed to work in the mines, fighting pits, on the pack trails or any other menial job for the rest of their lives. Most pit slaves are outlaws, thieves and renegades who have finally been brought to justice, but others are simply unlucky individuals who had nobody to pay their ransom.*

Guilders often augment slaves with crude bionic tools, saws and blades for fighting or drills and hammers for working in the mines and forges. Plugs and connection points pockmark their flesh and they are pierced with steel rods and metal plates to strengthen their bodies. If a slave proves useful to the Guilders then their implants are progressively upgraded so they become hardened and more efficient, eventually becoming inhuman caricatures of the hivers they once were. Outsiders often note that the more cybernetic parts a slave is grafted to the more their humanity seems to be leached away.

Determined slaves eventually escape from captivity in ones or twos or in mass breakouts if a mine collapses or a caravan is attacked. The vast wastezones provides ample hiding places for these desperate souls so few are recaptured. Guilders write off any lost slaves and simply buy more from trading posts and courts, though they still impose a bounty on all escaped slaves implanted with their insignia. Unaugmented slaves can return to a life of normality in distant settlements or uphive where their faces won't be recognised, but slaves that can't hide the familiar Guilder implants that exposes their past are destined for a mistrusting and persecuted existence.

Heavily augmented slaves band together for mutual support subsisting at the fringes of the badzones. These pit slave gangs raid Guilder caravans, holesteads and settlements for food, weapons and implants to replace damaged parts, but closest to their hearts is causing the Merchant Guild as much trouble as possible. The pit slaves brandish their bio-weapons as symbols of the torturous misery they have overcome and for the overwhelming hatred they feel for all Guilders.

## SPECIAL RULES

### Outlanders

Pit Slaves are outlanders so all outlaw rules apply to them unless stated otherwise. Pit Slaves don't have a guild price so cannot pay off their outlaw status. They start the campaign with one territory generated on the Outlaw Territory Table.

### Foraging

Due to their industrial cybernetic weapons, pit slaves are better able to exploit valuable materials found in the wastes. Pit Slave Gang members receive a +1 credit bonus when foraging.

### Capture

Their experience of absconding means all Pit Slave gang members count as having the Escape Artist skill, so they will always evade capture if seriously injured.

### Experienced

Pit slaves are already hardened fighters having fought before and during their imprisonment. All Pit Slave Gang members start with one randomly determined experience advance.

### Guilder Loathing

Pit slaves are bound together by their bitter enmity of the Merchant Guild. All Pit Slave gang members follow the rules for hatred against all members of Watchmen gangs and any defenders when playing a Caravan scenario.

### Bionics

Pit Slaves don't share the same aversion to cybernetic implants other hivers have. To reflect this, Pit Slave gangs can freely implant and remove bionic chips (e.g. Skull Chip) and can even graft bionics to models that haven't suffered a serious injury to that part. In addition, if the Pit Slaves captures any enemy fighters with a bionic item and aren't rescued then they can remove any bionics before selling them to the night trains.

### Pit Slave Weapons

Guilders augment their slaves with an array of mechanical tools. These unique bio-implants are subject to a number of special rules.

Pit Slave Weapons replace the fighter's whole arm so can only be replaced by another Slave Weapon.

A Pit Slave Weapon cannot be used to hold or use a regular weapon. For example, a pit slave cannot use it to hold a sword in hand-to-hand combat, or to throw a grenade.

Slave Weapons treat Hand Injuries as a Full Recovery, but if it suffers an Arm Wound roll a D6. On 4+ the damage is repaired and the injury ignored. On a 1-3 the Weapon's Strength and Save Modifier is reduced by -1 to a minimum of 1.

All Pit Slave Weapons must test to sound the alarm when used in scenarios such as The Raid.

CHOOSING THE GANG

You have 1000 credits to spend on recruiting and arming the Pit Slave gang. **Just like a House gang it must have at least three models and all fighters come with a free knife**

**Pit Slave Chief:** A gang must have one Chief.

**Techno:** A gang can have up to 2 Technos.

**Pit Fighter:** A gang can have any number.

**Pit Slaves:** At least 50% of the gang must be Pit Slaves. If the number falls below this then only Pit Slaves can be recruited.

PIT SLAVE CHIEF

**Cost to recruit: 140 credits**

The pit slave chief is a natural leader, the one who the others look to for direction in their battle against the Merchant Guild. Usually the chief is the one who led the others to freedom and who has kept the slaves together through their wanderings ever since. Pit slave chiefs have to work hard to keep their position amongst the ruthless cut-throats they lead, a favoured way is to acquire numerous bionic implants and armour plates. A fully arrayed chief is terrifying, his many machine arms snapping insanely.

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

**Weapons:** A Pit Slave Chief may be given equipment chosen from the **Leader Only**, **Hand-to-Hand**, **Pistols**, **Basic Weapons**, **Special Weapons** and **Extras** sections of the Pit Slave Weapon List.

**Leader:** A Pit Slave Chief commands respect from his followers and they are heartened by his presence. The Chief counts as **Gang Leader** so has the **Leader** special rule as detailed in the **Gang Recruitment** section of the **Necromunda Community Edition**.

**Pit Slave Weapon:** The Pit Slave Chief must be equipped with a pit slave weapon. The Chief can also use an additional pit slave weapon which is fitted separately, effectively giving the Chief an extra 'arm'. In hand-to-hand combat this allows the Chief to use three close combat weapons (+2 Attack dice), or hold a basic/special weapon with one hand and still use two close combat weapons (+1 Attack dice).

TECHNO

**Cost to recruit: 80 credits**

Technos manage the upkeep and maintenance of the pit slaves, whether it be as simple as oiling gears and tightening chains or as complex as transplanting bionic limbs. Most technos are members of House Van Saar who have been captured in the constant gang skirmishing and enslaved by the Guilders before escaping with a pit slave revolt. When a group of pit slaves make a break for freedom, a wise chief will always ensure that they take a techno with them to make repairs and keep the gang functioning.

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

**Weapons:** A Techno may be given equipment chosen from the **Hand-to-Hand**, **Pistols**, **Basic**, **Special Weapons** and **Extras** sections of the weapon list.

**Repairer:** Normally a bionic or pit slave weapon that suffers damage from a serious injury can be repaired on a roll of 4+, however, if the Pit Slave gang includes a Techno then it's repaired on a roll of 2+ instead.

PIT FIGHTER

**Cost to recruit: 60 credits**

The most burly and aggressive pit slaves are thrown into fighting pits for the enjoyment of paying spectators. They are always augmented in some way, rending chainsaws and buzz saws create bloodbaths for the baying crowds while armour plates and toughened rod implants prolong the agonising spectacle. Pit fighters can gradually chip away at the bounty on their head by surviving the fighting pits, but more often than not a vicious breakout is their only real chance for freedom.

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

**Weapons:** Pit Fighters rely exclusively on their pit slave weapons so cannot use any other weaponry. However, they do still have access to armour plates, tool upgrades and miscellaneous equipment.

**Pit Slave Weapon:** Pit Fighters must be equipped with two pit slave weapons. Note unlike a Chief the Fighter's two slave weapons will replace both arms.

**Advances:** Due to a Pit Fighters unusual armaments they cannot gain **Shooting** and **Techno** skills and must re-roll any **Ballistic** skill advances.

## PIT SLAVE

**Cost to recruit:** 60 credits

Regular pit slaves make up the majority of slave gangs, scarred half-men with bitter memories of the normal life they used to enjoy. Slave chiefs only accept the most hate-filled and hardened slaves as only they can be expected to survive their war against the Merchant Guild. Pit slaves make frightening enemies, vengeful and careless of their own wounds as they tear apart hivers with industrial-sized mechanical weaponry.

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

**Weapons:** A Pit Slave may be given equipment chosen from the Hand-to-Hand, Pistols and **Extras** sections of the Pit Slave Weapon List.

**Pit Slave Weapon:** Pit Slaves **must** be equipped with a pit slave weapon **and cannot be armed with more.**

## EXPERIENCE

Unless stated otherwise, Pit Slave gangs gain experience and advances just like a regular gang.

Fighter Type	Initial Experience
Pit Slave	20 + 1D6
<b>Pit Fighter</b>	<b>40 + 1D6</b>
Techno	40 + 1D6
Pit Slave Chief	60 + 1D6

## MAXIMUM CHARACTERISTICS

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

## PIT SLAVE WEAPON LIST

Weapon	Cost
<b>Leader Only Weapons</b>	
Bolt Shells	15
Hand Flamer	25
Chainsword	25
Bolt Pistol	25
Boltgun	35
<b>Hand-to-Hand Weapons</b>	
Knife (first knife free)	5
Chain or Flail	10
Club, Maul or Bludgeon	10
Sword	15
<b>Pistols</b>	
Stub Gun	10
Autopistol	15
Laspistol	15
<b>Basic Weapons</b>	
Autogun	20
Shotgun	20
Lasgun	25
<b>Special Weapons</b>	
Flamer	40
Autosluggger	45
Grenade Launcher	60
Plasma Gun	80
Meltagun	95
<b>Pit Slave Weapons</b>	
Claw	10
Hammer	10
Shears	10
Buzz Saw	15
Chainsaw	15
Rock Drill	15
<b>Extras</b>	
Dum-dum Bullets	5
Hot Shot Shells	5
Manstopper Shells	5
Armour Plates	10
<b>Tool Upgrade</b>	<b>15</b>
Frag Grenades	25
Krak Grenades	40

## SKILL TYPES AVAILABLE

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Pit Slave	-	✓	✓	✓	-	-	-
<b>Pit Fighter</b>	✓	✓	✓	✓	<b>X</b>	-	<b>X</b>
Techno	-	-	✓	✓	✓	-	✓
Pit Slave Chief	✓	✓	✓	✓	✓	-	✓

## PIT SLAVE EQUIPMENT

*Only Pit Slave gang members can use the following items as other gangs lack the required expertise.*

### CHAINSAW

Chainsaws are long, razor edged and comparatively easy to wield so have become popular weapons for pit fighters. The most widely known advocate being Bull Gorg the most fearsome of all slave leaders.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-1

*Parry:* A chainsaw allows the fighter to make a parry.

### CLAW

Large claws are used in a variety of mining, loading and excavation jobs. When used as a weapon its keen tipped talons can grip and smother opponents.

Range	Strength	Damage	Save Mod.
Close Combat	3	1	-

*Grapple:* When fighting in hand-to-hand combat the Pit Slave's opponent suffers a -1 Attack dice penalty (to a minimum of 1) for each claw the fighter wields.

### HAMMER

Giant hammers are fitted to mining, demolition and foundry slaves. Their blunt pile driver force can knock opponents senseless as they are beaten to their knees.

Range	Strength	Damage	Save Mod.
Close Combat	3	1	-

*Pummel:* When fighting in hand-to-hand combat the Pit Slave's opponent suffers a -1 Combat Score penalty for each hammer the fighter wields.

### TOOL UPGRADE

Pit slaves often cannibalise machinery to upgrade their cybernetic weapons. Tool bits are replaced with larger more destructive versions, or augmented with supercharged motors. Pit Slave Weapons can be fitted with any number of tool upgrades, each conferring a +1 bonus to its Strength and Save Modifier. Note tool upgrades can be freely refitted between weapons during the post game sequence like any other item.

### BUZZ SAW

Buzz Saws are fitted to scrap slaves and unsubtle pit fighters. A whirling disk of toothed steel, it can part steel or flesh just as easily with a single swing.

Range	Strength	Damage	Save Mod.
Close Combat	5	1	-2

### ROCK DRILL

Mining slaves are commonly fitted with massive drills for borrowing into slag, metals and minerals. It also makes a fearsome weapon, its piercing strikes can bore into an opponent causing horrific injuries.

Range	Strength	Damage	Save Mod.
Close Combat	4	D3	-3

*Demolition:* If a rock drill is used against a stationary target (e.g. a Gateway), then its Strength is doubled.

### SHEARS

Huge shears are used for harvesting fungi and scrap metals. Their fearsome sharpened blades are quite capable of snipping bits off an unfortunate human.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-1

*Snip:* If a shears hit wounds on a roll of 6, roll another D6. If this roll is also a 6 the Pit Slave has snipped his opponent's head clean off unless the wound is saved. Fighters that suffer this fate are automatically dead so are crossed off the roster along with their equipment.

### ARMOUR PLATES

Pit slaves often fashion crude plates of armour from scrap debris. These give effective protection but are heavy and cumbersome to wear. Pit Slave gang members can carry up to three armour plates, each conferring a cumulative 6+ armour save. However, each plate reduces the Pit Slave's Initiative by -1 to a minimum of 1. Note that armour plates cannot be combined with flak, mesh or carapace armour.