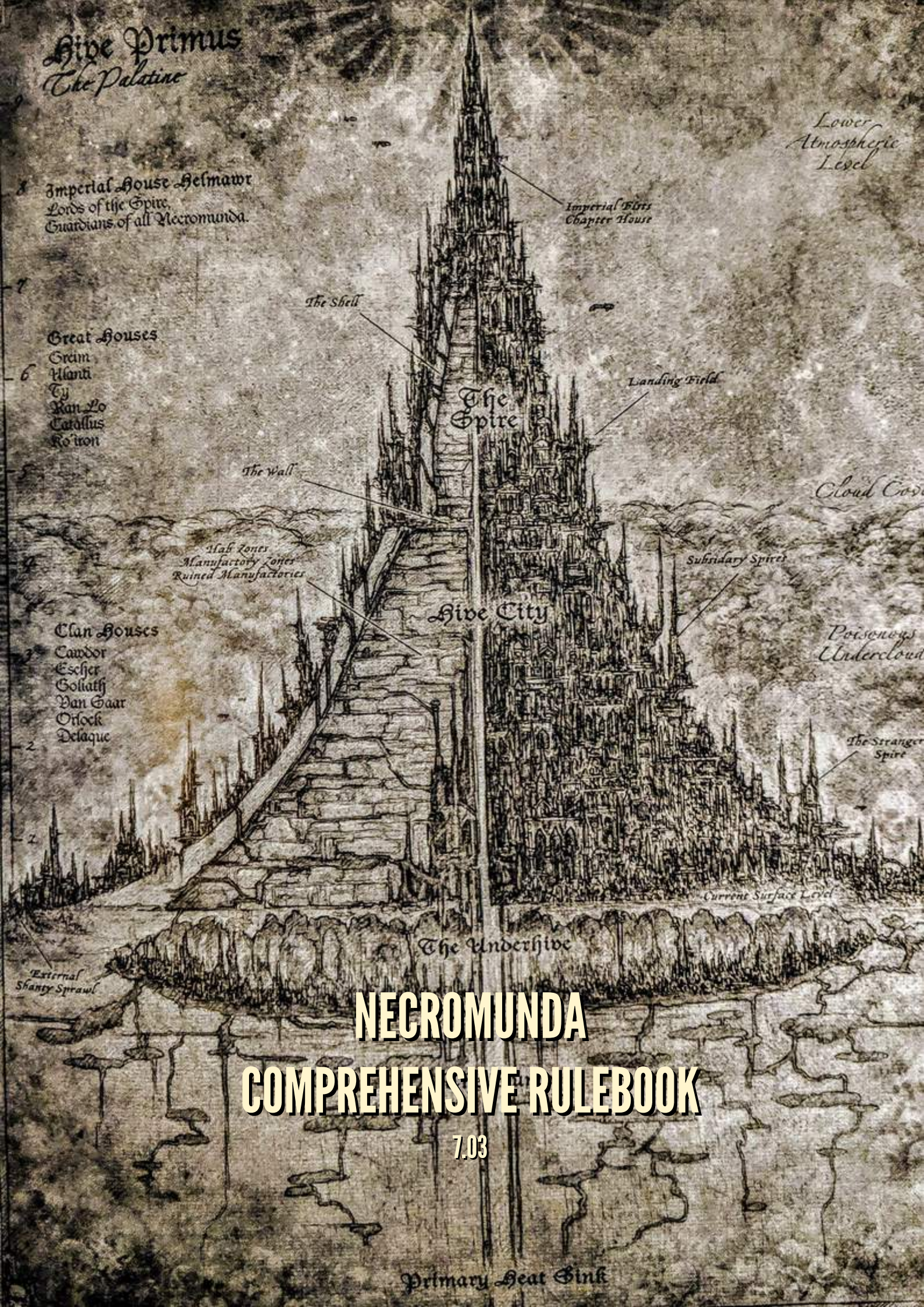

NECROMUNDA
COMPREHENSIVE RULEBOOK

7.03

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COMPREHENSIVE RULEBOOK

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Rev. 7.03 - 26/11/2019

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

- *Gangs of the Underhive (2018)*
- *Underhive Rulebook (2018)*
- *Dark Uprising Rulebook (2019)*
- *Book of Peril (2019)*
- *Book of Judgement (2019)*
- *Book of Ruin (2019)*
- ***Official errata*** *(2018-03-05) and* ***FAQ*** *(2018-12)*
- ***Bad Zone Delta-7*** *(with scenario: The Gauntlet)*
- *Scenario:* ***Monster Hunt***
- ***The Headsman - House Cawdor Executioner***
- *White Dwarf: Perpetual campaigns and scenario: Escape the Hive.*
- *All Tactics cards text from every pack (including* ***Web Exclusive****).*
  (You can check this ***useful resource link*** *from Xiądz for ready-to-print tactics cards).*
- ***YakTribe Answered Questions*** *(Community FAQ – v2018-06-11)*

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

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

Please consider buying Games Workshop products to support more release of this awesome game.

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

Aarhun had worked with many readers, and he offered special thanks to ***u/Shinzuer***, ***u/True_Mindslide***, ***u/dumire1***, ***u/truePooEyes***, ***u/carcharodon99***, ***u/TopsyKretts87, u/Corran_dk***, ***u/Syranthel***, ***u/Bobthefighter***, ***u/MaleficentCrew***, ***u/kernbanks***, ***u/Kanthes, u/Autoxidation, u/thanejaw, u/DokFraz, u/Seraph_TC*** *for their help, and all people correcting, giving ideas to improve this document and supporting us.*

Have fun in the underworld !

Deep Fried Bar

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PART ONE: THE RULES

GANG FIGHTERS AND THEIR WEAPONRY

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

CHARACTERISTICS PROFILES

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

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	1	4+	1	6+	7+	7+	7+

A fighter's characteristics are defined as follows:

MOVE (M)

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

WEAPON SKILL (WS)

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

BALLISTIC SKILL (BS)

This shows the fighter's proficiency with ranged weapons.

STRENGTH (S)

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

TOUGHNESS (T)

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

WOUNDS (W)

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

INITIATIVE (I)

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

ATTACKS (A)

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

LEADERSHIP (LD)

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

COOL (CL)

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

WILLPOWER (WILL)

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

INTELLIGENCE (INT)

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

MODIFYING CHARACTERISTICS

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

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

CHARACTERISTICS CHECKS

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

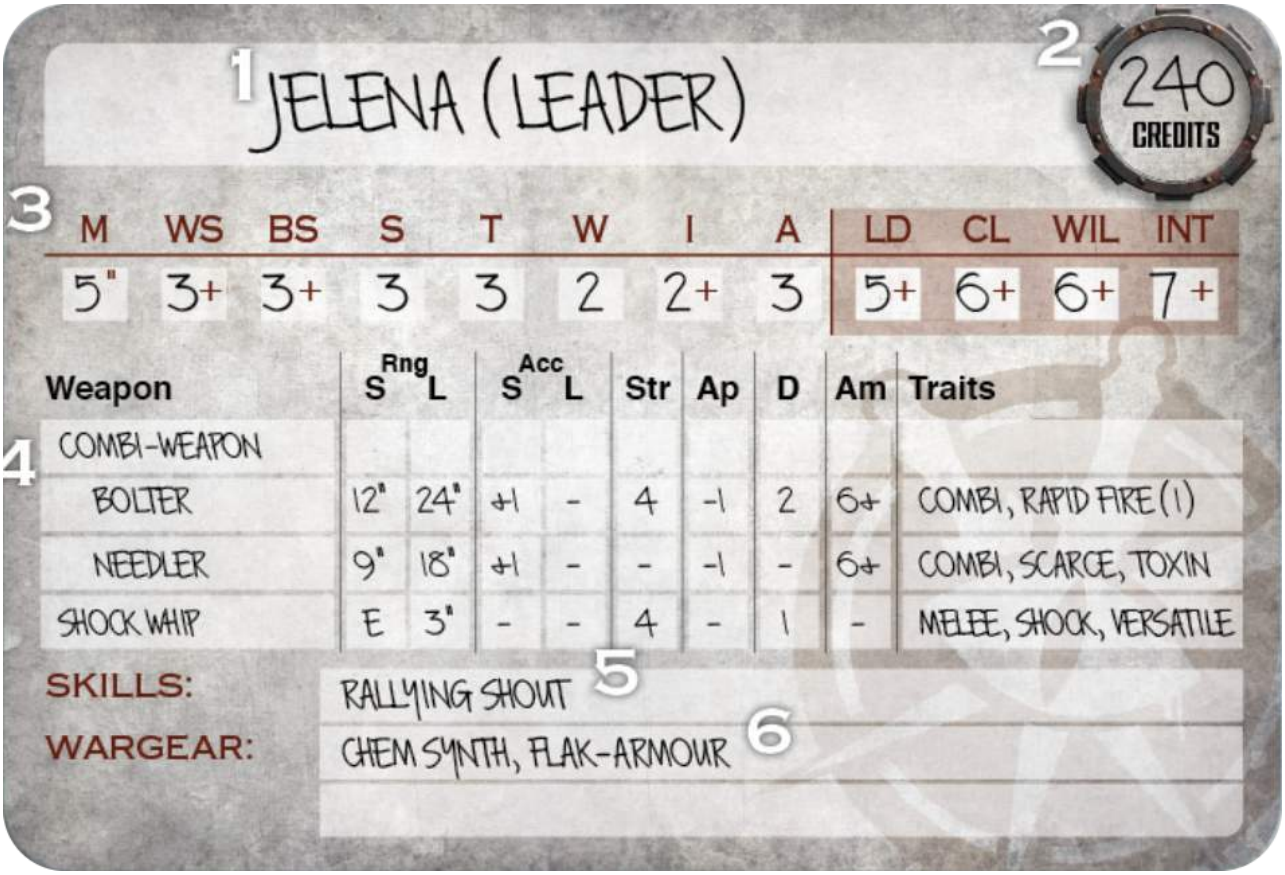
- For Weapon Skill, Ballistic Skill and Initiative, roll a D6. If the result is equal to or higher than the characteristic, the check is passed.
- For Leadership, Cool, Willpower and Intelligence, roll 2D6. If the result is equal to or higher than the characteristic, the check is passed.
- For Strength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

MODELS AND FIGHTER CARDS

Each player's gang is made up of a number of fighters, each of which is represented by a model on the tabletop and a Fighter card filled in with their characteristics, equipment and other useful reference information. Blank fighter cards can be found in the Necromunda: Underhive boxed set and are available separately. Blank Fighter cards with the logo of each House can be found in the various Tactics cards packs, perfect for Leaders and Champions.

Each Fighter card is split into several areas:

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



DESIGNER'S NOTE: THE GOLDEN RULE

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

WEAPON PROFILES

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

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

RANGE (RNG)

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

Some weapon ranges are shown as a letter rather than a number of inches. If a weapon's range is listed as an E, it can only be used against targets that are Engaged with the wielder. If a weapon's range is T, it uses the Flame template – **see page 9**. Weapons with range E or T normally only have a Long range, not a Short range, indicating that this is the furthest range at which the weapon can be used. Note, however, that in the case of weapons with the Versatile trait, a weapon may have a Short range of E and a Long range presented as a number of inches – **see page 89**.

ACCURACY (ACC)

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

STRENGTH (STR)

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

ARMOUR PIERCING (AP)

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

DAMAGE (D)

This represents how much damage the weapon inflicts. This in turn indicates how many Wounds the target loses or how many Injury dice are rolled against it as a result of the attack. This is explained in more detail **on page 47**.

AMMO (AMMO)

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

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

TRAITS

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

BLAST MARKERS AND FLAME TEMPLATES

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

GENERAL PRINCIPLES

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

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

DICE

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

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

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

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

MODIFYING ROLLS

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

FIREPOWER DICE

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

SCATTER DICE

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

RE-ROLLING AND ROLLING OFF

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

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

NATURAL ROLLS

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

VISIBILITY

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

VISION ARC

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



YAQ: *Vertically, fighters are considered to have a 180 degrees Vision arc in front of them, up and down.*

LINE OF SIGHT

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

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

WALLS AND SOLID TERRAIN FEATURES

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





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

DESIGNER'S NOTE:

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

COVER

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

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

The benefits of partial and full cover are discussed in more detail under the rules for shooting **on page 43**.

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



The second shows a fighter in partial cover:



The third shows a fighter in full cover:



LINE OF SIGHT AND COVER ON CARD ZONE MORTALIS TILES

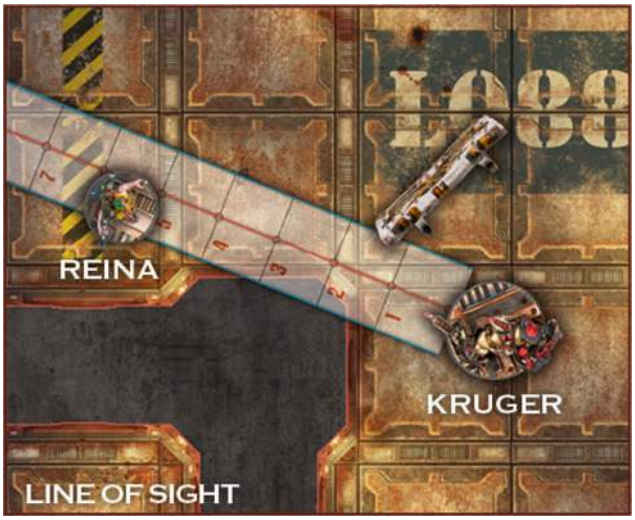
For the most part, the rules in this book deal with fighting battles over three dimensional terrain, be it the tight confines of Zone Mortalis or the open spaces and looming heights of Sector Mechanicus.

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

LINE OF SIGHT

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

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



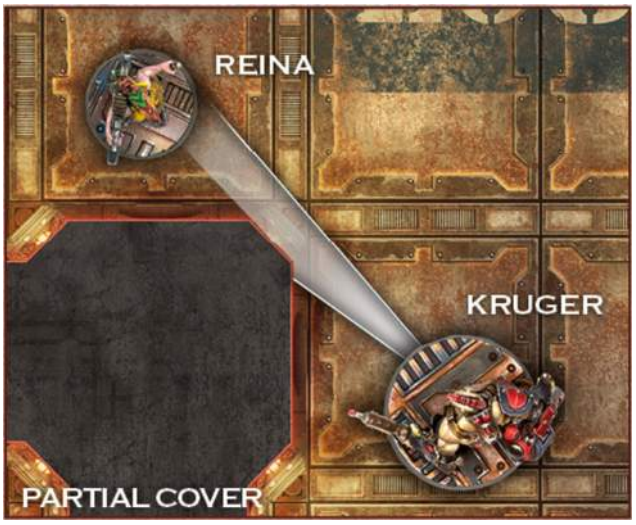
COVER

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

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

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

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



MEASUREMENT

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

MEASURING DISTANCES

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

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

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





WALLS AND SOLID TERRAIN FEATURES

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

TAKE-BACKS AND CHANGING ONE'S MIND

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

FIGHTER STATUSES

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

STANDING

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

SECONDARY STATUSES WHILE STANDING

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

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

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

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

PRONE

A fighter that is laid down is Prone. A Prone fighter has no facing and they effectively have no vision arc. Unless otherwise stated, Prone fighters never block line of sight – they are considered to be well out of the way of the action. A Prone fighter may be placed face-up or face-down, depending upon their Secondary Status.

SECONDARY STATUSES WHILE PRONE

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

PINNED: Fighters are generally Pinned as a result of being hit by enemy fire, and will need to spend an action to stand up, becoming Standing and Active. If a Prone fighter that is Pinned ever comes into base to base contact with an enemy fighter, they will immediately stand up, becoming Standing and Engaged, without having to spend an action to do so. A fighter can never be both Prone – Pinned and Engaged.

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

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

CONDITIONS

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

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

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

COMMON CONDITIONS

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

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

BROKEN: A fighter may become Broken as the result of seeing a friendly fighter Seriously Injured or taken Out of Action within 3" of them. Broken fighters may not perform any actions other than Running for Cover (Double) and if Engaged may only make Reaction attacks with a -2 modifier. They will make a Running for Cover (Double) action every time they are activated. Broken fighters may be rallied in the End phase.

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

OTHER CONDITIONS

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

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

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

CONCUSSION: Typically a Condition associated with the Concussion trait.

HIDDEN/REVEALED: Some scenarios or terrain rules, even some skills, require fighters to remain hidden.

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

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

WEBBED: Weapons with this Trait will leave a fighter hit unable to move or act.

TERRAIN

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

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

ZONE MORTALIS

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

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

DOORS: One of the most distinct features of Zone Mortalis battlefields, other than the tight, twisting corridors themselves, are the doorways that separate different sections. Players should note that doors are not limited to Zone Mortalis and fighters may wish to interact with them on a Sector Mechanics battlefield. Doors come in various sizes, but their rules are the same regardless of size – they are set up as part of the pre-battle sequence (**see page 147**).

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

Any fighter may open a closed door or close an open door by performing an Operate Door (Simple) action during their activation (**see page 21**).

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

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

A fighter cannot simply perform an Operate Door (Simple) action against a locked door unless they are part of the defending gang in certain scenarios (see below). Instead, they must perform an Access Door Terminal (Basic) action or a Force Door (Basic) action (**see page 21**) in order to unlock the door. Once a locked door has been opened in this way, it remains unlocked for the remainder of the battle.

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

MIND THE DOORS...

If a fighter is standing in an open doorway when the door is closed (in other words, they are in the way of a closing door), they must make an Initiative check. If the check is passed, they move up to 2" in a direction of their choice, but cannot end the move within 1" of an enemy fighter. If they cannot clear the doorway with this move, or if the Initiative test is failed, make an Injury roll for them using a Damage characteristic of 3. If they survive, move them as short a distance as possible so that they are no longer obstructing the door (randomise which side of the door they end up on if they are directly between the two sides); they cannot move within 1" of an enemy unless there is no alternative.

SECTOR MECHANICUS

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

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

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

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

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

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

THE RULES

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

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

GAME STRUCTURE

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

ROUND SEQUENCE

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

PRIORITY PHASE

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

ACTION PHASE

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

END PHASE

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

THE PRIORITY PHASE

The Priority phase is split into the following steps:

ROLL FOR PRIORITY
READY FIGHTERS

ROLL FOR PRIORITY

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

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

PRIORITY IN MULTI-PLAYER GAMES

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

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

READY FIGHTERS

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

THE ACTION PHASE

The Action phase consists of the following steps:

FLEEING THE BATTLEFIELD
ACTIVATE FIGHTERS

FLEEING THE BATTLEFIELD

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

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

LEADING BY EXAMPLE

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

- If the gang Leader passes their Cool check, any friendly fighters within 12" are considered to have passed their Cool check as well and will not flee the battlefield.
- If a Champion passes their Cool check, any friendly fighters (not including the Leader or another Champion) that are within 6" are considered to have passed their Cool check as well and will not flee the battlefield.
- Players should remember to consider the role of walls and solid terrain features when measuring the distance between a fighter and an inspirational Leader or Champion!

ACTIVATE FIGHTERS

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

When it is a player's turn, they must pick one of the fighters from their gang that is Ready and make up to two actions with them (this is referred to as 'activating' the fighter). The actions a Ready fighter can perform are governed by their current Status and Secondary Status. Players should note that certain Conditions will also limit the actions a fighter may make, most notably Broken. A fighter subject to the Broken Condition may only make a Running for Cover (Double) action when activated, regardless of Status or Secondary Status, as described **on page 15**.

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

GROUP ACTIVATIONS

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

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

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

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

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

TYPES OF ACTION

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

BASIC ACTION

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

SIMPLE ACTION

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

DOUBLE ACTION

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

ACTIONS

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

STANDING FIGHTERS

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

STANDING AND ACTIVE FIGHTERS

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

MOVE (SIMPLE): The fighter may:

- Move a distance up to their Movement characteristic.
- Climb vertically upwards or downwards **– see page 27.**
- Cross any gap between two platforms that is no wider than their base.
- Attempt to leap across a bigger gap provided that they have enough movement left to do so **– see page 27.**
- Attempt to jump down to a level below **– see page 27.**

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

CRAWL THROUGH DUCTWAY (DOUBLE): If the fighter is within 1" of a ductway, they may be placed within 1" of the other end of the ductway, provided they can be set up so that they are not within 1" of an enemy fighter and so that their base does not overlap that of another friendly fighter or an obstacle.

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

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

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

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

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

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

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

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

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

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

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

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

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

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

STANDING AND ENGAGED FIGHTERS

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

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

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

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

CANNIBALISE (BASIC): *Starving Fighters Only* The fighter feeds on the flesh of a wounded adversary. The action can be performed in place of a Fight or Coup de Grace action. It can only be made against fighters who are Prone and Seriously Injured. Immediately roll on the Lasting Injuries table (**see page 206**) for the fighter and apply the result, counting results of Lesson Learned (11) as Out Cold (12-26). Note, the Seriously Injured fighter remains on the battlefield, and may be fed on again, unless they roll a Critical Injury (61-65) or Memorable Death (66) result, in which case, they are removed from the battlefield and considered to have been taken Out of Action. A fighter who successfully fed using the Cannibalise action loses their Starving condition

PRONE FIGHTERS

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

PRONE AND PINNED FIGHTERS

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

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

CRAWL (DOUBLE): The fighter may move up to half of their Movement characteristic.

BLIND FIRE (DOUBLE): The fighter makes a ranged attack, treating their vision arc as 360 degrees. Subtract 2 from the result of any hit rolls.

RELOAD (SIMPLE): **(See previous entry)**.

PRONE AND SERIOUSLY INJURED FIGHTERS

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

CRAWL (DOUBLE): **(See previous entry)**.

BROKEN FIGHTERS

Fighters can be subject to the Broken Condition as described **on page 16**. Any fighter subject to the Broken Condition must perform a Running for Cover (Double) action when activated.

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

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

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

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

INSANITY

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

D6 Roll	Result
1-2	The fighter immediately becomes Broken **(see page 22)** – or, if they were already Broken, they flee the battlefield (even if their gang has not failed a Bottle test).
3-4	The opposing player can control the Insane fighter for the duration of this activation, treating them as part of their gang in all respects until their activation ends. As soon as their activation ends, the Insane fighter no longer counts as being a part of the opposing gang. In the case of a multi-player game, the winner of a roll-off between the other players will control the Insane fighter.
5-6	The fighter can act as normal. Once their activation is over, make a Willpower check for them. If it is passed, they lose their Insanity marker.

CHANGING FACING

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

ADDITIONAL ACTIONS

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

STANDING FIGHTERS

TERRAIN-SPECIFIC ACTIONS

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

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

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

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

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

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

CYCLE WASTE COMPACTOR (Basic) – *Waste Compactor***:** Make an Intelligence check for the fighter. If this check is passed, the Waste Compactor briefly surges into life and any fighters in the Compactor are taken Out of Action. In a campaign battle, no Lasting Injury roll is made; this automatically counts as 61-62

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

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

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

SCAVENGE (Double) – *Old Cache Badzone Card***:** Fighters can take the **Scavenge (Double)** action to search for loot. Roll a D6, adding 1 to the result for each other friendly fighter within 6". On a 6+, place a loot casket in base contact with the fighter.

SKILL-SPECIFIC ACTIONS

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

ORDER (Double) – *Models with Overseer only:* Pick a friendly fighter within 6''. That fighter can immediately make two actions as though it were their turn to activate, even if they are not Ready. If they are Ready, these actions do not remove their Ready marker.

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

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

EQUIPMENT-SPECIFIC ACTIONS ACTIONS

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

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

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

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

GRAPNEL (Double) – *Fighters with Grapnel Launcher Only*: The fighter can move up to 12'' in a straight line, in any direction. This move can take them to a different level, as long as they do not move through any terrain.

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

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

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

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

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

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

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

TACTICS CARDS ACTIONS

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

INTRIGUE-SPECIFIC *ACTIONS*

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

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

PLANT BOMB (Double) – *Gangs with Blow It Up! Intrigue Only:* The bomb carrier can perform the Plant Bomb (Double) action. If the bomb carrier completes this action once whilst within 6" of the centre of the battlefield then the bomb has been planted.

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

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

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

SCENARIO-SPECIFIC ACTIONS

Blood Ritual (Double) Action – *Attacking Fighters during Blood Rites Scenario Only* (**see page 390**): Attacking fighters in base contact with a downed fighter can take the Blood Ritual (Double) action. Each time this action is taken, the attacker gains a Blood token (this can be represented by a dice or appropriate marker). The downed fighter must then immediately make a Toughness check. If this check is passed, the downed fighter remains on the battlefield, otherwise remove the fighter.

COERCE (BASIC) ACTION – ***M****odels during Propaganda Scenario Only* (**see page 380**): Choose a Houseless Ganger within 3" and make a Leadership check for the coercing fighter. If the check is successful, place a token next to the Houseless Ganger to indicate that it is now part of the coercing fighter's gang. Houseless Gangers coerced into joining a fighter's gang become part of that fighter's gang for all intents and purposes and will gain a Ready marker at the beginning of the following round.

DEFILE RELIC (Double) – *Border Dispute and Sneak Attack Only* (see pages 340 and 334)*:* If an enemy fighter is able to get within 1" of an enemy gang's gang relic, they can make a Defile Relic (Double) action. Once a relic has been defiled, it no longer offers any bonuses to Cool checks and Leadership checks, and cannot be defiled again.

Drag (Double) Action – *Models during Blood Rites Scenario Only* (**see page 390**): During this scenario, when a fighter is taken Out of Action, roll on the Lasting Injuries table as normal, but do not remove them from the battlefield. Instead they are placed face-down if they were not already and become a 'downed fighter'. The fighter is still considered to have been taken Out of Action and will no longer gain Ready markers or be able to take actions for any reason. Fighters can move downed fighters with a Drag (Double) action, moving both themselves and the downed fighter up to their Movement value.

EMBARK/DISEMBARK (Simple) – *Scenarios with vehicles only* (**see page 350**)*:* A fighter may climb onto, or off, the caravan (or other vehicle) by performing an Embark/Disembark (Simple) action.

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

HARVEST GHAST (Double) – *Ghast Harvest Only* (see page 352) **-** A Standing and Active fighter that is in base contact with a ghast deposit may make a Harvest Ghast (Double) action. Make an Intelligence test for the fighter – if they pass, place a Loot marker on their card to represent a bag of unrefined ghast. After successfully harvesting, roll a D6. On a 6+, the ghast deposit is exhausted and removed from the battlefield.

LOOT CARAVAN (Simple) – *Scenarios with caravans only* (**see page 350**): Attackers that are Standing and Active and are within 1" of the caravan may loot it by performing a Loot Caravan (Simple) action. Each time a fighter takes this action, their player should place a Loot marker on the fighter's card – the number of Loot markers will determine how successful the heist has been. If an attacking fighter goes Out of Action, any Loot markers they have are discarded.

PLANT BOMB (Double) – *Manufactorium Raid* **(**see page 367): Any fighter in the attacker's crew makes the **Plant Bomb (double)** action if they are in base contact with one of the markers to plant a bomb. Players should indicate that the bomb has been planted by flipping over the marker or placing a frag trap or similar marker on it.

DISARM BOMB (Double) – *Manufactorium Raid Only* **(**see page 367): To disarm a bomb, a fighter must be in base contact with it and make the Disarm Bomb (Double) action and pass an Intelligence check. A disarmed bomb must be rearmed by an attacker following the same procedure as planting a bomb, and has its counter reduced to 1. If the Intelligence check to disarm a bomb fails and is also a double, then it explodes, as detailed above.

OWER UP (Simple) – *Scenarios with a Powered Down Automaton only* (see page 354): Unless the Arbitrator decides otherwise, at the start of the battle, an automata is in a powered-down state. To power up the automata, a fighter from either gang that is within 1" of it can perform a Power Up (Simple) action. The fighter makes an Intelligence check and, if passed, the automata becomes powered up. Once powered up, the automata immediately becomes Ready and will act as a part of the gang who powered it up until it powers down.

DESTROY DOOR (Double) – *Automata in Archaeo-Hunters Only* (see page 354)*:* If the automata is powered up and activates within 1" of the door to the vault, it can perform a Destroy Door (Double) action.

ROW (Double) – *Toll Bridge* (see page 370)*:* Fighters can use debris to cross the river, leaping from one to the other, or as a makeshift boat, standing on the piece of debris and moving it up to their Strength in inches as a Row (Double) action.

SCALE (Double) – *Settlement Attack only* (see page 466)*:* Attacking fighters beginning their activation in base contact with the Wall may take the Scale (Double) action. If they complete two of these actions in a row, place them on top of the Wall.

STANDING AND ENGAGED FIGHTERS

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

SKILL-SPECIFIC ACTIONS

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

EQUIPMENT-SPECIFIC ACTIONS

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

INTRIGUE-SPECIFIC ACTIONS

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

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

WYRD ACTIONS

Wyrds can make the following actions:

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

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

MAINTAIN CONTROL (SIMPLE) – Some Wyrd Power (X) actions are noted as being a Continuous Effect. Such a power lasts from when the psyker performs the action until the start of their next activation when it will expire.

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

A psyker can only ever have one Continuous Effect in play. If a psyker is Seriously Injured or taken Out of Action, any Continuous Effects will immediately expire.

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

MOVEMENT

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

MOVING MODELS

Fighters move by making actions. For example, a fighter might make a Move (Simple) action to advance cautiously, or may make two Move (Simple) actions in quick succession to run forward and cover a lot more ground. A fighter might Charge (Double) to get into combat, or Crawl (double) to get out of the firing line.

A fighter is not obliged to move their full movement allowance, they can move any distance up to their movement allowance, but they cannot move further. Movement need not be in a straight line, a fighter can zigzag around terrain as appropriate, though note that a Charge (Double) action should take the shortest route possible. After moving, a fighter can turn to face any direction.

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

THE 1" RULE

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

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

DIRECTLY TOWARDS AND DIRECTLY AWAY FROM

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

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

TERRAIN

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

DIFFICULT TERRAIN

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

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

DANGEROUS TERRAIN

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

A fighter may cross dangerous terrain in the same way as difficult terrain. However, the fighter must also pass an Initiative check. If this is passed, they cross the terrain safely. If they fail, they immediately go Out of Action and suffer a roll on the Lasting Injury table **(see page 48)**.

OBSTACLES

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

STRUCTURES

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

CLOSE COMBAT ACROSS BARRICADES

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

IMPASSABLE TERRAIN AND SOLID TERRAIN FEATURES

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

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

CLIMBING

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

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

STEPPING UP: During a fighter's move, a fighter may freely 'step up' onto another level or platform of a structure, provided that it is no more than ½" higher than the level they are currently on. If the difference in height is more than ½", they must climb as described above.

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

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

LEAPING GAPS

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

JUMPING DOWN

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

FALLING HAZARDS

A fighter is at risk of falling if they go from Standing to Prone whilst within ½" of the edge of a level or platform. Should this happen, the fighter must make an Initiative check. If the check is passed, nothing happens. If the check is failed or if a natural 1 is rolled, the fighter will fall as described below.

RAILINGS: If the nearest edge of a level or platform is bounded by a railing or similar barrier at least ½" tall, the chance of falling is reduced. Add 1 to the result of the Initiative check to see if the fighter falls.

FALLING

If a fighter falls 3" or more, they will take a hit as described **on page 47** based on how far they fell, rounded up to the nearest inch:

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

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

If a falling fighter lands within ½" of a platform edge, they must pass an Initiative check or will fall again.

PITFALLS

Pitfalls are treated just like gaps, as described **on page 28**. Fighters can attempt to leap across Pitfalls in exactly the same way as they would leap across any other gap.

Additionally, Pitfalls are Falling Hazards and a fighter risks falling into a Pitfall should they go from Standing to Prone whilst within ½" of a Pitfall. Should this happen, the fighter must make an Initiative check. If the check is passed, nothing happens. If the check is failed or if a natural 1 is rolled, the fighter will fall into the Pitfall. When a fighter falls into a Pitfall, they immediately go Out of Action and, during a campaign game, a single roll is made on the Lasting Injuries table, representing the fighter falling into a different level of the underhive.

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

BADZONE TERRAIN AND DELTA-7 TILES

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

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

DESIGNER'S NOTE: CREATING YOUR OWN BATTLEFIELDS

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

BADZONE DELTA-7

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

INDUSTRIAL TERRAIN

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

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

DESIGNER'S NOTE: USING INDUSTRIAL TERRAIN

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

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

CONTROL PANELS & CONSOLES

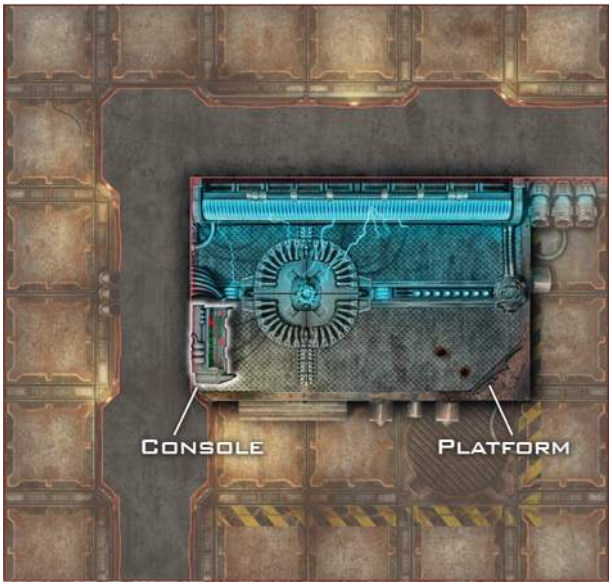
Control Panels exist on some pieces of Sector Mechanicus terrain, or might be freestanding pieces of scenery placed next to a piece of Industrial Terrain, such as the door terminals from Necromunda: Underhive. Players should agree beforehand what constitutes a Control Panel, and a Control Panel should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

DANGEROUS INDUSTRIAL TERRAIN

Some kinds of Industrial Terrain are considered dangerous, usually because they might explode if hit by a stray round. Dangerous Industrial Terrain, as indicated in its description, can be targeted with attacks and might be hit with Stray Shots. A fighter can purposefully attack a piece of Dangerous Industrial Terrain with either a ranged or a Melee weapon, counting the terrain as if it were an enemy fighter and choosing a point on the terrain as their target. If a ranged attack against an enemy fighter using a piece of Dangerous Industrial Terrain as cover misses, roll to see if the terrain is hit using the rules for Stray Shots, just as if the terrain were another fighter. If a piece of terrain is hit by a Stray Shot, the point hit will be the area of the terrain closest to the original target.

If Dangerous Industrial Terrain is hit, don't make any saves or roll to wound, instead refer to the terrain's description to see what the effects are.

ARCHAEOTECH DEVICE



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

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

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**
Electric Shock	-	-	-	-	2	-	1	-	Shock

ON A SECTOR MECHANICUS BATTLEFIELD…

Most importantly, the terrain feature representing the Archaeotech Device should have a Console; if it does not, a Door Terminal can be placed adjacent to the device to count as the Console. If the terrain feature representing the Archaeotech Device does not have a 'Platform' or something similar, the Activate Console (Basic) action will affect any fighters that are within 3" of the terrain feature.

FURNACE FLOOR



The Furnace is treated in the same way as a Pitfall, as described **on page 29**. However, in a campaign battle, no Lasting Injury roll is made for any fighter that falls into a Furnace; this automatically counts as a 61-65 (Critical Injury).

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

ON A SECTOR MECHANICUS BATTLEFIELD…

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

INDUSTRIAL CLAWS AND HOOKS

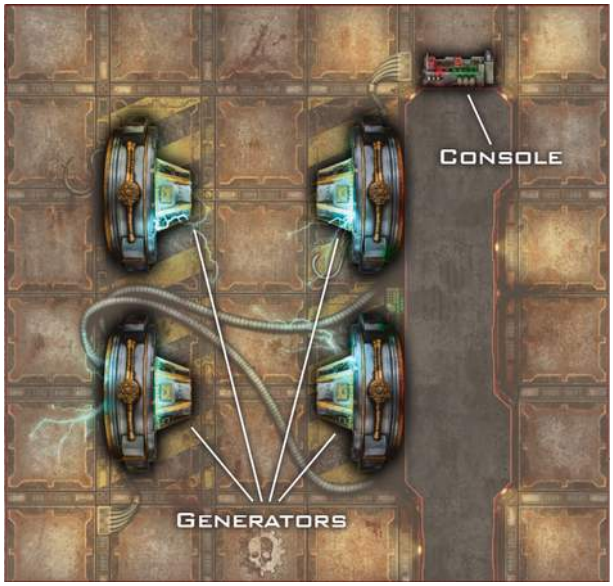
Industrial structures are often hung with lifting claws or hooks for the moving of heavy goods. In the forgotten places of the underhive, fighters use these ancient mechanisms to climb crumbling structures, lift caskets and wounded comrades to safety or even as improvised weapons.

Quick Climbing: Draw an invisible vertical line from the Claw itself, or from where the Claw connects to the structure, down to ground level. A fighter within 3" of this line can make the Climb (Simple) action to ascend or descend, as described **on page 28**.

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

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

MALFUNCTIONING GENERATORIUM



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

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

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

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

ON A SECTOR MECHANICUS BATTLEFIELD…

As with the Archaeotech Device, it is most important that the terrain feature representing the Generators should have a Console; if it does not, a Door Terminal can be placed adjacent to the device to count as the Console.

Generators should be placed in pairs – after all the greatest risk lies in passing between two – but there is no limit to how many can be placed.

PLASMA PIPES AND GENERATORS

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

High Pressure Plasma: If a Plasma Pipe or Generator is hit by a ranged or melee attack, roll a D6 and add the attacking weapon's Strength. If the result is a 9 or higher, the machine's iron skin has been pierced, unleashing a spray of burning plasma. Centre the 5" Blast marker on the point that was hit. Any fighter touched by the marker must pass an Initiative check or suffer a hit from a plasma grenade (**see page 63**).

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

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

PROMETHIUM PIPES AND RESERVOIRS

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

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

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**S**	**AP**	**D**	**Am**	**Traits**
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template

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

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

SEWAGE CHANNEL



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

If the result is lower, they become Prone and Pinned. If a fighter began their activation within the Sewage

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

ON A SECTOR MECHANICUS BATTLEFIELD…

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

SLUDGE FARM



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

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

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

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

ON A SECTOR MECHANICUS BATTLEFIELD…

Sludge Vats do not have to be at ground level. As with other features, they could be modelled several stories high, or as very large, open areas. These can be criss-crossed with overhead walkways, gantries and platforms, with lots of ladders to different levels, giving fighters easy access to them.

SERVICE HATCHES

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

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

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

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

SMOKESTACKS

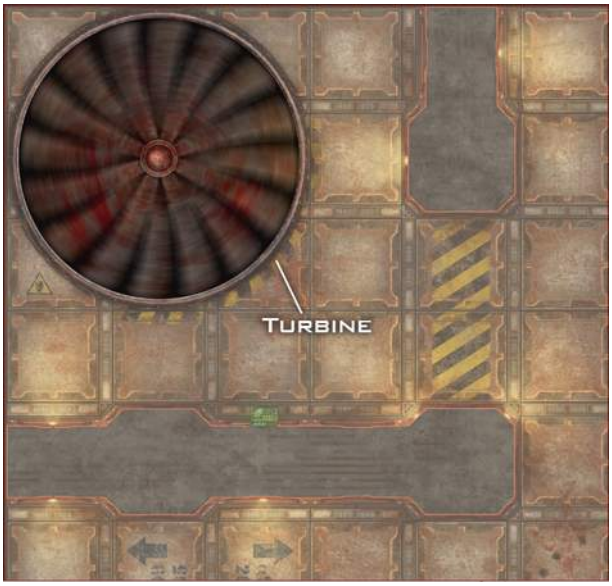
Whilst most of the most toxic by-products of hive industry are expelled into the wastes, some by necessity or simply for ease are pumped into the domes of the underhive. Smokestacks provide outlets for furnaces, refineries and forges, casting their noxious fumes into the air.

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

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

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

VENTILATION TUNNEL



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

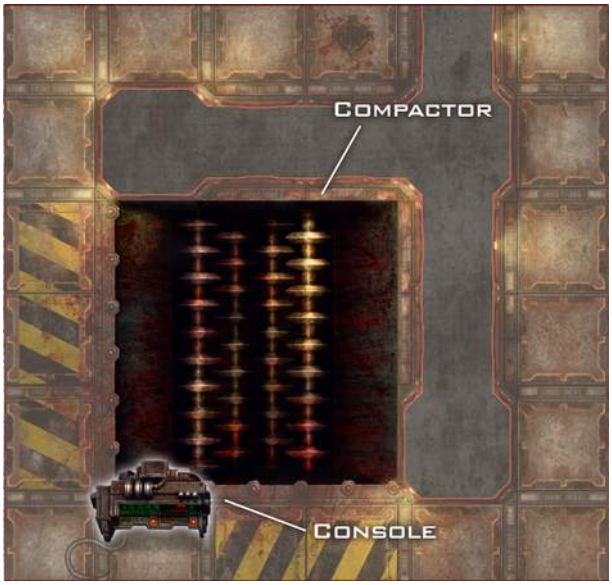
If a fighter moves into the Turbine, they go Out of Action immediately. In a campaign battle, D3 Lasting Injury rolls are made against the fighter rather than the usual one.

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

ON A SECTOR MECHANICUS BATTLEFIELD…

As with a Furnace, there are many ways a Turbine can be represented on a Sector Mechanicus battlefield, and what's more, it doesn't even need to be set into the floor. One of the more interesting options is to have an upright Turbine mounted in a wall. Such terrain features can be placed at any level.

WASTE COMPACTOR



The Compactor follows the rules for Pitfalls (see Collapsed Sections); however, if a fighter falls into it, they are not taken Out of Action. Instead, they become Prone and Pinned within the Compactor, and their activation ends immediately.

Next time the fighter is activated, they must perform two Move (Simple) actions to climb out of the Compactor. At the end of this activation, they become Prone and Pinned at the edge of the Compactor. Additionally, any Standing and Active fighter within 1" of the Console (and not within the Compactor!) can perform the following action:

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

ON A SECTOR MECHANICUS BATTLEFIELD…

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

HIVE RUINS

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

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

DESIGNER'S NOTE: HIGH VALUE TARGETS

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

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

ANCIENT IMPERIUM

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

Holy Imperialis: Forgotten statues of Space Marines, fallen Aquila and stained glass windows depicting Imperial Saints are some of the powerful icons of the Imperium that might be found in the underhive. Fighters within 6" of a Holy Imperialis draw courage from the presence of such relics and the knowledge that the distant Emperor watches over them, adding 2 to the result of any Willpower checks they must make. Fighters opposed to the Imperium, such as Chaos or Genestealer Cultists, find such edifices deeply intimidating, and so while within 6" of them subtract 2 from dice rolls when making Willpower checks.

Mechanicus Arcana: Strange devices are often abandoned in the underhive, long forgotten by their previous owners. At the end of the battle, if a gang has at least one fighter within 1" of a piece of Mechanicus Arcana and their opponent does not, they gain an additional D6x10 credits in addition to any other scenario rewards.

Ancient Terminal: Arcane control systems left behind by the hive's builders can be found throughout the underhive, most are dead and broken, though some flicker with the last vestiges of life. A fighter within 1" of an Ancient Terminal may make an Access Terminal (Double) action. Make an Intelligence check for the fighter with a -2 modifier to the roll. If successful, the fighter has acquired some useful secrets from the ancient machine and should roll a D6. On a 1 or 2, their gang gains D6 Reputation. On a 3 or 4, their gang gains D6x10 credits. On a 5 or 6, the fighter gains D6 Experience points. If the Intelligence check was both successful and a double, they gain 2D6x10 credits in addition to any other rewards. Once an Ancient Terminal has been interacted with, it becomes inert and has no further effect on the game.

ABANDONED HARDWARE

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

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

Medicae Station: Auto-chirurgeons are rare and valuable artefacts, sometimes found hidden away in the ruins of abandoned medicae centres or hab structures. In the End phase, a Seriously Injured fighter within 3" of a Medicae Station can make an Intelligence check instead of making a Recovery test as normal. If successful, count their Recovery test as if they had rolled a Flesh Wound. If they fail, instead count the result as Out of Action.

Vox Relay: Forgotten sections of the hive's extensive comms network can still be found in the underhive – and some of it even still works! A fighter within 3" of a Vox Relay can be included in a group activation performed by a Leader or Champion regardless of range. This does not increase the number of fighters that may participate in the group activation, only the range.

Force Barriers: Force barriers are remnants of restricted zones or heavy industry. Sometimes, gangs manage to get these ancient pieces of tech working to defend their turf. Each Force Barrier consists of two pylons, usually placed on either side of a corridor or doorway. Fighters hit by ranged attacks through a pair of pylons count as being equipped with a refractor field. Should this refractor field burn out, the pylons cease working for the remainder of the battle and no fighter may claim this bonus.

FORGOTTEN ORDNANCE

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

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

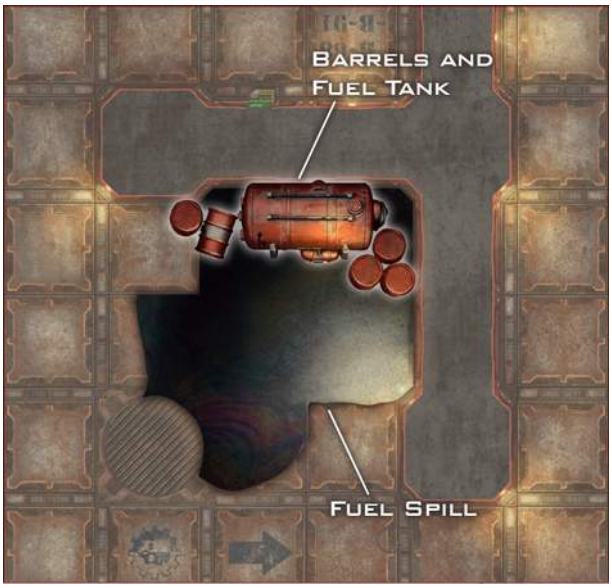
Fuel Drums and Ammo Crates: Drums and crates make for good cover, if potentially dangerous cover. Treat Fuel Barrels and Ammo Crates as Dangerous Industrial Terrain (**see page 28**). If a fuel barrel or ammo crate is hit by a ranged or Melee weapon attack, roll a D6 and add the Strength of the weapon. If the result is a 7 or higher, it explodes as if it were a frag grenade and is then removed from the board.

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

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

D6	Result
1	**Click!** The casket is fitted with a fiendishly clever needle-trap. The fighter that opened the crate must roll an Injury dice and apply the result, with no save possible.
2-3	**Fancy Threads:** The fighter that looted the casket immediately gains the Uphive Raiments Status Item.
4-5	**A Noble's Ransom:** The fighter that looted the casket immediately gains one item from the Personal Equipment section of the Trading Post, chosen by the controlling player.

PROMETHIUM CACHE



The Promethium Barrels and Fuel Tank on this tile can be targeted by ranged attacks as though they were fighters (they can also be hit by templates, Blast markers and stray shots – **see page 44**). If the Barrels and Fuel Tank are hit, roll a D6 and subtract the attacking weapon's Armour Penetration value. If the result is 4 or more, the shot is deflected. If the result is a 3 or less, a Barrel or the Fuel Tank itself is breached and there is a huge detonation.

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

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

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

ON A SECTOR MECHANICUS BATTLEFIELD…

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

CARNIVOROUS PLANTS

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

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

BARBED VENOMGORSE

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

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

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

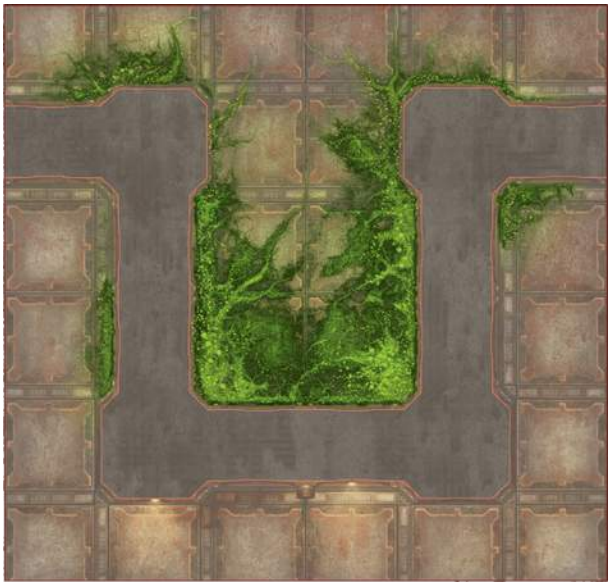
GRAPPLE WEED

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

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

Viscous Tongues: In the End phase of each round, after it has moved, each grove of Grapple Weed will make a single attack against any models within 3" of it (measuring this distance from the plant's branches). Count this attack as a Flail (**see page 64**) with a Strength of 4 and a WS of 3+. Models attacked by Grapple Weed do not count as being Engaged by it.

FUNGUS SPRAWL



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

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

If a fighter has an item of wargear that protects them against attacks made by weapons with the Gas trait (such as a respirator or filter plugs), it can be used as normal.

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

ON A SECTOR MECHANICUS BATTLEFIELD…

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

SHARDWRACK SPINES

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

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

Spitting Spines: In the End phase of each round, roll a D6 for each grove of Shardwrack Spines. On a 4+, it shoots spines at the closest fighter within 12". Count this attack as being from an autopistol (**see page 55**) with a BS of 4+. If the attack scores more than one hit, it must spread these out to as many models as possible. This attack cannot run out of ammo.

DESIGNER'S NOTE: DESTROYING CARNIVOROUS PLANTS

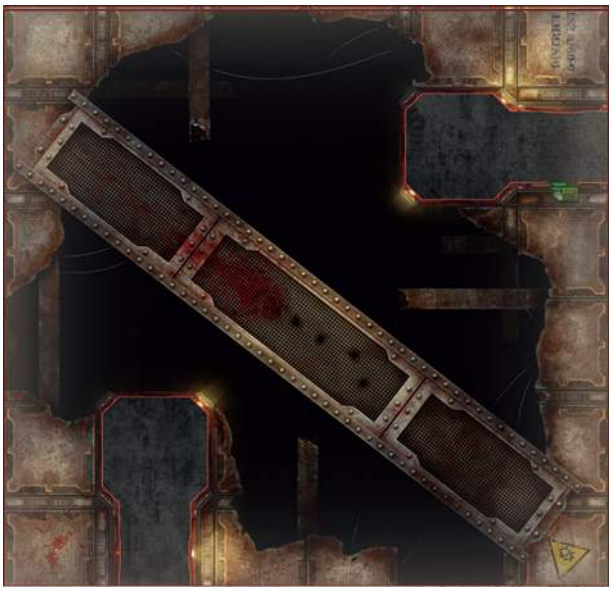
For simplicity, Carnivorous Plants are treated like other pieces of terrain and so cannot be destroyed. However, if players wish, they can allow fighters to clear areas of plant life and remove them from the battlefield. Most weapons are pretty ineffective against vegetation, bullets and blasts doing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

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

OTHER HAZARDS

COLLAPSED SECTIONS



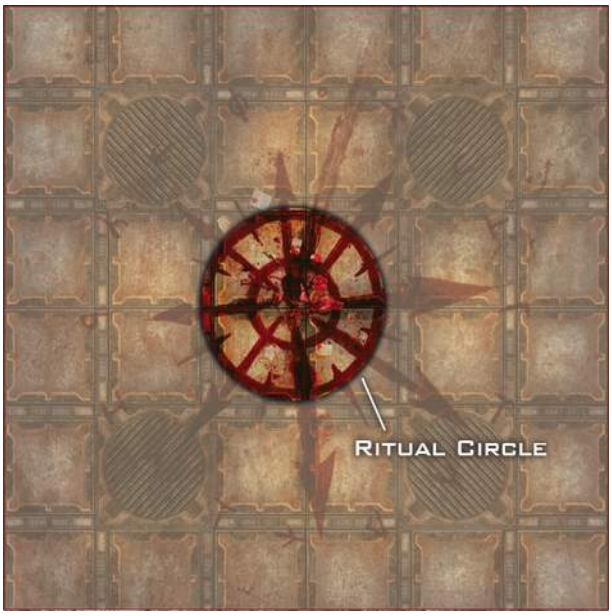


A Collapsed Section features one or more large Pitfalls, as described on page 29.

ON A SECTOR MECHANICUS BATTLEFIELD…

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

CULT RITUAL CHAMBER

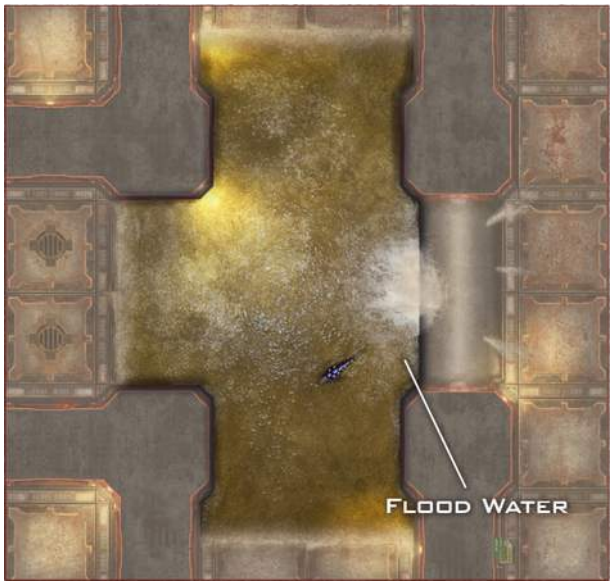


If a fighter ends their activation within 6" of the Ritual Circle, make a Willpower check for them. If the check is failed, the fighter immediately becomes subject to the Insanity condition, as described on **page 22**

ON A SECTOR MECHANICUS BATTLEFIELD…

When setting up terrain for a Sector Mechanicus battlefield, a suitable terrain feature (perhaps an idol or altar) can be used in place of the Ritual Circle

FLOODED PASSAGE

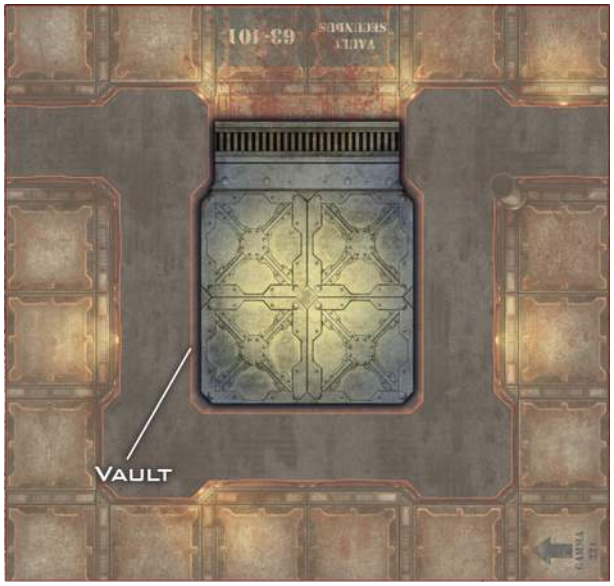


At the end of each End phase, roll a D6 for each Prone and Seriously Injured fighter in the Flood Water. On a 1, their injuries are too great to keep their head above the water and the fighter slips beneath the surface – the fighter immediately goes Out of Action and, during a campaign game, a single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

ON A SECTOR MECHANICUS BATTLEFIELD…

There are many ways to represent Flood Water on a Sector Mechanicus battlefield. From small pools of standing water used as scatter terrain, to large flooded areas, anything is possible, up to and including having the entire surface area of the battlefield covered in standing water at ground level.

SECURE VAULT



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

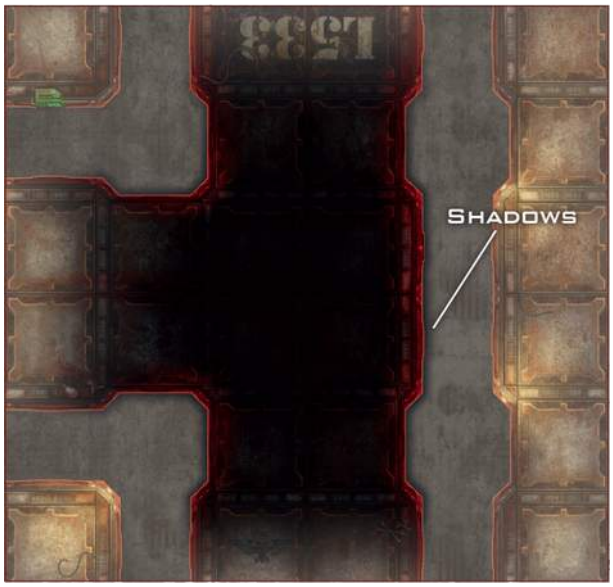
When attempting to open the Vault Door, Force Door (Basic) actions succeed if the roll is 11 or higher (rather than the usual 9), and Access Terminal (Basic) actions suffer a -4 modifier to the Intelligence check (rather than the usual -2).

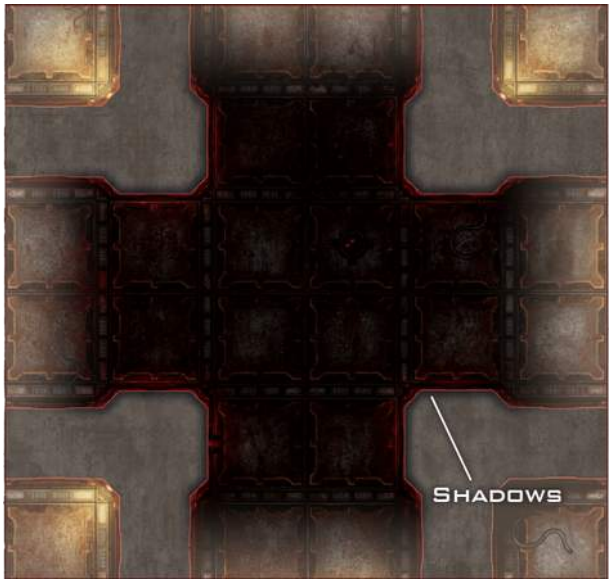
ON A SECTOR MECHANICUS BATTLEFIELD…

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

UNLIT CORRIDORS, UNLIT JUNCTION AND UNLIT CROSSROAD

The Darkened Corridor, Junction and Crossroad tiles and fighters within them are subject to the Pitch Black rules **on page 328**.



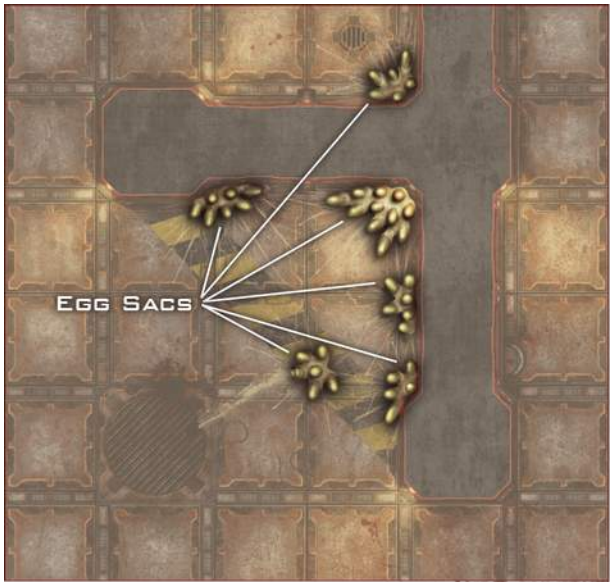




ON A SECTOR MECHANICUS BATTLEFIELD…

Obviously it is an easy matter to have an entire battlefield plunged into darkness using the Pitch Black rules. However, you may wish to experiment with the idea of having certain areas of the battlefield be in the dark and others illuminated. These could be areas behind or beneath other large terrain features, or secluded corners.

XENOS NESTING CHAMBER



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

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

ON A SECTOR MECHANICUS BATTLEFIELD…

Much like a Fungus Sprawl, the presence of Xenos Egg Sacs can be represented by any suitable pieces of scatter terrain, or by egg sacs modelled onto any other terrain feature. What matters most is that it should be simple to tell where the Egg Sacs are, making measurement between them and any fighters easy.

SHOOTING

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

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

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

1. DECLARE THE SHOT

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

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

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

2. CHECK THE RANGE

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

3. MAKE THE HIT ROLL

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

- **IN PARTIAL COVER (-1):** The target is in partial cover (**see page 12**), apply the modifier.
- **IN FULL COVER (-2):** The target is in full cover (**see page 12**), apply the modifier.
- **ACCURACY MODIFIER (+/-?):** If the weapon has an Accuracy modifier on its profile and the target is within that range, apply the modifier.
- **TARGET IS ENGAGED (-1):** If the target is Standing and Engaged, apply the modifier.
- **TARGET IS PRONE (-1, LONG RANGE ONLY):** If the target is Prone (either Pinned or Seriously Injured) and the attacker is firing at Long range, apply the modifier.
- **TWIN GUNS BLAZING (-1):** The fighter attacks with two weapons with the Sidearm trait. **See page 88.**

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

4. TARGET IS PINNED

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

5. RESOLVE HITS

Each attack that scores a hit is resolved as described **on page 47**.

BLAST MARKERS

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

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

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

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

FLAME TEMPLATES

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

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

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

BLAST MARKERS, FLAME TEMPLATES AND COVER

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

- If a fighter hit by a Blast marker is behind partial or full cover in relation to the central hole of the Blast marker, they will benefit from a positive modifier to their save roll.
- If a fighter hit by a Flame template is behind full or partial cover in relation to the fighter making the attack, they will benefit from a positive modifier to their save roll.

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

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

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

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

STRAY SHOTS

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

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

TWIN GUNS BLAZING

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

THE FIREPOWER DICE

When making an attack with a ranged weapon (including when using a weapon with the Sidearm trait in close combat), a Firepower dice must also be rolled, even if the hit roll is not made (for example, if the target is out of range, the attack automatically misses, but the Firepower dice must still be rolled), and even if the weapon does not have the Rapid Fire trait. If the Ammo symbol is rolled, there is a chance the weapon has run Out of Ammo. Make an Ammo check for the weapon, testing against its Ammo characteristic. If this check is passed, nothing happens. If this check is failed, the weapon itself becomes subject to the Out of Ammo condition. The attack that caused the check is resolved as normal, but the weapon cannot be used again until it is reloaded by performing a successful Reload (Simple) action for it.

FIREPOWER DICE CHART

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

MULTIPLE WEAPON PROFILES

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

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

CLOSE COMBAT

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

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

1. TURN TO FACE
2. PICK WEAPONS
3. DETERMINE ATTACK DICE
4. DECLARE TARGETS
5. MAKE HIT ROLL(S)
6. RESOLVE HITS
7. REACTION ATTACKS
8. CONSOLIDATE OR COUP DE GRACE

1. TURN TO FACE

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

2. PICK WEAPONS

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

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

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

3. DETERMINE ATTACK DICE

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

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

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

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

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

4. DECLARE TARGETS

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

5. MAKE HIT ROLL(S)

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

6. RESOLVE HITS

Each attack that scores a hit is resolved as described **on page 47**.

7. REACTION ATTACKS

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

8. CONSOLIDATE OR COUP DE GRACE

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

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

YAQ: When a fighter is Seriously injured in Close combat and then immediately taken Out of action with the free Coup de grâce action, how many Nerve tests should nearby friendly fighters take? *With the rules as written, nearby friendly fighters should each take two Nerve tests (one for the fighter being Seriously injured, and the other for them going Out of action). However, since the two events are practically simultaneous, they are treated as a single instance and only one Nerve test is required.*

ASSISTS AND INTERFERENCE

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

ASSISTS

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

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

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

INTERFERENCE

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

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

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

RESOLVE HITS

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

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

1. MAKE WOUND ROLL

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

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

2. MAKE A SAVE ROLL

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

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

Armour saves are made either:

- After the Wound roll is made but before the Wound is removed from the fighter, in which case the Wound is 'saved' and not removed.
- If the attack has a Damage '-' characteristic and causes an Injury dice to be rolled against the fighter for any reason, a save roll is made before any Injury dice are rolled.

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

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

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

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

3. INFLICT DAMAGE

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

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

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

INJURY DICE

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

- **OUT OF ACTION:** The fighter is immediately removed from play.
- **SERIOUS INJURY:** The fighter is placed Prone and laid face-down. They may successfully recover in a later End phase. If this injury was inflicted in close combat, the fighter may be vulnerable to a Coup de Grace action (**see page 21**).
- **FLESH WOUND:** The fighter suffers a Flesh Wound, reducing their Toughness characteristic by 1. If a fighter is reduced to Toughness 0, they go Out of Action.

INJURY DICE CHART

D6	Result
1-2	Flesh Wound
3-5	Serious Injury
6	Out of Action

DAMAGE ‘ - ’ WEAPONS

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

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

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

FALLING

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

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

LASTING INJURIES

If a fighter goes Out of Action during a campaign game, for any reason, immediately roll on the table below and apply the result:

D66	Lasting Injury
11	**Lesson Learned.** Into recovery, +D3 Experience.
12-26	**Out Cold.** No effect.
31-45	**Grievous Injury.** Into recovery.
46	**Humiliated.** Into recovery, -1 Ld and Cl.
51	**Head Injury.** Into recovery, -1 Int and Wil.
52	**Eye Injury.** Into recovery, -1 BS.
53	**Hand Injury.** Into recovery, -1 WS.
54	**Hobbled.** Into recovery, -1 M.
55	**Spinal Injury.** Into recovery, -1 S.
56	**Enfeebled.** Into recovery, -1 T.
61-65	**Critical Injury.** Dead, unless saved by a Doc (see page 149).
66	**Memorable Death.** Dead – attacker gains +1 Experience.

NERVE TESTS

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

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

When a fighter becomes Broken, they will immediately make a Running for Cover (Double) action as described on page 21. If the fighter is Ready, they lose their Ready marker.

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

END PHASE

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

1. MAKE BOTTLE TEST (IF NECESSARY).

2. MAKE RECOVERY TESTS FOR SERIOUSLY INJURED FIGHTERS.

3. MAKE RALLY TESTS FOR ANY BROKEN FIGHTERS.

BOTTLE TESTS

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

To make a Bottle test for the gang, roll a D6 and add to the result the total number of fighters that are Seriously Injured or Out of Action. If the final result is higher than the total number of fighters in the starting crew (the number of fighters who were present at the start of the battle, **see page 326**), then the gang as a whole has failed the Bottle test and has bottled out.

FLEEING THE BATTLEFIELD

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

LEADING BY EXAMPLE

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

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

RECOVERY TESTS

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

- If the result is Out of Action, the fighter is removed from play. During a campaign game, roll for Lasting Injuries as described **on page 48**.
- If the result is Seriously Injured, the fighter remains as they are, Prone and Seriously Injured.
- If the result is a Flesh Wound, the fighter suffers a Flesh Wound (**see page 47**) and becomes Prone and Pinned.

ASSISTANCE

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

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

MULTIPLE INJURY DICE

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

RALLY TESTS

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

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

PSYKERS

PSYCHIC POWERS

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

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

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

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

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

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

USING WYRD POWERS

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

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

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

PSYCHIC DUELS

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

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

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

PERILS OF THE WARP

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

2D6	Result
2-3	**A Tear in Reality!** *The Psyker loses control and warp energy tears reality apart around them.* Centre a 5" Blast marker on the Psyker; any fighter touched by the marker must pass a Willpower check or lose a wound. The Psyker then goes Out of Action.
4-5	**Immaterium Inverse.** *The Warp inverts upon those attempting to control it.* The Psyker becomes the target of the power (regardless of range). If the power is beneficial, the Psyker instead becomes Pinned and suffers a Strength 6 hit that inflicts 2 Damage ignoring armour saves. The power has no other effects.
6-8	**Whispers from the Warp.** *The psyker's mind is filled with screaming daemonic voices.* The psyker becomes subject to the Insanity condition. Place an Insanity marker on the psyker's Fighter card and roll a D6 on the Insanity table (**see page 22**) when they activate.
9-10	**Warp Surge!** *The Psyker's power becomes overcharged with warp energy.* The Psyker may immediately try to manifest the same power again as a free action, or if they were trying to disrupt a power, they may immediately manifest one of their own powers as a free action – this additional manifestation of the power can trigger Perils of the Warp as normal. After working out the effects of the power, the Psyker becomes Pinned and suffers a Strength 4 hit that inflicts 1 Damage ignoring armour saves.
11-12	**Daemonic Possession.** *Daemonic energy courses through the Psyker's body.* The Psyker increases their Movement, Strength, Toughness an Attacks characteristics all by 3 and their Weapon Skill to 2+. Their unarmed attacks inflict 2 Damage and have an AP of -1. In the End phase of the following round, or if the Psyker generates this result again, they go Out of Action.

SANCTIONED AND UNSANCTIONED PSYKERS

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

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

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

UNSANCTIONED PSYKERS: Should a psyker with this skill be taken Out of Action, the enemy gang is rewarded a bounty of D3x10 credits at the end of the battle. Should a psyker with this skill be captured and sold to the Guilders, they are worth their full value. Note that when a Hired Gun is captured, they can be sold immediately without the need to attempt a Rescue mission.

WYRD POWERS

BIOMANCY

HAMMERHAND

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

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

QUIKCENING

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

WARP STRENGTH

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

CHRONOMANCY

FREEZE TIME

(Double): All fighters that are within 6" of this fighter when Activated during the following round may only take a single action.

PYROMANCY

FLAME BLAST

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

SCOURING

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

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

TECHNOMANCY

WEAPON JINX

(Simple): Choose an enemy fighter within 18" of this fighter. The enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter.

TELEKINESIS

ASSAIL

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

DARK SHIELD

(Simple): Powerful energies envelop the Psyker, protecting them and their allies from harm. Until the End phase of this round, add 1 to the result of any save rolls made for the Psyker and any other fighters from their gang within 3" of them (if they do not have a save roll, they gain a 6+ save).

FORCE BLAST

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

LEVITATION

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

PSYCHIC SHOCKWAVE

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

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

TELEPATHY

HYPNOSIS

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

MADDENING VISIONS

(Basic), Continuous Effect: Nearby enemies find themselves struck by nightmarish apparitions as the Psyker becomes a conduit for unfettered warp energy. Until the End phase of this round, make a Willpower check for any enemy fighter who ends their turn within 3" of the Psyker. If the check is failed, the fighter is driven temporarily insane and becomes subject to the Insane Condition. Whilst subject to the Insane Condition, fighters activate as described **on page 22**.

MIND CONTROL

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

MIND LOCK

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

PREMONITION

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

PSYCHIC ASSAULT

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

PSYCHIC SCREAM

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

TERRIFY

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

UNBREAKABLE WILL

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

ZEALOT

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

UNDERHIVE ARMOURY

RANGED WEAPONS

PISTOLS

Weapon	Range S	Range L	Accuracy S	Accuracy L	Str	AP	D	Ammo	Traits
Artisan needle pistol with auto loader (Baertrum Arturos)	4''	9''	+2	-	-	-1	-	4+	Sidearm, Silent, Toxin
Autopistol	4''	12''	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm
- *fragmentation rounds*	4''	12''	+1	-	3	-1	1	4+	Limited, Rapid Fire (1), Sidearm
- *manstopper rounds*	4''	12''	+1	-	4	-	1	4+	Limited, Rapid Fire (1), Sidearm
- *phosphor rounds*	4''	12''	+1	-	3	-	1	4+	Flare, Rapid Fire (1), Scarce, Sidearm
- *plantbuster rounds*	4''	12''	+1	-	3	-	1	4+	Defoliate, Rapid Fire (1), Scarce, Sidearm
- *rad rounds*	4''	12''	-	-	3	-	1	4+	Rad-phage, Rapid Fire (1), Scarce, Sidearm
- *static rounds*	4''	12''	+1	-	3	-	1	4+	Limited, Rapid Fire (1), Shield Breaker, Shock, Sidearm
- *warp rounds*	4''	12''	+1	-	3	-	1	4+	Cursed, Limited, Sidearm, Single Shot
Compact autopistol (gun skull)	4''	12''	+1	-	2	-	1	4+	Rapid Fire (1), Scarce
Bolt pistol	6''	12''	+1	-	4	-1	2	6+	Sidearm
- *gas shells*	6''	12''	+1	-	4	-	1	6+	Blast (3''), Gas, Limited, Single Shot
- *gunk bolts*	6''	12''	-	-	4	-1	2	6+	Gunk, Sidearm
- *shatter shells*	6''	12''	+1	-	3	-1	1	6+	Blast (3''), Limited
Combi-pistol									
Primary component:									
- *autopistol*	4''	12''	+1	-	3	-	1	4+	Combi, Rapid Fire (1), Sidearm
- *bolt pistol*	6''	12''	+1	-	4	-1	2	6+	Combi, Sidearm
- *stub gun*	6''	12''	+2	-	3	-	1	4+	Combi, Plentiful, Sidearm
Secondary component:									
- *hand flamer*	-	T	-	-	3	-	1	5+	Blaze, Combi, Template, Unstable
- *plasma pistol*	6''	12''	+2	-	5	-1	2	5+	Combi, Scarce, Sidearm
Flechette pistol									
- *solid ammo*	4''	12''	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm, Silent
- *fleshbane ammo*	4''	12''	-	-	-	-	-	6+	Rapid Fire (1), Scarce, Sidearm, Silent, Toxin
Hand flamer	-	T	-	-	3	-	1	5+	Blaze, Template
Inferno pistol	6''	9''	-	-	8	-3	2	6+	Melta, Scarce, Sidearm
Laspistol	8''	12''	+1	-	3	-	1	2+	Plentiful, Sidearm
- *focusing crystal*	8''	12''	+1	-	3	-2	1	3+	Sidearm, Unstable
Las sub-carbine	4''	12''	+1	-	3	-	1	4+	Plentiful, Rapid Fire (1), Sidearm
- *focusing crystal*	4''	12''	+1	-	3	-2	1	5+	Rapid Fire (1), Sidearm, Unstable
Needle Pistol	4''	9''	+2	-	4	-1	-	6+	Scarce, Sidearm, Silent, Toxin
- *Chem darts*	4''	9''	+2	-	-	-	-	6+	Chem Delivery, Sidearm, Silent

	Range		Accuracy						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Plasma Pistol									
- *low*	6''	12''	+2	-	5	-1	2	5+	Scarce, Sidearm
- *maximal*	6''	12''	+1	-	7	-2	3	5+	Scarce, Sidearm, Unstable
Reclaimed autopistol	4''	12''	+1	-	3	-	1	5+	Rapid Fire (1), Scarce, Sidearm
- *phosphor rounds*	4''	12''	+1	-	3	-	1	5+	Flare, Rapid Fire (1), Scarce, Sidearm
- *plantbuster rounds*	4''	12''	+1	-	3	-	1	5+	Defoliate, Rapid Fire (1), Scarce, Sidearm
- *rad rounds*	4''	12''	-	-	3	-	1	5+	Rad-phage, Rapid Fire (1), Scarce, Sidearm
Stub gun	6''	12''	+2	-	3	-	1	4+	Plentiful, Sidearm
- *with dumdum rounds*	5''	10''	+1	-	4	-	1	4+	Limited, Sidearm
Web pistol	-	T	-	-	4	-	-	6+	Silent, Template, Web
Web projector (Van Saar Cyberachnid)	-	T	-	-	2	-	-	6+	Scarce, Template, Web
Withertouch pistol	6''	9''	-	-	3	-	1	6+	Melta, Sidearm, Silent, Toxin

BASIC WEAPONS

	Range		Accuracy						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Autogun	8''	24''	+1	-	3	-	1	4+	Rapid Fire (1)
- phosphor rounds	8''	24''	+1	-	3	-	1	4+	Flare, Rapid Fire (1), Scarce
- plantbuster rounds	8''	24''	+1	-	3	-	1	4+	Defoliate, Rapid Fire (1), Scarce
- rad rounds	8''	24''	-	-	3	-	1	4+	Rad-phage, Rapid Fire (1), Scarce
- static rounds	8''	24''	+1	-	3	-	1	4+	Limited, Shield Breaker, Shock, Rapid Fire (1)
- warp rounds	8''	24''	+1	-	3	-	1	4+	Cursed, Limited, Single Shot
Arc rifle	9''	24''	+2	-1	5	-	1	6+	Blaze, Rapid Fire (1), Shock
Boltgun	12''	24''	+1	-	4	-1	2	6+	Rapid Fire (1)
- gunk bolts	12''	24''	-	-1	4	-	1	5+	Gunk, Limited
- gas shells	12''	24''	+1	-	4	-	1	6+	Blast 3'', Gas, Limited, Single Shot
- shatter shells	12''	24''	+1	-	3	-1	1	6+	Blast 3'', Limited
Combat Shotgun									
- firestorm	-	T	-	-	5	-1	1	6+	Blaze, Limited, Template
- gas shells	4''	18''	+1	-	4	-	1	6+	Blast 3'', Gas, Limited, Single Shot
- phosphor rounds	-	T	-	-	2	-	1	4+	Flare, Scarce, Scattershot, Template
- plantbuster rounds	-	T	-	-	2	-	1	4+	Defoliate, Scarce, Scattershot, Template
- rad rounds	-	T	-	-	2	-	1	4+	Rad-phage, Scarce, Scattershot, Template
- salvo fire	4''	12''	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
- shatter shells	4''	18''	+1	-	3	-1	1	5+	Blast 3'', Limited
- shredder blast	-	T	-	-	2	-	1	4+	Scattershot, Template
Enforcer Boltgun	12''	24''	+1	-	4	-1	2	4+	Rapid Fire (1)
- with penetrator rounds	12''	24''	+1	-	4	-2	2	4+	Rapid Fire (1), Rending, Unstable
Enforcer Shotgun									
- with salvo rounds	4''	12''	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
- with shredder rounds	-	T	-	-	2	-	1	4+	Scattershot, Template
Kroot long rifle									
- ranged	12''	24''	+1	-	4	-	1	4+	Knockback, Plentiful
- close Combat	E	2''	-	-	+1	-	1	-	Disarm, Melee, Versatile
Lasgun	18''	24''	+1	-	3	-	1	2+	Plentiful
- focusing crystal	18''	24''	+1	-	3	-2	1	3+	Unstable
Las carbine	10''	24''	+1	-	3	-	1	4+	Plentiful, Rapid Fire (1)
- focusing crystal	10''	24''	+1	-	3	-2	1	5+	Rapid Fire (1), Unstable
Polearm/autogun									
- polearm	E	2''	-1	-	+1	-	1	-	Melee, Unwieldy, Versatile
- autogun	8''	24''	+1	-	3	-	1	5+	Rapid Fire (1)
Polearm/blunderbuss									
- polearm	E	2''	-1	-	+1	-	1	-	Melee, Unwieldy, Versatile
blunderbuss									
- grape shot	-	T	-	-	2	-	1	6+	Plentiful, Template, Scattershot
- purgation shot	-	T	-	-	3	-	1	6+	Blaze, Template, Scarce
- Emperor's wrath	8''	12''	-	-1	4	-1	2	4+	Knockback, Pulverise
Rak'Gol Razor Gun	6''	20''	-	-1	3	-2	1	6+	Rapid Fire (2), Toxin
Reclaimed autogun	8''	24''	+1	-	3	-	1	5+	Rapid Fire (1)
- phosphor rounds	8''	24''	+1	-	3	-	1	5+	Flare, Rapid Fire (1)
- plantbuster rounds	8''	24''	+1	-	3	-	1	5+	Defoliate, Rapid Fire (1)
- rad rounds	8''	24''	-	-	3	-	1	5+	Rad-phage, Rapid Fire (1)

	Range		Accuracy						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Sawn-off shotgun	4''	8''	+2	-	3	-	1	6+	Plentiful, Scattershot
- gas shells	4''	8''	+1	-	3	-	1	6+	Blast 3'', Gas, Limited, Single Shot
- phosphor rounds	4''	8''	+2	-	3	-	1	2+	Flare, Scarce, Scattershot
- plantbuster rounds	4''	8''	+2	-	3	-	1	2+	Defoliate, Scarce, Scattershot
- rad rounds	4''	8''	+1	-	3	-	1	2+	Rad-phage, Scarce, Scattershot
- shatter shells	4''	8''	+1	-	3	-1	1	5+	Blast 3'', Limited
Shotgun									
- acid rounds	4''	8''	+1	-	3	-1	1	5+	Blaze, Scattershot
- executioner ammo	4''	16''	-1	+1	4	-2	2	6+	Knockback, Limited
- gas shells	4''	18''	+1	-	4	-	1	6+	Blast 3'', Gas, Limited, Single Shot
- inferno ammo	4''	16''	+1	-	4	-	2	5+	Blaze, Limited
- phosphor rounds	4''	8''	+2	-	2	-	1	4+	Flare, Scarce, Scattershot
- plantbuster rounds	4''	8''	+2	-	2	-	1	4+	Defoliate, Scarce, Scattershot
- rad rounds	4''	8''	+1	-	2	-	1	4+	Rad-phage, Scarce, Scattershot
- scatter ammo	4''	8''	+2	-	2	-	1	4+	Scattershot
- shatter shells	4''	18''	+1	-	3	-1	1	5+	Blast 3'', Limited
- solid ammo	8''	16''	+1	-	4	-	2	4+	Knockback
Sling gun	6''	12''	+2	-	4	-2	1	5+	Rapid Fire (1), Scarce
Stake-Crossbow	5''	15''	+1	-	3	-	1	4+	Hexagrammatic, Silent
Stub cannon	9''	18''	-	-	5	-	1	3+	Knockback
- static rounds	9''	18''	-	-	5	-	1	3+	Limited, Knockback, Shield Breaker, Shock
- warp rounds	9''	18''	-	-	5	-	1	3+	Cursed, Knockback, Limited, Single Shot
Subjugation pattern grenade launcher									
- choke grenades	6''	24''	-1	-	-	-	-	5+	Blast (3''), Gas, Limited
- frag grenades	6''	24''	-1	-	3	-	1	6+	Blast (3''), Knockback
- krak grenades	6''	24''	-1	-	6	-2	2	6+	-
- photon flash grenades	6''	24''	-	-	-	-	-	5+	Blast (5''), Flash
- scare gas grenades	6''	24''	-1	-	-	-	-	6+	Blast (3''), Fear, Gas, Limited
- smoke grenades	6''	24''	-1	-	-	-	-	4+	Smoke
- stun grenades	6''	24''	-	-	2	-1	1	4+	Concussion, Grenade
Suppression laser									
- broad burst	4''	8''	+2	-	2	-	1	4+	Plentiful, Scattershot
- short burst	8''	16''	+1	-	4	-	2	4+	Knockback, Plentiful
- focusing crystal	8''	16''	+1	-	4	-2	2	5+	Knockback, Unstable
Throwing knives	Sx2	Sx4	-	-1	-	-1	-	5+	Scarce, Silent, Toxin
Warp storm Bolter	12''	24''	+1	-	4	-1	2	6+	Cursed, Rapid (1), Scarce

SPECIAL WEAPONS

Weapon	Range S	Range L	Accuracy S	Accuracy L	Str	AP	D	Ammo	Traits
Balefire thrower	-	T	-	-	4	-1	2	5+	Blaze, Cursed, Template
Chemical cloud breath (Escher Khimerix)	6''	12''	+1	-	3	-1	1	-	Blast (3'')
Combi-weapon									
Primary component:									
- *autogun*	8''	24''	+1	-	3	-	1	4+	Combi, Rapid Fire (1)
- *bolter*	12''	24''	+1	-	4	-1	2	6+	Combi, Rapid File (1)
- *lasgun*	18''	24''	+1	-	3	-	1	2+	Combi, Plentiful
Secondary component:									
- *flamer*	-	T	-	-	4	-1	1	5+	Blaze, Combi, Template, Unstable
- *grenade launcher (frag)*	6''	24''	-1	-	3	-	1	*	Blast (3''), Knockback, Single Shot
- *melta*	6''	12''	+1	-	8	-4	3	4+	Combi, Melta, Scarce
- *needler*	9''	18''	+1	-	-	-1	-	6+	Combi, Scarce, Silent, Toxin
- *plasma gun*	12''	24''	+2	-	5	-1	2	5+	Combi, Rapid Fire (1), Scarce
Concussion carbine	9''	18''	+1	-	3	-1	1	4+	Blast (3''), Concussion, Knockback, Seismic
Flamer	-	T	-	-	4	-1	1	5+	Blaze, Template
Gaseous eruption breath (Escher Khimerix)	-	T	-	-	-	-	-	-	Gas, Template
Grav-gun	9''	18''	+1	-	*	-1	2	5+	Blast (3''), Concussion, Graviton Pulse
Grenade Launcher									
- *anti-plant grenades*	6''	24''	-1	-	-	-	-	4+	Blast (3''), Defoliate
- *flare grenades*	6''	24''	-1	-	-	-	-	4+	Blast (3''), Flare
- *frag grenades*	6''	24''	-1	-	3	-	1	6+	Blast (3''), Knockback
- *krak grenades*	6''	24''	-1	-	6	-2	2	6+	-
- *choke grenades*	6''	24''	-1	-	-	-	-	5+	Blast (3''), Gas, Limited
- *photon flash grenades*	6''	24''	-	-	-	-	-	5+	Blast (5''), Flash
- *plasma grenades*	6''	24''	-1	-	5	-1	2	6+	Blast (3''), Unstable
- *scare gas grenades*	6''	24''	-1	-	-	-	-	6+	Blast (3''), Fear, Gas, Limited
- *smoke grenades*	6''	24''	-1	-	-	-	-	4+	Smoke
Hrud fusil									
- *low*	9''	18''	-	-	6	-1	2	5+	Rapid Fire (1), Scarce
- *maximal*	12''	24''	+1	-	8	-2	3	5+	Scarce, Unstable
Kai Hellspear	6''	18''	-	-	3	-3	1	3+	Impale, Pulverise, Rending
Long las	18''	36''	-	+1	4	-	1	2+	Plentiful
- *focusing crystal*	18''	36''	-	+1	4	-2	1	3+	Unstable
Long rifle	24''	48''	-	+1	4	-1	1	4+	Knockback
- static rounds	24''	48''	-	+1	4	-1	1	4+	Limited, Knockback, Shield Breaker, Shock
- warp rounds	24''	48''	-	+1	4	-1	1	4+	Cursed, Knockback, Limited, Single Shot
Meltagun	6''	12''	+1	-	8	-4	3	4+	Melta, Scarce
Necrotic Beamer									
- *ranged*	6''	12''	-	-1	6	-1	3	6+	Melta, Scarce, Scattershot
- *close combat*	E	3	+1	-	3	-	3	-	Melee, Melta, Versatile
Needle long rifle	24''	48''	-	+1	-	-2	-	6+	Scarce, Silent, Toxin
Needle Rifle	9''	18''	+2	-	-	-2	-	6+	Scarce, Silent, Toxin
- *chem darts*	9''	18''	+2	-	-	-	-	6+	Chem Delivery, Silent

SPECIAL WEAPONS

Weapon	Range S	Range L	Accuracy S	Accuracy L	Str	AP	D
Neural Flayer							
- *short Blast*	-	T	-	-	-	4+	Concussive, Fear, Flash, Template
- *full blast*	-	T	-	-	-	6+	Concussive, Fear, Flash, Gas, Pulverise, Template
“Nightshade” Chem-Thrower	-	T	-	-	-	5+	Gas, Silent, Template
Plasma gun							
- *low*	12’’	24’’	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
- *maximal*	12’’	24’’	+1	-	7	-2	3	5+	Scarce, Unstable
Rad gun	-	T	-	-	2	-2	1	4+	Rad-phage, Template
Sniper rifle	24’’	48’’	-	+1	4	-1	1	4+	Knockback, Rending
Storm bolter	12’’	24’’	+1	-	4	-1	2	6+	Rapid Fire (2), Scarce
Web gun	-	T	-	-	5	-	-	5+	Silent, Template, Web
Yu’vath Puzzle Box	3’’	6’’	+2	-	2	-1	1	3+	Rapid Fire (3), Scattershot, Unwieldy

HEAVY WEAPONS

	Range		Accuracy						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Assault stubber									
- *standard ammo*	20''	40''	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
- *tracer ammo*	20''	40''	-	-2	4	-2	2	5+	Rapid Fire (2), Unstable, Unwieldy
Autocannon	24''	48''	-	-	7	-2	2	4+	Knockback, Rapid Fire (1), Unwieldy
Demiurg Energy Drill	3''	9''	+2	-	7	-4	2	6+	Impale, Scarce, Unwieldy
Grav cannon	20''	80''	-1	+1	*	-1	2	5+	Blast (5''), Concussion, Graviton Pulse, Unwieldy
Harpoon launcher	6''	18''	+2	-	5	-3	1	5+	Drag, Impale, Scarce
Heavy bolter	18''	36''	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy
- gunk bolts	18''	36''	-	-	5	-2	2	6+	Gunk, Rapid Fire (2), Unwieldy
Heavy concussion ram	15''	30''	+1	-	4	-1	1	4+	Concussion, Knockback, Seismic
Heavy crossbow									
- *frag*	15''	30''	-	-1	4	-	1	4+	Blast (5''), Knockback, Unwieldy
- *krak*	15''	30''	-	-1	6	-2	2	6+	Unwieldy
Heavy flamer	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy
Heavy stubber	20''	40''	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
- *phosphor rounds*	20''	40''	-	-1	4	-1	1	4+	Flare, Limited, Rapid Fire (2), Unwieldy
- *plantbuster rounds*	20''	40''	-	-1	4	-1	1	4+	Defoliate, Limited, Rapid Fire (2), Unwieldy
- *rad rounds*	20''	40''	-	-1	4	-1	1	4+	Limited, Rad-phage, Rapid Fire (2), Unwieldy
- *static rounds*	20''	40''	-	-	4	-1	1	4+	Limited, Rapid Fire (2), Shield Breaker, Shock, Unwieldy
- *warp rounds*	20''	40''	-	-	4	-1	1	4+	Cursed, Limited, Single Shot, Unwieldy
Krumper "Rivet" Cannon									
- *rapid Fire*	3''	9''	+2	-	4	-1	2	3+	Rapid Fire (1), Rending
- *super-heated rivet*	3''	9''	+2	-	6	-2	2	3+	Blaze, Rending
Lascannon	24''	48''	-	+1	10	-3	3	4+	Knockback, Unwieldy
Mining laser	18''	24''	-	-1	9	-3	3	3+	Unwieldy
Missile launcher									
- *frag missile*	24''	48''	+1	-	4	-1	1	6+	Blast (5''), Knockback, Unwieldy
- *krak missile*	24''	48''	+1	-	6	-2	3	6+	Unwieldy
Mole launcher	20''	60''	-1	-	6	-2	1	5+	Blast (3''), Burrowing, Concussion, Unwieldy
Multi-melta	12''	24''	+1	-	8	-4	3	4+	Blast (3''), Melta, Scarce, Unwieldy
Plasma cannon									
- *low*	18''	36''	+1	-	6	-1	2	5+	Rapid Fire (1), Scarce, Unwieldy
- *maximal*	18''	36''	+1	-	8	-2	3	5+	Blast (3''), Scarce, Unstable, Unwieldy
Rad cannon	16''	32''	-	-1	2	-2	1	4+	Blast (5''), Rad-phage, Unwieldy
Seismic cannon									
- *short wave*	12''	24''	-	-1	6	-1	2	5+	Knockback, Rapid Fire (1), Seismic, Unwieldy
- *long wave*	12''	24''	-1	-	3	-	1	5+	Knockback, Rapid Fire (2), Seismic, Unwieldy
SLHG pattern assault ram 'Sledge hammer'									
- Assault ram	E	2''	-	-	S+2	-1	2	-	Knockback, Melee, Pulverise, Versatile
- Auxiliary grenade launcher:									
- *with choke gas grenades*	6''	24''	-1	-	-	-	-	5+	Blast (3''), Gas, Limited
- *with frag grenades*	6''	24''	-1	-	3	-	1	6+	Blast (3''), Knockback
Twin-linked heavy las carbine									
(Van Saar Arachni-rig)	15''	30''	+1	-	4	-	1	4+	Plentiful, Rapid Fire (3)
Twin-linked heavy stubber									
(Cawdor Stig-Shambler)	20''	40''	-	-1	4	-1	2	4+	Rapid Fire (3), Unwieldy

WEAPON ACCESSORIES

Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

YAQ guidance on attachments:

A Throwing knife cannot be fitted with any accessory

A weapon profile cannot be fitted with an accessory if that accessory would have no effect or a negative effect on the weapon (e.g. a Silent weapon cannot get a Gunshroud, a Long las cannot get a Telescopic sight, Template weapons cannot be fitted with accessories that give bonuses to the hit roll, etc.)

A weapon with multiple profiles (including combi weapons) can be fitted with an accessory if and only if at least one of its profiles can be fitted with that accessory. The accessory is ignored when using a profile that cannot be fitted with it. For the purpose of this rule, combi weapons and polearms are considered as respectively Basic/Special and Close combat/Basic weapons.

For the purpose of accessories, Pistols are divided into two sub-categories: 'Basic pistols' and 'Special pistols'. Basic pistols can only be fitted with accessories that can be fitted on both Basic weapons and Pistols. Special pistols can only be fitted with accessories that can be fitted on both Special weapons and Pistols. Basic pistols are as follows: Autopistol, Reclaimed autopistol, Bolt pistol, Laspistol, Las sub-carbine and Stub gun (every other Pistol is a Special pistol)

GUNSHROUD

(Pistols and Basic weapons)
A weapon fitted with a gunshroud gains the Silent trait.

HOTSHOT LAS PACK

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

INFRA-SIGHT

(Pistols, Basic, Special and Heavy weapons)

Weapons with the Rapid Fire (X) or Blast (3"/5") trait cannot be fitted with an infra-sight. A weapon with an infra-sight can be used to attack through smoke clouds (**see page 88**), and prove more effective in Pitch Black conditions (**see page 328**). In addition, there is no hit modifier when the weapon targets a fighter in partial cover, and a -1 modifier (instead of -2) when it targets a fighter in full cover.

YAQ: This does not stack with Trick Shot.

LAS-PROJECTOR

(Pistols, Basic and Special weapons)
The weapon's Short range accuracy bonus is improved by 1 (for example, if it is +1 it becomes +2; if it is – it becomes +1; if it is -1 it becomes –)

MONO-SIGHT

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

SUSPENSOR

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

TELESCOPIC SIGHT

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

GRENADES

	Range		Accuracy						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Anti-plant grenades	-	Sx3	-	-	-	-	-	4+	Blast (3''), Defoliate, Grenade
Blasting charges	-	Sx2	-	-	5	-1	2	5+	Blast (5''), Knockback, Grenade
Choke gas grenades	-	Sx3	-	-	-	-	-	5+	Blast (3''), Gas, Grenade
Demolitions charges	-	Sx2	-	-	6	-3	3	*	Blast (5''), Grenade, Single Shot
Flare grenades	-	Sx3	-	-	-	-	-	4+	Blast (5''), Flare, Grenade
Frag grenades	-	Sx3	-	-	3	-	1	4+	Blast (3''), Grenade, Knockback
Gunk bombs	-	Sx2	-	-	2	-	-	5+	Blast (3''), Grenade, Gunk
Incendiary charges		Sx3	-	-	3	-	1	5+	Blast (5''), Blaze, Grenade
Krak grenades	-	Sx3	-	-1	6	-2	2	4+	Demolitions, Grenade
Melta bombs		Sx3	-	-1	8	-4	3	6+	Demolitions, Grenade, Melta, Scarce
Mindflect shard	-	Sx3	-	-	3	-1	1	4+	Blast (5''), Cursed, Grenade
Phosphor canister	-	Sx3	-	-1	4	-3	2	5+	Blaze, Blast (3''), Grenade, Scarce
Photon flash grenades	-	Sx3	-	-	-	-	-	5+	Blast (5''), Flash, Grenade
Plasma grenade	-	Sx3	-	-	5	-1	2	4+	Blast (3''), Grenade, Unstable
Rad grenades		Sx3	-	-	2	-2	1	4+	Blast (3''), Grenade, Rad-phage
Scare gas grenades	-	Sx3	-	-	-	-	-	6+	Blast (3''), Fear, Gas, Grenade
Shard grenades	-	Sx3	-	-	2	-2	1	4+	Blast (5''), Cursed, Grenade, Rending
Smoke grenades	-	Sx3	-	-	-	-	-	4+	Smoke, Grenade
Stun grenades	-	Sx3	-	-	2	-1	1	4+	Concussion, Grenade

BOOBY TRAPS

	Range		Accuracy						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Frag trap	-	-	-	-	3	-	1	-	Blast (5''), Knockback, Single Shot
Gas Trap	-	-	-	-	-	-	-	-	Blast (5''), Gas, Single Shot
Melta trap	-	-	-	-	8	-4	3	-	Blast (5''), Melta, Single Shot

CLOSE COMBAT WEAPONS

	Range		Accuracy						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Arc welder ('Jotunn' Servitor)	-	E	-	-	+2	-3	3	-	Blaze, Melee
Augmetic fist ('Jotunn' Servitor)	-	E	-	-	+1	-1	2	-	Knockback, Melee
Axe	-	E	-	-	+1	-	1	-	Disarm, Melee
Beak & talons (Cawdor Sheen bird)	-	E	-	-	S	-1	2	-	Melee, Rending
Bone Sceptre (Queen Lorsha)	E	2''	-1	-	S+1	-	1	-	Melee, Versatile
Boning Sword	-	E	-	-	S	-2	2	-	Melee, Parry, Rending
Brute cleaver	-	E	-	-	S	-1	1	-	Disarm, Melee
Butcher's chain cleaver	-	E	-	-	S+1	-2	2	-	Melee, Shred
Butcher's cleaver	-	E	-	-	S+1	-1	1	-	Disarm, Melee
Cawdor polearm (Stig-shambler)	E	2''	-1	-	+1	-	1	-	Melee, Unwieldy, Versatile
Chain glaive	E	2''	-1	-	+2	-2	2	-	Melee, Unwieldy, Versatile
Chainaxe	-	E	-	+1	+1	-1	1	-	Disarm, Melee, Parry, Rending
Chainsword	-	E	-	+1	S	-1	1	-	Melee, Parry, Rending
Desire's Needle	-	E	+1	-	+2	-1	1	-	Chem Delivery, Melee, Power, Toxin
Digi laser	E	3''	-	-	1	-	1	6+	Digi, Melee, Versatile
Ferocious jaws (Goliath Sumpkroc)	-	E	-	-	S	-1	1	-	Melee, Rending
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Flail	-	E	-	+1	+1	-	1	-	Entangle, Melee
Flensing Knife	-	E	-	-	S	-1	1	-	Melee, Rending
Goredrinker axe	-	E	-	-	+3	-1	2	-	Melee, Reckless, Rending
Grab hook	E	2''	-	-	S	-	1	-	Melee, Disarm, Versatile
Grav-fist (Ambot)									
- *melee*	-	E	-	-	S	-1	2	-	Melee, Pulverise
- *ranged*	6''	12''	+1	-	*	-1	2	5+	Blast (3''), Graviton Pulse, Concussion
Heavy Chain Cleaver	-	E	-	+1	S+2	-2	2	-	Melee, Sever
Heavy club (Cawdor Stig-shambler)	-	E	-	-	S	-	2	-	Melee
Heavy rock cutter	-	E	-	-	+4	-4	3	-	Melee, Unwieldy
Heavy rock drill	-	E	-	-	+2	-3	2	-	Melee, Pulverise, Unwieldy
Heavy rock saw	-	E	-	+1	+3	-3	2	-	Melee, Rending, Unwieldy
Hex'iron blade	-	E	-	-	+1	-3	1	-	Cursed, Melee, Parry
'Hystrar' pattern energy shield	-	E	-	-	S	-	1	-	Energy Shield, Knockback, Melee
Las cutter	E	2''	+1	-	9	-3	2	6+	Melee, Scarce, Versatile
Lash whip	E	2''	-	-	S	-	1	-	Melee, Versatile
Lightning claw	-	E	-	+1	+1	-2	1	-	Melee, Parry, Power, Rending
Maul (club)	-	E	-	-	S	+1	2	-	Melee
Mutated fists & bone Spurs (Goliath 'Zerker)	E	2''	-	-	+1	-2	2	-	Knockback, Melee, Pulverise, Versatile
Open fists (Goliath 'Zerker)	-	E	-	-	S	-1	1	-	Knockback, Melee
Paired Butcher's Chain Cleavers	-	E	-	-	S+1	-2	2	-	Melee, Paired, Shred
Paired Heavy Chain Cleavers	-	E	-	+1	S+2	-2	2	-	Melee, Paired, Sever
Power axe	-	E	-	-	+2	-2	1	-	Disarm, Melee, Power
Power fist	-	E	-	-	+3	-3	3	-	Melee, Power, Pulverise, Unwieldy
Power hammer	-	E	-	-	+1	-1	2	-	Melee, Power

	Range		Accuracy						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Power knife	-	E	-	-	+1	-2	1	-	Backstab, Melee, Power
Power maul	-	E	-	-	+2	-1	1	-	Melee, Power
Power pick	-	E	-	-	+1	-3	1	-	Melee, Power, Pulverise
Power sword	-	E	-	-	+1	-2	1	-	Melee, Parry, Power
Razor Sharp Talons (Escher Khimerix)	-	E	-	-	+1	-2	3	-	Melee, Rending
Rotary Flensing Saw	E	4"	-	-1	S+1	-2	2	-	Knockback, Melee, Shred, Versatile
'Renderizer' serrated axe	-	E	-	-	+2	-1	2	-	Melee, Pulverise, Unwieldy
Savage Bite (Cyber-mastiff)	-	E	-	-	S	-2	1	-	Disarm, Melee
Servitor combat weapon (Lugger)	-	E	-	-	S	-1	1	-	Knockback, Melee
Servo arm (Van Saar Servo-suit)	E	3''	-	+1	S	-	1	-	Melee, Versatile
Servo-claw	-	E	-	-	+2	-	2	-	Melee
Shock baton	-	E	-	-	S	-	1	-	Melee, Parry, Shock
Shock stave	E	2''	-	-	+1	-	1	-	Melee, Shock, Versatile
Shock tendrils (Delaque Cephalopod Spekter)	E	2''	-	-	+1	-	1	-	Melee, Shock, Versatile
Shock whip	E	3''	-1	-	+1	-	1	-	Melee, Shock, Versatile
Spud-jacker	-	E	-	-	+1	-	1	-	Knockback, Melee
Staff of office	-	E	-	-	S	-	1	-	Melee, Parry
Stiletto Knife	-	E	-	-	-	-	-	-	Melee, Toxin
Stiletto Sword	-	E	-	-	-	-1	-	-	Melee, Parry, Toxin
Sword	-	E	-	+1	S	-1	1	-	Melee, Parry
Talons (Khimerix and Phyrr Cat)	-	E	-	-	S	-1	2	-	Melee, Pulverise
Tenebrous scourge	E	3''	-	-	+3	-	1	-	Entangle, Melee, Power, Versatile
Thunder hammer	-	E	-	-	+1	-1	3	-	Melee, Power, Shock
Tunnelling claw (Ambot)									
- *melee*	-	E	-	-	S	-1	2	-	Melee
- *ranged*	4''	8''	-	-	6	-2	2	5+	Melta, Scarce, Sidearm
Two-handed axe	-	E	-	-1	+2	-	2	-	Melee, Unwieldy
Two-handed hammer	-	E	-	-1	+1	-	3	-	Melee, Knockback, Unwieldy
Venomous bite (Cyberachnid)	-	E	-	-	-	-	-	-	Melee, Toxin
Vigilance pattern assault shield	-	E	-	-	S	-	1	-	Assault Shield, Knockback, Melee
Web gauntlet	-	E	-	+1	3	-	-	-	Backstab, Melee, Web
Whisperbane knife	-	E	+2	-	S	-	1	-	Backstab, Melee, Scattershot
Xenarch Death-arc	E	5''	+1	-	3	-	1	2+	Melee, Plentiful, Rapid Fire (2), Shock, Versatile

ARMOUR

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

ABLATIVE OVERLAY

Sometimes the best way to improve a suit of armour is to add even more armour over the top. An ablative overlay is a layer of armour that can be worn in addition to another suit of armour, or can be worn on its own. It can range from sophisticated gel coatings and reactive plates, to more primitive furs quilted with ballistic cloth and fragments from ruined armour pieces. The first time a fighter wearing an ablative overlay is required to make a save, their save is 2 better than normal (i.e., a model with a 5+ save would gain a 3+ save). A model without a save gains a 5+ save. The second time they must make a save, it becomes 1 better than normal or 6+ if they did not already have a save. After the fighter has been hit twice, the ablative overlay is spent and has no further effect on the game, but is retained by the fighter and may be used again in future games.

ARCHAEO-CARAPACE

An ancient device from the Dark Age of Technology, the Archaeo-carapace is a piston-driven rig that grafts itself to the user. It offers impressive protection, but at the same time slowly begins to take over the wearer, until there is little distinction between them and the machine. An Archaeo-carapace grants its wearer a 4+ save. If the wearer suffers a Lasting Injury result of Humiliated, Head Injury, Eye Injury, Hand Injury, Hobbled, Spinal Injury or Enfeebled, instead of suffering the effects of the injury they gain a bionic (**see page 82**) appropriate to the location damaged (i.e., if a Head Injury was suffered, they would gain a Cortex-cogitator bionic). These bionics do not increase the fighter's characteristics. Unlike normal bionics, they cannot be damaged or destroyed, and if the fighter suffers an injury to a location already replaced by a bionic then the injury is ignored.

Transformation into a blasphemous cyber-creature is not without its perils, however. Whenever the fighter activates they must roll a D6. If the result is less than the number of bionics they currently have, they gain the Insane condition. If the fighter ever has six or more bionics, they vanish into the underhive never to be seen again – the player must remove the fighter from their gang roster.

ARMOURED BODYGLOVE

Van Saar fighters are somewhat protected from the effects of their own rad weapons by their armour and are therefore immune to the effects of the Rad-phage Weapon Trait (i.e., they will not suffer the additional flesh wound) unless, otherwise noted. If a fighter is wearing an armoured bodyglove, their save roll is improved by 1. For example, if they are wearing Flak armour and an armoured bodyglove, they would have a 5+ save, which would be increased to 4+ against Blasts. If a fighter does not already have a save roll, an armoured bodyglove grants a 6+ save. An armoured bodyglove may be combined with other types of armour. It may not however be combined with an armoured undersuit.

ARMOURWEAVE

A product of xenos science, the armourweave suit combines psycho-reactive plastics and kinetic bafflers to deaden blows. Armourweave is also practically impossible to tear or cut, meaning even against the most powerful attacks it will offer some measure of protection. Armourweave grants its wearer a save of 5+. This save cannot be reduced to lower than 6+ by AP or other modifiers, though attacks that do not allow a save will ignore Armourweave as normal.

CARAPACE

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

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

CERAMITE SHIELD

Ceramite shields are made from scavenged armoured plating destined for the military vehicles of the Imperium. As much mobile cover as personal protection, they are lugged into battle by burly gangers who don't mind the weight compared to the benefits the shield affords. A fighter with a Ceramite shield adds +2 to their save against attacks originating in their line of sight provided they are Standing, however for the wielder the Move action becomes a (Basic) action rather than a (Simple) action. A fighter with a Ceramite shield ignores the effects of the Melta trait if an attack originates in their line of sight.

FLAK

Flak armour grants a 6+ save roll. Against weapons that use a Blast marker or Flame template, this is increased to 5+ save roll.

FURNACE PLATES

Furnace plates grant a 6+ save roll. This is increased to 5+ against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before the fighter model is placed prone and is Pinned. If it is not clear if the attacker is within the fighter's arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, use the 5+ save roll. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the fighter does not have a facing (for example, if they are prone), use the 6+ save roll.

GUTTERFORGED CLOAK

Made from fragments of ruined armour, a Gutterforged cloak provides protection at a very modest price. Common among badzones settlers, the cloak is also designed to offer some measure of defence again the hazards of the underhive. A Gutterforged cloak grants its wearer a save of 6+, or a save of 5+ against damage resulting from Underhive Perils or environmental effects.

HARDENED FLAK ARMOUR

Flak armour grants a 6+ save roll. Against weapons that use a Blast marker or Flame template, this is increased to a 5+ save roll. Additionally, when an enemy fighter makes a ranged attack against a fighter wearing hardened flak armour, the Armour Penetration of the weapon used is decreased by 1, to a minimum of -1.

HARDENED LAYERED FLAK ARMOUR

Hardened layered flak armour grants a 5+ save roll. Against weapons that use a Blast marker or Flame template, this is increased to a 4+ save roll. Additionally, when an enemy fighter makes a ranged attack against a fighter wearing hardened layered flak armour, the Armour Penetration of the weapon used is decreased by 1, to a minimum of -1.

HAZARD SUIT

The Ash Wastes are a hostile place, their dunes are frequently toxic or corrosive, and strong winds whip up regular ash storms capable of blasting any exposed skin raw in minutes. Consequently, those such as ash crust miners and the poor wretches who maintain a hive's outer armoured skin frequently wear heavy suits of rubberised canvas with vulcanised plates that protects them form the dangers of their working environment. A hazard suit grants a 6+ save roll. Additionally, when a hazard suit is combined with a respirator, the fighter's Toughness is increased by 3 against Gas attacks, rather than the usual 2. Finally, a fighter wearing a hazard suit is immune to the Blaze and Rad-phage traits.

LAYERED FLAK ARMOUR

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

MANTLE MALIFICA

Constructed from pieces of gore-forged metal, a Mantle Malifica incorporates profane icons and Warp-infused materials to protect its wearer from harm. Unfortunately, wearing such a tainted garment will slowly erode the mind and soul of all but the most strong-willed – or those already insane. A Mantle Malifica grants its wearer a 5+ save, or an unmodifiable 4+ save against the effects of psychic powers. Note that this save, if successful, does not cancel the use of a psychic power, it only renders the wearer immune to the power's effects. In the End phase of each round, the wearer must make a Willpower check or gain the Insane condition (**see page 22**).

MESH

Mesh armour grants a 5+ save roll.

PLATE MAIL

Plate mail grants a 6+ save roll. This is increased to a 5+ save roll against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before the fighter model is placed Prone and is Pinned. If it is not clear if the attacker is within the fighter's front arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, use the 5+ save roll. Against attacks with the Blast trait, plate mail always grants a 5+ save roll.

REFLEC SHROUD

Created from layers of reflective metals, a Reflec shroud provides an effective ward against energy weapons. A Reflec shroud grants its wearer a save of 5+. The wearer also counts the AP of las, plasma and melta weapons as '-' regardless of their actual AP.

SCRAP SHIELD

Sometimes fighters fashion crude shields from bits of barricades or simply panels prised from tunnel walls. These are then painted in gang colours and affixed to other suits of armour, either strapped to an arm or mounted over a shoulder. A fighter can be equipped with a scrap shield in addition to a suit of armour. The scrap shield offers no protection against ranged attacks, but while Engaged, the fighter increases their save by 1 against Reaction attacks.

FIELD ARMOUR

Any fighter may wear a force field. These provide an alternative to conventional armour and may be worn as well as conventional armour. The save they offer cannot be modified by a weapon's Armour Piercing value. However, a fighter can only make one save attempt per attack, therefore you must choose to either make a save attempt using the fighter's Armour save, or using the field.

CONVERSION FIELD

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

DISPLACER FIELD

A displacer field reacts to the energy of an impact by teleporting the wearer a safe distance away. The harder the impact, the further the wearer will be moved. If a fighter wearing a displacer field is hit, roll a D6. On a 4+, the fighter is moved a number of inches equal to the Strength of the attack in a random direction, determined by rolling a Scatter dice, and the hit is ignored (even if any port of the fighter is still under the template – if the attack used one – after being displaced). A displacer field will not deposit its wearer inside a terrain feature, the fighter will move by the shortest route possible so that it can be placed clear of any impassable terrain features. Similarly, the fighter's base cannot overlap another fighter's base and the wearer must be moved by the shortest route possible until its base can be placed without overlapping. Note that the wearer may end up within 1'' of an enemy fighter and may even end up Engaged as a result of being displaced.

However, displacer fields are notoriously oblivious to safe footings. In a Zone Mortalis game, a fighter wearing a displacer field may be deposited above a pit fall or similar hazard. In a Sector Mechanicus game, a fighter above ground level may simply be flung into the open air. If any part of the fighter's base ends overhanging a hazard or overhanging a platform edge, the fighter must pass an initiative test or will fall, following all the rules for falling as required by the terrain type being fought over. If the entirety of the fighter's base is over a hazard or in the open air, they will simply fall.

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

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

REFRACTOR FIELD

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

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

CORPSE GRINDER MASKS

The hideous masks worn by Corpse Grinder cultists have various effects depending on rank:

INITIATE'S MASK

The masks Cult Initiates wear are simple affairs, designed by overseers to prevent workers from consuming the flesh of the dead. Unfortunately, such precautions often prove futile. Initiates proudly wear these symbols of servitude, enjoying the secret knowledge that the cult has revealed to them.

An Initiate's mask adds 1 to any save rolls the fighter makes.
Additionally, should a fighter wearing this mask suffer a Lasting Injury result of 51: Head Injury or 52: Eye Injury, roll a D6. On a 6, the fighter does not suffer the characteristic reduction, but will still go Into Recovery.

SKINNER'S MASK

Skinners show their rank within the cult by decorating their worker's mask with horns and spikes crafted from bone and sinew. These modified masks are kept secreted away, secured in lockers and hidden in hab units and only brought out at lodge meetings, until the cult rises up and the wearers can show their status proudly to the hated authorities.

A Skinner's mask adds 1 to any save rolls the fighter makes.

Additionally, should a fighter wearing this mask suffer a Lasting Injury result of 51: Head Injury, or 52: Eye Injury, roll a D6. On a 6, the fighter does not suffer the characteristic reduction, but will still go Into Recovery.

Finally, the mask grants the fighter wearing it the Fearsome (Ferocity) skill:

> **Fearsome**: If an enemy wishes to make a Charge (Double) action that would result in them making one or more close combat attacks against this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their activation ends immediately

CUTTER'S MASK

More baroque and ornate still than the masks of the Skinners, a Cutter's mask is hooded and sinister. This clear display of authority marks the Cutters out to their subordinates and chills the blood of their enemies.

A Cutter's mask adds 1 to any save rolls the fighter makes.

Additionally, should a fighter wearing this mask suffer a Lasting Injury result of 51: Head Injury or 52: Eye Injury, roll a D6. On a 6, the fighter does not suffer the characteristic reduction, but will still go Into Recovery.

Finally, this mask confers the Terrifying special rule onto the fighter wearing it:

> **Terrifying**: If an enemy fighter wishes to make a Fight (Basic) or Shoot (Basic) action that targets this fighter, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately.

BUTCHER'S MASK

The mask of the Butcher is a truly frightening sight. Adorned over many cycles with carved bone and coated in many layers of blood and viscera, it exudes an almost daemonic aura of savagery, causing enemies to shrink back in terror.

A Butcher's mask grants the fighter a save roll of 6+. This save cannot be combined with other armour, but neither can it be modified by a weapon's Armour Piercing value. However, a fighter can only make one save attempt per attack. Therefore, you must choose to either make a save attempt using the fighter's armour save or using this save.

Additionally, should a fighter wearing this mask suffer a Lasting Injury result of 51: Head Injury or 52: Eye Injury, roll a D6. On a 6, the fighter does not suffer the characteristic reduction, but will still go Into Recovery.

Finally, this mask confers the Terrifying special rule onto the fighter wearing it:

> **Terrifying**: If an enemy fighter wishes to make a Fight (Basic) or Shoot (Basic) action that targets this fighter, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately.

EQUIPMENT

AMMO CACHE

Ammo caches are added to the gang's Stash, instead of being carried by a particular fighter. Immediately after the last of the fighters in the crew is set up at the start of a battle, the controlling player can choose to set up any ammo caches from their Stash. If the scenario has an attacker and a defender, and this gang is defending, roll a D6 for each of their ammo caches. On a 1-4, they were not expecting the attackers and the caches cannot be used; on a 5 or 6, they are lucky enough to have them to hand.

Each ammo cache must be set up within 1'' of one of their fighters and within their deployment zone if the scenario has one. It is then deleted from the gang's Stash. During the battle, ammo caches follow the rules **on page 328**.

ARMOURED UNDERSUIT

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

ARCHAEOTECH DEVICE

The underhive is filled with ancient treasures, strange objects from previous ages and wondrous technological devices Mankind has long since lost the ability to create. Of course, these rare pieces of archaeotech, as they are known, are hidden beneath thousands of years of debris and waste, and even should a fighter be fortunate enough to find a genuine archaeotech device, they still need to figure out how it works.

When a player buys an Archaeotech Device from the Trading Post, they won't know what it does. They must allocate it to one of their fighters and roll on the Archaeotech Device table to determine its type. If an Archaeotech Device is given to a different fighter in the gang for any reason, the new fighter must pass an Intelligence check the first time they wish to activate it. If they pass, they may use the device as normal from now on. If they fail, they wait until their next game to try to activate the device again.

D6	Type	Effect
1	**Dangerous**	The fighter accidentally triggers the device as they're messing about with it. They immediately suffer D6 Str 2 Damage 1 hits and the archaeotech is reduced to a pile of worthless molten slag.
2	**Viewer**	The fighter can use the device to view different places, shifting their perspective to almost any point, even if it's beyond closed doors and solid walls. A fighter with this device can make the Scan (Simple) action to place a Revealed marker on an enemy fighter within 18". If the fighter is selected to be a sentry, when they are activated, roll a D6 for them. On a 6, they automatically raise the alarm as they spot the enemy sneaking around.
3	**Cutting Beam**	The device can be used to focus a cutting beam of great power on a stationary object. Unfortunately, it's useless as a weapon because both the target and the fighter have to be perfectly still for the beam to focus, but it makes for a good can opener! A fighter with this device can make the Laser Cut (Double) action if they are within 1" of a door, loot casket or other damageable piece of terrain. This action inflicts a single automatic hit against the chosen target, resolved with Strength 8 and Damage 3.
4	**Lifter**	The device is a sophisticated form of suspensor which can negate or lessen gravity for its bearer, allowing them to float up or down for a limited period. When making a Move or Charge action, the fighter ignores all terrain, may move freely between levels without restriction, and can never fall. They may not, however, ignore impassable terrain or walls, and may not end their movement with their base overlapping an obstacle or another fighter's base.
5	**Holo Projector**	The device functions as a holo projector and can be used to make the fighter appear a short distance away from where they really are. This gives the fighter a saving throw of 4, 5 or 6 on a D6 against any hits from shooting, which is not affected by Armour Penetration. As soon as the saving throw is failed, the projector stops working for the rest of the game. Also note that the holo projector is useless against close combat attacks and weapons with the Template or Blast Traits.
6	**Weapon**	The device is a powerful and compact weapon. It is only pistol-sized but it is as effective as a much larger piece of ordnance. Roll a D6 to find out what it is: 1-2 – boltgun, 3 – flamer, 4 – meltagun, 5 – plasma gun, 6 – grenade launcher with frag grenades. The weapon has the standard profile for a weapon of its type but with the addition of the Sidearm Trait. Because the weapon is compact and selfmaintaining it can be used by anyone, not just Specialists, Champions or Leaders.

BIO-BOOSTER

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

BIO-SCANNER

If a fighter with a bio-scanner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails)

BLIND SNAKE POUCH

Ratskin shamans are strange underhive mystics believed to be able to commune with the spirits of the hive. Whether or not this is true, the fetishes they make are highly sought after and reputed to be able to protect a fighter from harm.

A fighter with a Blind Snake Pouch gains the Dodge skill. If they already have the Dodge skill then they will successfully dodge attacks on a D6 roll of 5 or 6 rather than just a roll of 6. In addition, when making a dodge against an attack made by a fighter using the Overwatch skill, the dodge will succeed on a D6 roll of 4, 5 or 6.

BOMB DELIVERY RATS

A fighter equipped with bomb delivery rats may deploy one per turn to carry a single grenade of a type that fighter is equipped with by performing a Prime Bomb Rat (Basic) action. When a bomb delivery rat is deployed, make an Ammo roll for the grenade used as if it had been used normally. The fighter may run out of grenades before they run out of rats !

When the bomb delivery rat is deployed, place it so that the edge of its base is touching that of the fighter and make an Intelligence check for the fighter. If the check is passed, the fighter may choose which direction the rat moves in. If the check is failed, the rat will move in a direction determined by rolling a Scatter dice. In either case, the rat may move up to 6''. Bomb delivery rats ignore all terrain when moving except any that would normally be impassable, such as walls and structures. They suffer no penalties for climbing, they will never fall, and they may freely leap any gap of 2'' or less. Wider gaps are considered impassable.

A bomb delivery rat is not a fighter and may pass within 1" of other models. Should the rat end its movement within 1'' of a fighter, friend or enemy, or another bomb delivery rat, roll a D6. On a 2+, the grenade will go off. On a 1, the grenade proves to be a dud and the rat vanishes into the darkness to dwell upon its good fortune. In a either case, the rat is removed from play.

At the start of every subsequent round, after rolling for Priority but before activating any fighters, if the bomb delivery rat has not exploded then it will activate again. Check to see if it is within 9'' of the fighter that deployed it. If it is and if that fighter is Active or Pinned, make an Intelligence check for the fighter. If this is passed, the rat will immediately move up to 6'' in a direction of your choosing. If it is beyond 9'', the Intelligence check is failed, the fighter is Engaged or Seriously Injured (Secondary Statuses have no effect), or if the fighter has been taken Out of Action, then the rat will move 6'' in a direction determined by rolling a Scatter dice. Should the rat end its movement within 1'' of a fighter, friend or enemy, or another bomb delivery rat, roll a D6. On a 2+, the grenade will go off. On a 1, the grenade proves to be a dud. In either case, the rat is removed from play.

Any fighter may attempt to shoot at a bomb delivery rat or make a melee attack against one as if it were an enemy fighter. However, there is always an additional -1 modifier on any hit roll made against a bomb delivery rat. If the rat is hit, roll a D6. On a 4+, the grenade goes off. On a 1-3, the grenade does not go off. In either case, once a bomb delivery rat has been hit by a shooting or melee attack, it is removed from play.

BOOBY TRAPS – FRAG, GAS AND MELTA

A booby trap is represented by a marker placed upon the battlefield at the start of the game, after the battlefield has been set up but before deploying any fighters. If both gangs possess and wish to use booby traps, the defender or the winner of a roll-off (if there is no defender) places theirs first.

If any fighter, friendly or enemy, comes within 2" of a booby trap for any reason, they risk setting the booby trap off. Roll a D6. On a 1, the booby trap is a dud and is removed from the battlefield. On a 2 or 3, the booby trap does not go off but is left in place. On a 4, 5 or 6, the booby trap is triggered and will explode. The profiles for booby traps can be found **on page 63**. The movement of a moving fighter is interrupted whilst this roll is resolved. If the booby trap does not go off, their movement continues after the roll is made. If the booby trap does go off, and the fighter is Pinned or Injured as a result, their movement ends.

Any fighter can target a booby trap with ranged attacks. Doing so has a -1 modifier to the hit roll at Short range, or a -2 modifier at Long range. If the booby trap is hit, roll a D6. On a 1-2, it is unaffected. On a 3-4, it is immediately triggered. On a 5-6, it is disarmed and removed.

CAMELEOLINE CLOAK

Cameleoline is a much-sought after material within the Imperium, and is commonly used by the armies of the Emperor for stealth and scout troops. On Necromunda, some examples of the material can be found in the underhive, stitched into more common clothing or as an extra layer on a cloak, allowing the wearer to seemingly vanish if they stand still. If the wearer of a Cameleoline cloak did not move during their activation, ranged attacks made against them suffer a -2 to hit until the start of their next activation.

CHEM-SYNTH

At the start of their activation, a Standing and Active or Standing and Engaged fighter with a chem-synth can choose to make an Intelligence check. If the check is passed, any Gas or Toxin weapons they use until the end of their activation are enhanced and the target's Toughness is reduced by 1 when resolving those attacks.

CHRONO-CRYSTAL

The opportunity to acquire one of Bald Bryen's Chrono-crystals is vanishingly rare, and possession of such an item will not only result in the owner earning the eternal enmity of the infamous mayor of Rust Town, but may also lead to them crossing paths with the Ordo Chronos in the future (or, perhaps, in the past…). Certain scenario special rules will detail the ways in which a Chrono-crystal can be used.

CRED SNIFFER

Cred Sniffers are modified auspexes created by enterprising archaeo-thieves. They literally sniff out the rare alloys in cred chits and direct the user to their location. If a fighter equipped with a Cred Sniffer was part of a game and was not taken Out of Action or Seriously Injured, at the end of the battle they earn 4D6 credits for their gang. A gang can only benefit from the effects of one Cred Sniffer at a time.

CULT ICON

Only one fighter in a gang may carry a cult icon, this must be either the gang Leader or a Champion. This symbol of dedication and devotion serves to inspire gang members to greater acts in battle. When the Leader or Champion carrying the icon makes a group activation, they may activate one additional Readied fighter within 3", meaning that the Leader may activate three additional fighters whilst a Champion may activate two additional fighters.

CULT ICON (CORPSE GRINDER)

Only one fighter in a gang may carry a Corpse Grinder cult icon, this must be either the gang Leader or a Champion. A fighter cannot carry more than one icon.

This symbol of blood and gore serves to work members of the cult into a frenzy, throwing themselves at their enemies in a crimson rage. If the fighter carrying this icon is Standing and Active, they may make the following action:

Enrage: All friendly fighters that are completely within 6" of this fighter, that have a Ready marker, and that are Standing and Active, add D3" to their Move characteristic until the End phase of this round.

DATA-THIEF

Data-thief slates monitor enemy comms and farm useful information from Necromunda's various vox-nets. If a crew includes at least one fighter equipped with a Data-thief,at the start of the game they can make their opponent randomly reveal one of their Gang Tactics cards.

DROP RIG

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

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

FALSEHOOD

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

FILTER PLUGS

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

FORGED GUILDER SEAL

Truly decent forged documents are a rarity in the underhive, and ones good enough for a ganger to pass themselves off as a Guilder even more so – though they do exist. Only the boldest criminals pretend to be Guilders, however, for the consequences of being discovered and caught involves a long and painful execution. When a fighter with a Forged Guilder Seal visits the Trading Post, they reduce the Rarity of Items by 2. In addition, the prices of any items they buy are reduced by 3D6 credits to a minimum of 10 credits. However, if they roll a double 1 or double 6 when

reducing the price of an item, they have been discovered. The item is bought as normal, however, the seal is then removed from their Fighter card, and the fighter's gang are declared Outlaws (**see page 163**)

FRENZON COLLAR

A method of control, the Frenzon collar is usually found clamped around the necks of unwilling penal troopers, where its cocktail of combat drugs drives them into battle at the behest of their masters. Underhive gangers sometimes wear these collars willingly into combat, or as part of a dare. A fighter equipped with a Frenzon collar is considered to be permanently under the effects of Frenzon (**see page 79**). In addition, each collar comes with a master motivator. At the start of the game, the player must decide if their Leader or one of their Champions is carrying the master motivator. When the Leader or Champion with the master motivator makes a group activation, they may include models wearing Frenzon collars (up to the normal number of fighters they may group activate) regardless of where they are on the battlefield. Note that if a gang includes more than one fighter equipped with a Frenzon collar, they will only ever have a single master motivator which governs all collars in the gang.

GRAPNEL-LAUNCHER

An Active fighter with a grapnel launcher can make the following action:

Grapnel (Double) – The fighter can move up to 12'' in a straight line, in any direction. This move can take them to a different level, as long as they do not move through any terrain.

GRAV-CHUTE

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

GUILDER CARTOGRAPH

Guilder cartographs are detailed maps of the trails between settlements, showing local hazards as well as safe campsites. Up-to-date cartographs are much sought after by travellers, as they mean the difference between reaching their destination alive or ending up as one more corpse in the underhive.

While a gang is in possession of a Guilder Cartograph, they may alter the Environment when using the Badzones Environments Events Cards or chart (**on page 307**). After determining the Environment at the beginning of the game, the gang with the Cartograph may immediately discard it and generate a new Environment. If both players have a Cartograph, they should roll off to see who gets to use theirs for this scenario.

In addition to changing the Environment, Cartographs often show the location of Guilder supply caches. During deployment, a gang with a Cartograph can place four loot caskets anywhere on the battlefield.

Of course, the underhive is changing, and maps can become outdated. After each game in which a gang used their Guilder Cartograph, their player should roll a D6. On a 4+, the information it contains is still good, otherwise it is of no further use and should be deleted from the gang roster.

HALO DEVICE

From the forlorn regions beyond the edge of the Imperium, intrepid Rogue Traders sometimes bring back strange objects. Known as Halo devices, these alien artefacts are often imbued with ancient energies, able to sustain their owners even beyond death, though often at a cost to others. When a fighter equipped with a Halo device suffers a Lasting Injury (including death), their player can choose another member of their gang to suffer the effects of the Lasting Injury instead. Note that if the fighter was taken Out of Action they are still removed from the game, while the fighter chosen to suffer the Lasting Injury remains on the board unless the result was a 61-66, in which case they are removed.

HARRIER-SKULLS

With every innovation in combat there is usually a counter-innovation to defeat it. Harrier-skulls are a kind of servo-skull designed to act as decoys for Grapplehawks and other hunting beasts. If an Exotic Beast wants to make an attack against a fighter equipped with Harrier-skulls, it must first pass an Intelligence check – otherwise the Attack action fails and is wasted. If the owner of the Exotic Beast is within 3" of the target of the attack, the beast may use its owner's Intelligence for the check instead.

HEXAGRAMMIC FETISH

Badzone peddlers and sumphole wise women often sell charms and fetishes 'guaranteed' to offer protection. The truly astonishing thing is some of these charms actually work! When a fighter buys a Hexagrammic Fetish they must roll a D6. On a 1, the fetish is rubbish, though the fighter can sell it on to an unsuspecting underhiver for 3D6 credits. On a 2-5, it has some power, and if a Psyker targets the fighter with a psychic power, the Psyker suffers a -1 to their Willpower check. On a 6, the fetish has some real juice; it works as above except the Psyker will suffer a -3 to their Willpower check

HOLOCHROMATIC FIELD

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

INDUSTRIAL RESPIRATOR

Respirators are a common sight in the underhive, offering some measure of protection against airborne hazards. Most are ancient things, their filters clogged with years of filth and barely functioning. Sometimes gangers might get their hands on a batch of newly minted respirators, and even some of the rare heavy industrial breathing apparatus reserved for Helmawr's personal guard or outerhive work crews.

An Industrial Respirator adds 3 to a fighter's Toughness, or 4 if combined with a Hazard Suit, against attacks from weapons with the Gas trait. In addition, an Industrial Respirator contains a limited air supply. Once per game, when a fighter with an Industrial Respirator is activated, they can declare they are using its air supply. Until the fighter is activated again, they gain immunity to Gas attacks, can act normally while on fire (though they may still take damage) and may ignore effects keyed to breathing or air quality.

ISOTROPIC FUEL ROD

Power is life down in the underhive, keeping the lights on, running water-stills and allowing for the cultivation of edible slimes. A fully charged fuel rod can turn a rad-washed waste into a fertile settlement, and the foundation for a burgeoning community.

A gang with an Isotropic Fuel Rod can use it to turn any Territory into a Settlement Territory. Doing so uses up the Isotropic Fuel Rod, so it should be deleted from the gang roster, and permanently changes the Territory.

LHO STICKS

A fighter equipped with lho sticks is considered to be 'cool' by the more gullible members of their gang. Any friendly fighter with an Intelligence characteristic of 8+ or worse may use this fighter's Cool characteristic instead of their own if they are within 6" and line of sight of this fighter.

LOCK-PUNCH

Lock-punches are crude pneumatic devices used to smash locks out of doors and force them open. A fighter equipped with a lock-punch can use it when they are taking the Force Door (Basic) action (**see page 21**) to add 4 to their Strength. Doors opened with lock-punches are permanently damaged and must be removed from the board.

MAGNACLES

Used by both the Adeptus Arbites and local Enforcers across the Imperium, Magnacles are magnetic shackles for locking prisoners in place. A fighter equipped with Magnacles can try to lock them onto an enemy in base contact as an Attack (Basic) action. The target must make an Initiative check to avoid the attack. If this test is failed they are locked in place and cannot move, cannot make ranged attacks and can only make melee attacks at -2 to hit. The target can attempt to free themselves by performing a Break Bonds (Double) action. Roll 2D6. If the result is equal or lower than their Strength then they have freed themselves, otherwise they remain trapped. Each friendly fighter in base contact with the target adds 2 to their Strength for the purposes of this roll.

MALEFIC ARTEFACT

Malefic Artefacts are objects of the Warp or those that have lingered in the hands of corrupted individuals. When a player buys a Malefic Artefact from the Black Market, they won't know what it does. They must allocate it to one of their fighters and roll a D6 on the Malefic Artefacts table to determine its type. If a Malefic Artefact is later given to a different fighter in the gang for any reason, the new fighter must pass an Intelligence check the first time they wish to activate it. If they pass, they may use the artefact as normal from now on. If they fail, they wait until their next game to try to activate the artefact again.

D6	Type	Effect
1	**Cursed Artefact**	The fighter accidentally triggers the artefact as they're messing about with it. The Malefic Artefact mysteriously vanishes and the fighter begins their next game with the Insane condition.
2	**Whisper Vox**	Hidden truths issue forth from the artefact, informing its bearer as to the intentions of those around them. The fighter gains the Overwatch skill. If they already have the Overwatch skill, they can take the Aim (Basic) action in addition to the Shoot (Basic) action when using this skill.
3	**Void Gate**	The artefact is a gateway to a dark yawning void that the fighter may open to sap the strength of those around them. The fighter can perform the Unleash the Void (Double) action. If they take this action, all other fighters within 6" of them can only take a single action during their activation.
4	**Etheric Lantern**	When the artefact is activated, it acts as a beacon to the denizens of the Warp who would feast upon the dead and dying. The fighter can perform the Ignite Etheric Lantern (Double) action. If they do, any Seriously Injured fighter within 12" must make a Toughness check or go Out of Action.
5	**Chronoscope**	Time works differently around the artefact, sometimes speeding up, sometimes slowing down. When the fighter activates roll a D6. On a 1, they may take no actions this round. On a 2-5, they can take an extra action this round. On a 6, after they complete their activation they may be placed anywhere within 12" of their current location.
6	**Terrox Telepathica**	Dire thoughts are projected from the artefact driving all those nearby mad. The fighter gains immunity to the Insane condition. Any other fighter that activates within 6" of the fighter must immediately make a Willpower check or gain the Insane condition.

MEDICAE KIT

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

PHOTO GOGGLES

A fighter with photo goggles can attack through smoke clouds, can make ranged attacks against fighters 12" away under the Pitch Black rules (**see page 328**) and may gain other benefits in low light conditions, depending upon the scenario. In addition, if they are hit by a Flash weapon, add 1 to the result of the Initiative test to see whether they become subject to the Blind condition.

MNEMONIC INLOAD SPIKE

Adeptus Mechanicus Tech-Priests use Mnemonic Inload Spikes for the swift transfer of data from one cortex to the next. Each spike contains potential secrets and skills that the user can inload directly to their brain, though for those without the proper cybernetic interfaces the process can be fatal. When a gang buys an inload spike, they must choose one of their fighters to attempt to use its data. The chosen fighter must immediately roll on the Lasting Injuries table. If the fighter is still alive after making this roll they gain one skill of their choice from Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Savant or Shooting. The spike is then used up and removed from the gang's stash.

PHOTO-LUMENS

Commonly carried by Palanite Enforcers, a fighter that is equipped with a photo-lumen can make ranged attacks against enemy fighters up to 12" away under the Pitch Black rules (**see page 328**). However, when the Pitch Black rules are in effect, a fighter equipped with a photo-lumen cannot be Hidden – they are instead always subject to the Revealed condition due to the bright light emanating from their gear.

PSI-GRUB

Psi-grubs are alien parasites that feed upon psychic power. When bloated with the energies of the Immaterium, they can then be used to fuel psychic abilities. If a fighter with a Psi-grub uses a psychic power or is the target of a psychic power, place a token on their Fighter card after working out the effects of the power. Once there is at least one token on the fighter's card, they can attempt to use the Psi-grub whenever they manifest a psychic power.

To trigger the Psi-grub, the fighter makes a Tap Psi-Grub (Basic) Action and rolls a D6. If the result is equal to or lower than the number of tokens on their Fighter card, the Psi-grub is triggered, otherwise there is no effect. When the Psi-grub is triggered, remove all Psi-grub tokens from the fighter's card and immediately use one of the fighter's psychic powers just as if they had taken the Wyrd Power (X) action (**see page 50**). This action does not require the fighter to make a Willpower check.

If there are ever six tokens on the fighter's card, the Psi-grub immediately explodes! Remove all the tokens and the Psi-grub from the fighter's card and roll an Injury dice for the fighter.

RADCOUNTER

Radiation is a common hazard in the underhive. While a few hard rads are just part of life in and among the Badzones, when your hair starts falling out and your skin starts to glow, odds are you've wandered too far into the wilds. Underhivers use a variety of means to detect radiation, from homemade auspexes to sniffer slugs, collectively referred to as radcounters.

A fighter equipped with a radcounter can never be the random target of an Event (**see page 307**) unless there are no other fighters to choose from.

RATSKIN MAP

Ratskins have a well-earned reputation as trackers and scouts, their familiarity with the underhive verging on the supernatural. Maps made by Ratskin tribes are rare and valuable artefacts, sometimes leading to great treasures or secret pathways to lost domes. Of course, first a fighter must decipher the Ratskin's strange scrawl-like language, not to mention the fact that for every authentic Ratskin map, there are at least a dozen fakes.

Before a gang with a Ratskin Map rolls to determine the scenario as part of the pre-game sequence, they can declare they are using their Ratskin Map. If both gangs have a Ratskin Map, they should roll off to see whose gang gets to use theirs for this game – capitalising on the map's information before their opponent can. The player then rolls on the Ratskin Map table to see how valuable the information on it is. Note, once the type of map is determined, it remains the same, and provided it is worth something, a gang may use it again in the pre-game sequence of subsequent games.

D6	Type	Effect
1	**Fake**	Instead of rolling for the scenario as normal, your opponent chooses the scenario for this game. Remove the Ratskin Map from your gang roster.
2	**Worn and Incomplete**	After making the roll to determine the scenario, you may add or subtract 1 from the result.
3	**Treasure Map**	Roll another D6. On a 1-5, the map is a Fake (see above). On a 6, it is a genuine treasure map. If your gang wins the scenario, they can add D6x20 credits to their Stash in addition to any other rewards.
4	**Ancient and Faded**	After making the roll to determine the scenario, you may add or subtract 2 from the result.
5	**Secret Pathways**	D3 Fighters in your gang gain the Infiltrate skill for the duration of this scenario.
6	**Recent and Accurate**	After making the roll to determine the scenario, you may add or subtract up to 3 from the result.

RESPIRATOR

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

SANCTIONING WRIT

A Sanctioning Writ is an official document penned and signed by the Merchants Guild granting its bearer the right to set bounties on the enemies of Necromunda. Sometimes these are stolen from Guilders – signed but without the subject of the bounty filled in – and are used by gangs to put an official target on their rivals. A fighter can use a Sanctioning Writ to place a bounty on any member of a Law Abiding gang (**see the rules for Outlaw Gangs on page 163**). This bounty remains in place until it is fulfilled, the targeted fighter dies or the campaign comes to an end.

A Sanctioning Writ can only be used once, after which it is lost, and a fighter can only have one bounty on their head at a time.

SECOND BEST

Second Best, as the name suggests, is what you drink when you don't have the creds for anything better. The exact contents of a bottle of Second Best vary from settlement to settlement, but are usually a cocktail of drinking-hole dregs, fermented fungi and gun oil (to make it go down smooth!). A few swigs of Second Best will bolster a fighter's courage, but too much can lead to blindness, unconsciousness and even death.

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

Intoxicated Markers	Effect
1	**Feeling Good:** -1 to ranged attack hit rolls, +1 to the result of Cool checks
2	**Getting Unsteady:** -2 to ranged attack hit rolls, +2 to the result of Cool checks. If the fighter makes two Move actions in a row, they must pass an Initiative check after completing the second action or become Prone.
3+	**Blind Drunk:** -3 to ranged attack hit rolls and -1 to melee attack hit rolls, +3 to the result of Cool checks. When the fighter makes a Move action, instead of using the fighter's Movement characteristic, move the fighter D6" in a direction determined by the Scatter dice.

SERVO HARNESS – PARTIAL

A fighter wearing a partial servo harness gains a +2 modifier to their Strength characteristic and a +1 modifier to their Toughness characteristic. This may take them above their maximum characteristics but it is not a permanent increase and will be lost should the servo harness be lost or cease to function for any reason.

Additionally, a fighter wearing partial servo harness gains the benefits of suspensors on any Unwieldy ranged weapon they carry. However, a fighter wearing a partial servo harness reduces their Movement and Initiative by 1. This item cannot be combined with a servo claw or any other type of servo harness.

SERVO HARNESS – FULL

A fighter wearing a full servo harness gains all of the benefits of a partial servo harness, but without the negative modifiers to Movement and Initiative. This item cannot be combined with a servo claw or any other type of servo harness.

SKINBLADE

If the fighter is captured at the end of a battle, they can attempt to escape. If they do, roll a D6. On a result of 1 or 2, they are unsuccessful. On a result of 3 or 4, they can escape but are injured in the process – make a Lasting Injury roll for them. On a result of 5 or 6, they escape. A fighter who escapes is no longer Captured, however, their skinblade is lost and deleted from their Fighter card.

STIMM-SLUG STASH

Once per game, a fighter with a stimm-slug stash can use it at the start of their turn, when they are chosen to make an action. Immediately discard one Flesh Wound from the fighter's card, if any are present. Until the end of the round, the fighter's Move, Strength and Toughness characteristics are each increased by 2. At the start of the End phase, roll a D6. On a 1, the stimm overload is too much – roll an Injury dice and apply the result to the fighter.

STRIP KIT

When a fighter with a strip kit makes an Intelligence check to operate a door terminal or bypass the lock on a loot casket, add 2 to the result.

SUSPENSOR HARNESS

Underhivers are nothing if not resourceful when it comes to repurposing gear for their needs. The suspensor harness is such a device, a collection of belts and components from a heavy weapon suspensor array allowing the wearer to carry excessive amounts of equipment. While Guilder slaves and Badzones prospectors might use them to carry heavy loads, gangers mainly use them to sling extra weapons on their back.

A fighter equipped with a suspensor harness may carry four weapons rather than three, while a Hired Gun Bounty Hunter with a suspensor harness may carry six weapons rather than five. As usual, weapons marked on the Equipment List with (*) take up the space of two weapons.

THREADNEEDLE WORMS

Threadneedle worms are a deadly bio-weapon able to ravage an area of life in seconds. The lethality of Threadneedle worms makes them an ideal weapon of last resort for gangers who don't care about collateral damage. A fighter equipped with Threadneedle worms can unleash them by taking the Can of Worms (Basic) action. Threadneedle worms can only be used once, after which they are removed from the fighter's card. When Threadneedle worms are used, roll a D6 on the Threadneedle Worms table. The worms are then used up and removed from the gang's stash.

D6	Result
1	**The Worms Turn:** Roll an Injury dice for the fighter using the Threadneedle Worms.
2-3	**A Few Live Worms:** Place a 5" Blast marker anywhere within D6" of the fighter then roll an Injury dice for each model under the marker.
4-5	**A Few More Live Worms:** Place a 5" Blast marker anywhere within D6" of the fighter, then place two additional 5" Blast markers so they are in contact with the first marker. Roll an Injury dice for each model under any of the markers.
6	**A Can Full of Worms:** Roll an Injury dice for every enemy fighter on the battlefield, treating Out of Action results as Seriously Injured.

WILD SNAKE

About the 'finest' booze around, Wild Snake is the go-to drink for underhivers with creds in their pocket and an iron liver. Each bottle contains the skinned and pickled remains of a 'snake', giving the liquor both its name and a sharp bitter taste on account of the snake venom. Gangs prize bottles of Wild Snake both because it is a quick and easy path to inebriation, but also because of the fabled 'Snake Courage' it can imbue!

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

Intoxicated Markers	Effect
1	**A Good Buzz:** -1 to ranged attack hit rolls, +2 to the result of Cool checks.
2	**Seeing Double:** -1 to ranged attack hit rolls, +3 to the result of Cool checks. When making ranged attack hit rolls after choosing a target, randomise the actual target of the attack between the intended target and any model (friend or foe) within 6" of them.
3+	**Snake Courage!:** -2 to ranged attack hit rolls, automatically pass any Cool checks.

WEB SOLVENT

When a fighter equipped with web solvent makes a Recovery check due to the Webbed condition (**see page 89**), roll an extra Injury dice, picking one of the dice to resolve it and discarding the other. Additionally, when a fighter equipped with web solvent assists a fighter subject to the Webbed condition with a Recovery test, roll an extra two Injury dice and choose which one to apply.

*When a fighter equipped with web solvent makes a Recovery check due to the Webbed condition (**see page 89**), roll an extra Injury dice, picking one of the dice to resolve it and discarding the other. Additionally, when a fighter equipped with web solvent assists a fighter subject to the Webbed condition with a Recovery test, roll an extra two Injury dice and choose which one to apply.*

XENOCULUM

A Xenoculum can represent any number of esoteric alien devices, the true purposes of which only becomes apparent through experimentation. When a player buys a Xenoculum from the Black Market, they won't know what it does. They must allocate it to one of their fighters and roll a D6 on the Xenoculum table to determine its type. If a Xenoculum is later given to a different fighter in the gang for any reason, the new fighter must pass an Intelligence check the first time they wish to activate it. If they pass, they may use the device as normal from now on. If they fail, they wait until their next game to try to activate the device again.

D6	Type	Effect
1	**Alien Trap**	The fighter accidentally triggers the Xenoculum as they're messing about with it. They immediately suffer D3 S3 D1 hits and the Xenoculum is reduced to a collection of junk.
2	**Xenos Claws**	The Xenoculum moulds itself to the fighter's hands, lengthening into a pair of lethal claws. The fighter's unarmed attacks become S+2 D2 and gain the Power trait. While the fighter is equipped with the Xenoculum any attacks they make with ranged weapons suffer a -2 to hit.
3	**Ghost Form**	The Xenoculum is a powerful transmatter convertor, allowing its user to slip out of sequence with reality for short periods. When the fighter activates, they can enter ghost form. This state persists until their next activation. While in ghost form, the fighter ignores all terrain, the effects of falling and all attacks with the exception of psychic powers. However, they cannot make attacks themselves or interact with their environment in any way. Each time the fighter enters ghost form, they must roll a D6. On a 4+, the Xenoculum has expended its charge and cannot be used again during the battle.
4	**Horror Aura**	A subliminal animalistic howl constantly screams forth from the Xenoculum and only its user is immune to its effects. When the fighter activates, any fighter, friend or foe, within 6" must make a Nerve test or become Broken.
5	**Alien Chem-factory**	Strange mechanisms concoct alien chems within the Xenoculum, dispensing them as the fighter desires. The fighter rolls two extra Injury dice when making Recovery rolls, or assisting another Seriously Injured fighter in the Recovery phase, and chooses the dice they wish to take effect. In addition, in the post-battle sequence, one member of the fighter's crew can make a Medical Escort action for free.
6	**Brain Booster**	A cranial spike allows the Xenoculum to be affixed to the fighter's brain, greatly boosting their cognitive function. The fighter adds 5 to the dice roll when making an Intelligence check. In addition, each time the fighter would gain Experience, they gain one additional point of Experience.

CHEMS

CHEM SUPPLIERS

Unlike other kinds of illegal items, chems are in ready supply throughout the underhive. Even so, finding a reliable supply of a particular chem can be difficult with the constant competition between Narco Lords, the sanctions of the Guilders and interference by the Palanite Enforcers.

When a gang buys a chem from the Black Market, they are buying one dose. This means the chem can be used once – as detailed in its description – and then it is gone. After the gang buys a chem, however, make a note that they have found a supplier for that chem. The next time they want to buy the same chem from the Black Market, it counts as having a Legality/Rarity of Common.

However, after buying a chem from a supplier, the gang should roll a D6. On a 1, the supply has run out (or, more likely, the supplier has been killed!) and the next time the gang wishes to buy the chem they must make a Legality/Rarity roll as normal.

When a gang buys a chem, it may buy multiple doses of that chem. These can be distributed among gang members or placed in the gang's Stash for future use.

SIDE EFFECTS, DURATION AND MIXING CHEMS

All chems have 'side effects'. A chem's side effects are detailed under the chem's description and are usually detrimental.

Unless otherwise noted, all chems last for the duration of a single battle and can be taken by a fighter either before the battle begins (the fighter beginning the game under the chem's effects) or as part of a fighter's activation by performing the Use Chem (Simple) action.

Finally, if a fighter takes more than one chem at a time, there is a chance they will have a bad reaction. Each time a fighter takes a chem while under the effects of one or more other chems, roll a D6. If the result is equal to or less than the number of chems the fighter has taken (counting the chem they just took), the fighter has had a bad reaction. The fighter immediately goes Out of Action, though no roll is made on the Lasting Injuries table, rather they go Into Recovery. If a fighter starts a game under the effect of more than one chem then they must make this check as soon as they activate.

FRENZON

Frenzon is a mix of Stimm, Spur, 'Slaught and other combat drugs. The resulting chem turns users into savage killers, intent only upon murdering those in their path. Primarily, Frenzon is used on penal legions or indentured slave troops, both as a means of control and a way to drive soldiers at the enemy with little regard for their own lives. Some gang leaders use it in this way on disposable gangers and juves, though some fighters get a taste for the chem and take it willingly before battle.

A fighter under the influence of Frenzon gains the Nerves of Steel, True Grit, Unstoppable and Berserk skills, however, all their weapons count as having the Reckless Trait. Unless the fighter is Engaged or Seriously Injured, the fighter must use at least one of their actions to move toward the nearest enemy fighter or perform a Charge (Double) action against a visible enemy if one is within range.

SIDE EFFECTS

Frenzon is highly addictive. During the Wrap-up, any fighter who used Frenzon must make a Toughness check, adding 2 to the dice roll. If the check is failed, the fighter has become addicted to Frenzon. Once a fighter is addicted to Frenzon, they can only be included in a crew if they have taken a dose of the chem. The only way a fighter can shake this addiction is to pay 2D6x10 credits for anti-addiction chems during the post-battle sequence when the gang is buying equipment.

GHAST

Ghast enhances any latent psychic awareness in the human mind. Ghast-induced psykers lack any real mental strength, though for a brief time they are able to exhibit a single ability, albeit without any great skill. This reason alone is enough to make it a popular chem among the denizens of the underhive.

When a fighter uses Ghast, they roll a D6. On a 1, they become subject to the Insane condition. On a 2-5, they gain a random psychic power from the table below. On a 6, they both gain a random psychic power and become subject to the Insane condition.

D6	Result
1	**Telekinesis – Assail (Basic):** Immediately make a ranged attack against an enemy fighter or an obstacle within 12" and line of sight. If hit, move the target D3" in any direction.
2	**Pyromancy – Flame Blast (Basic), Continuous Effect:** For as long as this Wyrd Power is maintained, one ranged weapon carried by this fighter gains the Blaze Trait.
3	**Chronomancy – Freeze Time (Double):** All fighters, friend and foe, within 12", may only take a single action when activated for the remainder of this round.
4	**Technomancy – Weapon Jinx (Simple):** Choose an enemy fighter within 18" of this fighter. The enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter.
5	**Telepathy – Terrify (Double):** Choose an enemy fighter within 18" of this fighter. The enemy fighter must make a Nerve test with -3 to the roll or become subject to the Broken condition.
6	**Biomancy – Quickening (Basic), Continuous Effect:** For as long as this Wyrd Power is maintained, increase this fighter's M by 3 and their WS, BS and I by 1 (to a maximum of 2+)

SIDE EFFECTS

At the end of any game in which a fighter used Ghast, they must make a Willpower check. If the check is failed, the fighter suffers a decrease of 1 to their Willpower (i.e., if the fighter's Willpower is 7+, it becomes 8+). If a natural 12 is rolled for the check, the fighter's mind is permanently damaged and they must begin any future battles subject to the Insane condition.

ICROTIC SLIME

This is a rare and dangerous underhive organism – a living, transparent blob about the size of a human fist. The slime preys upon sleeping or helpless creatures, eating their brains, but giving them a euphoric high as it does so. So great is this high that some fighters let the slime latch onto their head before battle, riding the high and hoping they can scrape it off before it kills them.

When a fighter uses Icrotic Slime, make a Characteristic check for their Movement, Strength, Toughness, Initiative, Attacks and Cool characteristics. For each test that is passed, improve that characteristic by D3.

SIDE EFFECTS

Whilst under the effects of Icrotic Slime, the fighter's Leadership, Intelligence and Willpower are decreased to 10+ (unless these characteristics are already worse than this). At the end of any battle in which a fighter used Icrotic Slime, roll 2D6 for that fighter. On a roll of 2, the slime eats the fighter's brain and they are killed. Immediately remove them from the gang's roster. On a roll of 3-11, the slime is successfully removed but the fighter is placed Into Recovery. On a roll of 12, the slime is successfully removed but not without complications. Make a roll on the Lasting Injury table against the fighter, re-rolling results of 61-66.

KALMA

Kalma is the hive name for a general group of euphoric sedatives which lower the state of consciousness and induce a state of well-being. Kalma is sometimes used to sedate prisoners so that they can be led away quickly and easily by Enforcers.

In addition to other methods of use, a gang can give Kalma to a fighter they hold captive during the Rescue scenario. When a fighter affected by Kalma wishes to make an action, roll 2D6 for them and add their Toughness. On a roll of 11 or lower, they do nothing and the action is wasted. On a roll of 12 or more, they shake off the effects of the chem and can act normally for the remainder of the battle.

SIDE EFFECTS

There are no long term effects from taking Kalma.

OBSCURA

A recreational narcotic used from the Noble Hedonistia of the spire to the chem dens of the underhive, Obscura sends its users into a dream-like state in which reality melts away around them. This high is followed by a period of crushing depression, alleviated only by the taking of more Obscura. In addition to other methods of use, a gang can give Obscura to a fighter they hold captive during the Rescue scenario. A fighter under the influence of Obscura changes their Movement characteristic to D6" and all their weapons count as having the Reckless trait.

Note that when they move, a fighter under the influence of Obscura must move the full distance rolled, even if this would take them into base contact with an enemy fighter, in which case they will Engage that enemy fighter, or over the edge of a ledge. Fighters under the influence of Obscura must still respect the 1" rule – if they cannot get into base contact with an enemy fighter when moving, they must stop 1" away.

In the End phase of each round a fighter affected by Obscura may, if their controlling player wishes, roll 2D6 and add their Toughness. If the result is 12 or more, they shake off the effects of the chem.

SIDE EFFECTS

When a dose of Obscura wears off, the fighter enters a deep melancholy and they may only perform a single

action in each of their activations for the remainder of the battle.

During the Wrap-up, any fighter who used Obscura must make a Toughness check. If the check is failed, the fighter has become addicted to Obscura. Once a fighter is addicted to Obscura, they can only be included in a crew on a D6 roll of a 4+ prior to the battle. The only way a fighter can shake this addiction is to pay 2D6x10 credits for anti-addiction chems during the post-battle sequence when the gang is buying equipment.

'SLAUGHT

'Slaught, officially known as Onslaught, is a crude combat drug made from a dangerous combination of amphetamines and mutant rat adrenal glands. 'Slaught enhances an individual's fighting abilities; increasing alertness and speed by slowing down a person's perception of the world around them. A fighter affected by 'Slaught increases their Weapon Skill and Initiative to 2+ and adds 1 to their Attacks characteristic.

SIDE EFFECTS

During the Wrap-up, any fighter who used 'Slaught must make a Toughness check. If the check is failed, the fighter has become addicted to 'Slaught. In each future battle the fighter takes part in, if they do not take a dose of 'Slaught, they must decrease their Weapon Skill and Initiative to 5+, and their Attacks to 1 (unless these characteristics are already worse than this). If they take a dose, the effects are reduced and their Weapon Skill and Initiative become 3+ and they gain no bonus to their Attacks characteristics. A fighter can shake their addiction to 'Slaught by voluntarily going into Recovery during any post-battle sequence.

SPUR

The name Spur is given to a number of similar stimulants, all of which boost the nervous system, improving the senses, muscle reaction and speed of thought. However, the chem's effects are short lived and wear off quickly, often after only a few minutes, rarely more than half an hour at most.

A fighter affected by Spur increases their Movement characteristic by 2 and improves their Initiative characteristic to 2+.

SIDE EFFECTS

Once a fighter has taken a dose of Spur, they must check to see if it wears off in each subsequent End phase. Roll 2D6 for the fighter and add their Toughness. If the result is 10 or more, the Spur has worn off and the fighter is no longer subject to its effects.

STINGER MOULD

Stinger mould is a rare and precious fungi that grows in isolated patches out in the badzones. The recuperative effects of stinger mould are renowned amongst chirurgeons and doctors, and it is heavily harvested in some areas for use in the hive, the spire and even off-world.

A dose of Stinger Mould can be used after a fighter has rolled on the Lasting Injury table. If the result of the roll was anything other than a 66 – Memorable Death, the result it is ignored (including positive results such as 11 – Lesson Learned).

Alternatively, a fighter can attempt to use a dose of Stinger Mould to remove an existing Lasting Injury. During Step 6 of the post-battle sequence, after distributing equipment but before updating the gang roster, roll a D6 for any fighter attempting to use Stinger Mould in this way. On a 5 or 6, the effects of one Lasting Injury the fighter has suffered are immediately negated.

SIDE EFFECTS

There are no long term effects of taking Stinger Mould.

BIONICS

MUNDANE BIONICS

Should a fighter suffer any Lasting Injury as a result of going Out of Action which permanently reduces one or more of their characteristics, the injured body part may be replaced with a bionic prosthesis, thus restoring some degree of lost function. Mundane bionics may be bought from the Trading Post in the same way as other items, provided their Availability level has been met. The price of getting a Doc to install the bionic is included in its cost. All Mundane bionics will increase one of the characteristics listed in their description by +1, thus negating part or all of the effect of the Lasting Injury.

MULTIPLE CHARACTERISTIC

Players should note that some Lasting Injuries only cause one characteristic to be decreased whilst other Lasting Injuries cause two characteristics to be decreased. Where a Lasting Injury causes two characteristics to be decreased, the bionic will give a choice of which characteristic is improved. If a fighter wishes to rectify two characteristic decreases caused by a Lasting Injury, they should look at purchasing an Improved Bionic (as follows), they cannot purchase two Mundane bionics in order to rectify the effects of a single Lasting Injury.

IMPROVED BIONICS

As with Mundane bionics, any fighter that has suffered a Lasting Injury as a result of going Out of Action which permanently reduces two of their characteristics may replace their injured body part with Improved bionics. Improved bionics may be bought from the Trading Post in the same way as other items provided their Availability level has been met. The price of getting a Doc to install the bionic is included in its cost. All improved bionics allow a fighter that has suffered a Lasting Injury that decreases two characteristics to increase both at the same time for a higher cost. Consequently, Lasting Injuries that only cause one characteristic to be decreased do not have the Improved bionics option.

CHARACTERISTIC INCREASES AND BIONICS

If a characteristic has been increased advancements since the injury was sustained as a result of any Advancements, any bionics purchased (Mundane and Improved), may still increase the characteristic by 1 but may not take any characteristics beyond the maximum characteristics.

BIONICS AND RECOVERY

If a fighter is In Recovery when bionics are purchased, they will remain in Recovery. Purchasing bionics does not negate the need to recover from an injury even if the bionics mitigate the long-term effects.

DAMAGED BIONICS

When a fighter takes a fresh Lasting Injury to a location previously injured and subsequently replaced with bionics, there is a chance that their bionics will save them from further harm, taking only minor damage that can easily be repaired. Roll a D6. On a 1-3, the Lasting Injury is applied as normal (perhaps a fighter with a bionic left leg has sustained a similar injury to their right leg, for example). On a 4+, the bionics are hit and the effects of the Lasting Injury are ignored. However, if hit there is a chance that the bionics will be irreparably damaged. Roll a D6. On a 2+, the bionics are scratched and dented but suffer no longer-term effects. On a 1, however, the bionics are damaged beyond repair, the effects of the Lasting Injury are applied and the bionics and their benefits are also lost.

LOBO CHIP

(Humiliated Lasting Injury Table Result)

MUNDANE

Increase either the fighter's Leadership or Cool by +1.

IMPROVED

Increase both the fighter's Leadership and Cool by +1.

CORTEX-COGITATOR

(Head Injuries Lasting Injury Table Result)

MUNDANE

Increase either the fighter's Intelligence or Willpower by +1.

IMPROVED

Increase both the fighter's Intelligence and Willpower by +1.

BIONIC EYE

(Eye Injuries Lasting Injury Table Result)

MUNDANE

The fighter's Ballistic Skill is increased by +1.

BIONIC ARM

(Hand Injuries Lasting Injury Table Result)

MUNDANE

The fighter's Weapon Skill is increased by +1.

BIONIC LEG

(Hobbled Lasting Injury Table Result)

MUNDANE

The fighter's Movement is increased by +1.

SKELETAL ENHANCERS

(Spinal Injury Lasting Injury Table Result)

MUNDANE

The fighter's Strength is increased by +1.

AORTIC SUPERCHARGER

(Enfeebled Lasting Injury Table Result)

MUNDANE

The fighter's Toughness is increased by +1.

STATUS ITEMS

The following section covers the rules for Extravagant Goods and servo-skulls. The rules for Exotic Beasts can be found **on page 255**. These can be purchased for a Leader or Champions as normal when visiting the Trading Post in the post-battle sequence.

EXTRAVAGANT GOODS

Extravagant Goods are only available to Gang Leaders or Champions.

GOLD-PLATED GUN

Any weapon can be gold-plated. A fighter with a gold-plated gun adds +1 to their Leadership characteristic. Additionally, once per game, the fighter may re-roll a failed Ammo check.

EXOTIC FURS

Should this fighter make a Trade action in the post-battle sequence, they add an additional +1 modifier to the dice roll to determine the rarity of the items on offer.

MASTER-CRAFTED WEAPON

The fighter purchases a new weapon of exceptional craftsmanship. Any weapon may be master-crafted (note that grenades are Wargear, not weapons). The cost of a master-crafted weapon is that of the weapon plus 25%, with fractions rounded up to the nearest 5 credits. For example, a master- crafted bolter/plasma combi weapon would cost 145 credits (115 credits plus 25% equals 143.75 credits. Rounded up to the nearest 5 credits, this weapon costs 145 credits).

Note that the fighter may replace a weapon with which they are already equipped with a master- crafted version of that weapon, and that the original may be discarded and added to the gang's Stash. This is an exception to the norm.

A fighter may re-roll a single failed hit roll for this weapon every round.

MUNG VASE

Mung vases are extraordinarily rare collectors objects. Few hivers know where the exquisite vases originate, only that they can be worth astronomical sums of money to the right people. This knowledge is widespread enough that over the centuries, Necromunda has become flooded with millions of fake Mung vases, ranging from crudely fashioned knock-offs that wouldn't fool a blind sumpfarmer, to exceptional facsimiles that are works of art in their own right.

A Mung Vase is a type of Status Item. However unlike other Status Items, rather than being given to a Leader or Champion to carry, the Mung Vase is kept in the gang's Stash. When a gang in possession of a Mung Vase recruits a Hired Gun, they can reduce the Hire Gun's cost by D6x10 credits, to a minimum of 10 credits. The vase is shown off as an example of the gang's wealth and success, and the Hired Gun believes that agreeing to a reduced fee now will earn them favour with this potentially prosperous employer. There is, however, a chance the Hired Gun will simply try to steal the vase when they leave! After a game in which a Mung Vase was used to reduce the hiring cost of a Hired Gun, roll a D6. On a 1, both the Hired Gun and the vase disappear, never to be seen again.

In the post-battle sequence of any battle, a gang can sell the vase. If they do, roll a D6 on the Mung Vase table to see what it is worth (players should resist the temptation to roll on this table unless their gang is attempting to sell a Mung Vase – you don't need to know your vase is a fake, ignorance is bliss!).

D6	Type	Effect
1	**Dismal Fake**	A truly sad knock-off. The vase nets the gang D3x5 credits.
2-3	**Passable Fake**	A nice conversation piece. The vase nets the gang D6x10 credits.
4-5	**Impressive Fake**	A fine example of the counterfeiters' art. The vase nets the gang D6x20 credits.
6	**Outstanding Fake ?**	Make an Intelligence check for the gang Leader. If they fail, count this result as an Impressive Fake. If they pass, they realise what they have just in time – add D6x50 to the gang's Stash.

Finally, if the gang Leader is killed and removed from the gang roster, the vase is lost too – no one else in the gang knows where the vase has been kept hidden!

OPULENT JEWELLERY

If this fighter makes a Medical Escort action in the post-battle sequence, they will attempt to impress the Doc with their visible wealth. Sometimes this works, sometimes it does not… You may re-roll the dice when determining the fee the Doc charges, but you must accept the second result, even if it is worse.

UPHIVE RAIMENTS

If this fighter is not In Recovery during the post-battle sequence, their gang gains an extra D3x10 credits during the Collect Income step.

SERVO-SKULLS

Servo-skulls are only available to gang Leaders or Champions. All servo-skulls are treated as ordinary Wargear and should be recorded on their owner's Fighter card accordingly. Servo-skulls follow these rules:

- Servo-skulls must be represented by a separate model that must stay within 2'' of the owning fighter. This is not a gang fighter or friendly model; it is purely a marker representing the servo-skull and matters only for its own line of sight and targeting purposes. Nor will they give away their owner's location as they are assumed to be aware enough of stealthy movement to emulate it, and remain very low and close when needed.
- When the owner activates it, the servo-skull will move with them, servo-skulls ignore all terrain, and can never fall.
- Servo-skulls cannot be targeted by shooting or melee attacks, and can never be Engaged in combat – they simply float away.
- Servo-skulls may be caught by a Blast marker or Flame template. If a servo-skull is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to float clear of the area of the attack. Leave the model where it is and assume it has boobed around and returned to where it was. If a servo-skull is hit in this way, the owning player rolls a D6. On a 1, it is destroyed and should be removed from the owning fighter's Fighter card. On a 2-6, it is taken Out of Action and plays no further part in the game, but otherwise suffers no long-term effects.
- If the owning fighter leaves the table for any reason, the servo-skull will accompany them and takes no further part in the game.

SENSOR SKULL

A sensor skull grants the owning fighter the same benefits as a bio-scanner (**see page 84**). In addition, when the fighter takes an Aim action, they may add 2 to the result of any hit rolls they make for subsequent shots taken in the same activation rather than the usual 1. This bonus is in addition to any granted by any other wargear or skills the fighter may have.

MEDI SKULL

When making a Recovery test for the owning fighter, roll an extra Injury dice, then pick one of the dice to resolve and discard the other. This is in addition to any friendly fighters assisting the recovery and any other items such as medicae kits, so it is possible that the owning fighter may be rolling several Injury dice to choose from.

GUN SKULL

A gun skull is equipped with a compact autopistol (**see page 55**) and will target whatever or whoever the owning fighter does when they make a ranged attack. Simply roll one extra hit dice and one extra Ammo dice for the gun skull, ideally of a different colour to those being used for the fighter, to represent the gun skull making a ranged attack. Note though that range, line of sight and cover must be worked out from the gun skull itself rather than that of the owning fighter. If the owning fighter does not possess any ranged weapons, the gun skull may shoot at an enemy it can see, chosen by the owning fighter and following the normal target priority rules in relation to the owning fighter's position.

The owning fighter is never considered to be in the way of a gun skull's shooting attacks and cannot be hit by Stray Shots.

A gun skull has a BS of 5+ and may never benefit from aiming or any wargear or skills that modify the owning fighter's to-hit rolls.

WEAPON TRAITS

ASSAULT SHIELD/ENERGY SHIELD

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

BACKSTAB

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

BLAST (3''/5'')

The weapon uses a Blast marker. As describe **page 43**.

YAQ: Since it does not specifically target a fighter, weapon with Blast trait bypasses the rules for target priority, does not suffer penalty for cover and can hit fighter in hiding (prone and in cover).

BLAZE

After an attack with the Blaze trait has been resolved, roll a D6 if the target was hit but not taken Out Of Action. On a 4, 5 or 6, they become subject to the Blaze condition. When activated, a fighter subject to the Blaze condition suffers an immediate Strength 3, AP -1, Damage 1 hit before acting as follows:

- If Prone and Pinned the fighter immediately becomes Standing and Active and acts as described below.
- If Standing and Active the fighter moves 2D6" in a random direction, determined by the Scatter dice. The fighter will stop moving if this movement would bring them within 1" of an enemy fighter or into base contact with impassable terrain. If this movement brings them within ½" of the edge of a level or platform, they risk falling as described **on page 29**. If this movement takes the fighter beyond the edge of a level or platform, they will simply fall. At the end of this move, the fighter may choose to become Prone and Pinned. The fighter may then attempt to put the fire out.
- If Standing and Engaged or Prone and Seriously Injured, the fighter does not move and attempts to put the fire out. To attempt to put the fire out, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a result of 6 or more, the flames go out and the Blaze marker is removed. Pinned or Seriously Injured fighters add 2 to the result of the roll to see if the flames go out.

YAQ: Inorganic targets, like doors cannot be set ablaze.

BURROWING

Burrowing weapons can be fired at targets outside of the firer's line of sight. When firing at a target outside of line of sight do not make an attack roll, instead place the 3" Blast marker anywhere on the battlefield, then move it 2D6" in a direction determined by the Scatter dice. If a Hit is rolled on the Scatter dice, the Blast marker does not move. At the start of the End phase of the round in which this weapon was fired, before step 1, any fighters touched by the marker are hit by the weapon.

Note that this Blast marker can move through impassable terrain such as walls and may move off the battlefield. If the Blast marker does move off the battlefield, the attack will have no effect. Burrowing weapons are capable of digging through several levels of wall and flooring, and can be used regardless of where the fighter is positioned on the battlefield.

CHEM DELIVERY

When a weapon with the Chem Delivery trait is used, the fighter declares what kind of chem they are firing at the target. This can be any chem the fighter is equipped with (note that firing the weapon does not cost a dose of the chem and that friendly fighters cannot be targeted), or if the weapon also has the Toxin or Gas trait, the fighter can use these Traits instead. Instead of making a Wound roll for a Chem Delivery attack, roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, the target is affected by the chosen chem just as if they had taken a dose. If the roll is lower than the target's Toughness, they shrug off the chem's effects

COMBI

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

CONCUSSION

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

CURSED

A fighter hit by a weapon with the Cursed trait must make a Willpower check or gain the Insane condition (**see page 22**)

DEFOLIATE

Carnivorous Plants hit by a weapon with the Defoliate Trait immediately take D3 Damage. Brainleaf Zombies hit by a weapon with the Defoliate Trait lose a wound and are removed from the battlefield if they suffer an Out of Action result on the Injury dice.

DEMOLITIONS

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

DIGI

A digi weapon is worn mounted on a ring or hidden inside a glove. It can be used in addition to any other Melee weapon or Pistol carried by the fighter granting either an additional shot or an additional close combat attack. A weapon with this trait does not count towards the maximum number of weapons a fighter can carry, however the maximum number of weapon with this trait a fighter can carry is 10.

DISARM

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

DRAG

If a fighter is hit by a Drag weapon but not taken Out of Action, the attacker can attempt to drag the target closer after the attack has been resolved. If a they do, roll a d6. If the score is equal to or higher than the target's Strength, the target is dragged D3'' straight towards the attacker, stopping if they hit any terrain. If they move into another fighter (other than the attacker), both fighters are moved the remaining distance towards the attacker.

If the weapon also has the Impale special rule and hits more than one fighter, only the last fighter to be hit can be dragged.

ENTANGLE

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

FEAR

Instead of making an Injury roll for an attack with the Fear trait, the opposing player makes a Nerve test for the target, subtracting 2 from the result. If the test fails, the target is immediately Broken and runs for cover.

FLARE

A fighter who takes a hit from a weapon with the Flare Trait, or who is touched by a Blast marker fired from a weapon with the Flare Trait, is Revealed if the battlefield is in darkness (see Pitch Black **from page 328**). If a weapon has both the Flare Trait and the Blast Trait after determining where the Blast marker ends up, leave it in place. In the End phase, roll a D6. On a 4 or more, the flare goes out and the marker is removed, otherwise it remains in play. While the Blast marker is on the board, all models at least touched by it are illuminated as if they had a Blaze marker or a Revealed marker.

FLASH

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

GAS

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

YAQ: This special rule doesn't apply against inorganic targets, like doors. Normal wound roll is made using the Strength of the weapon.

GRAVITON PULSE

Instead of rolling to wound normally with this weapon, any model caught in the blast must instead roll to or under their Strength on a D6 (a roll of 6 always counts as a fail). After the weapon has been fired, leave the Blast marker in place. For the remainder of the round, any model moving through this area will use 2'' of their movement for every 1'' they move. Remove the Blast marker during the End phase.

GRENADE

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

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

GUNK

A fighter hit by a weapon with the Gunk Trait becomes subject to the Gunked condition. Gunked fighters reduce their Movement characteristic by 1 to a minimum of 1 and don't add D3" to their movement when making a Charge action. In addition, they subtract 1 from the dice roll when making an Initiative check. Gunked fighters are also more flammable and catch fire on a 2+, rather than a 4+, when hit by a weapon with the Blaze trait.

The Gunked condition lasts until the End phase or until the fighter catches fire after being hit by a weapon with the Blaze Trait.

HEXAGRAMMATIC

The ammo used by this weapon has been specially treated to defeat psychic defences and severely harm Psykers. Hits from weapons with this Trait ignore saves provided by psychic powers. Additionally, weapons with this Trait will inflict double damage against Psykers.

IMPALE

If an attack made by this weapon hits and wounds the target, and the save roll is unsuccessful (or no save roll is made), the projectile continues through them and might hit another fighter! Trace a straight line from the target, directly away from the attacker. If there are any fighters within 1" of this line, and within the weapon's Long Range, the one that is closest to the target is at risk of being hit. Roll a D6 – on a 3 or more, resolve the weapon's attack against that fighter, subtracting 1 from the Strength. The projectile can continue through multiple fighters in this way, but if the Strength is reduced to 0, it cannot hit any more fighters.

KNOCKBACK

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

LIMITED

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

YAQ: Same fighter cannot carry more that one "dose" of one ammo type at a time.

MELEE

This weapon can be used during close combat attacks.

MELTA

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

PAIRED

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

PARRY

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

PLENTIFUL

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

POWER

The weapon is surrounded by a crackling power field. Attacks made by Power weapons cannot be parried except by other Power weapons. In addition, if the hit roll for a Power weapon is a 6, no save roll can be made against the attack and its Damage is increased by 1.

PULVERISE

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

RAD-PHAGE

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

YAQ: It is added irrespective of the result of the hit, and is applied after the hit has been resolved.

RAPID FIRE (X)

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

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

RECKLESS

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

RENDING

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

SCARCE

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

SCATTERSHOT

When a target is hit by a scattershot attack, make D6 wounds roll instead of 1.

SEISMIC

If the target of a Seismic attack is Active, they are always Pinned – even if they have an ability that would normally allow them to avoid being Pinned by ranged attacks. In addition, if the wound roll for a Seismic weapon is a natural 6, no save roll can be made against that attack.

SEVER

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

SHIELD BREAKER

Weapons with this Trait ignore the effects of the Assault Shield/Energy Shield trait. In addition, when a target equipped with Field Armour is wounded by a weapon with this Trait, they must roll two dice when making a Field Armour save and choose the lower result.

SHOCK

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

SHRED

If the roll to wound with a weapon with this trait is a natural 6, then the Armour Penetration of the weapon is doubled.

SIDEARM

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

SILENT

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

SINGLE SHOT

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

SMOKE

Smoke weapons do not cause hits on fighters – they do not cause Pinning and cannot inflict Wounds. Instead, mark the location where they hit with a counter. They generate an area of dense smoke, which extends 2.5'' out from the centre of the counter; a 5'' Blast marker can be used to determine this area, but it should be considered to extend vertically as well as horizontally. Fighters can move through the smoke, but it blocks line of sight, so attacks cannot be made into, out of or through it. In the End phase, roll a D6. On a 4 or less, the cloud dissipates and the counter is removed.

TEMPLATE

Template weapons use the Flame template to determine how many targets they hit. See **page 9**.

YAQ: Since it does not specifically target a fighter, weapon with Template trait bypasses the rules for target priority, does not suffer penalty for cover and can hit fighter in hiding (prone and in cover).

TOXIN

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

YAQ: A save roll can be made against Toxin attack (if the Toxin roll results in the target being Seriously Injured or Out of Action and it has armour, their controller make a save roll. If it's passed, the results of the Toxin roll is ignored.) Toxin does bypass Wounds though (the target directly goes Seriously Injured or Out of action no matter how many Wounds they have left. If they are Seriously Injured by a Toxin attack, they don't lose any Wounds).

This special rule doesn't apply against inorganic targets, like doors. Normal wound roll is made using the Strength of the weapon.

UNSTABLE

If the Ammo Symbol is rolled on the Firepower dice when attacking with this weapon, there is a chance the weapon will overheat in addition to needing an Ammo check. Roll a D6. On a 1, 2 or 3, the weapon suffers a catastrophic overload and the attacker is taken Out of Action. The attack is still resolved against the target.

UNWIELDY

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

VERSATILE

The wielder of a Versatile weapon does not need to be in base contact with an enemy fighter in order to Engage them in melee during their activation. They may Engage and make close combat attacks against an enemy fighter during their activation, so long as the distance between their base and that of the enemy fighter is equal to or less than the distance shown for the Versatile weapon's Long range characteristic. For example, a fighter armed with a Versatile weapon with a Long range of 2" may Engage an enemy fighter that is up to 2" away.

The enemy fighter is considered to be Engaged, but may not in turn be Engaging the fighter armed with the Versatile weapon unless they too are armed with a Versatile weapon, and so may not be able to make Reaction attacks.

At all other times other than during this fighter's activation, Versatile has no effect.

WEB

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

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

SKILLS

This section lists all the skills that are available to fighters.

The following table summarizes each of the skills sets, and can be used (by rolling a D6) to determine a random skill from one of the sets.

D6	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting
1	Catfall	Bull Charge	Combat Master	Backstab	Berserker	Commanding Presence	Ballistics Expert	Fast Shot
2	Clamber	Bulging Biceps	Counter-Attack	Escape Artist	Impetuous	Inspirational	Connected/ Scavenger's Instincts	Gunfighter
3	Dodge	Crushing Blow	Disarm	Evade	Fearsome	Iron Will	Fixer	Hip Shooting
4	Mighty Leap	Headbutt	Parry	Infiltrate	Nerves of Steel	Mentor	Medicae	Marksman
5	Spring Up	Hurl	Step Aside	Lie Low	True Grit	Overseer	Munitioneer	Precision Shot
6	Sprint	Iron Jaw	Rain of Blows	Overwatch	Unstoppable	Regroup	Savvy Trader/Savvy Scavenger	Trick Shot

AGILITY

CATFALL

When this fighter falls or jumps down from a ledge, they count the vertical distance moved as being half of what it actually is, rounded up. In addition, if they are not Seriously Injured, or taken Out of Action by a fall, make an Initiative test for them – if it is passed, they remain Standing rather than being Prone and Pinned.

CLAMBER

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

DODGE

If this fighter suffers a wound from a ranged or close combat attack, roll a D6. On a 6, the attack is dodged and has no further effect; otherwise, continue to make a save or resolve the wound as normal.

If the model dodges a weapon that uses a Blast marker or Flame template, a roll of 6 does not automatically cancel the attack – instead, it allows the fighter to move up to 2'' before seeing if they are hit. They cannot move within 1'' of an enemy fighter.

MIGHTY LEAP

When measuring the distance of a gap this fighter wishes to leap across, ignore the first 2" of the distance. This means that a fighter with this skill may leap over gaps of 2" or less without testing against their Initiative. All other rules for leaping over gaps still apply.

SPRING UP

If this fighter is Pinned when they are activated, make an Initiative check for them. If the check is passed the fighter can make a Stand Up (Basic) action for free. If the check is failed, the fighter may still stand up, but it costs one action, as usual.

SPRINT

If this fighter makes two Move (Simple) actions when activated during a round, they can use the second to Sprint. This lets them move at double their Movement characteristic for the second Move (Simple) action.

BRAWN

BULL CHARGE

When this fighter makes close combat attacks as part of a Charge (Double) action, any weapons with the Melee trait they use gain the Knockback Trait and are resolved at +1 Strength.

BULGING BICEPS

This fighter may wield an Unwieldy weapon in one hand rather than the usual two. Note that Unwieldy weapons still take up the space of two weapons with regards to how many a fighter may carry.

CRUSHING BLOW

Before rolling to hit for the fighter's close combat attacks, the controlling player can nominate one dice to make a Crushing Blow. This cannot be a dice that is rolling for a weapon with the Sidearm trait. If that dice hits, the attack's Strength and Damage are each increased by one.

HEADBUTT

If the fighter is Standing and Engaged, they can make the following action:

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

HURL

If the fighter is Standing and Engaged, they can make the following action:

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

IRON JAW

This fighter's Toughness is treated as being two higher than normal when another fighter makes unarmed attacks against them in close combat.

COMBAT

COMBAT MASTER

The fighter never suffers penalties to their hit rolls for interference, and can always grant assists, regardless of how many enemy fighters they are Engaged with.

COUNTER-ATTACK

When this fighter makes Reaction attacks in close combat, they roll one additional Attack dice for each of the attacker's Attacks that failed to hit (whether they missed, were parried, etc)

DISARM

Any weapons with the Melee trait used by the fighter also gain the Disarm Trait. If a weapon already has this Trait, then the target will be disarmed on a natural roll of 5 or 6, rather than the usual 6.

PARRY

The fighter can parry attacks as though they were carrying a weapon with the Parry Trait. If they already have one or more weapons with this Trait, they can parry one additional attack.

RAIN OF BLOWS

This fighter treats the Fight action as Fight (Simple) rather than Fight (Basic). In other words, this fighter may make two Fight (Simple) actions when activated.

STEP ASIDE

If the fighter is hit in close combat, the fighter can attempt to step aside. Make an Initiative check for them. If the check is passed, the attack misses. This skill can only be used once per enemy in each round or close combat – in other words, if an enemy makes more than one attack, the fighter can only attempt to step aside from one of them.

CUNNING

BACKSTAB

Any weapons used by this fighter with the Melee trait also gain the Backstab Trait. If they already have this Trait, add 2 to the attacker's Strength rather than the usual 1 when the Trait is used.

YAQ: Does not apply to Versatile Melee weapon used for a ranged attack.

ESCAPE ARTIST

When this fighter makes a Retreat (Basic) action, add 2 to the result of the Initiative check (a natural 1 still fails). Additionally, if this fighter is Captured at the end of a battle, and if they are equipped with a skin blade, they may add 1 to the result of the dice roll to see if they can escape.

EVADE

If an enemy targets this fighter with a ranged attack, and this fighter is Standing and Active and not in partial cover or full cover, there is an additional -1 modifier to the hit roll, or a -2 modifier if the attack is at Long range.

INFILTRATE

If this fighter should be set up at the start of a battle, they may instead placed to one side. Then, immediately before the start of the first round, their controlling player may set them up anywhere on the battlefield that is not visible to any enemy fighters, and not within 6'' of any of them. If both players have fighters with this skill, take turns to set one up, starting with the winner of a roll-off.

LIE LOW

While this fighter is Prone, enemy fighters cannot target them with a ranged attack unless they are within the attacking weapon's Short range. Weapons that do not have a Short range are unaffected by this rule.

OVERWATCH

If this fighter is Standing and Active, and has a Ready marker on them, they can interrupt a visible enemy fighter's action as soon as it is declared, but before it is carried out. This fighter loses their Ready marker, then immediately makes a Shoot (Basic) action, targeting the enemy fighter whose action they have interrupted. If the enemy is Pinned or Seriously Injured as a result, their activation ends immediately – their action(s) are not made.

FEROCITY

BERSERKER

When this fighter makes close combat attacks as part of a Charge (Double) action, they roll one additional Attack dice.

FEARSOME

If an enemy wishes to make a Charge (Double) action that would result in them making one or more close combat attacks against this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their activation ends immediately.

IMPETUOUS

When this fighter consolidates at the end of a close combat, they can move up to 4'', rather than the usual 2''.

NERVES OF STEEL

When the fighter is hit by a ranged attack, make a Cool check for them. If it is passed, they may choose not to be Pinned.

TRUE GRIT

When making an Injury roll for the fighter, roll one less Injury dice (for example, a Damage 2 weapon would roll one dice). Against attacks with Damage 1, roll two dice – the player controlling the fighter with True Grit, can then choose one dice to discard before the effects of the other are resolved.

UNSTOPPABLE

Before making a Recovery test for this fighter in the End phase, roll a D6. If the result is 4 or more, one Flesh Wound they have suffered previously is discarded. If they do not have any Flesh Wounds, and the results is 4 or more, roll one additional dice for their Recovery check and choose one to discard.

LEADERSHIP

COMMANDING PRESENCE

When this fighter activates to make a group activation, they may include one more fighter than normal as part of the group (ie, a Champion could activate two other fighters instead of one, and a Leader could activate three).

INSPIRATIONAL

If a friendly fighter within 6'' of this fighter fails a Cool check, make a Leadership check for this fighter. If the Leadership check is passed, then the Cool check also counts as having been passed.

IRON WILL

Subtract 1 from the result of any Bottle rolls whilst this fighter is on the battlefield and is not Seriously Injured.

MENTOR

Make a Leadership check for this fighter each time another friendly fighter within 6'' gains a point of Experience. If the check is passed, the other fighter gains two Experience instead of one.

OVERSEER

If the fighter is Active, they can attempt to make the following action:

Order (Double) – Pick a friendly fighter within 6''. That fighter can immediately make two actions as though it were their turn to activate, even if they are not Ready. If they are Ready, these actions do not remove their Ready marker.

REGROUP

If this fighter is Standing and Active at the end of their activation, the controlling player may make a Leadership check for them. If this check is passed, each friendly fighter that is currently subject to the Broken condition and within 6'' immediately recovers from being Broken.

PALANITE DRILL

GOT YOUR SIX

Once per round if this fighter is Standing and Active, as soon as a visible enemy fighter declares a Charge (Double) action but before it is carried out, this fighter may interrupt the enemy fighter's Activation to perform a Shoot (Basic) action, targeting the enemy fighter whose action they have interrupted. If the enemy is Pinned or Seriously Injured as a result, their activation ends immediately, and their action(s) are not made.

HELMAWR'S JUSTICE

When this fighter performs a Coup de Grace, they may roll twice on the Lasting Injury table and choose which result to apply.

NON-VERBAL COMMUNICATION

If this fighter is Standing and Active, they can attempt to make the following action:

Comms (Double): Pick a friendly fighter within 6". That fighter can immediately make a Cool check. If the check is passed, their vision arc is extended to 360° until the End phase of this round.

RESTRAINT PROTOCOLS

Rather than perform a Coup de Grace, this fighter may instead perform a Restrain (Simple) action:

Restrain (Simple): This fighter is adept at shackling their opponents, even in the heat of battle. Each time this fighter performs this action, make a note that they have restrained an enemy fighter. During the Wrap-up, add 1 to the dice roll to determine if an enemy fighter has been Captured for each enemy fighter that has been restrained.

TEAM WORK

When a fighter with this skill is activated, they may make a group activation as if they were a Champion, as described **on page 20**. If this fighter is a Champion, they may activate two additional Ready fighters within 3" of them at the start of their Activation, rather than the usual one. If this fighter is a Leader, they may activate three additional Ready fighters within 3" of them at the start of their Activation, rather than the usual two.

THREAT RESPONSE

If an enemy fighter ends their movement within 6" of this fighter after performing a Charge (Double) action, and if this fighter is Standing and Active and has a Ready marker on them, this fighter may immediately activate and perform a Charge (Double) action, moving towards the charging enemy fighter. If at the end of this movement this fighter has Engaged the enemy fighter, they may immediately perform a Fight (Basic) action as normal for a fighter performing a Charge (Double) action. This activation interrupts the enemy fighter's action, being performed after movement but before attacks. This fighter then loses their Ready marker.

SAVAGERY

AVATAR OF BLOOD

For every unsaved wound this fighter inflicts on an enemy fighter with a weapon with the Melee trait, they may immediately discard one Flesh Wound they have previously suffered.

BLOODLUST

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

CRIMSON HAZE

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

FRENZY

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

KILLING BLOW

Before rolling to hit for the fighter's close combat attacks, the controlling player can opt instead to make a single Killing Blow attack. This attack cannot be made with a weapon that has the Sidearm trait. If the attack hits, the attack's Strength and Damage are doubled and no Armour Save roll can be made

SLAUGHTERBORN

For every unsaved wound this fighter inflicts on an enemy fighter with a weapon with the Melee trait, increase their Movement by 1" for the duration of the battle.

SAVANT

BALLISTICS EXPERT

When this fighter makes an Aim (Basic) action, make an Intelligence check for them. If the check is passed, they gain an additional +1 modifier to their hit roll.

CONNECTED/SCAVENGER'S INSTINCTS[1]

Connected

This fighter can make a Trade action during the post-battle sequence, in addition to any other actions they make (meaning they could even make two Trade actions). They cannot do this if they are unable to make actions during the post-battle sequence.

Scavenger's Instincts (Uprising Campaign Only)

During the Damnation Phase of an Uprising Campaign, this fighter can make a Scavnege action during the Post-Battle sequence in addition to any other actions they make (meaning they could even make two Scavenge actions). They cannot do this if they are unable to make actions during the post-battle sequence.

FIXER

In the Receive Rewards step of the post-battle sequence, as long as the fighter is not Captured or In Recovery, their gang earns an additional D3x10 credits. Note that they do not need to have taken part in the battle to gain this bonus.

MEDICAE

When this fighter assists a friendly fighter who is making a Recovery test, re-roll any Out of Action results. If the result of a re-rolled dice is also Out of Action, the result stands.

MUNITIONEER

Whenever an Ammo check is failed for this fighter or another fighter from their gang within 6'', it can be re-rolled.

SAVVY TRADER/SAVVY SCAVENGER [2]

Savvy Trader

When this fighter makes a Trade action in the post-battle sequence, add 1 to the result of the dice roll to determine the availability of Rare items on offer at the Trading Post on this visit. Additionally, the cost of one item may be reduced by 20 credits on this visit. Note that this means one item, not one type of item. A single power sword may be purchased for 30 credits, but a second power sword will still cost 50 credits.

Savvy Scavenger

During the Damnation phase of an Uprising Campaign, while this fighter makes a Scavenge action, add 1 or 2 to the result of the dice roll on the Scavenging Table.

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1 Scavenger's Instinct is used instead of Connected during an Uprising Campaign.

2 Savvy Scavenger is similarly used instead of Savvy Trader.

SHOOTING

FAST SHOT

This fighter treats the Shoot action as (Simple) rather than (Basic), as long as they do not attack with a weapon that has the Unwieldy trait (note that even if a skill or wargear item allows a fighter to ignore one aspect of the Unwieldy trait, Unwieldy weapons retain the Trait).

GUNFIGHTER

If the fighter uses the Twin Guns Blazing rule to attack with two weapons with the Sidearm trait, they do not suffer the -1 penalty to their hit rolls and can, if they wish, target a different enemy model with each weapon with the Sidearm trait.

HIP SHOOTING

If the fighter is Standing and Active, they can make the following action:

Run and Gun (Double) – The fighter may move up to double their Movement characteristic and then make an attack with a ranged weapons. The hit roll suffers an additional -1 modifier, and Unwieldy weapons can never be used in conjunction with this skill.

MARKSMAN

The fighter is not affected by the rules for Target Priority. In addition, if the hit roll for an attack made by the fighter with a ranged weapon (that does not have the Blast trait) is a natural 6, they score a critical hit, and the weapon's Damage is doubled (if they are firing a weapon with the Rapid Fire trait, only the Damage of the first hit is doubled).

PRECISION SHOT

If the hit roll for a ranged attack made by this fighter is a natural 6 (when using a weapon that does not have the Blast Trait), the shot hits an exposed area and no armour save can be made.

TRICK SHOT

When this fighter makes ranged attacks, they do not suffer a penalty for the target being Engaged or in partial cover. In addition, if the target is in full cover, they reduce the penalty to their hit roll to -1 rather than -2.

PART TWO: GANG LISTS

The following section contains everything that players need to found, equip and expand a gang in Necromunda campaign.

HOUSE GANGS

When founding a House gang, the first step is to decide which House the gang is drawn from. The rules which follow cover the six Clan Houses of Necromunda: Cawdor, Delaque, Escher, Goliath, Orlock and Van Saar.

When founding a gang, players will have a maximum budget of credits to spend. How much this is will depend upon whether they are founding a gang for Skirmish or Campaign play. In either case, this budget may not be exceeded. Any unspent credits will be added to the gang's Stash if the gang has been founded for Campaign play. However, if a gang has been founded for Skirmish play, any unspent credits are simply lost.

The next step is to choose the fighters that make up the gang. The following House lists show the fighters available to each gang. A fighter's entry in their House list will detail the weapon types they may be armed with, as well as listing any Wargear they have when added to the gang. Whenever a fighter is added to a gang, weapons and Wargear are purchased for them. If the gang is being founded for a campaign, fighters will be limited to equipment selected from their House Equipment List, whereas fighters in a gang founded for a Skirmish may also have access to some items of equipment from the Trading Post. In either case, a fighter may discard any Wargear they have in favour of something else purchased from the House Equipment list (most commonly this will be armour). Wargear discarded when a gang is founded is placed in the gang's Stash and may be given to other fighters.

Finally, a blank Fighter card is completed for each fighter when they are added to the gang; the characteristics of the fighter and any equipment they now have should be noted down in the appropriate sections of the Fighter card. A gang roster sheet is also completed for the gang as a whole, following the guidelines given for campaign play (**see page 137**) or skirmish play (**see page 319**).

GANG COMPOSITION

All gangs follow these rules when they are founded:

- There must be one Leader.
- The total number of Gangers in the gang must always be equal to, or higher than, the total number of other fighters (Leaders, Juves and Champions) in the gang, not counting Hangers-on.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

During a campaign, all gangs continue to follow the above rules as new fighters are added to the gang.

Additionally, the following rules apply:

- A gang founded for a campaign can contain no more than two Champions. Additional Champions may be added to the gang during the course of the campaign.
- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.
- During the course of the campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or as a result of Territory Boons. These items are added to the gang's Stash and may be distributed among fighters during any Post-battle sequence:
  - A fighter cannot be given a new weapon of a type not allowed by their entry within their House list.
  - Juves and Gangers cannot be given a new weapon if it would take them above the limit of three weapons carried.
  - A Leader or Champion can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment, as described **on page 151**.
  - A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

HOUSE CAWDOR GANGS

House Cawdor is the stronghold of the Cult of the Redemption, whose prophets foretell of universal destruction. The poorest of the Houses, they scavenge through the detritus of the hive, their 'holy' wargear made from cast-off scrap and battered weaponry. They are the numberless foot soldiers of the Redemption, the spreaders of faith to the underhive and the seekers of relics from among its ruins – each ganger happy to die for the faith.

FIGHTERS

A starting Cawdor gang is made up of the following fighters:

Leader..... 105 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	4+	3	3	2	4+	2	4+	6+	5+	6+

EQUIPMENT

A Cawdor Leader is equipped with flak armour. They have no weapon restrictions.

STARTING SKILL

Cawdor Leaders start with one free skill chosen from their Primary skill sets.

Champions..... 95 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	3+	3	3	2	4+	2	5+	6+	7+	7+

EQUIPMENT

A Cawdor Champion is equipped with flak armour. They have no weapon restrictions.

STARTING SKILL

Cawdor Champions start with one free skill chosen from their Primary skill sets.

Juves..... 20 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	5+	5+	3	3	1	3+	1	8+	8+	8+	9+

EQUIPMENT

A Cawdor Juve starts with no equipment. They can be armed with Pistols and Close Combat Weapons, but cannot be given any item that is worth more than 20 credits when they are added to the gang. During a campaign, once a Juve has gained their first Advancement, this limit no longer applies.

Gangers..... 45 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	1	4+	1	7+	7+	7+	7+

EQUIPMENT

A Cawdor Ganger is equipped with flak armour. They can be equipped with Armour, Basic Weapons, Pistols, Close Combat Weapons, Grenades and Wargear. When the gang is created one Ganger can be equipped with a Special Weapon, during the campaign, additional Gangers can also take Special Weapons.

HOUSE CAWDOR SKILL ACCESS

Cawdor fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	-	Primary	Primary	-	Secondary	Primary	-	Secondary
Champion	Secondary	Primary	Primary	-	Secondary	Secondary	-	-
Juve	Secondary	-	Secondary	-	Primary	-	-	-
Specialist	Secondary	Secondary	Primary	-	Primary	-	-	-

HOUSE CAWDOR EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Reclaimed autogun.....10 credits
- Sawn-off shotgun.....15 credits
- Cawdor Polearm/autogun*.....20 credits
- Cawdor Polearm/blunderbuss* (with grape & purgation shot).....40 credits

CLOSE COMBAT WEAPONS

- Axe.....10 credits
- Maul (club).....10 credits
- Fighting knife.....15 credits
- Flail.....20 credits
- Two-handed axe*.....25 credits
- Two-handed hammer*.....35 credits
- Chain glaive*.....60 credits

PISTOLS

- Reclaimed autopistol.....5 credits
- Stub gun.....5 credits
- Hand flamer.....75 credits

SPECIAL WEAPONS

- Long rifle.....30 credits
- Combi-weapon (autogun/flamer).....110 credits
- Flamer.....130 credits

HEAVY WEAPONS

- Cawdor Heavy crossbow* (with frag & krak shells).....125 credits
- Heavy stubber*.....130 credits
- Heavy flamer*.....195 credits

WARGEAR

GRENADES

- Smoke grenades.....15 credits
- Frag Grenades.....30 credits
- Blasting charges.....35 credits
- Incendiary charges.....40 credits
- Krak Grenades.....45 credits
- Choke gas grenades.....50 credits

ARMOUR

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

PERSONAL EQUIPMENT

- Dumdum rounds (for stub gun).....5 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Skinblade.....10 credits
- Respirator.....15 credits
- Strip kit.....15 credits
- Bomb delivery rats.....30 credits
- Emperor's Wrath rounds (for blunderbuss).....35 credits
- Mono-sight †.....35 credits
- Photo goggles.....35 credits
- Cult icon.....40 credits

NAMING YOUR OWN CAWDOR

Cawdor names are handed down from parent to child, often scrawled on a special naming bone that is jealously guarded by its owner. What the names mean or where they come from not even the Cawdor know, but many believe they were chosen by the God-Emperor Himself. Below are some names that can be used, adapted or combined when creating your own Cawdor gang.

Beluque, Shyrth, Caban, Hoyke, Hennin, Wardecors, Hauberk, Cowl, Dagged, Epitoga, Cottus, Gambeson, Phrygian, Houve, Touret, Barbet, Moufles, Snood, Cainsil, Tippet...

HOUSE DELAQUE GANGS

House Delaque are the spymasters and assassins of Necromunda, their agents having infiltrated into most strata of hive society. Delaque gangers are known for their stealth and cunning, are skilled in laying down ambushes and striking from the shadows. Good Delaque leaders are always on the look-out for advantageous terrain or ways to exploit the weaknesses of their foes, only resorting to a fair fight if there are no other options.

FIGHTERS

A starting Delaque gang is made up of the following fighters:

Leader..... 110 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	3	3	2	3+	2	6+	6+	5+	6+

EQUIPMENT

A Delaque Leader is equipped with flak armour. They have no weapon restrictions.

STARTING SKILL

Delaque Leaders start with one free skill chosen from their Primary skill sets.

Champions..... 95 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	3	3	2	4+	2	7+	6+	6+	6+

EQUIPMENT

A Delaque Champions is equipped with flak armour. They have no weapon restrictions.

STARTING SKILL

Delaque Champions start with one free skill chosen from their Primary skill sets.

Juves..... 25 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	5+	5+	3	3	1	3+	1	9+	7+	8+	8+

EQUIPMENT

A Delaque Juve starts with no equipment. They can be armed with Pistols and Close Combat Weapons, but cannot be given any item that is worth more than 20 credits when they are added to the gang. During a campaign, once a Juve has gained their first Advancement, this limit no longer applies.

Gangers..... 50 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	1	4+	1	7+	6+	7+	7+

EQUIPMENT

A Delaque Ganger is equipped with flak armour. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Ganger can be armed with a Special Weapon. During a campaign, additional Gangers can also take Special Weapons as they are added.

HOUSE DELAQUE SKILL ACCESS

Delaque fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	Primary	-	-	Primary	-	Primary	Secondary	Secondary
Champion	Secondary	-	-	Primary	-	Secondary	Primary	Secondary
Juve	Secondary	-	-	Primary	-	-	Secondary	-
Specialist	Secondary	-	Secondary	Primary	-	-	Primary	-

HOUSE DELAQUE EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

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

CLOSE COMBAT WEAPONS

- Stiletto knife.....20 credits
- Digi lasers.....25 credits
- Shock stave.....25 credits
- Web gauntlet.....35 credits

PISTOLS

- Autopistol.....5 credits
- Stub gun.....5 credits
- Laspistol.....10 credits
- Flechette pistol
  (with solid and fleshbane ammo).....30 credits
- Plasma pistol.....50 credits
- Hand flamer.....75 credits
- Web pistol.....80 credits

SPECIAL WEAPONS

- Long rifle.....30 credits
- Plasma gun.....100 credits
- Web gun.....115 credits
- Grav gun.....120 credits
- Meltagun.....135 credits
- Flamer.....140 credits

HEAVY WEAPONS

- Heavy flamer*.....195 credits

WARGEAR

GRENADES

- Stun grenades.....10 credits
- Photon flash grenades.....15 credits
- Smoke grenades.....15 credits
- Scare gas grenades.....40 credits
- Choke gas grenades.....50 credits

ARMOUR

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

PERSONAL EQUIPMENT

- Filter plugs.....10 credits
- Gunshroud.....10 credits
- Skinblade.....10 credits
- Respirator.....15 credits
- Photo goggles.....20 credits
- Grapnel launcher.....25 credits
- Web solvent.....25 credits
- Bio-scanner.....30 credits
- Infra-sight †.....35 credits
- Mono-sight †.....35 credits

NAMING YOUR OWN DELAQUE

Delaque names are unusual and alien, much like the fighters themselves. Often, other hivers use nicknames to describe Delaque gangers, perhaps fearful of speaking their real names aloud, or simply because they can't pronounce them! Below are some names that can be used, adapted or combined when creating your own Delaque gang.

True Names: Abnoth, Kthula, Mithrha, Altheia, Azoth, Horrath, Cthepa, Cyclelos, Ulzcha, Xexoth...

Nicknames: Shadow, Spectre, Umbra, Whisper, Tenebrous, Phantom, Ghost, Dusk, Gloom, Wraith...

HOUSE ESCHER GANGS

FIGHTERS

A starting Escher gang is made up of the following fighters:

Leader..... 120 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	3	3	2	2+	3	5+	6+	6+	7+

EQUIPMENT

An Escher Leader is equipped with flak armour. They have no weapon restrictions.

STARTING SKILL

Escher Leaders start with one free skill chosen from their Primary skill sets.

Champions..... 95 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	3	3	2	2+	2	6+	7+	6+	6+

EQUIPMENT

An Escher Champion is equipped with flak armour. They have no weapon restrictions.

STARTING SKILL

Escher Champions start with one free skill chosen from their Primary skill sets.

Juves..... 20 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	4+	5+	2	3	1	2+	1	8+	9+	8+	8+

EQUIPMENT

An Escher Juve starts with no equipment. They can be armed with Pistols and Close Combat Weapons, but cannot be given any item that is worth more than 20 credits when they are added to the gang. During a campaign, once a Juve has gained their first Advancement, this limit no longer applies.

Gangers..... 50 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	1	3+	1	7+	8+	7+	7+

EQUIPMENT

An Escher Ganger is equipped with flak armour. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Ganger can be armed with a Special Weapon. During a campaign, additional Gangers can also take Special Weapons as they are added.

HOUSE ESCHER SKILL ACCESS

Escher fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	Primary	-	Primary	Secondary	Secondary	Primary	-	-
Champion	Primary	-	Primary	Secondary	Secondary	Secondary	-	-
Juve	Primary	-	Secondary	Secondary	-	-	-	-
Specialist	Primary	-	Primary	Secondary	Secondary	-	-	-

HOUSE ESCHER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Lasgun.....5 credits
- Autogun.....15 credits
- Shotgun (with solid and scatter ammo).....30 credits

CLOSE COMBAT WEAPONS

- Fighting knife.....15 credits
- Stiletto knife.....20 credits
- Chainsword.....25 credits
- Power knife.....25 credits
- Shock whip.....25 credits
- Stiletto sword.....30 credits
- Power sword.....45 credits

PISTOLS

- Stub gun.....5 credits
- Autopistol.....10 credits
- Laspistol.....10 credits
- Needle pistol.....25 credits
- Plasma pistol.....50 credits
- Hand flamer.....75 credits

SPECIAL WEAPONS

- Needle rifle.....35 credits
- Combi-weapon (boltgun/needle rifle).....80 credits
- Plasma gun.....100 credits
- Melta gun.....135 credits
- 'Nightshade' chem-thrower.....135 credits
- Flamer.....140 credits

HEAVY WEAPONS

- Heavy stubber*.....130 credits

WARGEAR

GRENADES

- Photon flash flares.....15 credits
- Smoke grenades.....15 credits
- Frag Grenades.....30 credits
- Scare gas grenades.....40 credits
- Choke Gas Grenades.....45 credits
- Krak Grenades.....45 credits

ARMOUR

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

PERSONAL EQUIPMENT

- Dumdum rounds (for stub gun).....5 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Acid rounds (for shotgun).....15 credits
- Chem-synth.....15 credits
- Respirator.....15 credits
- Las-projector.....35 credits
- Photo goggles.....35 credits

NAMING YOUR OWN ESCHERS

Escher names often come from great heroes and hell raisers of the clan, carried by their new owners with pride and no small amount of swagger. Below are some names that can be used, adapted or combined when creating your own Escher gang.

Jeliki, Sakura, Trix, Elle, Viata, Nenriatta, Anya, Exène, Lydial, Niko, Sioux, Ava, Gielle, Candela, Cyberna, Alexa, Iris, Io, Exa, Ami, Swan, Morta, Raven, Violetta, Ophelia, Lace, Sélène, Fable, Vega, Rain, Silver, Poly, Ramona...

HOUSE GOLIATH GANGS

FIGHTERS

A starting Goliath gang is made up of the following fighters:

Leader..... 145 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	3+	4	4	2	3+	3	5+	4+	8+	7+

EQUIPMENT

A Goliath Leader is equipped with furnace plate armour. They have no weapon restrictions.

STARTING SKILL

Goliath Leaders start with one free skill chosen from their Primary skill sets.

Champions..... 110 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	4+	4	4	2	4+	2	6+	5+	8+	8+

EQUIPMENT

A Goliath Champion is equipped with furnace plate armour. They have no weapon restrictions.

STARTING SKILL

Goliath Champions start with one free skill chosen from their Primary skill sets.

Juves..... 25 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	5+	3	3	1	3+	1	9+	5+	10+	9+

EQUIPMENT

A Goliath Juve starts with no equipment. They can be armed with Pistols and Close Combat Weapons, but cannot be given any item that is worth more than 20 credits when they are added to the gang. During a campaign, once a Juve has gained their first Advancement, this limit no longer applies.

Gangers..... 60 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	4+	4	4	1	4+	1	8+	5+	9+	8+

EQUIPMENT

A Goliath Ganger is equipped with furnace plate armour. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Ganger can be armed with a Special Weapon. During a campaign, additional Gangers can also take Special Weapons as they are added.

HOUSE GOLIATH SKILL ACCESS

Goliath fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	-	Primary	Secondary	-	Primary	Primary	Secondary	-
Champion	-	Primary	Secondary	-	Primary	Secondary	Secondary	-
Juve	Secondary	Secondary	-	-	Primary	-	-	-
Specialist	-	Primary	Secondary	-	Primary	-	Secondary	-

HOUSE GOLIATH EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Stub cannon.....20 credits
- Shotgun
  (with solid and scatter ammo).....30 credits
- Boltgun.....55 credits
- Combat Shotgun
  (with salvo & shredder ammo).....60 credits

CLOSE COMBAT WEAPONS

- Axe.....10 credits
- Fighting knife.....10 credits
- Maul (club).....10 credits
- Spud-jacker.....15 credits
- Brute Cleaver.....20 credits
- Chainsword.....25 credits
- Two-handed axe*.....25 credits
- Power axe.....35 credits
- Two-handed hammer*.....35 credits
- 'Renderizer' serrated axe*.....40 credits
- Power hammer.....45 credits

PISTOLS

- Stub gun.....5 credits
- Bolt pistol.....45 credits
- Combi-pistol
  (stub gun/plasma pistol).....40 credits
- Hand flamer.....75 credits

SPECIAL WEAPONS

- Grenade launcher
  (with frag & krak grenades).....55 credits
- Melta gun.....135 credits
- Flamer.....140 credits
- Combi-weapon
  (boltgun/melta).....165 credits
- Combi-weapon
  (boltgun/flamer).....175 credits

HEAVY WEAPONS

- 'Krumper' rivet cannon*.....70 credits
- Heavy stubber*.....130 credits
- Heavy bolter*.....160 credits
- Heavy flamer*.....195 credits

WARGEAR

GRENADES

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

ARMOUR

- Furnace plates.....10 credits

PERSONAL EQUIPMENT

- Dumdum rounds (for stub gun).....5 credits
- Drop rig.....10 credits
- Respirator.....15 credits
- Stimm-slug stash.....25 credits
- Bio-booster.....35 credits
- Photo goggles.....35 credits

NAMING YOUR OWN GOLIATHS

Goliath names are simple and brutal, just like the gangers themselves, and are also easy to yell out in the midst of a firefight or when charging down enemies. Below are some names that can be used, adapted or combined when creating your own Goliath gang.

King, Orman, Gund, Hagen, Logan, Spike, Gunk, Stubber, Punker, Ghork, Ukak, Vorg, Blitz, Grand Dog, Skullmasher, Dead'ead, Bonesnapper...

HOUSE ORLOCK GANGS

House Orlock is known as the House of Iron because its wealth is built upon an empire of slag mining and scrap prospecting. Orlock gangers are hardened road warriors and hive junkers, the fighting arm of the clan mining combines who relish the chance to break bones and crack skulls for the House. Of all the gangs, Orlocks place the most value on personal loyalty, swearing their allegiance to their brothers and sisters first, then House, then hive.

FIGHTERS

A starting Orlock gang is made up of the following fighters:

Leader..... 120 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	3	3	3	4+	2	4+	5+	5+	5+

EQUIPMENT

An Orlock Leader is equipped with mesh armour. They have no weapon restrictions.

STARTING SKILL

Orlock Leaders start with one free skill chosen from their Primary skill sets.

Champions..... 95 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	3+	3	3	2	4+	2	5+	6+	6+	6+

EQUIPMENT

An Orlock Champion is equipped with mesh armour. They have no weapon restrictions.

STARTING SKILL

Orlock Champions start with one free skill chosen from their Primary skill sets.

Juves..... 30 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	5+	5+	3	3	1	3+	1	7+	8+	8+	8+

EQUIPMENT

An Orlock Juve starts with no equipment. They can be armed with Pistols and Close Combat Weapons, but cannot be given any item that is worth more than 20 credits when they are added to the gang. During a campaign, once a Juve has gained their first Advancement, this limit no longer applies.

Gangers..... 55 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	1	4+	1	6+	7+	7+	7+

EQUIPMENT

An Orlock Ganger is equipped with mesh armour. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Ganger can be armed with a Special Weapon. During a campaign, additional Gangers can also take Special Weapons as they are added.

HOUSE ORLOCK SKILL ACCESS

Orlock fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	-	Secondary	-	-	Primary	Primary	Secondary	Primary
Champion	-	Secondary	-	-	Primary	Secondary	Secondary	Primary
Juve	-	-	-	-	Primary	-	Secondary	Secondary
Specialist	-	Secondary	-	-	Primary	-	Secondary	Primary

HOUSE ORLOCK EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun.....15 credits
- Sawn-off shotgun.....15 credits
- Shotgun
  (with solid and scatter ammo).....25 credits
- Boltgun.....55 credits
- Combat shotguns
  (with salvo & shredder ammo).....55 credits

CLOSE COMBAT WEAPONS

- Maul (club).....10 credits
- Fighting knife.....15 credits
- Flail.....20 credits
- Chainsword.....25 credits
- Power knife.....25 credits
- Servo claw.....30 credits
- Two-handed hammer*.....35 credits

PISTOLS

- Stub gun.....5 credits
- Autopistol.....10 credits
- Bolt pistol.....45 credits
- Plasma pistol.....50 credits
- Hand flamer.....75 credits

SPECIAL WEAPONS

- Grenade launcher
  (with frag & krak grenades).....65 credits
- Plasma gun.....100 credits
- Melta gun.....135 credits
- Flamer.....140 credits
- Combi-weapon (bolter/melta).....165 credits

HEAVY WEAPONS

- Harpoon launcher*.....110 credits
- Heavy stubber*.....130 credits
- Heavy bolter*.....160 credits
- Heavy flamer*.....195 credits

WARGEAR

GRENADES

- Blasting charges.....30 credits
- Frag Grenades.....30 credits
- Demo charges.....45 credits
- Krak Grenades.....45 credits

ARMOUR

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

PERSONAL EQUIPMENT

- Dumdum rounds (for stub gun).....5 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Respirator.....15 credits
- Telescopic sight †.....25 credits
- Bio-booster.....35 credits
- Photo goggles.....35 credits

NAMING YOUR OWN ORLOCKS

The names most Orlocks go by are simple nicknames given to them by their crew – the practice of naming a new recruit is as old as the clan itself. Below are some elements that can be used individually or combined to name gangers aligned to the House of Iron.

Grimm, Ironhead, Nark, Groff, Fast, Don, Rock, Thorson, Jo, Silent, Sour, Fist, Gann, Red, Zeke, Lander, Mo, Radder, Crow, Duster...

HOUSE VAN SAAR GANGS

The Van Saar are possessed of ancient and damning machine lore, and are the pre-eminent Necromundan House when it comes to advanced technologies. Van Saar gangers benefit from the finest weaponry and environmental suits the clan can provide, while its leaders follow cold and logical combat doctrines drilled into them by a reliance on their gear first and their gut second. Few outside of the House are aware however that the source of the House's technological treasure is slowly killing its people.

FIGHTERS

A starting Van Saar gang is made up of the following fighters:

Leader..... 130 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	2+	3	3	2	5+	2	4+	5+	5+	4+

EQUIPMENT

A Van Saar Leader is equipped with an armoured bodyglove. They have no weapon restrictions.

STARTING SKILL

Van Saar Leaders start with one free skill chosen from their Primary skill sets.

Champions..... 110 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	2+	3	3	2	4+	1	5+	6+	6+	5+

EQUIPMENT

A Van Saar Champion is equipped with an armoured bodyglove. They have no weapon restrictions.

STARTING SKILL

Van Saar Champions start with one free skill chosen from their Primary skill sets.

Juves..... 35 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	4+	3	3	1	4+	1	9+	8+	9+	7+

EQUIPMENT

A Van Saar Juve is equipped with an armoured bodyglove. They can be armed with Pistols and Close Combat Weapons, but cannot be given any item that is worth more than 20 credits when they are added to the gang. During a campaign, once a Juve has gained their first Advancement, this limit no longer applies.

Gangers..... 65 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	3+	3	3	1	5+	1	6+	7+	7+	6+

EQUIPMENT

A Van Saar Ganger is equipped with an armoured bodyglove. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Ganger can be armed with a Special Weapon. During a campaign, additional Gangers can also take Special Weapons as they are added.

HOUSE VAN SAAR SKILL ACCESS

Van Saar fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Leader	Secondary	-	-	Secondary	-	Primary	Primary	Primary
Champion	-	-	Secondary	Secondary	-	Secondary	Primary	Primary
Juve	Primary	-	-	-	-	-	Secondary	Secondary
Specialist	-	-	Secondary	Secondary	-	-	Primary	Primary

HOUSE VAN SAAR EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

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

CLOSE COMBAT WEAPONS

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

PISTOLS

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

SPECIAL WEAPONS

- Combi-weapon (lasgun/plasma gun).....75 credits
- Plasma gun.....100 credits
- Rad gun.....100 credits
- Combi-weapon (lasgun/melta).....120 credits
- Grav-gun.....120 credits
- Meltagun.....135 credits
- Flamer.....140 credits

HEAVY WEAPONS

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

WARGEAR

GRENADES

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

ARMOUR

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

PERSONAL EQUIPMENT

- Drop rig.....10 credits
- Filter plugs.....10 credits
- Respirator.....15 credits
- Telescopic sight †.....25 credits
- Bio-booster.....35 credits
- Las-projector.....35 credits
- Mono-sight †.....35 credits
- Photo goggles.....35 credits
- Grav-chute.....40 credits
- Infra-sight †.....40 credits
- Suspensors.....60 credits

NAMING YOUR OWN VAN SAARS

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

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

LAW GANGS

VENATOR GANGS

DESIGNER'S NOTES

Venator bands present an opportunity to let your gaming imagination run wild – a chance to use the Forge World Bounty Hunters in conjunction with a wide variety of models from the plastic gang sets to create a gang with a character all of its own. The gang list presents a variety of profiles for each character type available, together with unprecedented access to a wide range of equipment thanks to them using almost the entire Trading Post as their Equipment List. The options are almost limitless.

This is deliberate. Venators come from not only all corners of Necromunda, but from all corners of the Imperium and beyond. They are bands of Bounty Hunters thrown together by the knowledge that working in a group is far safer and more profitable in the long run than working alone. Former gang members, deserter Guardsmen, abhumans, even aliens, all can be brought together within this unique gang and over time, just like any other gang it can become more diverse and colourful through the addition of Hangers-on in the form of supporting staff, Exotic Beasts, and so forth.

We would suggest that stat lines be chosen based on the character of the individual model you want to include, something which should also be considered when arming and equipping your fighters. Ask yourself how the stat line and weapons chosen work together, and does the stat line suit the character you'd imagine the model having?

When it comes to selecting the skill sets available to your Venators gang, consider the overall character of the fighters. What is it that brings them together and what makes them work well as a team, what makes their leader a strong character that other ruthless cutthroats will follow? For all the individuals that make up the gang might be wildly different, the gang will function and feel better if careful consideration is given to skills. This is the area in which the group's identity really shines through.

GANG COMPOSITION

A Venator gang must follow these rules when it is founded and when new fighters are added to the gang:

- There must be one Hunt Leader.
- The total number of Hunters in the gang must always be equal to, or higher than, the total number of other fighters (Hunt Leader and Hunt Champions) in the gang, not counting Hangers-on.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

During a campaign, all gangs continue to follow the above rules as new fighters are added to the gang. Additionally, the following rules apply:

- A gang founded for a campaign can contain no more than two Hunt Champions. Additional Hunt Champions may be added to the gang during the course of the campaign.
- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.
- During the course of the campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or as a result of Territory Boons. These items are added to the gang's Stash and may be distributed among fighters during any Post-battle sequence:
  - A fighter cannot be given a new weapon of a type not allowed by their entry within their House list.
  - Hunters cannot be given a new weapon if it would take them above the limit of three weapons carried.
  - A Hunt Leader or Hunt Champion can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment, as described **on page 151**.
  - A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

HIERARCHY OF THE HUNT

Unless specified otherwise, a Venator Hunt Leader follows all of the rules for a Leader, and Hunt Champions follow all of the rules for Champions. For example, either one can lead a Group Activation – a Hunt Leader would be able to lead a group of two other fighters, while a Hunt Champion would be able to lead one other fighter. Should the Hunt Leader be killed, follow the rules for a Leader's death (see page 126).

VENATORS IN CAMPAIGNS

In a Dominion Campaign, Venator gangs are treated just like any other. They begin the campaign with a Settlement Territory, which they cannot lose, which represents their base of operations, they can take control of unoccupied Territories during the Occupation phase and they can seize control of Territories from other gangs during the Takeover phase.

They claim Territory Boons just like any other gang. However, the way in which a Venator gang deals with Enhanced Boons will depend upon the gang Leader. If the gang Leader has a House Origin, then the gang may claim Enhanced Boons as if they were a gang of that House. If the gang Leader does not have a House Origin then the Venators gang may not claim any Enhanced Boons.

GAINING EXPERIENCE

Venators gain Experience Points (XP) in the same way as any normal House gang. Hunt Leaders and Hunt Champions can have their XP spent on Advancements, in the same way as a Leader or Champion. Hunters advance in the same way as Gangers, and can become Specialists if a 2 or 12 is rolled for their Advancement.

CAPTURED FIGHTERS

A Venators gang will earn additional income for every enemy fighter Captured and not rescued, which they will automatically sell to the Guilders, or for any enemy fighters killed. When the Venators sell Captives to the Guilders, they earn the full value of each fighter in credits rather than the usual half. When an opponent the Venators have just fought deletes a dead fighter from their roster during the Update Roster step of the post-battle sequence, the Venators immediately claim half of that fighter's value rounded up to the nearest 5 credits as bounty.

POST-BATTLE ACTIONS

The Hunt Leader and any Hunt Champions in the gang can make one post- battle action, in the same way as a Leader or Champion respectively.

SKILL ACCESS

When creating a Venator gang, pick any four skill sets apart from Leadership. Rank them from 1 to 4 – 1 being the skill set that most embodies the way you envisage the band operates as a team. Each fighter's access to the skill sets is then determined by looking at the table below – this should be noted down separately.

	Primary	Secondary
Hunt Leader	1 & 2 plus Leadership	3 & 4
Hunt Champion	1 & 2	3 & 4 plus Leadership
Specialist	1 & 2	3 & 4

HIRED GUNS AND DRAMATIS PERSONAE

Venator bands may hire Dramatis Personae and Hive Scum in the same way as other gangs, however they may not hire Bounty Hunters apart from Dramatis Personae ones (such as Grendel Grendelson). This is because they are already a tightly knit group of Bounty Hunters themselves and are very reluctant to split profits with outsiders, but they will make use of local expertise where it suits their ends, and both Dramatis Personae and Hive Scum represent exactly this.

Dramatis Personae Bounty Hunters joining a Venators gang are subject to the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

Additionally, Venator bands may hire Hangers-on, but they use the following table:

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

Each additional 5	+1

HOUSE LEGACY.....30 CREDITS

(GOLIATH, ESCHER, CAWDOR, ORLOCK, VAN SAAR, DELAQUE)

Bounty Hunters may be drawn to a hunt from all over Necromunda and even beyond, and many exotic and outlandish countenances and accents are present in Venator gangs. By far the most common Bounty Hunters on Necromunda are former gang members – a ganger may become a Bounty Hunter for many reasons; some are cast out by their House for some unforgivable indiscretion, others tire of taking orders from hated under-bosses, whilst still others desire more from life and break away from the confines of gang hierarchy in search of greater wealth and adventure.

Whatever the reason, such individuals will often cling to the trappings of their House identity, using weapons and armour commonly associated with their former House even as they rub shoulders with comrades who they once would have considered mortal enemies. Many even maintain close ties with former gang mates, keeping open valuable channels through which they retain access to specialist equipment and tap into insider information.

Any fighter in a Venator gang may be given a single House Legacy for 30 credits. A fighter with a House Legacy may choose equipment from the Escher, Goliath, Van Saar, Delaque, Cawdor or Orlock House Equipment Lists. For example, a Hunt Champion with the Goliath House Legacy may take furnace plate armour and a 'krumper' rivet cannon should they wish, or any other item from the House Goliath Equipment List, Exclusive, Rare or otherwise, at the cost shown there.

A Hunt Leader or Hunt Champion may purchase Status Items or Exotic Beasts associated with their House Legacy. For example, a Hunt Leader with a House Goliath Legacy may purchase a Sumpkroc.

Finally, and regardless of House Legacies within the gang, a Venator gang may hire Hangers-on and Brutes, but may not hire any Hangers-on or Brutes associated with a specific House. For example, a Venators gang may hire a Jotunn H Grade Servitor Ogryn, but may not hire a Brute only available to a specific House, such as a Goliath 'Zerker.

There is no restriction on differing House Legacies within a gang – a Venators gang may contain as many or as few as you wish. However, each fighter may only originate from one House!

FIGHTERS

A starting Venator gang is made up of the following fighters:

Hunt Leader..... 110 credits

Select one of the following profiles to use when recruiting your Hunt Leader.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	3	3	2	3+	2	7+	6+	6+	6+
3''	3+	4+	3	4	2	5+	2	6+	6+	5+	5+
4''	3+	5+	4	4	2	4+	2	7+	5+	8+	9+
4''	4+	2+	3	3	2	3+	1	5+	5+	6+	5+

EQUIPMENT

A Venator Hunt Leader has no equipment. When hired they may choose Common equipment, and Rare equipment with a Rarity value up to and including 11, from the Trading Post. They have no equipment restrictions.

STARTING SKILL

Venator Hunt Leaders start with one skill chosen from their Primary skill sets.

Hunt Champion..... 85 credits

Select one of the following profiles to use when recruiting a Hunt Champion.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	2	4+	2	7+	6+	7+	7+
3''	4+	4+	3	4	2	5+	2	6+	6+	6+	5+
4''	3+	5+	4	4	2	5+	2	7+	5+	8+	8+
4''	5+	2+	3	3	2	4+	1	6+	6+	6+	6+

EQUIPMENT

A Venator Hunt Champion has no equipment. When hired they may choose Common equipment, and Rare equipment with a Rarity value up to and including 10, from the Trading Post. They have no equipment restrictions.

STARTING SKILL

Venator Hunt Champions start with one skill chosen from their Primary skill sets.

Hunters..... 50 credits

Select one of the following profiles to use when recruiting a Hunter.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	1	4+	1	7+	6+	7+	7+
3''	4+	4+	3	4	1	5+	1	6+	6+	7+	6+
4''	3+	4+	3	4	1	5+	1	7+	6+	8+	9+
4''	5+	3+	3	3	1	4+	1	6+	6+	6+	7+

EQUIPMENT

A Venator Hunter has no equipment. When hired they may choose Common equipment, and Rare equipment with a Rarity value up to and including 8, from the Trading Post. They can be equipped with Basic Weapons, Close Combat Weapons, Grenades, Pistols and Wargear.

PALANITE ENFORCERS

GANG COMPOSITION

The composition of an Enforcer Patrol gang is somewhat more restricted than that of other gangs in the underhive. This is due to the hierarchy within each precinct and the strict militaristic structure of the Enforcers in general. An Enforcer Patrol gang must follow these rules when it is founded and when new fighters are added to the gang.

- The gang must contain one Leader, chosen when the gang is first founded (Palanite Captain). The Leader may be upgraded to a Subjugator Captain for the cost shown.
- The gang must contain a compulsory minimum of two Gangers (Palanite Patrolmen) when founded:
  - If the Leader is a Palanite Captain, the gang must contain at least two standard Palanite Patrolmen.
  - If the Leader has been upgraded to a Subjugator Captain, the gang must contain at least two Palanite Patrolmen that have also been upgraded to Subjugator Patrolmen.
  - Additionally, the gang may include 0-2 Champions (Palanite Sergeants).
  - The total number of Gangers (Palanite and Subjugator Patrolmen) in the gang must always be equal to, or higher than, the total number of other fighters (Leader and Champions) in the gang, not counting Hangers-on or Rookies.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

During a campaign, gangs continue to follow these rules as new fighters are added to the gang. Additionally, the following rules apply:

- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.
- During the course of the campaign, gangs may gain new equipment, either by purchasing it from the gang's House Equipment List or as a result of Scavenging. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:
  - A fighter cannot be given a new weapon of a type not allowed by their entry within their House List.
  - Any fighter can be given additional weapons, but if they have more than three weapons, they will have to fill out multiple Fighter cards, each representing a different 'set' of equipment, as described **on page 151**.
  - A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

NAMING YOUR OWN ENFORCERS

Enforcer names are designations consisting of a patrol letter designator, followed by the individual Enforcer's code which are usually non-sequential. In absence of real names, Enforcers sometimes give each other nicknames, often referencing events or experiences from years of service. Hives often use their own conventions to help hide the total strength of their Enforcer complement. Below are some names that can be used, adapted or combined when creating your own Enforcer patrol.

K-096, P-874, Z-084, A-329, Lucky, Scorch, Kroc, Blackout…

PALANITE ENFORCERS IN DOMINION CAMPAIGNS

An Enforcer Patrol can be fielded in a Dominion Campaign if players wish (see page 137), but due to their nature will function differently to other gangs in a few important ways.

TERRITORIES AND CAMPAIGN PHASES

Enforcers cannot occupy and control Territories like other gangs can. Instead, they start the campaign in control of a single Territory unique to them – the Palanite Precinct Territory.

Occupation Phase: During the Occupation phase, Enforcers may challenge another gang for a nominated unoccupied Territory as normal. Similarly, another gang may challenge the Enforcers to fight for a nominated unoccupied Territory as normal. If the Enforcers win, rather than take control of the Territory, they must perform either a Police Territory or Grant Territory action (as follows).

Takeover Phase: During the Takeover phase, the Enforcers may challenge any gang for a Territory that gang controls. If the Enforcers win, they must perform either a Police Territory or Grant Territory action (as follows).

If, however, another gang challenges the Enforcers during the Takeover phase then the gang is assumed to be launching a bold assault against the Enforcers' Palanite Precinct Territory (as follows). The challenger cannot gain control of the Palanite Precinct, but will gain the benefits of a successful assault should they win. The Enforcers cannot lose the Palanite Precinct, but can suffer the negative effects associated with it being successfully assaulted.

TERRITORY ACTIONS

If the Enforcers win control of an unoccupied or enemy-held Territory, they must perform one of the following actions during the Wrap-up:

Police Territory:The Enforcers clear up the Territory. In a series of shock assaults and raids, they shut down criminal enterprises and flush out troublemakers:

- The Enforcers gain control of the Territory, but they gain no Boons from it.
- Immediately after taking control of the Territory and after every successful defence of the Territory, the Enforcers gain D3+1 Reputation for purging the Territory of crime.

Grant Territory: The Enforcer player chooses another gang taking part in the campaign. That gang gains control of the Territory and any Criminal Enterprises associated with it.

TRIUMPHS

Players of Palanite Enforcers may not be awarded the Dominator Triumph. Instead they have a unique Peacemaker Triumph to reach for:

Peacemaker: If none of the players can be awarded the Dominator Triumph – because two or more players hold the same number of Territories – the Enforcer is awarded the Peacemaker Triumph.

UNIQUE TERRITORY – PALANITE PRECINCT

Fortress, gaol, and place of execution, a Palanite Precinct is the authority of Lord Helmwar stamped boldly into the very structure of the underhive in rockcrete and plasteel for all to see.

HOMEGROUND

If challenged in the Takeover phase, the ensuing battle will automatically take place within the Palanite Precinct, representing a bold gang assaulting the Precinct:

- When the Palanite Precinct is assaulted, the battle will automatically be fought using Zone Mortalis terrain.
- The player that controls the Enforcers sets up all of the tiles, doors, barricades and any other terrain features. They also can decide if any of the doors are locked. The player who controls the Enforcers treats all doors as unlocked, and can relock any door.
- The player who controls the Enforcers automatically has the Home Turf Advantage when the Palanite Precinct is assaulted.

TERRITORY BOON

Income: The gang earns D6x10 credits from this Territory when collecting income.

Gang Assault: A gang can never take control of a Palanite Precinct. If, however, a gang should assault the Palanite Precinct and win the ensuing battle, that gang will gain +5 Reputation.

FIGHTERS

A starting Enforcer Patrol gang is made up of the following fighters:

PALANITE CAPTAIN (LEADER)..... 140 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	4+	3	3	2	4+	2	4+	6+	5+	6+

EQUIPMENT

A Palanite Captain is equipped with a stub gun, flak armour and an armoured undersuit. They may only choose weapons from the Palanite Weapons List, but otherwise they have no weapon restrictions.

STARTING SKILLS

Palanite Captains start with one free skill chosen from their Primary skill sets.

Subjugator: A Palanite Captain may be upgraded to a Subjugator Captain for +10 credits:

- A Subjugator Captain is equipped with a stub gun, layered flak armour and an armoured undersuit. They may only choose weapons from the Subjugator Weapons List, but otherwise they have no weapon restrictions.

PALANITE SERGEANT (CHAMPION)..... 100 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	2	4+	1	5+	6+	6+	7+

EQUIPMENT

A Palanite Sergeant is equipped with a stub gun, flak armour and an armoured undersuit. They may only choose weapons from the Palanite Weapons List, but otherwise they have no weapon restrictions.

STARTING SKILLS

Palanite Sergeants start with one free skill chosen from their Primary skill sets.

Subjugator:A Palanite Sergeant may be upgraded to a Subjugator Sergeant for +10 credits:

- A Subjugator Sergeant is equipped with a stub gun, layered flak armour and an armoured undersuit. They may only choose weapons from the Subjugator Weapons List, but otherwise they have no weapon restrictions.

PALANITE PATROLMAN (GANGER)..... 70 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	1	4+	1	7+	7+	7+	7+

EQUIPMENT

A Palanite Patrolman is equipped with a stub gun, flak armour and an armoured undersuit. They may only choose weapons from the Palanite Weapons List, but otherwise they have no weapon restrictions.

STARTING SKILLS

Subjugator:A Palanite Patrolman may be upgraded to a Subjugator Patrolman for +10 credits:

- A Subjugator Patrolman is equipped with a stub gun, layered flak armour and an armoured undersuit. They may only choose weapons from the Subjugator Weapons List, but otherwise they have no weapon restrictions.

PALANITE ROOKIE PATROLMAN (JUVE)..... 0 credits each*

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	5+	3	3	1	4+	1	8+	8+	8+	8+

EQUIPMENT

A Palanite Rookie Patrolman is equipped with a stub gun, flak armour and an armoured undersuit. They may only choose weapons from the Palanite Weapons List, and can only be armed with Pistols, Basic and Close Combat weapons.

SPECIAL RULES

***Fresh From the Academy:** If the Enforcer Patrol gang deletes one or more Dead or retiring fighters during step 6A of the post-battle sequence, they may recruit a single Palanite Rookie Patrolman during step 6B. This fresh-faced recruit is added to the gang for free. Equipment that is not listed in this fighter's starting profile must be purchased at the normal cost, or supplied from the gang's Stash.

ENFORCER SQUAD SKILL ACCESS

Enforcer Squad fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Palanite Drill	Shooting	Savant
Captain	-	Primary	-	-	Secondary	Secondary	Primary	Primary	-
Sergeant	-	Secondary	-	Primary	Secondary	Secondary	Primary	Primary	-
Patrolman	-	Secondary	-	-	Secondary	-	Primary	Primary	-
Rookie	Secondary	-	-	-	-	-	Primary	Secondary	-

ENFORCER SQUAD EQUIPMENT LIST

PALANITE WEAPONS

BASIC WEAPONS

- Enforcer boltgun.....50 credits
- Enforcer shotgun.....60 credits

CLOSE COMBAT WEAPONS

- Shock stave.....25 credits
- Shock baton.....30 credits

PISTOLS

- Stub gun.....5 credits
- Autopistol.....10 credits

SPECIAL WEAPONS

- Concussion carbine.....30 credits
- Sniper rifle.....35 credits

SUBJUGATOR WEAPONS

BASIC WEAPONS

- Subjugation pattern grenade launcher (with frag and stun grenades).....50 credits

CLOSE COMBAT WEAPONS

- Shock stave.....25 credits
- Shock baton.....30 credits
- Vigilance pattern assault shield.....40 credits

PISTOLS

- Stub gun.....5 credits
- Autopistol.....10 credits

HEAVY WEAPONS

- Heavy concussion ram*.....70 credits
- SLHG pattern assault ram 'sledge hammer'*....90 credits

WARGEAR

GRENADES

- Photon flash grenades.....15 credits
- Smoke grenades.....15 credits
- Stun grenades.....15 credits
- Frag grenades.....30 credits
- Choke gas grenades.....50 credits

ARMOUR

- Hardened flak armour (Palanite only).....20 credits
- Hardened layered flak armour (Subjugator only) .....30 credits

GANG EQUIPMENT

- Ammo cache.....60 credits

PERSONAL EQUIPMENT

- Dumdum rounds for stub gun.....5 credits
- Fragmentation rounds for autopistol.....10 credits
- Manstopper rounds for autopistol.....10 credits
- Photo-lumens.....15 credits
- Photon flash grenades for grenade launcher....15 credits
- Respirator.....15 credits
- Smoke gas grenades for grenade launcher.....15 credits
- Bio-scanner.....20 credits
- Penetrator rounds for boltgun.....20 credits
- Choke gas grenades for grenade launcher.....30 credits
- Stimm-slug stash.....30 credits
- Bio-booster.....35 credits
- Krak grenades for grenade launcher.....35 credits
- Infra-sight †.....40 credits
- Scare gas grenades for grenade launcher 40 credits

CULT AND OUTLAW GANGS

Like countless other worlds of the Imperium, Necromunda suffers from infestations of the alien and the heretic. Genestealer cults and Chaos cults fester in the depths of the underhive and, though Helmawr's agents stamp them out wherever they emerge from the shadows, there seems to be no shortage of those willing to embrace the malevolent power of the God-Emperor's enemies. Such is the life of a clan worker that the promise of power offered by Dark Gods and alien masters is sometimes preferable to the crushing weight of their duty to the Golden Throne. After all, what price their invisible and insubstantial soul when weighed against the very real chance to rise up from the brutality of their birth? That such an exchange almost always ends in blood and madness means little when the chance of dark glory beckons.

DESIGNER'S NOTE: CULT GANGS

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

OUTLAW GANGS

Even in a place as lawless as the underhive there are rules. A Clan House-aligned gang might murder and steal from their rivals with the sanctioning of their House, provided they respect the authority of the Guilders and the Imperial House that backs them. Some gangs, however, either through a determination to do as they please, or because they have dabbled in things forbidden by the Imperium, exist outside this official structure of gang warfare. These are Outlaw gangs, ranging from ex-House criminals and fugitives from the spire, through to Chaos-enthralled and even xenos-tainted cults dedicated to the arch-enemies of Mankind.

BECOMING AN OUTLAW

If the Arbitrator wishes, their campaign can include the rules for Outlaw and Law Abiding gangs. These are optional rules that can add a lot of flavour to the game, but will significantly change how some gangs operate and so should only be used if all players agree.

These rules represent gangs who operate outside the established 'rules' of the underhive and gain various benefits and drawbacks as a result. Gangs can either choose to begin the campaign as Outlaws or might become Outlaws during the course of the campaign. There are a number of ways in which a gang might be outlawed, such as using illegal weapons bought from the Black Market or turning to the worship of Chaos. In all cases these will be clearly stated in the rules. The Arbitrator too has the power to outlaw a gang (or pardon an already Outlaw gang), though this will usually be as a result of their actions in a scenario (openly killing Enforcers or Guilders), or for reasons relating to the campaign being played (stealing from Lord Helmawr's Ghast reserves or employing a notorious rogue psyker).

Some gangs such as Corpse Grinders, Chaos Corrupted gangs and Helot Chaos Cultists are openly deviant and so if the rules for Outlaws are being used, they begin the campaign as an Outlaw gang.

OUTLAW HOUSE GANGS

When a House gang – Goliath, Van Saar, Delaque, Escher, Cawdor and Orlock – becomes an Outlaw gang, they lose their connections with their House. This means they cannot roll on the House Favours table (see page 148 of the Necromunda Rulebook), use House Sub-plots (see page 150 of the Necromunda Rulebook), purchase House specific Brutes and Exotic Beasts or hire House specific Dramatis Personae. If a gang has a House specific Brute when they become an Outlaw gang, they may retain it, however if the Brute is later lost, such as to a decrease in reputation, then it may not be replaced.

EFFECTS OF BEING AN OUTLAW GANG

Outlaw gangs gain the following effects:

- Outlaw gangs cannot sell Captives to the Guilders or claim bounties for them, but can dispose of them (removing them from the campaign) or, in some cases, sacrifice them to the Dark Gods once their owner's gang has had a chance to rescue them.
- Outlaw gangs may trade Captives with any other gang as they wish.
- Outlaw gangs can hire only Outlaw Hangers-on, Brutes, Hired Guns and Dramatis Personae.
- All fighters in an Outlaw gang have a bounty on their head.
- Outlaw gangs have restricted access to the Trading Post in the post-battle sequence, though they may freely visit the Black Market.
- Outlaw gangs may form Criminal Alliances (s**ee page 295**).

- Hired Guns (Bounty Hunters, Hive Scum, etc.) hired by an Outlaw gang automatically gain the Outlaw special rule.
- Outlaw gangs may not hire any Dramatis Personae that does not have the Outlaw special rule.

EFFECTS OF BEING A LAW-ABIDING GANG

Law Abiding gangs gain the following effects:

- Law Abiding gangs can sell Captives to the Guilders and can claim bounties for them, once their owner's gang has had a chance to rescue them.
- Law Abiding gangs may trade Captives with other Law Abiding gangs, but may not trade Captives back to Outlaw gangs.
- Law Abiding gangs can hire any Hangers-on, Brutes, Hired Guns and Dramatis Personae that do not have the Outlaw special rule.
- Fighters in a Law Abiding gang do not have bounties on their heads.
- Law Abiding gangs have restricted access to the Black Market in the post-battle sequence, though they may freely visit the Trading Post.
- Law Abiding gangs may form Guild Alliances (**see page 282**).

DESIGNER'S NOTE: OUTLAW GANGS IN CAMPAIGNS

Unless otherwise noted, Outlaw gangs work in campaigns just like other gangs, or, as detailed in their descriptions. If it is important to know their House affiliation – such as in the Dominion Campaign – then the Outlaw gang counts as either the House they would normally be, or as indicated in their gang description. It can be imagined that in the underhive there are plenty of outlaw settlements and nefarious individuals more than willing to work with even the most despicable of gangs. In a campaign, however, the Arbitrator can impose different benefits or drawbacks on Outlaw and Law Abiding gangs to create more of a distinction between them. For example, the Arbitrator could include specific Outlaw or Lawful territories that can only be owned by a gang of the specific type, or offer Law Abiding gangs cheaper Bounty Hunters if they are to face off against an Outlaw opponent.

CHANGING ALIGNMENT

Once during the course of a Dominion Campaign, a gang can declare that it is changing alignment between games by simply declaring to the Arbitrator that they are doing so. When a gang changes alignment, it will lose any Hangers-on (but not Brutes) it had previously hired. Such low-level flunkies will often be unwilling to follow their previously Law Abiding employers into the life of an outlaw, or may be unable to secure a pardon and find themselves unpopular reminders of an Outlaw past within the gang's hideout.

BLACK MARKETS AND BOUNTIES

The rules for the Black Market and Bounties can be found on **page 229** and **page 179** respectively.

HOUSE GANGS EMBRACING THE DARK GODS

The taint of Chaos can be found throughout the depths of Necromunda's hive cities, its remote ash waste settlements and even among the decadent nobles of its spires. None can count themselves safe from the influence of the Chaos gods, though some openly embrace the darkness in their thirst for power and violence.

The following section provides guidelines for creating a gang dedicated to the Dark Gods or running one that turns to the worship of Chaos during a campaign. Any of the six House gangs – Orlock, Delaque, Escher, Cawdor, Goliath and Van Saar – can turn to Chaos if their player chooses.

MAKING A DARK PACT

Turning a gang to Chaos can be done in one of two ways: either the gang can begin dedicated to the Dark Gods or they can turn during a campaign.

During gang creation a player can decide if their gang is dedicated to the Dark Gods. If they do, they gain the benefits detailed that follow, but are also automatically an Outlaw gang (see page 6).

During a campaign a player can attempt to turn to Chaos by having their Leader make the Dark Ritual Post-battle action (see page 27). If this action successfully draws the favour of a Chaos god, or if one of the gang's members is turned into a Chaos Spawn, the gang becomes both a Chaos Corrupted gang as well as an Outlaw gang.

BENEFITS OF CHAOS

A Chaos Corrupted gang gains the following benefits:

- Lasting Injuries may become Mutations (**see page 121**).
- The ability to perform Dark Rituals as a post-battle action.
- Fighters in a Chaos Corrupted gang never become subject to the Insanity condition even if a scenario rule or special rule states that they would.
- The ability to include Chaos Spawn in their gangs (**see page 128**)..
- The favour of a Chaos god (**see page 127**).

Note that only Helot Chaos Cults gangs are permitted to seek the favour of different gods. For Chaos Corrupted gangs, once they have received the favour of a god, they cannot pray to any others when conducting a Dark Ritual.

AGENTS OF MISRULE

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

DESIGNER'S NOTE: MODELLING CHAOS CORRUPTED GANGS

Chaos Corrupted gangs provide a wealth of modelling opportunities for players. Blood-spattered Goliath gangs dedicated to Khorne, pale-skinned, filth-encrusted Cawdor bowing down to the Plague God and luridly-coloured Delaque in the service of Tzeentch are some of the obvious options, though players really are limited only by their own imagination (and perhaps the contents of their bits box!).

While there are no game requirements to model a Chaos Corrupted gang as different from their more 'wholesome' counterparts (after all Chaos does love hiding in plain sight), it is certainly encouraged. Also, in a campaign the Arbitrator might require Chaos Corrupted gangs to be distinct from their non-corrupted counterparts, so that their opponents know what kind of gang they are facing.

THE TRUE NAME OF CHAOS

The true names of the Chaos gods are seldom ever spoken in the underhive, even by those in their service, and the overwhelming majority of Necromundans are entirely ignorant of the true nature of the gods at all. However, gangs and hivers alike know them, and their effects, by other names. For instance, Tzeentch is the Whisperer, the Watcher or the Dreamer; Slaanesh is the Pale One, Shadow Ruler or the Nightwild; Khorne is the Scratcher, the Red God or the Lord of Skin and Sinew, and Nurgle is the King in Rags and Tatters, the Lord of Shivers or Old Festus. For ease of use, the rules use the most well-known names for the four principal Chaos powers, though it can be imagined gangs refer to them using the titles above – if they dare speak their names at all!

BLOOD GOD

Gangs dedicated to the Blood God thirst for murder and carnage. These savage fighters enjoy nothing more than the feel of arterial blood spraying across their screaming faces and bare arms as they hack apart their victims. The most notorious followers of the Blood God on Necromunda are the Corpse Grinders, though there are many others who pay homage to the Lord of Skulls, such as the Quinspire Deathcults, the Gore Warriors of Mynerva and there are even whispers of a renegade Goliath clan known as the Blood Forge.

BENEFITS

Helot Chaos Cults and Chaos Corrupted gangs who have earned the favour of the Blood God gain the following benefits in their next game:

- Once per round, a single failed Wound roll can be re-rolled.
- If a Chaos Spawn is part of the gang's crew, it gains +1 to its Strength characteristic.
- The gang's Leader adds +1 to their Attacks characteristic.

PLAGUE LORD

Gangs dedicated to the Plague Lord have found ample places to thrive in the depths of the underhive. Amongst fungal wildernesses and zombie-choked ruins, muties offer up prayers to their foul deity for deliverance from their hellish existence. That the Plague God rewards them with pestilence does little to diminish their faith, and there are numerous cults scattered across Necromunda such as the Sons of the Weeping Sore, the Zombie Herders of Mortis or the debased ex-Cawdor fane dedicated to the Plague Emperor Ascendant.

BENEFITS

Helot Chaos Cults and Chaos Corrupted gangs who have earned the Favour of the Plague Lord gain the following benefits in their next game:

- Once per End phase, a single Recovery roll can be re-rolled.
- If a Chaos Spawn is part of the gang's crew, it gains +1 to its Toughness characteristic.
- The gang's Leader adds +1 to their Wounds characteristic

DARK PRINCE

Gangs dedicated to the Dark Prince indulge in hedonism and excess in all its forms. Pain, terror and torment drive those pledged to this alluring tyrant, the god's followers constantly pushing themselves for ever more extreme sensations. Necromunda's spires and their decadent elite make fertile breeding grounds for such cults, though it is just as likely they will hide in the shadows of the underhive, such as the Gentlemen of Pain, disgraced noblemen from the peaks of the spires who exult in the most unspeakable pastimes, or the wandering torture-merchants known as the Screaming Brides.

BENEFITS

Helot Chaos Cults and Chaos Corrupted gangs who have earned the favour of the Dark Prince gain the following benefits in their next game:

- Once per round, during the Activation phase, two fighters that are Ready can be picked and activated one after the other, rather than the usual one.
- If a Chaos Spawn is part of the gang's crew it rolls two D6 when determining its movement and chooses the highest result.
- The gang's Leader adds +2 to their Movement characteristic.

ARCHITECT OF FATE

Gangs dedicated to the Architect of Fate are schemers and psykers; always seeking to create confusion and chaos among the hives. Tapping into the dark power of the Warp, these Chaos cults pose perhaps the greatest threat to Necromunda, as they twist the very stuff of reality to their will. Such cults can be found hiding throughout Necromunda, such as the Coven of Eyes dealing secrets in Hive City or the Wyrdborn gathering up psykers in the underhive. Some are even more ancient and pervasive still, like the rumoured Immortal Cult of Necromunda, with its millennia-long mission to bring about the psychic awakening of humanity, whatever the price…

BENEFITS

Helot Chaos Cults and Chaos Corrupted gangs who have earned the favour of the Architect of Fate gain the following benefits in their next game:

- Once per round, a single fighter may ignore all negative modifiers when making a Shoot (Basic) or Shoot (Double) action.
- If a Chaos Spawn is part of the gang's crew, it gains a Save of 4+.
- The gang's Leader gains a random wyrd power.

MUTATIONS

Open wounds are a gateway for more than just disease and rot. The Chaos gods exalt in torn flesh and severed muscle, bestowing their 'blessings' on those that spill gore in their sight. In addition to the ever-present risk of infection and death, gangers fighting beneath the gaze of the Ruinous Powers risk more unnatural dangers.

When a fighter in a Helot Chaos Cults, Corpse Grinder Cult or Chaos Corrupted gang gains a Lasting Injury (regardless of the cause), there is a chance it will become a mutation. If the result was Lesson Learned, Out Cold, Grievous Injury, Critical Injury or Memorable Death, apply the Lasting Injury as normal. Otherwise roll a D6 with the following modifiers:

- Add 1 if the Lasting Injury was inflicted by a fighter from a Chaos Corrupted gang, a Helot Chaos Cults gang or a Corpse Grinder gang.
- Add 1 if the Lasting Injury was sustained by a Daemon or daemonically possessed fighter (**see page 269.and 396)**
- Add 1 if the fighter who suffered the Lasting Injury already has at least one other mutation.

If the result of the roll is a 6 or more then the Lasting Injury becomes a mutation. Do not apply the effects of the Lasting Injury to the fighter, instead make a note on their Fighter card of the corresponding mutation (see the Mutations table). The same mutation cannot be gained more than once. If a fighter would gain a duplicate mutation, the player may choose another mutation from the Mutations table instead.

The boons of the Dark Gods always come with a price, and no one suffers their blessings for long without succumbing to madness and corruption. As soon as a fighter gains a number of mutations equal to their Toughness characteristic, they are transformed into a Chaos Spawn (see page 28) and removed from the gang roster unless they are part of a Chaos Cult, Chaos Corrupted or Corpse Grinder Cult gang – in these cases, the Chaos Spawn is added to the gang roster immediately.

MUTATIONS	
Lasting Injury	**Mutation**
Humiliated	**Hungering Pride**: The fighter must activate before any other fighters in their crew. If there is more than one fighter in the crew with this mutation, the controlling player may choose which one to activate first. Fighters with this mutation gain 1 additional Experience point if they take an enemy Leader or Champion Out of Action.
Head Injury	**Dark Madness:** The fighter must make an Intelligence check when they activate. If the test is failed, roll a D6 to determine their first action for this activation: 1-2 Move action, 3-4 Shoot or Fight action, 5-6 No action.
Eye Injury	**Bestial Senses**: The fighter cannot be included as part of a group activation, nor can they initiate a group activation if they are a Leader or Champion. The fighter counts as always being equipped with a bio-scanner.
Hand Injury	**Disturbing Appendage**: The fighter always counts as being equipped with a fighting knife which cannot be disarmed or destroyed. When using weapons with the Unwieldy trait, the fighter suffers a -1 modifier to their Weapon Skill or Ballistic Skill rolls.
Hobbled	**Warped Limbs**: Reduce the fighter's Move characteristic by 1. When the fighter makes a Charge action roll three D3, instead of one, and choose the highest to determine the distance they move
Spinal Injury	**Crooked Body**: Ranged attacks made against the fighter suffer a -1 modifier to hit while within the attacking weapon's Long range. The fighter cannot wear armour of any kind – any armour they are currently equipped with may be returned to the gang's Stash.
Enfeebled	**Twisted Flesh**: When the fighter activates, they may remove one Flesh Wound from their Fighter card. The fighter cannot benefit from bio-boosters, medicae kits or assistance from other fighters when making Recovery tests.

CORPSE GRINDER CULTS

GANG COMPOSITION

A Corpse Grinder Cult gang must follow these rules when it is founded and when new fighters are added to the gang:

- There must be one Leader (Butcher) chosen when the gang is first founded.
- The total number of Initiates in the gang must always be equal to, or higher than, the total number of other Skinners in the gang.
- The gang may only ever include a maximum of 0-3 Champions (Cutters) at any time.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

During an Uprising campaign, all gangs continue to follow the previously mentioned rules as new fighters are added to the gang.

Additionally, the following rules apply:

- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.

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

- A fighter cannot be given a new weapon of a type not allowed by their entry within their House list.
- Leaders and Champions can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment, as described **on page 151**.
- A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

CORPSE GRINDER CULTS IN CAMPAIGNS

In a Dominion Campaign, Corpse Grinder Cult gangs are treated just like any other; they begin the campaign with a Settlement Territory which they cannot lose, representing their base of operations. They can take control of unoccupied Territories during the Occupation phase and they can seize control of Territories from other gangs during the Takeover phase. Settlement Territories do not generate Juves; instead, each D6 roll of a 6 generates a free Initiate. If both of the D6s roll a 6, this becomes a single Skinner.

Despite their secret agenda, a Corpse Grinder Cult gang is seen as just another gang by most of the locals. They claim Territory Boons just like any other gang. Additionally, a Corpse Grinder Cult gang gains Enhanced Boons for a Corpse Farm Territory as if they were a Cawdor gang and from a Fighting Pit Territory as if they were a Goliath gang.

OUTLAW

A Corpse Grinder Cult gang is automatically an Outlaw gang, as described on page 6.

AGENTS OF MISRULE

In a Law and Misrule Campaign, Corpse Grinder Cult gangs start aligned to Misrule (*Editor's Note*: *i.e. Outlaw)* They cannot change their alignment over the course of the campaign.

FIGHTERS

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

Butcher (Leader)..... 140 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	2+	4+	4	4	2	4+	2	5+	5+	5+	7+

EQUIPMENT

A Butcher is equipped with a Butcher's Mask and plate mail armour. They may only be be armed with Close Combat Weapons.

STARTING SKILLS

Butchers starts with one skill chosen from their Primary skill sets.

SPECIAL RULES

First to the Fray: When this fighter makes a Charge (Double) action, they may add D6" to the distance they can move, rather than the usual D3". .

Cutter (Champion)..... 90 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	5+	4	3	2	4+	2	6+	6+	7+	8+

EQUIPMENT

A Cutter is equipped with a Cutter's Mask and plate mail armour. They may only be be armed with Close Combat Weapons.

STARTING SKILLS

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

SPECIAL RULES

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

Skinner (Ganger)..... 40 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	5+	3	3	1	4+	1	7+	7+	8+	9+

EQUIPMENT

A Cutter is equipped with a Skinner's Mask and plate mail armour. They may only be be armed with Close Combat Weapons.

SPECIAL RULES

Berserk Charge: Skinners are berserk fighters, eager to prove their worth to the leaders of their cult and advance through the ranks. All Skinners have the Berserker Ferocity skill:

- **Berserker**: When this fighter makes close combat attacks as part of a Charge (Double) action, they roll one additional Attack dice.

Specialists: During a campaign, Skinners are treated as Specialists and may spend Experience points accordingly, as described **on page 143.**

Initiate (Juve)..... 25 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	1	4+	1	8+	7+	9+	9+

EQUIPMENT

An Initiate is equipped with an Initiate's Mask and flak armour. They have no weapon restrictions.

SPECIAL RULES

Infiltration: Corpse Grinder Cult Initiates are adept at hiding in plain sight, making them a great threat to unwary foes. All Initiates have the Infiltrate Cunning skill:

- **Infiltrate**: If this fighter should be set up at the start of a battle, they may instead be placed to one side. Then, immediately before the start of the first round, their controlling player may set them up anywhere on the battlefield that is not visible to any enemy fighters, and not within 6" of any of them. If both players have fighters with this skill, take turns to set one up, starting with the winner of a roll-off.

SKILL ACCESS

Corpse Grinder Cult fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savagery	Shooting	Savant
Butcher	-	Primary	Primary	-	Secondary	Primary	Secondary	-	Secondary
Skinner	-	Primary	Primary	Secondary	Secondary	Secondary	Primary	-	-
Cutter	-	Secondary	Primary	-	Secondary	-	Primary	-	-
Initiate	-	Secondary	Primary	-	Secondary	-	Secondary	-	-

CORPSE GRINDER CULT EQUIPMENT LIST

WEAPONS

CLOSE COMBAT WEAPONS

- Fighting knife.....15 credits
- Flensing knife.....15 credits
- Boning Sword.....20 credits
- Butcher's Cleaver.....20 credits
- Two-handed axe*.....25 credits
- Rotary Flensing Saw*.....55 credits
- Chain glaive*.....60 credits
- Heavy Chain Cleaver.....70 credits
- Paired Butcher's chain cleavers*.....80 credits
- Paired Heavy Chain Cleavers*.....130 credits
- Heavy Rock Cutter*.....135 credits

PISTOLS

- Stub gun.....5 credits
  - dumdum rounds.....5 credits
- Autopistol.....10 credits
  - fragmentation rounds.....10 credits
  - manstopper rounds.....10 credits
- Hand flamer.....75 credits

SPECIAL WEAPONS

- Flamer.....140 credits

HEAVY WEAPONS

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

WARGEAR

GRENADES

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

ARMOUR

- Hazard suit.....10 credits
- Mesh armour.....15 credits
- Plate mail.....15 credits

GANG EQUIPMENT

- Booby Traps
  - Frag Trap.....20 credits
  - Gas Trap.....40 credits
  - Melta Trap.....50 credits

PERSONAL EQUIPMENT

- Skinblade.....10 credits
- Respirator.....15 credits
- Armoured Undersuit.....25 credits
- Stimm-slug Stash.....30 credits
- Bio-booster.....35 credits
- Photo Goggles .....35 credits
- Corpse Grinder Cult icon.....40 credits
- Cult Icon.....40 credits

NAMING YOUR OWN CORPSE GRINDERS

Corpse Grinders names are ritualistic, devoid of meaning to those outside. The greater the stautus within a lodge, the longer a name, with some up to a dozen syllables long. Infamous Corpse Grinders often adopt poetically depraved monikers in Low Gothic. Below are some names that can be used, adapted or combined within your own Corpse Grinder Lodge:

Yiur, Akor, Zazite, Korgon, Xugand, Gornite, Morkor, Jugang, Rongorangoth, Xarnoalthungon, Skarothangkorath, The Waiting Crimson, Flenser of Skulls, The Song of Sinew….

HELOT CHAOS GANGS

GANG COMPOSITION

A Helot Chaos Cult gang must follow these rules when it is founded and when new fighters are added to the gang:

- There must be one Leader (Cult Demagogue) chosen when the gang is first founded.
- The total number of Helot Cultists in the gang must always be equal to, or higher than, the total number of other fighters (Cult Demagogue, Cult Disciples and Cult Witch) in the gang, not counting Hangers-on.
- The gang may only ever include 0-1 Cult Witch.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

HIERARCHY OF THE DAMNED

The rules presented here represent a small Chaos cult of the sort that can be found almost everywhere in the Imperium. It has no ties to larger cults and is insignificant enough to not have attracted the attention of the authorities… at least, not yet.

Unless specified otherwise, a Demagogue follows all of the rules for a Leader, Cult Disciples and Cult Witches follow all of the rules for Champions. For example, either one can lead a Group Activation – a Cult Demagogue would be able to lead a group of two other fighters, while a Cult Disciple or a Witch would be able to lead one other fighter.

Should the Cult Demagogue be killed, follow the rules for a Leader's death (see page 126). Their replacement automatically gains the Cult Leader skill, as described later. Cult Witches can never become the Leader of a gang.

During a campaign, all gangs continue to follow the previously mentioned rules as new fighters are added to the gang.

Additionally, the following rules apply:

- A gang founded for a campaign can contain no more than two Cult Disciples. Additional Cult Disciples may be added to the gang during the course of the campaign.
- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.

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

- A fighter cannot be given a new weapon of a type not allowed by their entry within their House list.
- Helots Cultists cannot be given a new weapon if it would take them above the limit of three weapons carried.
- A Cult Demagogue, Cult Disciple or the Cult Witch can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment, as described **on page 151**.
- A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

CHAOS CULTS IN CAMPAIGNS

In a Dominion campaign, Chaos Cult gangs are treated just like any other. They begin the campaign with a Settlement territory which they cannot lose, representing their base of operations, they can take control of unoccupied territories during the Occupation phase and they can seize control of territories from other gangs during the Takeover phase. Settlement territories do not generate Juves; instead, if one of the D6 rolls is a 6, they generate a single free Helot Cultist. If both of the D6s roll a 6, this becomes two Helot Cultists.

Despite their secret agenda, a Chaos Cult gang is seen as just another gang by most of the locals. They claim Territory Boons just like any other gang. A Chaos Cult gang is treated as a Cawdor gang for the purposes of Enhanced Boons.

GAINING EXPERIENCE

Helot Chaos Cult fighters gain Experience in the same way as a normal House gang. The Cult Demagogue, Cult Disciples and the Cult Witch can have their XP spent on Advancements, in the same way as a Leader or Champion. Helot Cultists advance in the same way as Gangers, and can become Specialists if a 2 or 12 is rolled for their Advancement.

Chaos Spawn cannot gain Experience or Advancements in any way.

THE POST-BATTLE ACTIONS

The Cult Demagogue, Cult Witch and any Cult Disciples can make one post-battle action, in the same way as a Leader or Champion respectively. Chaos Cult gangs cannot make the Sell to the Guilders action, instead sacrificing the Captive to perform a Dark Ritual (**see page 127**).

OUTLAW

A Chaos Cult is automatically an Outlaw gang, as described **on page 163**).

HANGERS-ON, HIRED GUNS AND DRAMATIS PERSONAE

Chaos Cult gangs may hire Dramatis Personae and Hive Scum in the same way as other gangs. Dramatis Personae Bounty Hunters joining a Chaos Cult gang are subject to the Dead, Not Alive, Claiming Bounties, and “We’ll Get Out Bit...” special rules.

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

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

LOSS OF A LEADER

If a gang’s Leader is killed or is retired, a new Leader must be nominated from among the gang’s Cult Disciples. If the gang has no Cult Disciples, the new Leader must be a Helot Cultist, Specialist or otherwise.

In either case, an eligible fighter with the best Leadership must be selected as the new Leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

DARK RITUALS

A Helot Chaos Cult is built around the worship of the Chaos Gods, and membership requires adherence to a number of ritualistic practices. The leadership guides the rest of the cult in solemn rites that glorify their dark masters, and – should the congregation be deemed worthy – might result in a gift from the gods themselves.

The Cult Demagogue can make the following post-battle action. This action can only be made once per post-battle sequence

LEAD RITUAL

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

If desired, a single member of the gang may be randomly chosen to be the focus of the ritual and offered up to be a vessel of the god's power. Make a deck of all of the gang's Fighter cards, removing the Cult Demagogue card(s) and only including one card for each Cult Disciple (should a Cult Disciple have more than one equipment set). Then draw one card at random.

Alternatively, if the gang is holding a Captive that, if held by another gang would be eligible to be sold to the Guilders (**see page 149**), the Captive may be sacrificed to fuel the ritual.

Then roll 2D6 and apply the following modifiers:

- +1 if the gang won this battle.
- +1 if the gang gained Reputation in this battle.
- +2 if the cult already has the favour of the god the ritual is invoking marked on their roster.
- +2 if the gang is sacrificing a Captive to fuel the ritual.
- -2 if the cult has the favour of a different god to the one the ritual is invoking marked on their roster.
- -1 if the gang lost this battle.
- -1 if the gang lost Reputation in this battle.

If the final result is 9 or more, the ritual is heeded by the cult's patron. Mark on their roster sheet that they have the favour of their chosen god – the effects of this favour are listed below. If they already have the favour of a different god, it is replaced. In addition, if a member of the gang was picked to be the focus of the ritual, they immediately gain D6 Experience.

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

THE GOD'S FAVOUR

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

- **Khorne:** Once per round, a single failed Wound roll can be re-rolled.
- **Nurgle:** Once per End phase, a single Recovery roll can be re-rolled
- **Slaanesh:** Once per round, during the Activation phase, two fighters that are Ready can be picked and activated one after the other, rather than the usual one.
- **Tzeentch:** Once per round, a single fighter may ignore all negative modifiers when making a Shoot (Basic) or Shoot (Double) action.

CHAOS SPAWN

Worship of the Chaos gods can be a route to unlimited power, but such power is not without its risks. Many a would-be champion has been found unworthy and reduced to a hideous Chaos Spawn, their flesh wracked with mutations and their mind scoured of even the slightest hint of sanity. Of course, a Chaos Spawn can be a potent (if unpredictable) weapon, and the cult that birthed it will still find uses for the creature.

If one of a Cult Gang's fighters is turned into a Chaos Spawn, they are effectively slain. They are deleted from the gang's roster, and any equipment they were carrying is lost. A Chaos Spawn no longer counts towards the gang's fighter limit – for example, if the gang has two Cult Disciples and one becomes a Chaos Spawn, they now only count as having one Cult Disciple, so another may be recruited.

They are immediately replaced with a Chaos Spawn, which is worth 130 credits for the purposes of calculating Gang Rating, and has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
D6"	?	-	?	?	?	?	?	-	-	-	-

When the Chaos Spawn is added to the gang, fill in a Fighter card for it as normal. For each characteristic value that is shown as a (?), roll a D6 and consult the appropriate column on the following table (roll separately for each such characteristic).

For example, a player might roll a 1 for Weapon Skill, a 3 for Strength, a 6 for Toughness, a 1 for Wounds, a 5 for Initiative and a 6 for Attacks, to create a Chaos Spawn with a Weapon Skill of 5+, a Strength of 4, a Toughness of 6, 1 Wound, an Initiative of 4+ and 3 Attacks.

D6	WS	S	T	W	I	A
1	5+	3	4	1	5+	1
2-5	4+	4	5	2	4+	2
6	3+	5	6	3	3+	3

Note that the Movement characteristic is random, determined by rolling a D6 each time the Spawn makes a Move or Charge action, and that a Spawn will move D6" plus D3" when it charges.

EQUIPMENT

A Chaos Spawn carries no weapons and will always make unarmed attacks.

SPECIAL RULES

Warped Monstrosity: Chaos Spawn cannot be Pinned and will never become Broken or Insane. Any Flesh Wound and Serious Injury results on an Injury roll for it are ignored. If one is taken Out of Action, it does not suffer a Lasting Injury – instead, it is automatically restrained during the Wrap-up (as described below).

Mindless Beast: The only actions a Chaos Spawn can make are Move, Charge, Fight and Coup de Grace. It cannot use weapons or equipment of any kind. Any Cool or Willpower checks made for a Chaos Spawn automatically pass, but any Leadership or Intelligence checks automatically fail.

Out of Control: During the Wrap-up step of the post-battle sequence of any battle that featured the Chaos Spawn, the controlling player must roll to see whether the gang can restrain the Spawn. First, nominate up to three Helot Cultists from the gang who did not go Out of Action and were not Seriously Injured at the end of the battle. Roll a D6 for each nominated Cultist. If any of the dice score a 4 or more, the Chaos Spawn is restrained; otherwise, it scurries away to join the other nameless horrors of the underhive, and is removed from the gang's roster. If a dice scores a 1, make an immediate roll on the Lasting Injuries table for that Cultist, as they suffer the unfettered wrath of the Spawn.

CHAOS SPAWN IN SKIRMISHES

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

FIGHTERS

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

Cult Demagogue (Leader).....100 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	3	3	2	3+	2	6+	5+	6+	7+

EQUIPMENT

A Cult Demagogue starts with no equipment. They may not be equipped with any Heavy weapons but otherwise they have no weapon restrictions.

STARTING SKILLS

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

SPECIAL RULES

Devotion: While this fighter is standing, all other fighters from their gang who are within 9" and line of sight of them use this fighter's Cool and Willpower characteristics instead of their own when making any checks.

Inured To Insanity: The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. The Cult Demagogue can never gain Insanity markers.

Cult Disciples (Champion).....60 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	3+	3	3	2	4+	1	7+	6+	8+	8+

EQUIPMENT

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

SKILLS

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

SPECIAL RULES

Inured To Insanity: The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. Cult Disciples can never gain Insanity markers.

0-1 Cult Witch (Champion).....70 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	5+	3	3	2	4+	1	8+	7+	6+	6+

EQUIPMENT

A Cult Witch starts with no equipment. They can be armed with Pistols and Close Combat Weapons.

STARTING SKILLS

Additional Witch Powers may be purchased in the same way as a skill from a Secondary skill set.

SPECIAL RULES

Witch: The Cult Witch is a Psyker, as described **on page 50**. Chaos Cult Wyrd Powers are treated as Primary skill sets for the purposes of skill selection.

Inured To Insanity: The touch of Chaos has a lasting effect on a cultist's mind, rendering them immune to horrors that would drive others utterly mad. The Cult Witch can never gain Insanity markers.

Helot Cultists (Ganger).....35 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	1	3+	1	9+	7+	7+	8+

EQUIPMENT

A Helot Cultist starts with no equipment. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Helot Cultist can be armed with a Special Weapon. During a campaign, additional Helot Cultists can also take Special Weapons as they are added.

SKILL ACCESS

Chaos Cult fighters have access to the following skills:

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

CHAOS CULT EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

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

CLOSE COMBAT WEAPONS

- Axe.....10 credits
- Maul (club).....10 credits
- Fighting knife.....15 credits
- Flail.....20 credits
- Sword.....20 credits
- Chainsword.....25 credits
- Two-handed axe*.....25 credits
- Two-handed hammer*.....35 credits
- Chain glaive*.....60 credits

PISTOLS

- Reclaimed autopistol.....5 credits
- Stub gun.....5 credits
  - dumdum rounds.....5 credits
- Autopistol.....10 credits
- Laspistol.....10 credits
- Hand flamer.....70 credits

SPECIAL WEAPONS

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

HEAVY WEAPONS

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

WARGEAR

GRENADES

- Frag grenades.....30 credits
- Blasting charges.....35 credits
- Incendiary grenades.....40 credits
- Krak grenades.....45 credits
- Demolitions charge.....65 credits

ARMOUR

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

PERSONAL EQUIPMENT

- Filter plugs.....10 credits
- Respirator.....15 credits
- Mono-sight†.....35 credits
- Photo goggles.....35 credits
- Cult icon (max one per gang).....40 credits
- Infra-sight†.....40 credits

EXOTIC BEASTS

- Chaos Familiar.....25 credits

CHAOS CULT WYRD POWERS

Cult Witches are Psykers, as described **on page 50**, drawing their powers from the warp and providing their Cultist brethren with a link to the dark gods of Chaos. A Cult Witch has access to the Chaos Cult Wyrd Power list below as one of their Primary skill sets.

1. Scouring

2. Levitation

3. Warp Strength

4. Dark Shield

5. Maddening Visions

6. Assail

HOUSE GANGS JOINING A GENESTEALER CULT

The threat of the Genestealer is an insidious one, attacking humanity at the genetic level. Throughout the Imperium, unseen strains of the xenos curse thrive in the dark places of worlds, amongst disparate populations and in the fringes of society. Necromunda is no exception, and even the foot soldiers of the Clan Houses are not immune to the spreading taint of the Broodlord of Hive Secundus.

The following section provides guidelines for creating a Genestealer Infected gang or running a gang that has become infected and joined a wider Genestealer Cult during a campaign. Any of the six House gangs – Orlock, Delaque, Escher, Cawdor, Goliath and Van Saar – can be infected by a Genestealer Cult if their player chooses.

LURE OF THE PATRIACH

Infecting a gang with the Genestealer's curse can be done in one of two ways: either the gang can begin enthralled by a Genestealer Cult or they can join one during a campaign.

- During gang creation a player can decide if their gang carries the Genestealer taint. If they do they gain the benefits detailed that follow, but are also automatically an Outlaw gang (**see page 117**).
- During a campaign, a player can attempt to embrace their Genestealer masters' ways by having their gang submit to a Genestealer Cult after any game. When they do this, the gang automatically becomes an Outlaw gang as word of their deviancy spreads. Then, in the post-battle sequence their Leader can seek out a cult by making an Intelligence check. If successful they have found a cult and can join it. If they fail, they can try again after their next game.
- Alternatively, if there is a player in the campaign who is already running a Genestealer Cults gang, or a gang corrupted by a Genestealer Cult, and they agree, the prospective cult gang can join the cult without the need to pass an Intelligence check.

BENEFITS OF THE BROOD

A Genestealer Infected gang gains the following benefits:

- The gang Leader may be upgraded to a Psyker.
- The ability to hire 0-1 Aberrants.
- Access to a Cult Icon.
- The ability to hire Hybrid Juves.

Note that with the exceptions detailed previously, Clan House gangs retain access to their House Weapon lists and use the skill lists applicable to their gang. As an Outlaw gang (**see page 117**), the Genestealer Infected gang has restricted access to the Trading Post and cannot purchase House specific Exotic Beasts or Brutes, though may visit the Black Market without restriction.

DESIGNER'S NOTE: DESIGNING THE SECUNDUS LOOK

Genestealer Infected gangs provide a wealth of modelling opportunities for players. Bald-headed Orlocks in purple leathers, Goliaths with extra alien arms and chitinous plating for armour or Cawdor gangers carrying cult icons into battle alongside hulking Aberrants are just some of the options available to players.

While there are no game requirements to model a Genestealer Infected gang as different from their more wholesome counterparts, it is certainly encouraged! Players will find that many components in the Warhammer 40,000 Genestealer Cult range are cross-compatible with the Necromunda gangs with little or no modelling work. Also, in a campaign the Arbitrator might require Genestealer Infected gangs to be distinctive from their non-Genestealer counterparts, so that their opponents know what kind of gang they are facing.

UPGRADING THE LEADER TO A PSYKER

The Leader of a Genestealer Infected gang can be upgraded to become a Psyker for a cost of 40 credits. This cost is paid during the post-battle sequence and requires the Leader to forgo any Post-battle Actions, such as Trade or Seek Rare Equipment, and to not be In Recovery. Once the Leader has been upgraded, they gain the Non-sanctioned Psyker rule (**see page 51**) and can choose a single power from the Genestealer Cults Wyrd Power list **on page 136**. Thereafter, they count Cult Wyrd Powers as one of the Primary Skill lists. Psychic Leaders also have access to Psychic Familiars (**see page 261**) and may hire them by following the rules for Exotic Beasts.

HIRING AN ABERRANT

Genestealer Infected gangs can include a single Aberrant in their gang. This fighter is recruited and equipped just as if it was part of a Genestealer Cults gang (**see page 134**) and counts against the limit of Leaders, Champions and Juves that can be included in the gang.

ADDING A CULT ICON

Genestealer Infected gangs can include a single Cult Icon for 40 credits. This Cult Icon must be carried by the Leader or a Champion and follows the rules found **on page 72.**

HIRING HYBRID JUVES

When a Genestealer Infected gang recruits a Juve (either as part of gang creation, during the post-battle sequence or as a result of a territory such as a Settlement), they can instead recruit a Hybrid Juve. Hybrid Juves represent the first generations of the budding cult. They have the same profile and weapon restrictions as a normal Juve but come with a Extra Arm (**see page 134**) and cost 30 credits more (unless they are gained for free such as from a Settlement)

GENESTEALER CULT GANGS

GANG COMPOSITION

A Genestealer Cult gang must follow these rules when it is founded, and when new fighters are added to the gang:

- There must be one Leader, this may be either a Cult Adept or a Cult Alpha, chosen when the gang is first founded.
- The total number of Neophyte Hybrids in the gang must always be equal to, or higher than, the total number of other fighters (Leader, Hybrid Acolytes and Aberrants) in the gang, not counting Hangers-on.
- A fighter can be equipped with a maximum of three weapons. Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may take Wargear.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

During a campaign, all gangs continue to follow the above rules as new fighters are added to the gang. Additionally, the following rules apply:

- A gang founded for a campaign can contain no more than two Hybrid Acolytes. Additional Hybrid Acolytes may be added to the gang during the course of the campaign.
- During the course of a campaign, any fresh recruits added to the gang may be equipped with items currently held in the gang's Stash, rather than purchasing new equipment.

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

- A fighter cannot be given a new weapon of a type not allowed by their entry within this gang list.
- Aberrants and Neophyte Hybrids cannot be given a new weapon if it would take them above the limit of three weapons carried. A Leader or Hybrid Acolyte can be given more than three weapons as they can have multiple Fighter cards, each representing a different 'set' of equipment.
- A fighter may discard any Wargear carried when given new Wargear. Discarded Wargear is placed in the gang's Stash.

CULT LEADERSHIP

The Genestealer Cult represented here is small, an almost insignificant off-shoot of a greater whole compared to the ones that are found in Warhammer 40,000. As such, whereas those cults are traditionally led by a Magus or Primus, the cult here is led by a Cult Adept or Cult Alpha. This represents either a Neophyte in possession of low-level psychic ability similar in effect to the abilities shared by the leaders of more established cults, or blessed with a portion of the tactical brilliance and combat ability of the true Primus.

Unless specified otherwise, a Cult Adept or Cult Alpha follows all of the rules for a Leader, and Acolyte Hybrids follow all of the rules for Champions. For example, either one can lead a group activation – a Cult Adept or Cult Alpha would be able to lead a group of two other fighters, while an Acolyte Hybrid would be able to lead one other fighter.

MANY GENERATIONS OF HYBRIDS

Genestealer Cults grow over many generations. The earliest generations, those closest to the Purestrain Genestealer Patriarch of the cult, are the most alien in appearance and behaviour. Often showing very little in the way of human characteristics, most will possess three arms and a greater degree of alien strength and ferocity. Over time, new generations become ever more human in appearance until they are almost indistinguishable from true humans.

The Genestealer Cult gang represents an offshoot of something larger and far more sinister, and members of the gang are normally of later generations, the better to conceal themselves amongst the population of Necromunda. Any Hybrid Acolyte or Neophyte Hybrid recruited for the gang is automatically a later generation hybrid. When hired, such fighters may be upgraded to an early generation hybrid

GENESTEALER CULT GANGS IN CAMPAIGNS

In a Dominion Campaign, Genestealer Cult gangs are treated just like any other. They begin the campaign with a Settlement Territory which they cannot lose, representing their base of operations. They can take control of unoccupied Territories during the Occupation phase and they can seize control of Territories from other gangs during the Takeover phase. Settlement Territories do not generate Juves; instead, if one of the D6 rolls is a 6, they generate a single free later generation Neophyte Hybrid. If both of the D6 roll a 6, this becomes an early generation Neophyte Hybrid (as follows).

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

GAINING EXPERIENCE

Genestealer Cult fighters gain Experience in the same way as fighters in a normal House gang. The Adept or Alpha and any Acolyte Hybrids can have their XP spent on Advancements in the same way as a Leader or Champion. Neophyte Hybrids and Aberrants advance in the same way as Gangers, and can become Specialists if a 2 or 12 is rolled for their Advancement.

CAPTURED FIGHTERS

If any member of a Genestealer Cult gang is captured, the normal rules are followed. However, due to their alien nature, they are worth more when sold to the Guilders; the gang that is selling them receives their full value in credits, instead of half their value.

POST-BATTLE ACTIONS

The Leader and any Hybrid Acolytes in the gang can make one post-battle action, in the same way as a Leader or Champion respectively. Genestealer Cult gangs cannot make the Sell to the Guilders action, lest they risk revealing themselves. If any member of a Genestealer Cult gang is escorted to the Doc with a Medical Escort action, the cost is increased to 3D6x10 credits – the extra coin going towards ensuring the Doc's silence.

HANGERS-ON, HIRED GUNS AND DRAMATIS PERSONAE

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

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

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

LOSS OF A LEADER

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Hybrid Acolytes. If the gang has no Hybrid Acolytes, the new Leader must be a Neophyte Hybrid, Specialist or otherwise.

In either case, the eligible fighter with the best Leadership must be selected as the new Leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Cult Alpha if they are an early generation hybrid, or Cult Adept if they are a later generation hybrid, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

GENESTEALER CULT GANGS IN TURF WAR CAMPAIGNS

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

INCOME AND SPECIAL TERRITORIES

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

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

FIGHTERS

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

LEADER

A Genestealer Cult gang may be led by either a Cult Adept or a Cult Alpha.

Cult Adept..... 120 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	4+	3	3	2	3+	2	3+	5+	5+	4+

EQUIPMENT

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

SKILLS

The Cult Adept starts with one skill chosen from their Primary skill sets or the Unsanctioned Psyker skill.

SPECIAL RULES

The Cult Adept is a Psyker as described **on page 50**. Cult Wyrd Powers are treated as Primary skill sets for the purposes of skill selection.

A Cult Adept is always a later generation hybrid.

Cult Alpha..... 145 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	4	3	2	3+	2	3+	5+	5+	4+

EQUIPMENT

The Cult Alpha is equipped with a hazard suit. They have no weapon restrictions.

SKILLS

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

SPECIAL RULES

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

Third Arm: Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile made as an unarmed attack with the Rending trait. Additionally, any fighter with an Extra Arm may carry a fourth weapon, and may attack with three weapons with the Sidearm and/or Melee traits rather than the usual two.

Hybrid Acolytes (Champion)..... 85 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	3+	4	3	1	3+	1	4+	5+	7+	6+

EQUIPMENT

A Hybrid Acolyte is equipped with a hazard suit. They have no weapon restrictions.

SKILLS

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

SPECIAL RULES

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

Third Arm: Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile made as an unarmed attack with the Rending trait. Additionally, any fighter with an Extra Arm may carry a fourth weapon, and may attack with three weapons with the Sidearm and/or Melee traits rather than the usual two.

Aberrants (Gangers)..... 95 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	6+	5	4	2	5+	2	9+	4+	6+	10+

EQUIPMENT

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

SKILLS

All Aberrants have the Unstoppable skill.

SPECIAL RULES

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

Neophyte Hybrids (Gangers)..... 45 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	4+	3	3	1	4+	1	7+	5+	6+	8+

EQUIPMENT

A Neophyte Hybrid is equipped with a hazard suit. They can be armed with Basic Weapons, Close Combat Weapons and Pistols. When the gang is created, one Neophyte Hybrid can be armed with a Special Weapon. During a campaign, additional Neophyte Hybrids can also take Special Weapons as they are added.

SPECIAL RULES

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

Third Arm: Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile made as an unarmed attack with the Rending trait. Additionally, any fighter with an Extra Arm may carry a fourth weapon, and may attack with three weapons with the Sidearm and/or Melee traits rather than the usual two.

SKILL ACCESS

Genestealer Cult fighters have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant	Cult Wyrd Powers
Adept	Secondary	-	-	Primary	-	Primary	-	Secondary	Primary
Alpha	-	-	Primary	Secondary	Secondary	Primary	Primary	-	-
Hybrid Acolyte	Secondary	-	Secondary	Primary	Primary	Secondary	-	-	-
Specialist – Aberrant	-	Primary	Secondary	Secondary	Primary	-	-	-	-
Specialist – Neophyte Acolyte	Secondary	-	Secondary	Primary	Primary	-	-	-	-

GENESTEALER CULT EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

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

CLOSE COMBAT WEAPONS

- Fighting knife.....15 credits
- Chainsword.....25 credits
- Shock stave (Staff of Office).....25 credits
- Shock whip.....25 credits
- Power maul.....30 credits
- Two-handed hammer.....35 credits
- Power pick.....40 credits
- Power hammer.....45 credits
- Power sword.....45 credits
- Heavy rock drill*.....90 credits
- Heavy rock saw*.....120 credits
- Heavy rock cutter*.....135 credits

PISTOLS

- Autopistol.....10 credits
- Laspistol.....10 credits
- Needle pistol.....40 credits
- Hand flamer.....50 credits

SPECIAL WEAPONS

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

HEAVY WEAPONS

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

WARGEAR

GRENADES

- Frag grenades.....30 credits
- Blasting charges.....35 credits
- Incendiary grenades.....40 credits
- Demolitions charge.....65 credits

ARMOUR

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

PERSONAL EQUIPMENT

- Filter plugs.....10 credits
- Respirator.....15 credits
- Bio-booster.....35 credits
- Photo goggles.....35 credits
- Cult icon (max one per gang).....40 credits

EXOTIC BEASTS

- Psychic Familiar.....25 credits

CULT WYRD POWERS

Genestealer Cult Adepts are Psykers, as described **on page 50**, drawing their powers from their connection to the distant patriarch of the wider cult that this gang represents one creeping tendril of. A Cult Adept has access to the Cult Wyrd Power list below as one of their Primary skill sets.

1. **Hypnosis**
2. **Unbreakable Will**
3. **Zealot**
4. **Mind Control**
5. **Assail**
6. **Force Blast**

PART THREE: NECROMUNDA CAMPAIGNS

THE DOMINION CAMPAIGN

Power in the underhive is more than a gun in a ganger's hand. It is reputation, it is coin, and the worth of the ground that you can call your own. For gangs that wish for more than bloodshed, that wish not just for infamy, but to rise from the ashes and ruins to something greater; for these, dominion over the soul and iron of the hive is everything. And for that end, they will fight bitter war without mercy.

HOW THE CAMPAIGN WORKS

The Dominion Campaign is based around gangs fighting battles for the control of Territory. Each game in the campaign is fought for the control of a Territory, with the winner either gaining a new Territory, or holding onto one that they already have. The Territory being fought over is the stake of a game, and every game has a Territory at stake on the outcome.

Territories are features of the underhive that are worth something to the gangs, be that a set of old ruins that provide building materials or a safe haven, or a tech bazaar selling all manner of STC technology. There are a fixed number of Territories in a Dominion Campaign, based on the number of players.

Possession of a Territory grants a gang that holds it a benefit – called a Boon. Boons vary from income, to a special Tactic that can be used in battle, to equipment or even recruits for their gang. Gangs claim Territories by winning battles.

All gangs possess a Settlement Territory which they cannot lose and which can never be staked

on the outcome of a battle. This represents the gang hide-out.

The Campaign ends after a fixed period of time, and at that point gangs are awarded Triumphs based on how many battles they have fought, how much Territory they have, how wealthy they are, their Reputation, and how many enemies they have taken down.

THE ARBITRATOR

The Arbitrator in a Dominion Campaign is the person who organises the campaign, tracks results and tack who has possession of each Territory. They also keep each phase of the campaign running to time, and generally cajole the players to fight battles and have a good time.

If the Arbitrator is inspired and willing to put in more time and work then they can add more flavour and texture to the campaign by creating custom scenario terrain sets, unique characters, and new Territories. This, of course, is a lot more work, but can result in a truly memorable and deeply satisfying experience.

THE GANGS

Each player in a Dominion Campaign needs to have a gang. This can be any gang currently available. Note, however, that for the campaign system to work, gangs must be counted as coming from one of the Houses. Chaos Cult gangs are treated as Cawdor gangs, Genestealer Cults as Orlock gangs, and Venators may choose which House they count as at the start of the campaign. Further rules for using other types of gangs in a Dominion Campaign will be added in the future.

TERRITORIES

Each Territory is a feature of key interest in the localised area of the hive within which the gangs are fighting. A gang gains a Territory by winning a battle and holds onto it by winning future battles fought over its possession. Each Territory also grants the gang that controls it a benefit, called a Boon.

WINNING

Rather than a single winner, there are many Triumphs that a gang can achieve in a Dominion Campaign. At the end of the last week of the Takeover phase, the Dominion Campaign is over. The Arbitrator then totals up each gang's total enemies taken Out of Action, final Wealth, final Reputation, and the number of Territories held by each gang, and then awards Triumphs to players.

SETTING UP THE CAMPAIGN

Setting up a Dominion Campaign is a task that falls to the Arbitrator, that heroic person amongst a group of players who has decided to run the campaign or has volunteered to take it on. To set up the campaign, the Arbitrator must set start and end dates, make sure that all of the players have founded their gang, and determine the Territories that the gangs will be fighting over. This is best done in a single evening or session where everyone playing in the campaign meets, drinks tea, goes through all of the steps of setting up the campaign together and generally gets excited about the fun ahead.

SET START & END DATES

The Dominion Campaign is divided into six campaign weeks, separated by a single week of Downtime after the first three weeks, meaning that the campaign will last a total of seven weeks. The first step in setting up the campaign is for the Arbitrator to determine the start date, the end date and when the week of Downtime will fall. They then share this vital information with the players!

DETERMINE THE TERRITORIES

The number of Territories used in a Dominion Campaign depends on the number of players committed to the campaign – see the following table:

Players	Territories Generated
3	9
4	12
5	15
6	18
7	21
8	24

Territories are generated with the following method:

1.	For each House represented by a player's gang, take the cards for those Territories that offer Enhanced Boons to gangs of that House and make a deck of them.
2.	Draw one Territory from each of these House decks of cards and put them aside until step 5 *(note: one card is drawn, no matter how many gangs there are from an individual House).*
3.	Take all of the remaining cards, add the cards not drawn during step 1 back in, shuffle them together and draw a number of Territories up to the number of Territories required for the campaign.
4.	All non-selected Territories are discarded.
5.	All of the selected Territories are revealed to all of the players.

MAKING A DECK OF TERRITORIES

The Necromunda Campaign Territory card set for the Dominion Campaign contains cards for each Territory used in this version of the Dominion Campaign. These cards feature all of the Territories special rules and can be used both as play aides and when determining the Territories for the campaign. If you do not have a set of these cards, you can use half a deck of playing cards to determine the Territories for a campaign. Remove all Hearts, Clubs and Jokers, leaving just Spades and Diamonds. Each card in these remaining suits corresponds to a Territory, as per the table shown below.

DESIGNER'S NOTE: DARK MILLENNIUM PLAYING CARDS

Much of the inspiration for using cards within this campaign stems from John Blanche's Dark Millennium playing card set. The tables within this section have been written to work with any standard set of playing cards. However, if you want to use the Dark Millennium deck, use the following as a guide to match sub-plots to the Dark Millennium cards: Imperium (Hearts), Chaos (Clubs), Mechanicus (Spades), Xenos (Diamonds).

Card	Territory
Ace of Diamonds	Refuse Drift
2 of Diamonds	Corpse Farm
3 of Diamonds	Bone Shrine
4 of Diamonds	Drinking Hole
5 of Diamonds	Gambling Den
6 of Diamonds	Needle Ways
7 of Diamonds	Synth Still
8 of Diamonds	Stinger Mould Sprawl
9 of Diamonds	Narco Den
10 of Diamonds	Slag Furnace
Jack of Diamonds	Fighting Pit
Queen of Diamonds	Smelting Works
King of Diamonds	Mine Workings
Ace of Spades	Tunnels
2 of Spades	Toll Crossing
3 of Spades	Tech Bazaar
4 of Spades	Generatorium
5 of Spades	Archaeotech Device
6 of Spades	Old Ruins
7 of Spades	Settlement
8 of Spades	Rogue Doc Shop
9 of Spades	Promethium cache
10 of Spades	Wastes
Jack of Spades	Sludge Sea
Queen of Spades	Workshop
King of Spades	Collapsed Dome

FOUNDING GANGS

Before the campaign begins, each player must found a gang. The rules for founding a gang in a Dominion Campaign are slightly different. As normal, each gang has a starting budget of 1,000 credits, and must be created using any of the lists mentioned previously. This budget can be spent on fighters (following the restrictions in each Gang List) and equipment from that gang's Equipment List; any credits that are not spent are added to the gang's Stash and stored away for later use. A Fighter card must be completed for each fighter in the gang, and a gang roster must be completed to record all of the gang's details.

GANG ATTRIBUTES

In a Dominion Campaign, gangs have a number of attributes, which are tracked on their roster.

These attributes, and their starting values, are explained below:

GANG RATING

The Gang Rating is an indicator of how powerful the Gang is – the proficiency of its fighters, how well equipped it is, and so on. The Gang Rating is the total cost of all of the fighters in the gang, including the cost of all alternative weapon sets a fighter has.

WEALTH

In a Dominion Campaign, gangs also have a Wealth Value – this is equal to the total cost of all of the fighters in the gang, plus the value of any credits or equipment they have in their Stash.

REPUTATION

Reputation is the measure of a gang's standing and power in their Zone. It is separate from Gang Rating, which is a measure of the gang's size and resources; a small gang can build up quite an impressive reputation. A gang's Reputation starts at 1, and cannot drop below 1.

FIGHTER CAMPAIGN ATTRIBUTES

In a Dominion Campaign, each fighter in a gang has a number of attributes that are track in their entry on the gang's roster:

EXPERIENCE (XP)

Fighters can spend Experience in order to purchase Advancements – when they do so, the Experience total is reduced accordingly.

ADVANCEMENTS

The more Advancements a fighter has, the more expensive any future Advancements will be. Leaders and Champions start with one Advancement (a skill), which should be noted on the gang roster.

IN RECOVERY AND CAPTURED BY

When a fighter goes Out of Action, there is a chance that they will suffer a Lasting Injury. Many of these will cause them to go Into Recovery and miss the next battle. When this is the case, their In Recovery-box is ticked. Similarly, fighters might be Captured by an enemy gang – while this is the case, a note is made in the Lasting Injury/Captured By box of the name of the gang that has Captured them.

COMPLETING A GANG ROSTER

As well as filling in a Fighter card for each fighter in their gang, players will need to complete a gang roster. This tracks additional Dominion Campaign related information, such as Territories held, Gang Rating, Reputation, Wealth and so on, as well as each fighter's Experience and Advancements.

The gang roster is made up of a number of elements: the gang's name and House, its Gang Rating, Reputation and Wealth, the Territories it holds and its Stash, containing. unspent credits, surplus equipment (both weapons and Wargear), and so on. It also has a line for each fighter in the gang, with space for their names, fighter type, Cost, Experience earned, the number of Advancements gained, and whether they are currently In Recovery or have suffered any injuries or been Captured.

Note that although the number of rows is limited, there is no upper limit on the number of fighters a gang can contain. Should a gang be lucky enough to have more fighters than can be fitted onto one gang roster, simply use a second gang roster for extra space.

CAMPAIGN VARIANTS

The Dominion Campaign represents gangs fighting over known Territories, the ownership of which is in constant flux as gangs struggle for superiority, but it can also be easily varied to represent either a war over established gang Territories or gangs fighting as they explore an unknown and unclaimed region:

OLD KINGDOMS

Some part of the underhive have been under the control of various gangs since before anyone alive can remember. Every now and then something changes, a gang collapses or want more, and then the gangs go to war, re-soaking the same old ground with fresh blood. In Old Kingdoms variant, players each start with two random Territories out of those drawn for the campaign. The remainder make up the small pool of unclaimed Territories. There is no Occupation phase in this variant. Instead there are two three-week Takeover phases, separated by one week of Downtime.

INTO THE UNKNOWN

In this variant, the gangs are exploring an area where everything is unknown – perhaps a pass into inaccessible part of the underhive has opened up, or the gang are prospecting deep in Hive Bottom or out in the Ash Wastes. This variant works like the Dominion Campaign, but rather than revealing the Territories at the start of the campaign, they are kept secret (the cards are drawn but not turned over). A Territory is still chosen as the stake for each battle in the Occupation phase, but that Territory is chosen from the unrevealed Territories and revealed. Simply, Territories are only revealed to players when they are fought over. In the Takeover phase, battles are fought over either revealed Territories held by a gang, or over a Territory that has not yet been revealed.

RUNNING THE CAMPAIGN

The Dominion Campaign is divided into three phases, all of which run for a fixed length of real time:

1	Occupation phase	Three weeks
2	Downtime	One week
3	Takeover phase	Three weeks

THE OCCUPATION PHASE

During the Occupation phase, each battle played out between gangs has a single uncontrolled Territory at stake, and the winner of the battle gains control of that Territory. The Territory at stake from those currently available should be decided between the players when issuing and accepting challenges. Players may fight as many battles as they can fit in during this time.

If at any point during the Occupation phase all of the Territories have become occupied and are controlled by a gang, meaning that there are no more uncontrolled Territories to fight over, then the Occupation phase ends and Downtime begins. The length of the Downtime does not change; but the Arbitrator may choose to extend the Takeover phase if the Occupation phase ended early.

DOWNTIME

This is an opportunity for all players to catch their breath and for gangs to patch their wounds. The exceptionally bold and active players might put their gangs through a special side battle (**see page 142**) if they just can't be away from the roar of guns and the song of blades for that long.

THE EFFECTS OF DOWNTIME

After their last game of the Occupation phase, players complete the following steps at the end of the post-battle sequence:

1. Fighters Recover
2. Captives are Returned
3. Experienced Juves are Promoted
4. Fresh Recruitment

1. FIGHTERS RECOVER

Any In Recovery boxes on the gang roster are cleared.

2. CAPTIVES ARE RETURNED

Any Captured fighters are released. The gang that had captured them receives half their credits value (rounding up to the nearest 5 credits).

3. EXPERIENCED JUVES ARE PROMOTED

If a Juve has five or more Advancements, they are promoted. Their characteristics and credits value are unaffected, but their Type is changed to Champion. From now on, they are treated as a Champion in all respects.

4. FRESH RECRUITMENT

All gangs gain 250 credits to recruit new fighters and/or Hangers-on. These credits must be spent now and cannot be added to the gang's Stash. Gangs may supplement these credits with extra credits from their Stash.

SIDE BATTLES

Side battles are special battles fought during Downtime. While most players will be happy with taking a break for a week and getting ready for the Takeover phase, there may be a few who can't go a week without their fix of gang warfare. To satisfy this need, an Arbitrator can run one or more side battles during Downtime. Side battles are fought after the effects of Downtime are applied.

Side battles should, as a rule, be unusual, and have no effect on the Territories held by any of the gangs. They are a great opportunity for the Arbitrator to design a custom scenario, to use the Arbitrator tools (**see page 263**), or to play some of the narrative scenarios (**see page 344**). Fighters can earn Experience and suffer Lasting Injuries from a side battle, but should not gain or earn income, or gain Credits or Reputation as a reward for a side battle. Instead, the Arbitrator should create a special reward for the victor or victors of a side battle, such as an unpredictable piece of archaeotech, a unique drug, or a custom Tactics card.

THE TAKEOVER PHASE

In the Takeover phase, challengers must nominate a Territory currently controlled by their opponent which they wish to seize. Otherwise, the gangs may choose to fight over control of an as yet unclaimed Territory left over from the Occupation phase. Players must decide when issuing and accepting challenges which option to follow and which Territory is at stake. This allows gangs to take Territory from their rivals by force as well as grabbing any as yet unclaimed Territory. As in the Occupation phase, players may fight as many battles as they wish in the time available.

WHAT THE ARBITRATOR KEEPS TRACK OF

The Arbitrator has to keep track of the following information during the campaign:

- How many battles each gang has fought.
- Which gang controls which Territory.
- Which unclaimed Territories have been nominated and are due to be fought over.
- The number of enemies that each gang has take Out of Action.
- Each gang's current Wealth, which is a total of the credits value of all of the members of a gang, their equipment, and any credits in their Stash.
- Each gang's current Reputation.

Players should report this information to the Arbitrator after each battle.

GAINING EXPERIENCE

During a game, a fighter can gain Experience in a number of ways. The standard ways in which Experience is gained are detailed here. Experience is also gained by completing scenario objectives – these will be detailed in the scenario.

A fighter gains 1 Experience (XP) if their action directly causes an enemy fighter to go Out of Action. This could be an attack, a Coup de Grace, or anything else, so long as the enemy is taken Out of Action by the action itself and not later on in the game as the result of something else. For example, if an attack leaves a fighter Seriously Injured and they later go Out of Action in the End phase, no Experience is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a fighter throws a grenade that takes out two enemies – Experience is gained for each.

In addition to the above, a fighter gains 1 additional Experience if they take an enemy Champion or Leader Out of Action.

Finally, a fighter who Rallies and returns to the fight (**see page 49**) gains 1 Experience for overcoming their fear and returning to the action.

ADVANCEMENTS

At the start of a battle, during the pre-battle sequence, each player has the chance to purchase Advancements for their Leaders, Champions, Juves, and Specialists and any eligible Gangers by spending Experience (XP) accrued. The XP cost of these Advancements is shown in the table below. The fighter's card is updated accordingly with the Advancement taken, the fighter's XP is reduced by the amount spent to purchase the Advancement, the fighter's total number of Advancements is increased by one (on the gang roster) and the fighter's Credits value is adjusted by the amount shown, which will in turn increase the Gang Rating.

The more experienced a fighter is, the more certain Advancements cost to purchase in terms of XP. The cost of each characteristic Advancements of the same type taken is increased by 2 for each instance after the first. For example, a Champion may increase their Initiative by 1 for 5XP, but to increase it by 1 a second time will cost them 7XP. Juves however are particularly fast learners, and as result they suffer no such penalty on characteristic increases; they may increase a characteristic any number of times (up to the maximum – **see page 144**) for the basic XP cost shown each time.

Cost	Advancement – Leaders, Champions, Juves & Specialists	Credits Increase
3 XP	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits
4 XP	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits
5 XP	Improve the fighter's Initiative characteristic by 1.	+10 credits
5 XP	Add 1'' to the fighter's Movement characteristic.	+10 credits
6 XP	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits
6 XP	The fighter gains a random skill from one of their Primary skill sets.	+20 credits
8 XP	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits
9 XP	Pick a skill from one of the fighter's Primary skill sets.	+20 credits
9 XP	The fighter gains a random skill from one of their Secondary skill sets.	+35 credits
12 XP	Increase the fighter's Wounds or Attacks characteristic by 1.	+45 credits
12 XP	**Specialist only:** Promote the fighter to Champion. They gain a random skill from one of their Primary skill sets.	+40 credits
15 XP	The fighter gains a random skill from ANY skill set.	+50 credits

GANGERS

While Leaders, Champions and Juves are central to a gang's narrative, Gangers are its 'supporting cast'. As such, they spend Experience and gain Advancements in a simplified manner. If during the pre-battle sequence, a Ganger has gained 6 XP, the controlling player rolls 2D6 on the table below, updates the Ganger's Fighter card and their Credits value accordingly, and reduces their XP by 6.

2D6	Advancement – Gangers (not including Specialists)	Credits Increase
2	The fighter becomes a Specialist.	n/a
3-4	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits
5-6	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits
7	Either add 1'' to the fighter's Movement characteristic, or increase their Initiative characteristic by 1	+10 credits
8-9	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits
10-11	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits
12	The fighter becomes a Specialist.	n/a

SPECIALISTS

Two of the results on the table above allow a Ganger to become a Specialist. They are still a Ganger to all rules purposes (for example, with regards to the weapons that they can carry), but they now able to spend XP and gain Advancements in the same way as a Leader, Champion or Juve. Specialists have their own skill set access, as shown in their House List.

MAXIMUM CHARACTERISTICS

Each of a fighter's characteristics has a maximum value. If a roll on the Advancement table for a Ganger has no option but to increase a characteristic beyond its maximum treat it as roll of 12 instead:

- Weapon Skill, Ballistic Skill and Initiative cannot be improved beyond 2+.
- Leadership, Cool, Willpower and Intelligence cannot be improved beyond 3+.
- Movement, Strength and Toughness cannot be improved by more than 2 (compared to the basic profile for the Fighter's current type).
- Wounds and Attacks cannot be improved by more than 1 (compared to the basic profile for the Fighter's current type).

SKILLS

Skills can be obtained by Leader, Champions, and Juves (as well as Gangers who have become Specialists). The skills that are available are divided into eight sets: Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Savant and Shooting.

Each House fights in its own way, and this is reflected by the skill sets that are available to them. A fighter has different levels of skill access depending upon their House and their type; for example, Goliath Champions can gain Brawn skills more easily than Escher Juves. In each House list, and for certain other types of fighter (Exotic Beasts and Brutes for example) there is a section showing the skill sets available to those fighters. Fighters have Primary access to some skill sets, and Secondary access to others. Certain fighters can access skills from other sets, but to do so is more expensive in term of XP.

Regardless of House, all Leaders and Champions have access to the Leadership skill set. This is treated as a Primary skill set for the Leaders and a Secondary skill set for Champions.

GAINING A SKILL

When a fighter gains a new skill, it will either be chosen or determined randomly depending upon how much XP has been spent to gain the skill on if the skill is Primary, Secondary or neither. Choosing a skill is simply a case of picking a skill from the sets available that is desirable for the fighter. To determine a random skill, the player declares which set they are generating the skill from, and rolls a D6 on the table below (re-rolling if the fighter already has that skills).

D6	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	PALANITE DRILL	SAVAGERY	SAVANT	SHOOTING
1	CATFALL	BULL CHARGE	COMBAT MASTER	BACKSTAB	BERSERKER	COMMANDING PRESENCE	GOT YOUR SIX	AVATAR OF BLOOD	BALLISTICS EXPERT	FAST SHOT
2	CLAMBER	BULGING BICEPS	COUNTER-ATTACK	ESCAPE ARTIST	IMPETUOUS	INSPIRATIONAL	HELMAWR'S JUSTICE	BLOODLUST	CONNECTED/ SCAVENGER'S INSTINCTS	GUNFIGHTER
3	DODGE	CRUSHING BLOW	DISARM	EVADE	FEARSOME	IRON WILL	NON-VERBAL COMMUNICATION	CRIMSON HAZE	FIXER	HIP SHOOTING
4	MIGHTY LEAP	HEADBUTT	PARRY	INFILTRATE	NERVES OF STEEL	MENTOR	RESTRAINT PROTOCOLS	FRENZY	MEDICAE	MARKSMAN
5	SPRING UP	HURL	STEP ASIDE	LIE LOW	TRUE GRIT	OVERSEER	TEAM WORK	KILLING BLOW	MUNITIONEER	PRECISION SHOT
6	SPRINT	IRON JAW	RAIN OF BLOWS	OVERWATCH	UNSTOPPABLE	REGROUP	THREAT RESPONSE	SLAUGHTERBORN	SAVVY TRADER/ SAVVY SCAVENGER	TRICK SHOT

LASTING INJURIES

When a fighter goes Out of Action, their opponent rolls two D6, one after the other (a D66 roll) and looks up the result on the Lasting Injuries table. If an Injury roll results in more than one Out of Action result, a separate roll on the Lasting Injuries table and each result is applied.

GOING INTO RECOVERY

Some result cause a fighter to go into recovery. The fighter's In Recovery box on gang roster is checked, and the fighter must miss both the post-battle sequence of the current game and the next battle in order to recover from their injuries. This means that a Leader or Champion who has gone Into Recovery may not perform post-battle actions at this time. During the Wrap-up of the gang's next battle, the In Recovery box will be cleared, the fighter becomes available once again and Leaders and Champions may perform post-battle actions.

Note that no matter how may Lasting Injury rolls are made, a fighter that goes Into Recovery will only miss one game rather than multiple games.

D66	Lasting Injury
11	**Lesson Learned.** The fighter goes into Recovery but gains D3 Experience.
12-26	**Out Cold.** The fighter misses the rest of the battle, but avoids any long-term injuries. The fighter recovers in time to perform post-battle actions.
31-45	**Grievous Injury.** The fighter goes into Recovery.
46	**Humiliated.** The fighter goes into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1.
51	**Head Injury.** The fighter goes into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1.
52	**Eye Injury.** The fighter goes into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1.
53	**Hand Injury.** The fighter goes into Recovery. In addition, their Weapon Skill characteristic is decreased by 1.
54	**Hobbled.** The fighter goes into Recovery. In addition, their Movement characteristic is decreased by 1.
55	**Spinal Injury.** The fighter goes into Recovery. In addition, their Strength characteristic is decreased by 1.
56	**Enfeebled.** The fighter goes into Recovery. In addition, their Toughness characteristic is decreased by 1.
61-65	**Critical Injury.** The fighter is in critical condition – if their injuries are not successfully treated by a visit to the Doc (**see page 149**) in the post-battle sequence, they will die.
66	**Memorable Death.** The fighter is killed instantly – not even the most talented Doc can save them. If the injury was caused by an Attack action, the attacker gains one additional Experience.

CHARACTERISTIC PENALTIES

Some results on the Lasting Injuries table give a permanent penalty to a fighter's characteristic. Their Fighter Card must be amended immediately – note that their credits value does not change. Also if a characteristic that is depicted as a target number (Weapon Skill or Initiative, for example) is reduced the actual number increases – in other words if a fighter with a Weapon Skill of 4+ receives a Hand Injury their Weapon Skill is decreased to 5+.

MINIMUM CHARACTERISTICS

A fighter's characteristics cannot be reduced beyond a certain level, as shown below. If one of a fighter's characteristics would be reduced below this level as the result of a Lasting Injury, the fighter goes into recovery, but suffers no additional penalty:

- Weapon Skill, Ballistic Skill and Initiative cannot be reduced to worse than 6+.
- Leadership, Cool, Willpower and Intelligence cannot be reduced to worse than 12+.
- Movement, Strength and Toughness cannot be reduced to less than 1.

SUCCUMBING TO INJURIES

If a fighter is Seriously Injured when the battle ends, roll a D6 for them during the Wrap-up. On a 3 or more, they survive without any further complications, but on a 1 or 2, they succumb to the injuries suffered during the battle and are treated as having gone Out of Action. A Lasting Injury roll is made for them, as described previously.

BEING CAPTURED

If only one gang has fighters on the battlefield at the end of the battle, there is a chance that they might Capture a fallen enemy. Roll 2d6 and add the number of opposing fighters who went Out of Action (including those who have succumbed to their injuries, during the Warp-up). If the gang also includes a Bounty Hunter, add +1 to the result of the roll. If the result is 13 or greater, an enemy fighter has been Captured. Shuffle together the Fighter cards of any enemy fighters who went Out of Action, but not those for any that suffered a Critical Injury or Memorable Death result, they are left where they fell! Draw one of these Fighter card at random – that fighter is Captured. Make a note in the Lasting Injury/Captured By box on the gang roster for the Captured fighter, recording the name of the gang of the player who has Captured the fighter.

Whilst a fighter is Captured, they are unavailable for battles and post-battle actions as if they were In Recovery – however, this lasts until they are freed (as follows) rather than for just one battle. The Capturing gang should make a note in the Stash section of their gang roster of the name of the fighter they now hold Captive.

CAPTURED FIGHTERS

Once a fighter has been Captured, their gang has the chance to attempt to free them. The next time the same two gangs face each other, the Captured fighter's controlling player may declare that they will be attempting a Rescue Mission. This supersedes the Determine Scenario steps of the pre-battle sequence (**see page 147**) – Instead, the Rescue Mission scenario is played.

If the gang does not wish to attempt the Rescue Mission scenario, and a different scenario is played, the gang holding the Captive may choose to sell them to the Guilders (**see page 149**) in the post-battle sequence of that battle or any subsequent battle (they might wish to keep their Captive). If the fighter is still held Captive the next time the two gangs face each other, the Captured fighter's controlling player once gain has the option to declare that the gang will attempt a Rescue Mission.

At any time during the campaign, regardless of whether a Rescue Mission has been attempted, the two gangs controlling players can come to an agreement to secure the Captive's return. This could be a payment of credits, a trade for another Captive, even surrendering a Territory, or a valuable item of equipment or anything else – this is entirely up to the two players to decide and either gangs is free to decline an offer made by the other. If an agreement is reached, the Captured fighter is returned immediately and becomes available to the gang once more.

FLEEING THE BATTLEFIELD

In a Dominion Campaign, it is often wise for a gang to quit a fight whilst they are still ahead. This is especially true in ambushes, and when smaller crews find themselves taking on on larger and more dangerous ones! A gang's controlling player can choose to automatically fail any Bottle test the gang is required to make.

Once a gang has bottled out (either voluntarily or by failing a Bottle test), the controlling player can declare that the gang will flee the battlefield at the start of any Action phase. Any Active and Pinned fighters immediately flee the battlefield, as described **on page 20**. Engaged fighters must attempt to break away from combat – make an Initiative check for each. If the check is passed, they flee the battlefield. If the check is failed, they are Seriously Injured. Once the gang that has declared it will flee has only Seriously Injured fighters on the battlefield, the battle ends. Roll to see if the Seriously Injured fighters succumb to their injuries during the Wrap-up as usual.

THE PRE-BATTLE & POST-BATTLE SEQUENCES

In a Dominion Campaign, there are additional steps that take place before and after a battle, as listed below. They must be followed in the order shown, and must be done while both players are present.

THE PRE-BATTLE SEQUENCE

The pre-battle sequence has six steps:

1. **MAKE A CHALLENGE AND STAKE TERRITORY**
2. **BUY ADVANCEMENTS AND RECRUIT HIRED GUNS**
3. **DETERMINE SCENARIO**
4. **SET UP THE BATTLEFIELD**
5. **CHOOSE CREWS**
6. **ANNOUNCE TERRITORY BOONS**
7. **TACTICS CARDS**
8. **DEPLOYMENT**

1. MAKE A CHALLENGE AND STAKE TERRITORY

For a battle to be fought, one player must challenge another player to play a game. The challenger nominates an eligible Territory as the stake for the game, be it an as yet unclaimed Territory or one of their opponent's Territories that they wish to seize control of. The challenged player must then either accept or refuse the challenge.

If the challenge is refused, the challenger gains the nominated Territory without a fight.

If the challenge is accepted, then the players must agree when the battle is going to be fought. If a gang fails to attend the battle, they forfeit the battle and the staked Territory!

Note here that sometimes real life does intrude on hobby time, and if a player has a good reason for failing to attend a battle, leeway is encouraged. Most people will happily reschedule a game in most circumstances, but should a player make a habit of failing to attend then it is up to the Arbitrator to step in and enforce the forfeiture of a Territory if necessary.

2. BUY ADVANCEMENTS AND RECRUIT HIRED GUNS

Each player can spend Experience to purchase Advancements for their fighters (**see page 143**). If both players wish to do so, the player with the lower Gang Rating goes first, purchasing any Advancements they wish, then the other player does so. If both players have the same Gang Rating, the winner of a roll-off chooses whether to go first or second

Once any Advancements have been bought, players can spend credits to recruit Hired Guns. Again, if both players wish to do so, the player with the lower Gang Rating goes first.

YAQ: Gang ratings should also be recalculated at the end of step 2 of the pre-battle sequence so that any advancements bought and hired guns recruited for this battle are taken into account.

3. DETERMINE SCENARIO

To determine which scenario will be used, roll 2D6 on the following table:

2D6	Result
2-3	The player with the greater number of Territories chooses which scenario to play. If both players have the same number of Territories, both players should roll a D6, with the player who rolls the highest choosing. If the scenario dictates there is an attacker and a defender, see below .
4-5	Play the Border Dispute or the Marauders scenario
6-7	Play the Stand-off or the Tunnel Skirmish scenario.
8-9	Play the Sabotage or the Sneak Attack scenario
10-12	The player with the fewer Territories chooses which scenario to play. If both players have the same number of Territories, both players should roll a D6, with the player who rolls the highest choosing. If the scenario dictates there is an attacker and a defender, see below.

Players should now agree whether they will fight using the Zone Mortalis or Sector Mechanicus rules. If they cannot decide, the player who chose the scenario decides. If neither player chose the scenario (for example, because a 4-9 was rolled on the table), the players should roll off and the winner's choice applies.

DETERMINING THE ATTACKER AND DEFENDER

During the Occupation phase of the Dominion Campaign, where a scenario dictates there is an attacker and a defender, the player who chose the scenario decides which player will be the attacker and which will be the defender. If neither player chose the scenario, then both players should roll a D6, with the player who rolls the highest choosing.

During the Takeover phase of a Dominion Campaign, where a scenario specifies that there is an attacker and a defender, the player who issued the challenge (**see page 147**) is automatically the attacker (unless of course the challenged player also holds a Wastes Territory (**see page 161**).

HOME TURF ADVANTAGE

The scenario being played may indicate that the defender benefits from the Home Turf Advantage, representing the gang fighting furiously to defend their valuable turf from attackers. A gang fighting with the Home Turf Advantage is far less likely to bottle out and in some cases will fight ferociously until the last.

RESCUE MISSIONS

If one player has Captured another player's fighter(s), the Captured fighter's player may issue a challenge to play the Rescue Mission scenario. If the challenge is accepted, then the Rescue Mission scenario is automatically used for the battle. If the player holding the Captive refuses the challenge, they automatically forfeit the Captive. No Territory is staked on this battle; the Captured fighter is effectively the stake.

4. SET UP THE BATTLEFIELD

The players now set up the battlefield. Some scenarios have special instructions for terrain. The default methods are detailed in full **on page 325**.

5. CHOOSE CREWS

After the battlefield has been set up, before gangs can be deployed, players must select their starting crews for the battle ahead. The scenario being played will detail the method of selection to be used and how many fighters can be selected. The selection methods are explained in full **on page 326**.

6. ANNOUNCE TERRITORY BOONS

Players may have Territory Boons granted by the Territories they currently hold. Players should announce which, if any, of their Territory Boons grant them a bonus that will have an effect on this game at this stage, forewarning their opponent. If a Territory Boon is not announced, it cannot be used during the coming game.

7. TACTICS CARDS

Each player prepares their deck of Tactics cards as described **on page 326**. The scenario being played will detail how many cards each player gets and how they are selected.

8. DEPLOYMENT

Many scenarios will provide details of the size and location of deployment zones. For those which do not, the standard deployment rules can be found **on page 327**.

THE POST-BATTLE SEQUENCE

The post-battle sequence has seven steps:

1.	**WRAP UP**
2.	**ASSIGN/REASSIGN TERRITORY**
3.	**RECEIVE REWARDS**
4.	**COLLECT INCOME**
5.	**POST-BATTLE ACTIONS**
6.	**UPDATE ROSTER**
7.	**REPORT RESULTS**

1. WRAP UP

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries (**see page 171**), and whether they capture any enemy fighters (**see page 146**). Any other events that take place 'at the end of the battle' are triggered here. Fighters that were recovering have made a full recovery and their In Recovery box on the gang roster is cleared, meaning Leaders and Champions become available for post-battle actions once more.

Players should also consider shaking hands, congratulating/commiserating with their opponent and sharing favourite moments from the battle – some would say this is the most important step!

2. ASSIGN/REASSIGN TERRITORY

The player that won the battle takes control of the Territory staked on the battle. In the case of a draw while fighting for control of an uncontrolled Territory, the Territory is not claimed by either player. In the case of a draw during the Takeover phase when a controlled territory is at stake, the Territory does not change hands.

3. RECEIVE REWARDS

Each scenario shows a list of rewards which the gangs can receive, based on their performance during the battle. Any equipment gained is added to the gang's Stash – it can be distributed to fighters in Step 6.

GAINING AND LOSING REPUTATION

Each scenario contains a number of ways in which a gang can gain or lose Reputation. If a gang both gains and loses Reputation, any gains are applied before any losses.

4. COLLECT INCOME

Each gang collects income from each Territory they control that generates income (remember that each gang always possesses a Settlement Territory), as detailed for that Territory. The total amount of credits generated from each gang's Territories is then added to the gang's Stash.

5. POST-BATTLE ACTIONS

Each Leader or Champion in the gang can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player's choice. Fighters who are in recovery or who have been Captured, cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once.

The actions below are always available, but others might also become available through special Territories, skills or other means.

TRADE

The fighter visits the Trading Post, increasing the gang's chances of finding Rare items. This is resolved in step 6.

SELL TO THE GUILDERS

The fighter can sell any number of Captive fighters to the Guilders – as long as the Captive's gang has had a chance to rescue them (**see page 133**). Each captive is worth half their value, rounding up to the nearest 5 credits – this many credits are added to this gang's Stash. The Captive's controlling player should be informed as possible, and must delete the captive from their roster.

MEDICAL ESCORT

The fighter escorts a critically injured fellow gang member to the Doc. Pick another fighter in the gang who suffered a Critical Injury during the battle and pay 2D6x10 credits from the gang's Stash. If the gang does not have sufficient funds, or does not wish to pay the full amount, no roll is made and the fighter dies. Otherwise, roll a D6 on the table below:

D6	Result
1	**Complications.** The fighter dies.
2-5	**Stabilized.** Roll a D6 – this is the second dice of a D66 roll, the first is automatically a 5. Apply the appropriate result from the Lasting Injuries table.
6	**Full Recovery.** The fighter goes into Recovery, but suffers no lasting effects.

6. UPDATE ROSTER

These steps are carried out in order:

A.	Delete Dead or Retiring Fighters
B.	Visit the Trading Post
C.	Gains Boons from Territories
D.	Distribute Equipment
E.	Update Gang Rating

Note that if a fighter missed this battle because they were recovering, their In Recovery box on the gang roster will have been cleared during the Wrap-up.

A. DELETE DEAD OR RETIRING FIGHTERS

Dead fighters are deleted from the roster. Their equipment (except for armour) is added to the gang's Stash as long as their gang had at least one fighter on the battlefield at the end of the battle, or if the fighter was taken to the Doc but still died (either because the gang could not pay for their treatment, or there were complications). Otherwise, the dead fighter's equipment is lost.

Also, at this point, the controlling player can choose to retire fighters – usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang's Stash. Equipment in the gang's Stash can be sold or transferred to a new fighter in the next step.

LOSS OF A LEADER

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Champions. If it has no Champions, the new Leader must be either a Specialist or Juves. If it has no Specialists or Juves, the new Leader is a Ganger.

In any case, the eligible fighter with the best Leadership must be selected as the new leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; it there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader on the gang roster, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

B. VISIT THE TRADING POST

The gang can make any of the Trading Post actions described as follows, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order, and there is no limit to how many times a gang can perform each one. Any spent credits are deducted from the gang's Stash; any gained credits are added to the gang's Stash.

Hire a Fighter: The gang can hire a new fighter from their House list, paying for them as they did when founding the gang. No equipment is purchased for them – they receive equipment in the next step.

GANG COMPOSITION

The Gang Composition section of the House List must be honoured when hiring new fighters. For example, if a gang with a Reputation of 9 already has two Hangers-on, it cannot hire any more. Similarly, if a gang has fewer Gangers (including Specialists) than its total number of Leaders, Champions and Juves, only Gangers can be hired until this is no longer the case.

Recruit Hangers-on: The gang can spend credits to add a Hanger-on to their roster (as explained **on pages 243**). Their Reputation must be sufficient to allow this.

Sell Unwanted Equipment: Any equipment in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of five).

Note that equipment granted as a Territory Boon cannot be sold.

Purchase Equipment: The gang can purchase any equipment from their House Equipment List at the price shown, adding it to their Stash. They can also purchase Common equipment from the Trading Post, at the price shown. They cannot use this action to purchase Rare equipment from the Trading Post – that can only be obtained with the Seek Rare Equipment action, as follows:

Seek Rare Equipment: This action is only performed once and is done to to determine the availability of Rare items on offer at the Trading Post on this visit. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Trade post-battle action.
- +1 for each Champion making a Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2)
- +/-X as from specified special rule.

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. The gang can now purchase Rare items from the Trading Post with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

C. GAIN BOONS FROM TERRITORIES

Some Territories grant a gang additional recruits, Hangers-on, or equipment – see Territories from **page 155** onwards for details.

D. DISTRIBUTE EQUIPMENT

Any equipment in the gang's Stash, or gained as a Territory Boon, can now be distributed among its fighters. Weapon choices must respect the restrictions shown in the gang's House list – for example, a Goliath Juve could not be equipped with a heavy bolter, as they can only be equipped with Pistols and Close Combat Weapons. Also, the limit of no more than three weapons must be adhered to, with Unwieldy weapons taking the space of two.

Once any equipment has been added to a Fighter card, the card's credits value is updated accordingly. If the fighter is equipped with an item that has two different costs – one in the fighter's House Equipment list and the other in the Trading Post – the value in the House list takes precedence.

Players are reminded that no fighter can discard a weapon once added to their Fighter cards. Leaders and Champions however can have multiple equipment sets as described below.

EQUIPMENT SETS

Leaders and Champions, enjoying the privilege of rank, often maintain a cache of weapons that allows them to equip themselves appropriately for each battle. As such, a Leader or Champion can have multiple Fighter cards, each representing a different set of equipment. An appropriate model should be available for each. There is no additional cost for having multiple equipment sets; the controlling player can make additional Fighter card for a Leader or a Champion at any time.

Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards. The fighters cost, as shown on the roster, is equal to the cost of their most expensive Fighter card.

Only one of a Fighter cards can be used for a battle. If a battle uses random fighters from the gang, all of the fighter's card should be shuffled together one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.

When distributing equipment from the gang's Stash, it can be moved to any or all of a Leader or Champion's cards, and can even be moved to more than one.

E. UPDATING GANG RATING

Recalculate the gang's Gang Rating, and update the roster accordingly. Note that this is not done until this step, meaning that any other references to the Gang Rating in the post-battle sequence are referring to the value before it is updated.

7. REPORT RESULTS

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain which gangs fought, the outcome of the battle (i e., who won), which Territory the victor gained control of, how many enemies each gang took Out of Action and the final Gang Rating and Wealth of the gangs.

ENDING THE CAMPAIGN

The Dominion Campaign ends when the time set for the Takeover phase runs out. The Arbitrator then goes through the final results from each battle and assigns Triumphs.

TRIUMPHS

Triumphs are the laurels of victory, the bragging rights and sources of pride for the players who have fought through the campaign. While an Arbitrator can just tell people what they won, it is far more fun and satisfying to bring all of the players from the campaign together, maybe drink some tea, and announce who earned each Triumph in a grand manner. There are five different Triumphs and a player may earn more than one. In the case of a tie for any Triumph, no one is awarded it.

TRIUMPH	CRITERIA
Dominator	Most Territories at the end of the campaign.
Slaughterer	Most enemy fighters taken Out of Action across the whole campaign.
Creditor	Largest Wealth at the end of the campaign.
Warmonger	Most battles fought across the whole campaign.
Powerbroker	Highest Reputation in at the end of the campaign.

EXTENDING THE DOMINION CAMPAIGN

Players and Arbitrators may want to play a Dominion Campaign for longer than seven weeks. This can easily be done by either increasing the number of weeks each phase lasts, or by introducing multiple phases of Occupation and Takeover separated by Downtime.

For example: A run of Occupation>Downtime>Takeover>Downtime>Takeover would take eleven weeks to play, or Occupation>Downtime>Takeover>Downtime> Occupation>Downtime> Takeover would take fifteen weeks to play.

Players, and Arbitrators in Particular, should bear in mind that the longer campaigns run, the more likely it is that players will grow bored and the campaign will fade out rather than finish.

SPLINTER GANGS

Players and Arbitrators will no doubt wish to revisit Necromunda at a later date, and some players may want to continue their adventures with a gang they have played in the past. Normally, this is not possible in a Dominion Campaign in order to maintain a degree of balance during the early stages of the campaign and to allow freshly founded gangs to get a solid footing early on.

However, players may wish to found a splinter gang. A splinter gang is formed when one of a gang's Champions goes it alone and takes some of their favoured Gangers with them to form the core of a new gang. Forming a splinter gang is easy – players simply choose one Champion from a gang they have played in a previous campaign and hire them as the Leader in a new gang, keeping all of their equipment, Advancements and permanent injuries, and paying their Credits value to hire them. This champion then simply has their type changed to Leader and is treated as such in all regards.

Further to this, players may wish to retain other old favourites. Juves and Specialists can be recruited from an old gang into a new one in this way, changing their type to Champion, whilst any favoured Gangers can be hired again as Gangers into a new gang. New fighters can be hired to fill out the ranks and help keep the cost down. All that must be remembered is that the splinter gang must abide by the same gang composition rules as a freshly founded gang, and is limited to the same credits as new gangs.

In this way, players are able to follow certain characters through several campaigns, perhaps even seeing a Juve progress through the ranks to eventually lead their own gang. Splinter gangs are often smaller in early stages of a campaign, but their well-equipped fighters and highly skilled Leaders will more than make up for this!

TERRITORIES

All Territories in a Dominion Campaign are unique. The gangs that hold them will benefit from them in many ways. As a result, competition for certain Territories can become very intense as a campaign progresses. This section gives an overview of what each Territory represents and details the bonuses the Territory grants to the gang that holds it.

All gangs possess a Settlement Territory they cannot lose and which can never be staked on the outcome of a battle. This represents the gang hide-out.

TERRITORY BOONS

Each Territory grants the gang that controls it a benefit called a Boon. This Boon might be income, an additional gang member, an increase in Reputation, a piece of rare or unique equipment or a special rule.

A gang receives the benefits of a Territory's Boon so long as it holds that Territory. Once the Territory is lost to another gang, the Boon is lost.

INCOME

If a Territory grants the gang that controls it income, the gang adds the amount of credits shown to their Stash when generating income after all battles, including the battle in which it was won.

RECRUITS

Some Territories grant gangs new fighters, Hired Guns or Hangers-on as recruits to the gang. These recruits incur no cost to recruit but do add to the Gang Rating and Wealth value.

Any gang fighter recruited from the Gang's House List has no cost to recruit, but any equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Any Hired Gun recruited as a Boon has no cost, and will remain with the gang for as long as they control the Territory that grants the Boon.

Any Hanger-on recruited as a Boon does not count towards the maximum number of Hangers-on the gang may normally have and may be recruited without the normal Reputation required.

EQUIPMENT

The gang adds the listed equipment type to its Stash. It is gained in the Post-battle Actions step of the post-battle sequence, immediately after the battle in which the Territory was won and can be distributed amongst eligible fighters during the next step of the same post-battle sequence.

If the Territory is ever lost, then so is the equipment type as it can no longer be maintained without the expertise present within the Territory.

REPUTATION

The gang's Reputation is increased by the listed value as a direct result of ownership of that Territory. If they lose control of the Territory, the bonus is lost.

SPECIAL

The Boon grants a unique benefit to the gang that holds the Territory. The benefit follows the rules listed in the relevant entry for the Territory. If the Territory is ever lost then so is the benefit.

ENHANCED BOONS

Some Territories are more important to gangs from a particular House – an Escher gang might be able to grudgingly sift some valuables from a Refuse Drift, but to a Cawdor gang the same refuse pile is a hoard of hidden relics.

Many Territories grant gangs of a named House one or more Enhanced Boons, listed below the Territory Boons for each Territory detailed on the following pages. An Enhanced Boon may be in addition to a standard Territory Boon or it may replace a standard Territory Boon of the same type (Income, Recruit, Equipment, Reputation or Special) listed previously for that Territory.

For example, the Gambling Den Territory grants two Territory Boons: Reputation and Income. If it is controlled by a Delaque gang, however, they will benefit from two Enhanced Boons: Reputation and Special. This means that a Delaque gang controlling the Gambling Den Territory replaces the standard Reputation Boon with the Enhanced Reputation Boon and gains the Special Boon.

The remaining standard Territory Boons listed for a Territory are gained as normal by the gang controlling that Territory, regardless of any Enhanced Boons, meaning the Delaque gang in the example above would still benefit from the Income Territory Boon as well as the Reputation and Special Enhanced Boons.

GAINING AND CONTROLLING TERRITORIES

The gaining of Territory is at the heart of a Dominion Campaign. Territory is gained by winning a battle that has a Territory at stake. The only other way of gaining a Territory is if two players agree to trade one in exchange for a Captive.

USING UNDERHIVE PERILS WITHIN TERRITORIES

The Badzone Delta-7 from pages 30 can add some great flavour to battles fought over some of the Territories in a Dominion Campaign. If the Arbitrator wishes, and if suitable terrain or Zone Mortalis tiles are available, then battles fought over the control of particular Territories may include the peril(s) listed below:

Territory	Underhive Perils
Collapsed Dome	Collapsed Sections, Unlit Corridors, Flooded Corridors
Refuse Drift	Waste Compactor
Needle Ways	Ventilation Tunnel, Unlit Corridors
Spoor Fungus Sprawl	Fungus Sprawl
Slag Furnace	Furnace Floor
Generatorium	Malfunctioning Generatorium
Archaeotech Device	Archaeotech Device
Promethium Cache	Promethium Cache
Sludge Sea	Sludge Farm, Flooded corridors

TERRITORIES

ARCHAEOTECH DEVICE (VAN SAAR)

These are relics from a long lost age, when the hive had not grown to the sky. They possess strange capabilities, wondrous power and danger in equal measure.

TERRITORY BOON

This Territory grants the following Boon:

Special: Any number of weapons owned by the gang may be given one of the falling Traits for free: Blaze, Rad-phage, Seismic, or Shock. All Weapons must be given the same Trait and new weapons purchased later may also be given this Trait. These weapons also gain the Unstable Trait. If the Territory is lost, the weapons lose these additional Traits.

ENHANCED BOON

This Territory grants Van Saar gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: A Van Saar gang may give any number of weapons it owns two of the following Traits for free: Blaze, Rad-phage, Seismic, or Shock. All weapons must be given the same Trait and new weapons purchased later may also be given these Traits. These weapons also gain the Unstable trait. If the Territory is lost, the weapons lose these additional Traits.

BONE SHRINE (CAWDOR)

Shrines of bones and noose-ropes are common in the underhive, and even the most cold-blooded ganger will rarely pass one without throwing in a cred as a plea for a blessing.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns 2D6x5 credits from this Territory when collecting income.

ENHANCED BOON

This Territory grants Cawdor gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Income: The gang earns 4D6x5 credits from this Territory when collecting income.

COLLAPSED DOME

Many of the ancient domes that honeycomb the underhive eventually collapse under the weight of time, leaving treasures trapped beneath the wreckage and the structure above liable to fall apart at the smallest misstep.

TERRITORY BOON

This Territory grants the following Boon:

Income: When collecting income from this Territory, the controlling player may choose to roll between 2D6x10 and 6D6x10. However, if a double is rolled, then no income is generated and a random fighter from the gang suffers a Lasting Injury.

CORPSE FARM (CAWDOR)

Everyone must eat, and the corpse farm takes the flesh of the dead and makes it into the corpse-starch that feeds the hive. Underhive corpse farms do a brisk, if shunned, trade in the bodies of the dead.

TERRITORY BOON

This Territory grants the following Boon:

Income: When collecting income, the gang gains D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.

ENHANCED BOON

This Territory grants Cawdor gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: When collecting income, the gang gains 2D6x10 credits for every fighter on either side that was deleted from their roster during the Update Roster step of the preceding battle.

DRINKING HOLE (DELAQUE)

Reeking of liquor, sweat and blood, a drinking den is where many hivers go to numb their sorrows, or to find their courage at the bottom of a bottle of Wildsnake or Second Best.

TERRITORY BOON

This Territory grants the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: Whilst it controls this Territory, any fighter in the gang may re-roll any failed Cool checks. If a fighter uses this option, place a marker on their card to show that they have hit the bottle. The marked fighters suffer a -1 to hit penalty for the rest of the battle.

ENHANCED BOON

This Territory grants Delaque gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: A Delaque gang may not use the standard Boon. Instead, the player of the Delaque gang that controls this Territory may nominate three enemy fighters at the start of the battle, and places an Intoxicated marker on each fight to show that their drink was spiked. The marked fighters suffer -1 to all tests and checks for the duration of the battle.

FIGHTING PIT (GOLIATH)

Violence is life, death, and entertainment in the underhive, and some of the most feared fighters are made on the cinder floors of fighting pits under the eyes of baying crowds.

TERRITORY BOON

This Territory grants the following Boon:

Recruit: Whilst it controls this Territory, the gang may recruit two Hive Scum Hired Guns for free, including their equipment, prior to every battle.

ENHANCED BOON

This Territory grants Goliath gangs the following Boon:

Reputation: Whilst it controls this Territory, the gang adds +2 to Its Reputation.

GAMBLING DEN (DELAQUE)

Gambling is rife in the underhive, with fortunes won on the turn of a card and lost on the spin of a bolt shell, and debts are easily piled up by those who don't know when to quit.

TERRITORY BOON

This Territory grants the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The player chooses a suit of cards. The player then draws a card from the shuffled deck of playing cards that includes both Jokers. If they draw a card from the suit they chose, they earn income to the value of the card (Jack 11, Queen 12, King 13, Ace 14) x10 credits. If they draw a card from a suit of the same color, then the Income is the value of the card x5 credits. If it is any other suit they gain no income from the Territory. If, however, they draw a Joker, they must pay all of the income they earn in that post-battle sequence to a random gang taking part in the campaign, as determined by the Arbitrator.

ENHANCED BOON

This Territory grants Delaque gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Special: The Delaque player that controls this Territory may nominate a single enemy fighter at the start of the battle. The Delaque have called in the fighter's debt marker, and in return for keeping all of their limbs intact, the fighter agrees to take no part in the coming battle. The nominated fighter misses the battle.

GENERATORIUM (VAN SAAR)

Much of the light and power in the underhive relies on taps into energy conduits or barely functioning generators. Those that control the source of such power can let it flow... or cut it off at a whim.

TERRITORY BOON

This Territory grants the following Boon:

Special: If their gang controls this Territory, a player may choose to stall the generators, temporarily cutting the power to the area in which a battle is taking place and plunging it into darkness. The player may declare they will do this at the beginning of any Priority phase, before the roll for Priority.

For the remainder of the battle, the Pitch Black rules (**see page 328**) are in effect. However, at the start of each End phase, there is a chance that the generators will automatically restart and the light flood back. At the start of each End phase, before making any Bottle tests, the player that controls this Territory rolls a D6. If the result is a 5 or more, the generators restart and the Pitch Black rules immediately cease to be in effect. If the roll is a 1-4, the generators stay silent.

ENHANCED BOON

This Territory grants Van Saar gangs the following Boon:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

MINE WORKINGS (ORLOCK)

An open cast mine bored into a mineral mass can yield a fortune in carbonite gems, cognate ore, argent and emeralds, all waiting to be ripped from the ground.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns D6x10 credits from this Territory when collecting income.

The gang may set Captured fighters to work in the mines rather than selling them to the Guilders. For every Captive working the mine, roll an additional D6 to generate income. If the Territory changes control, all of the Captives remain working the mine. A Captive sent to the mines may not subsequently be Sold to Guild. While a Captive is working in the mine, the gang may attempt a Rescue Mission at any time.

ENHANCED BOON

This Territory grants Orlock gangs the following Boon:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

NARCO DEN (ESCHER)

Narco dens are filled with the scent of exotic smoke, and the bubble and hiss of fume-bottles and chem-injectors. Rich and poor alike come to such places to chase dreams and forget nightmares.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income.

ENHANCED BOON

This Territory grants Escher gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Synth Still, this is increased to D6x10.

NEEDLE WAYS (DELAQUE)

The Needle Ways are the vents, crawl tunnels and pipes that thread through the mass of the hive. Those that can navigate them can pas unseen between almost anywhere.

TERRITORY BOON

This Territory grants the following Boon:

Special: Whilst it controls this Territory, the gang may infiltrate up to three fighters onto the battlefield ahead of any battle. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield, they are placed to one side. At the end of the first round, the controlling player nominates any spot on the ground surface of the battlefield and sets up each infiltrating fighter within 2'' of that spot.

ENHANCED BOON

This Territory grants Delaque gangs the following Boons:

Special: A Delaque gang that controls this Territory may infiltrate two groups of up to three fighters using the method detailed above. The fighters in each group must be specified before the battle.

OLD RUINS

A complex of old ruins stands tail on the tangled landscape of the underhive.
Beneath the ashes and rubble, the tattered treasures of past ages wait.

TERRITORY BOON

This Territory grants the following Boon:
Income: The gang earns D3x10 credits from this Territory when collecting income.
Additionally, add +1 to the dice roll for each Dome Runner attached to the gang.

PROMETHIUM CACHE

Stacks of fuel drums and tanks fill this half-forgotten reach of the underhive, enough to keep a factory running, or burn half of the Sump down if a stray spark catches it.

TERRITORY BOON

This Territory grants the following Boons:

Equipment: Whilst it controls this Territory, three fighters in the gang gain incendiary charges for free.

Special: All fighters in the gang may re-roll Ammo checks for any weapon that has the Blaze trait.

REFUSE DRIFT (CAWDOR)

Vast agglomerations of refuse gather in areas of the underhive in drifts that shift like dine in a desert.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns 2D6x5 credits from this Territory when collecting income. However, if a double is rolled, a randomly determined fighter has a nasty encounter with a waste-lurker and must miss the next battle whilst they recover. No income is lost.

ENHANCED BOON

This Territory grants Cawdor gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns 2D6x5 credits from this Territory when collecting income. A Cawdor gang has no risk of encountering a nasty waste-lurker.

ROGUE DOC SHOP

A sawbones, blood cleanser or chirurgeon has set up shop. Any gang willing to provide this rogue healer with protection can count on their loyal service.

TERRITORY BOON

This Territory grants the following Boon:

Recruit: The gang may recruit a Rogue Doc Hanger-on for free.

SETTLEMENT

Settlements dot the underhive. Most are scrap-shanties, peopled by the brave, the foolish and the desperate.

TERRITORY BOON

This Territory grants the following Boons:

Income: The gang earns D6x10 credits from this Territory when collecting income.

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Recruit: The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their House List for free.

SLAG FURNACE (GOLIATH)

Glowing with heat and spattered with molten metal, a slag furnace smelts slag and ore so that the metals they contain can be poured off.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang-earns D6x5 credits from this Territory when collecting income.

ENHANCED BOON

This Territory grants Goliath gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +2 to its Reputation.

Recruit: The gang may choose to roll two D6 after every battle. On a roll of 6 on either dice, the gang may recruit a single Juve from their House List for free. If both dice come up as 6, then the gang may recruit a Ganger from their House List for free.

SLUDGE SEA

Effluent and polluted water drains down through the hive to catch in brown pools, forming lakes of fuming, iridescent sludge.

TERRITORY BOON

This Territory grants the following Boon:

Equipment: Whilst it controls this Territory, three fighters in the gang gain choke gas grenades for free.

SMELTING WORKS (GOLIATH)

Crags and seams of valuable Slag can be found across the underhive, mute markers to the ancient industries that grew the Spire.

TERRITORY BOON

This Territory grants the following Boon:

Income: the gang earns D6x5 credits from this Territory when Collecting income.

ENHANCED BOON

This Territory grants Goliath gangs the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income. If the gang also controls a Slag Furnace, this is increased to D6x10 credits.

SYNTH STILL (ESCHER)

Constructed from tangles of reclaimed pipes, vats and cylinders, a synth still in skilled hands can produce the finest poisons, medicines and narcotics.

TERRITORY BOON

This Territory grants the following Boon:

Special: Whilst it controls this Territory, the gang treats chem-synths, medicae kits, stimm-slug stashes and any weapon with the Gas or Toxin trait as Common.

ENHANCED BOON

This Territory grants Escher gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: Whilst it holds this Territory, the gang treats chem-synths, medicae kits, stimm-slug stashes and any weapon with the Gas or Toxin trait as Common, and halves the cost of these items (rounding up).

STINGER MOULD SPRAWL (ESCHER)

Stinger Mould is a rare fungus that grows where rad-waste has saturated a fungus sprawl. The fungus can be deadly, but also offers near-miraculous healing properties.

TERRITORY BOON

This Territory grants the following Boon:

Special: During the post-battle sequence, the gang controlling this Territory may re-roll a Single Lasting Injury roll on a fighter. Note that a Memorable Death result may not be re-rolled.

ENHANCED BOON

This Territory grants Escher gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: An Escher gang may either (1) remove a single existing Lasting Injury from a fighter, or (2) re-roll a single Lasting Injury roll on a fighter, including a Memorable Death result.

TECH BAZAAR (VAN SAAR)

An underhive tech bazaar buzzes with the calls of bullet merchants echoing above haggling tech-prospectors, while agents of the Gun-guild watch and take their due.

TERRITORY BOON

This Territory grants the following Boons:

Income: The gang earns D6x10 credits from this Territory when collecting income.

Equipment: Select one Leader or Champion to make a Haggle post-battle action. Roll 2D6: The gang may immediately choose one item from the Rare Trade chart with a Rare value equal to the result of the dice roll and add it to their Stash for half of its usual value, rounded down. If the roll is lower than 7, pick a Common Weapon or Piece of equipment to add to the gang's Stash for half of its usual value, rounded down. If the roll is 3 or lower, then the fighter proves to be very poor at haggling and no equipment is gained. If the fighter selected has Exotic Furs, add +1 to the result of the 2D6 dice roll.

ENHANCED BOON

This Territory grants Van Saar gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Income: The gang earns D6x10 credits from this Territory when collecting income. If the gang also controls an Archaeotech Device, this is increased to 2D6x10.

TOLL CROSSING (ORLOCK)

The fastest ways through the underhive often cross chasms, sludge rivers or pass through bottlenecks. Gangs often set up tolls at such points, extracting credits from those who wish to pass swiftly and safely on their way.

TERRITORY BOON

This Territory grants the following Boon:

Income: The gang earns D6x5 credits from this Territory when collecting income.

ENHANCED BOON

This Territory grants Orlock gangs the following Boon:

Special: Whilst it controls this Territory, an Orlock gang has Priority in the first round of any battle. Any gang in the campaign may pay the Orlock gang 20 credits to gain the same benefit in a single battle against another gang.

YAQ: The Orlock cannot refuse payment (they may not ever be present during the game when the territory is used by other players.) If both players choose to pay for the boon in the same game, the boon has no effect (the credits are still spent).

TUNNELS (ORLOCK)

Tunnels that run through the hive are the primary ways that people move between locations. Those that control them can move freely and attack where they wish.

TERRITORY BOON

This Territory grants the following Boon:

Special: Whist it controls this Territory, the gang may choose to have up to three fighters deploy via tunnels ahead of any battle. These fighters must be part of the crew for a battle, but instead of being set up on the battlefield, they are placed to one side. During the deployment phase, the player sets up two 2'' wide tunnel entrance markers on any table edge on the ground surface of the battlefield. During the Priority phase of each turn, roll a D6. On a 4+, the group of fighters arrive on the battlefield. That turn they may be activated as a single group, and must move onto the battlefield from one of the tunnel entrance. If the battle ends before the fighters arrive, they take no part in the battle.

ENHANCED BOON

This Territory grants Orlock gangs the following Boons:

Reputation: Whilst it controls this Territory, the gang adds +1 to its Reputation.

Special: An Orlock gang may choose to deploy up to six fighters via tunnels using the method detailed above. The fighters in each group must be specified before the battle.

WASTES

Tracts of ash, shapeless rubble, and twisted metal structures run through the underhive, their size waxing and waning with the ages. Most gangs have to pass through a portion of these wastes as they travel between places of more value.

TERRITORY BOON

This Territory grants the following Boons:

Special: If challenged in the Occupation phase, the gang may choose the Territory at stake in the battle, even though it would normally be chosen by the challenger. If challenged in the Takeover phase for a Territory the gang already controls, make an Intelligence check for the gang Leader. If the check is passed, the player of the gang may choose to play the Ambush scenario instead of rolling. They are automatically the attacker.

WORKSHOP

Underhive workshops tend to be a combination of different scrap yards, festooned with belts of ammo and strewn with the carcasses of machines. The denizens of such places are often strange recluses, who mutter to their machines and create strange totems out of their rusting treasure.

TERRITORY BOON

This Territory grants the following Boon

Recruit: The gang may recruit an Ammo-jack Hanger-on for free.

THE LAW AND MISRULE CAMPAIGN

"Good and bad… Quick and dead. There's a line that is drawn between things. Some call it law, some call it peace. But down here we like to deal in truth, so you should know that the only difference between those that hold the scales of justice and those that dance on a rope is one thing, my friend – who wins."

Skherner Krow, Exiled King of Down Town, Hive Primus

What is right and what is wrong? On Necromunda, these questions have a simple answer and a complicated reality. Every hive is balanced on the edge of a blade. In the hive cities, gang war is just a fact of life, and a great part of the wealth of Lord Helmawr and those that rule is built on the trade in Ghast; a trade that is a crime in the eyes of the wider Imperium. In such a place what is a crime? Not murder, unless it is of someone too important to die. Not bribery, because the Merchant Guilds are little more than a mechanism for bribery given the weight of ancient institutions. Every vile and vicious act of greed and violence happens many times a second across Necromunda, and yet it has laws, and enforcers of laws, and criminals. What makes something criminal in such a place? The answer,

of course, is who is committing the crime, and whether they are breaking the greatest unwritten law of all: do they stand inside the order of things, or do they stand outside the balance of blood and coin that has lasted for millennia. Are they keepers of the peace or minions of misrule?

HOW THE CAMPAIGN WORKS

The Law and Misrule Campaign is based around gangs fighting battles for the control of Rackets in their area of the hive. Each game in the campaign is fought for the control of a Racket, with the winner either gaining a new Racket, or holding onto one that they already have. The Racket being fought over is the stake of a game, and every game has a Racket at stake on the outcome.

Rackets are enterprises in the hive that give a gang power, wealth and prestige. These may vary from a smuggling operation bringing in out-hive goods, a rogue psyker cabal, or the enforcement of Helmawr's laws in that part of the hive – after all, the law is just another racket.

There are a fixed number of Rackets in a Law and Misrule Campaign, based on the number of players.

Possession of a Racket grants a gang that holds it a benefit – called a Boon. Boons vary from income, to a special Tactic that can be used in battle, to equipment, or even recruits for their gang. Gangs claim Rackets by winning battles.

The campaign ends after a fixed period of time, and at that point gangs are awarded Triumphs based on how many battles they have fought, how many Rackets they have, how wealthy they are, their Reputation, and how many enemies from the other side they have taken down.

THE ARBITRATOR

The Arbitrator in a Law and Misrule Campaign is the person who organises the campaign, tracks results and keeps note of who has possession of each Racket. They also keep each phase of the campaign running to time, and generally cajole the players to fight battles and have a good time.

If the Arbitrator is inspired, and willing to put in more time then they can add more flavour and texture to the campaign by creating custom scenarios, terrain sets, unique characters, and new Rackets. This, of course, is a lot more work, but can result in a truly memorable and deeply satisfying experience for everyone involved.

THE GANGS

Each player in a Law and Misrule Campaign needs to have a gang. This can be any gang currently available. Further rules for using other types of gangs in a Law and Misrule Campaign will be added in future supplements.

THE RULE OF LAW AND THE PATH OF THE OUTLAW

At the start of the campaign, each gang must declare their alignment. This can be Law Abiding or Outlaw. Each gang has their choice marked next to the Reputation on their gang roster sheet. The alignment of a gang can change over the course of the campaign as a consequence of actions and choices made by the player of the gang. Some gangs have no choice over their alignment, and some may be unable to change alignment.

The table below details the alignment of the different gangs and how they may change:

GANG ALIGNMENT

Gang Type	Starting Alignment	Switched Alignment
All House Gangs	Law Abiding Outlaw	Outlaw Law Abiding
Chaos Cultists Corpse Grinders	Outlaw	N/A
Genestealer Cult	Law Abiding Outlaw	Outlaw Law Abiding
Venator Bands	Law Abiding	Outlaw
Enforcers	Law Abiding	N/A

SPECIAL RULE: OUTLAW

A fighter with the Outlaw special rule can only be recruited and fielded as part of an Outlaw gang. This includes all kinds of fighters, including Hired Guns, Dramatis Personae and Brutes.

EFFECTS OF BEING A LAW ABIDING GANG

Law Abiding gangs gain the following effects:

- Law Abiding gangs can Claim Bounties on Captives taken from Outlaw gangs, as described **on page 179**, once their owner's gang has had a chance to rescue them.
- Law Abiding gangs may trade Captives with other Law Abiding gangs, but may not trade Captives back to Outlaw gangs.
- Law Abiding gangs can hire any Hangers-On, Brutes, Hired Guns and Dramatis Personae that do not have the Outlaw special rule.
- Fighters in a Law Abiding gang do not have bounties on their heads.
- Law Abiding gangs have restricted access to the Black Market in the post-battle sequence, though they may freely visit the Trading Post.
- Law Abiding gangs may form Guild Alliances (as described **page 283**).

EFFECTS OF BEING AN OUTLAW GANG

Outlaw gangs gain the following effects:

- Outlaw gangs cannot Claim Bounties on any Captives taken, but can dispose of them (removing them from the campaign) or, in some cases, sacrifice them to the Dark Gods, once their owner's gang has had a chance to rescue them.
- Outlaw gangs may trade captives with any other gang as they wish.
- Outlaw gangs can hire only Outlaw Hangers-on, Brutes, Hired Guns and Dramatis Personae.
- All fighters in an Outlaw gang have a bounty on their head (**see page 179**).
- Outlaw gangs have restricted access to the Trading Post in the post-battle sequence, though they may freely visit the Black Market.
- Outlaw gangs may form Criminal Alliances (**see page 295**).
- Hired Guns (Bounty Hunters, Hive Scum, etc.) hired by an Outlaw gang automatically gain the Outlaw special rule (see left).
- Outlaw gangs may not hire any Dramatis Personae that do not have the Outlaw special rule.

OUTLAW HOUSE GANGS

When a House Gang – Goliath, Van Saar, Delaque, Escher, Cawdor and Orlock – becomes an Outlaw gang, they lose their connections with their House. This means they cannot purchase House-specific Brutes and Exotic Beasts (though they may keep those they already own) or hire House-specific Dramatis Personae.

CHANGING ALIGNMENT

There are two ways a gang can change alignment:

1. **Forced:** A gang can be forced to change alignment because they claim an Intrigue from a category that does not match their alignment and are caught (see Intrigues **on page 164**).
2. **Declared:** Once during the course of a campaign, a gang can declare that it is changing alignment between games by simply declaring to the Arbitrator that they are doing so (see Changing Sides **on page 179**).

When a gang changes alignment, it will lose any Hangers-on (but not Brutes) it had previously hired. Such low-level flunkies will often be unwilling to follow their previously Law Abiding employers into the life of an outlaw, or may be unable to secure a pardon and find themselves unpopular reminders of an Outlaw past within the gang's hideout.

Additionally, should a gang that has made any Alliances change alignment, it must immediately Test the Alliance as described **on page 282 or 296**, adding 3 to the dice roll.

RACKETS

Each Racket is an endeavour in the hive that yields the gang running it power, wealth and a host of other benefits. At the start of a campaign, each of the gangs will control a small number of Rackets. Gangs gain control of further Rackets by forcefully taking control of them from their enemies in battle, and hold onto the Rackets they control by winning battles. Each Racket also grants the gang that controls it a benefit, called a Boon.

INTRIGUES

Intrigues are sub-plots a player can choose to fulfil during any game played in a Law and Misrule Campaign. Each Intrigue represents an opportunity that will give the gang great rewards if they claim it. Intrigues fall into two categories: Law Abiding or Outlaw, but can be claimed by any gang regardless of alignment. However, if a gang claims an Intrigue from a category that does not match their alignment, there is a risk that the gang may be forced to change alignment.

WINNING

Rather than a single winner, there are many Triumphs that a gang can achieve in a Law and Misrule Campaign. At the end of the campaign the Arbitrator totals up each gang's total enemy Leaders taken Out of Action, final Wealth, number of battles fought, final Reputation, and the number of Rackets controlled. They then do a final grand calculation for which side has tipped the scales of balance in this part of the hive.

DESIGNER'S NOTE – COMBINING CAMPAIGNS

Readers will notice that these campaign rules bear a striking similarity to the Dominion campaign rules presented page 137. This is entirely deliberate, both to keep the running of the campaign easy by keeping it familiar, and to enable players to combine these two campaign types should they wish.

The Law and Misrule Campaign introduces many new ideas, from Law Abiding and Outlaw gangs, to the Black Market, and the idea of Rackets and Intrigues. It is no accident that these rules arrive accompanying the Palanite Enforcers, for without the Palanite Enforcers, who is to say what is a crime?

All of the rules here are designed to work in conjunction with the Dominion campaign should players wish. It is a simple matter to combine the Territories from the Dominion campaign with these rules, allowing players to carve out large territories in which to run their Rackets.

To do this, the Arbitrator will need to keep track of which gang controls which Territory as well as keeping track of Rackets. Players will be able to battle it out over the control of either Territories or Rackets. During the Expansion phase, players can fight for control of unoccupied Territories, during the Justice phase, players can challenge one another for Territories held by a rival, and so on.

This opens up not just scope for more battles (which is always a good thing!), but for ever greater income and rewards in the form of Territory Boons, as well as the exciting narrative potential. Many Territories link naturally to Rackets, and players and Arbitrators are encouraged to consider the possibilities; if a gang controls the Corpse Guild Racket, it makes sense that they would also want to control a Corpse Farm or Bone Shrine Territory. Whilst there may be no in-game bonus for controlling both, it is easy to imagine that fighting would become quite bitter to secure such a monopoly.

Arbitrators may wish to take this narrative further, and we'd encourage them to reward gangs that can gain control of Rackets and Territories that share a common theme. Perhaps in the form of increased Reputation, or maybe some other, less obvious benefit.

SETTING UP THE CAMPAIGN

Setting up a Law and Misrule Campaign is a task that falls to the Arbitrator, that heroic individual amongst a group of players who has decided to run the campaign or has volunteered to take it on. To set up the campaign, the Arbitrator must set start and end dates, make sure that all of the players have founded their gang, and determine the Rackets that the gangs will be fighting over. This is best done in a single evening or session where everyone playing in the campaign meets, goes through all of the steps of setting up the campaign together and generally gets excited about the fun ahead.

NUMBER OF GANGS

A Law and Misrule Campaign is ideally suited to between six and ten gangs. This allows for a good number of battles to be fought during the Expansion phase (**see page 167**) for control of unclaimed Rackets. Larger campaigns are possible, but the Arbitrator will need to increase the number of Rackets. The easiest way to do this is to double the number of Rackets, from 26 to 52.

SET START AND END DATES

A Law and Misrule Campaign is divided into six campaign weeks split into two phases: the Expansion phase and the Justice phase. A single campaign week of Downtime falls between the Expansion and Justice phases, meaning that the campaign will last a total of seven campaign weeks. The first step in setting up the campaign is for the Arbitrator to determine the start date. They then share this vital information with the players!

DESIGNER'S NOTE – CAMPAIGN WEEKS

It is worth noting that, although the text talks about 'campaign weeks', we don't strictly mean one calendar week of seven days! Real life can interfere and time to play games can be scarce. There is nothing wrong with a campaign week lasting two or three weeks if the Arbitrator and the players wish. So long as everyone taking part knows what is meant by the term 'campaign week', all should be well.

CONTROL OF RACKETS

At the start of the campaign, each participating player will need to determine the Rackets their gang controls. To do this, the Arbitrator shuffles all 26 of the Racket cards from the pack of Intrigues & Rackets Card Pack together to form a deck. Rackets are allocated as follows:

1. Each player draws two Rackets from the deck. These are the Rackets they control at the start of the campaign.
2. All remaining cards are kept by the Arbitrator and come into play as a pool of unclaimed Rackets, to be fought over during the Expansion phase.

MAKING A RACKET DECK

The Intrigues & Rackets Card Pack contains cards for each Racket used in the Law and Misrule Campaign. These cards feature all of the Rackets' special rules, and can be used both as gaming aids and when determining the Rackets for the campaign. If you do not have the Intrigues & Rackets Card Pack, you can use half a deck of playing cards to determine the Rackets for a campaign. Remove all Diamonds, Spades and Jokers, leaving just Clubs and Hearts. Each card in these remaining suits corresponds to a Racket, as indicated in the Racket descriptions that follow **on page 187**.

FOUNDING GANGS

Before the campaign begins, each player must found a gang. Each gang has a starting budget of 1,000 credits, and must be created using any of the lists mentioned **on page 162**. This budget can be spent on fighters (following the restrictions in each Gang List) and equipment from that gang's House Equipment List; any credits that are not spent are added to the gang's Stash and stored away for later use. A Fighter card must be completed for each fighter in the gang, and a gang roster must be completed to record all of the gang's details.

GANG ATTRIBUTES

In a Law and Misrule Campaign, gangs have a number of attributes, which are tracked on their roster. These attributes, and their starting values, are explained as follows:

GANG RATING

The Gang Rating is an indicator of how powerful the gang is – the proficiency of its fighters, how well equipped it is, and so on. The Gang Rating is the total cost of all of the fighters in the gang, including the cost of all alternative weapon sets a fighter has.

WEALTH

In a Law and Misrule Campaign, gangs also have a Wealth value – this is equal to the total cost of all of the fighters in the gang, plus the value of any credits or equipment they have in their Stash.

REPUTATION

Reputation is the measure of a gang's standing and power in their territory. It is separate from Gang Rating, which is a measure of the gang's size and resources; a small gang can build up quite an impressive reputation. A gang's Reputation starts at 1, and cannot drop below 1.

Reputation Keyword: All gangs have a keyword attached to their reputation to indicate their alignment: Law Abiding or Outlaw. For example a gang's Reputation might be (Law Abiding) 9, and another gang's Reputation might be (Outlaw) 2.

FIGHTER CAMPAIGN ATTRIBUTES

In a Law and Misrule Campaign, each fighter in a gang has a number of attributes that are tracked in their entry on the gang's roster:

EXPERIENCE (XP)

Fighters can spend Experience in order to purchase Advancements – when they do so, the Experience total is reduced accordingly.

ADVANCEMENTS

The more Advancements a fighter has, the more expensive any future Advancements will be. Leaders and Champions start with one Advancement (a skill), which should be noted on the gang roster.

IN RECOVERY AND CAPTURED BY

When a fighter goes Out of Action, there is a chance that they will suffer a Lasting Injury. Many of these will cause them to go Into Recovery and miss the next battle. When this is the case, their In Recovery box is ticked. Similarly, fighters might be Captured by an enemy gang – while this is the case, a note is made in the Lasting Injury/Captured By box of the name of the gang that has Captured them.

COMPLETING A GANG ROSTER

As well as filling in a Fighter card for each fighter in their gang, players will need to complete a gang roster. This tracks additional Law and Misrule Campaign related information, such as Rackets held, Gang Rating, Reputation, Wealth and so on, as well as each fighter's Experience and Advancements.

The gang roster is made up of a number of elements: the gang's name and House, its Gang Rating, Reputation and Wealth, the Rackets it holds and its Stash, containing unspent credits, surplus equipment (both weapons and Wargear), and so on. It also has a line for each fighter in the gang, with space for their names, fighter type, Cost, Experience earned, the number of Advancements gained, and whether they are currently In Recovery or have suffered any injuries or been Captured.

Note that although the number of rows is limited, there is no upper limit on the number of fighters a gang can contain. Should a gang be lucky enough to have more fighters than can be fitted onto one gang roster, simply use a second gang roster for extra space.

RUNNING THE CAMPAIGN

The Law and Misrule Campaign is divided into three phases:

1.	Expansion phase	Maximum three campaign weeks
2.	Downtime	One campaign week
3.	Justice phase	Minimum three campaign weeks

ISSUING AND ACCEPTING CHALLENGES

During a Law and Misrule Campaign, battles are fought on a challenge basis:

- During each campaign week, each player may issue one challenge to another gang to battle over control of a stake (this will usually be a Racket, but might be a Territory from the Dominion campaign if these rules are also in use) nominated by the challenger:
  - During the Expansion phase, the challenger nominates one uncontrolled Racket (or Territory) to be the stake of the battle. This is then removed from the pool by the Arbitrator until the battle is concluded.
  - During the Justice phase, the challenger nominates one Racket (or Territory) controlled by the gang they are challenging to be the stake of the battle.
- If one of a gang's fighters has been captured by another gang, rather than nominating the stake of a battle, a gang that has had one of its fighters captured by another gang may issue a challenge to that gang to play a Rescue Mission (**see page 343**).
- When a gang is challenged, they may accept or decline. If the challenge is accepted, a battle is fought. If the challenge is declined, the stake is automatically claimed by the challenger.
- If a gang receives two or more challenges within a single campaign week, they may decline the second and any subsequent challenges without penalty, provided they have also issued at least one challenge themselves.
- If a player has played all outstanding battles (including their issued challenge and any challenges accepted) and there is still time left in the campaign week, they may issue another challenge.

The gang that wins the battle takes control of the Racket (or retains control of the Racket, as the case may be). If the battle results in a draw:

- During the Expansion phase, neither gang takes control of the Racket.
- During the Justice phase, the gang that controlled the Racket before the battle retains control of the Racket.

THE EXPANSION PHASE

During the Expansion phase, each battle played out between gangs has a single unclaimed Racket at stake, and the winner of the battle gains control of that Racket. The Racket at stake from those currently available should be decided between the players when issuing and accepting challenges.

If at any point during the Expansion phase all of the Rackets are controlled by a gang and there are no more uncontrolled Rackets to fight over then the Expansion phase ends and Downtime begins. Otherwise, the Expansion phase ends after three campaign weeks, Downtime begins and any unclaimed Rackets are lost.

DOWNTIME

This is an opportunity for all players to catch their breath and for gangs to patch their wounds. The exceptionally bold and active players might put their gangs through a special side battle (see below) if they just can't be away from the roar of guns and chainblades for that long!

THE EFFECTS OF DOWNTIME

After their last game of the Justice phase, players complete the following steps at the end of the post-battle sequence:

1.	Fighters Recover
2.	Experienced Juves are Promoted
3.	Fresh Recruitment

1. FIGHTERS RECOVER

Any In Recovery boxes on the gang roster are cleared.

2. EXPERIENCED JUVES ARE PROMOTED

If a Juve has five or more Advancements, they are promoted. Their characteristics and credits value are unaffected, but their Type is changed to Champion. From now on, they are treated as a Champion in all respects.

3. FRESH RECRUITMENT

All gangs gain 250 credits to recruit new fighters and/or Hangers-on. These credits must be spent now and cannot be added to the gang's Stash. Gangs may supplement these credits with extra credits from their Stash.

SIDE BATTLES

Side battles are special battles fought during Downtime. While most players will be happy with taking a break for a week and getting ready for the Justice phase, there may be a few who can't go a week without their fix of gang warfare. To satisfy this need, an Arbitrator can run one or more side battles during Downtime. Side battles are fought after the effects of Downtime are applied.

Side battles should, as a rule, be unusual, and have no effect on the Rackets held by any of the gangs. They are a great opportunity for the Arbitrator to design a custom scenario, to use the Arbitrator tools or to play some of the narrative scenarios **from page 344**. Fighters can earn Experience and suffer Lasting Injuries from a side battle, but should not gain or earn Income, and gangs should not gain credits or Reputation as a reward for a side battle. Instead, the Arbitrator should create a special reward for the victor or victors of a side battle, such as an unpredictable piece of archaeotech, a unique chem, or a custom Tactics card.

THE JUSTICE PHASE

In the Justice phase, when a player issues a challenge they must nominate a Racket currently controlled by the gang they are challenging which they wish to seize control of. This allows gangs to take control of Rackets from their rivals by force, increasing their power and prestige in the underhive.

THE ROLE OF THE ARBITRATOR

Over the course of a campaign, it is the job of the Arbitrator to keep track of the following information:

- How many battles each gang has fought.
- Which gang controls which Racket.
- Which unclaimed Rackets have been nominated and are due to be fought over.
- The number of gang leaders of a different alignment that each gang has taken Out of Action.
- Each gang's current Wealth, which is a total of the credits value of all of the members of a gang, their equipment, and any credits in the gang's Stash.
- Each gang's current Reputation.

Players should report this information to the Arbitrator after each battle.

GAINING EXPERIENCE

During a game, a fighter can gain Experience in a number of ways. The standard ways in which Experience is gained are detailed here. Experience is also gained by completing scenario objectives – these will be detailed in the scenario.

A fighter gains 1 Experience (XP) if their action directly causes an enemy fighter to go Out of Action. This could be an attack, a Coup de Grace, or anything else, so long as the enemy is taken Out of Action by the action itself and not later on in the game as the result of something else. For example, if an attack leaves a fighter Seriously Injured and they later go Out of Action in the End phase, no Experience is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a fighter throws a grenade that takes out two enemies – Experience is gained for each.

In addition to the above, a fighter gains 1 additional Experience if they take an enemy Champion or Leader Out of Action.

Finally, a fighter who Rallies and returns to the fight (**see page 49**) gains 1 Experience for overcoming their fear and returning to the action.

ADVANCEMENTS

At the start of a battle, during the pre-battle sequence, each player has the chance to purchase Advancements for their Leader, Champions, Juves, Specialists and any eligible Gangers by spending Experience (XP) accrued. The XP cost of these Advancements is shown on the table below. The fighter's card is updated accordingly with the Advancement taken, the fighter's XP is reduced by the amount spent to purchase the Advancement, the fighter's total number of Advancements is increased by one (on the gang roster) and the fighter's Credits value is adjusted by the amount shown, which will in turn increase the Gang Rating.

The more experienced a fighter is, the more certain Advancements cost to purchase in terms of XP. The cost of each characteristic Advancement of the same type taken is increased by 2 XP for each instance after the first. For example, a Champion may increase their Initiative by 1 for 5 XP, but to increase it by 1 a second time will cost them 7 XP. Juves however are particularly fast learners, and as a result they suffer no such penalty on characteristic increases; they may increase a characteristic any number of times (up to the maximum – **see page 170**) for the basic XP cost shown each time.

Cost	Advancement – Leaders, Champions, Juves & Specialists	Credits Increase
3 XP	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits
4 XP	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits
5 XP	Improve the fighter's Initiative characteristic by 1.	+10 credits
5 XP	Add 1'' to the fighter's Movement characteristic.	+10 credits
6 XP	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits
6 XP	The fighter gains a random skill from one of their Primary skill sets.	+20 credits
8 XP	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits
9 XP	Pick a skill from one of the fighter's Primary skill sets.	+20 credits
9 XP	The fighter gains a random skill from one of their Secondary skill sets.	+35 credits
12 XP	Increase the fighter's Wounds or Attacks characteristic by 1.	+45 credits
12 XP	**Specialist only:** Promote the fighter to Champion. They gain a random skill from one of their Primary skill sets.	+40 credits
15 XP	The fighter gains a random skill from ANY skill set.	+50 credits

GANGERS

Whilst Leaders, Champions and Juves are central to a gang's narrative, Gangers are its 'supporting cast'. As such, they spend Experience and gain Advancements in a simplified manner. Whenever a Ganger reaches 6 XP, the controlling player rolls 2D6 on the table below, updates the Ganger's Fighter card and their credits value accordingly, and resets their XP to 0.

2D6	Advancement – Gangers (not including Specialists)	Credits Increase
2	The fighter becomes a Specialist.	n/a
3-4	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits
5-6	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits
7	Either add 1'' to the fighter's Movement characteristic, or increase their Initiative characteristic by 1	+10 credits
8-9	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits
10-11	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits
12	The fighter becomes a Specialist.	n/a

SPECIALISTS

Two of the results on the table above allow a Ganger to become a Specialist. They are still a Ganger for all rules purposes (for example, with regards to the weapons that they can carry), but they are now able to spend XP and gain Advancements in the same way as a Leader, Champion or Juve. Specialists have their own skill set access, as detailed in their House List.

MAXIMUM CHARACTERISTICS

Each of a fighter's characteristics has a maximum value. If a roll on the Advancement table for a Ganger has no option but to increase a characteristic beyond its maximum treat it as roll of 12 instead:

- Weapon Skill, Ballistic Skill and Initiative cannot be improved beyond 2+.
- Leadership, Cool, Willpower and Intelligence cannot be improved beyond 3+.
- Movement, Strength and Toughness cannot be improved by more than 2 (compared to the basic profile for the Fighter's current type).
- Wounds and Attacks cannot be improved by more than 1 (compared to the basic profile for the Fighter's current type).

SKILLS

Skills can be obtained by Leaders, Champions and Juves (as well as by Gangers who have become Specialists). The skills that are available are listed on the table below.

Each House fights in its own way, and this is reflected by the skill sets that are available to them. A fighter has different levels of skill access depending upon their House and their type; for example, Goliath Champions can gain Brawn skills more easily than Escher Juves. In each House List, and for certain other types of fighter (Exotic Beasts and Brutes for example), there is a section showing the skill sets available to those fighters. Fighters have Primary access to some skill sets, and Secondary access to others. Certain fighters can access skills from other sets, but to do so is more expensive in terms of XP.

Regardless of House, all Leaders and Champions have access to the Leadership skill set. This is treated as a Primary skill set for Leaders and as a Secondary skill set for Champions.

GAINING A SKILL

When a fighter gains a new skill, it will either be chosen or determined randomly, depending upon how much XP has been spent to gain the skill or if the skill is Primary, Secondary or neither. Choosing a skill is a simple matter of picking a skill from the sets available that is desirable for the fighter. To determine a random skill, the player declares which skill set they are generating the skill from, and rolls a D6 on the table below (re-rolling if they already have that skill or, as in the case of skills such as Connected and Savvy Trader, if they roll a skill the fighter is unable to use).

D6	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	PALANITE DRILL	SAVAGERY	SAVANT	SHOOTING
1	CATFALL	BULL CHARGE	COMBAT MASTER	BACKSTAB	BERSERKER	COMMANDING PRESENCE	GOT YOUR SIX	AVATAR OF BLOOD	BALLISTICS EXPERT	FAST SHOT
2	CLAMBER	BULGING BICEPS	COUNTER-ATTACK	ESCAPE ARTIST	IMPETUOUS	INSPIRATIONAL	HELMAWR'S JUSTICE	BLOODLUST	CONNECTED/ SCAVENGER'S INSTINCTS	GUNFIGHTER
3	DODGE	CRUSHING BLOW	DISARM	EVADE	FEARSOME	IRON WILL	NON-VERBAL COMMUNICATION	CRIMSON HAZE	FIXER	HIP SHOOTING
4	MIGHTY LEAP	HEADBUTT	PARRY	INFILTRATE	NERVES OF STEEL	MENTOR	RESTRAINT PROTOCOLS	FRENZY	MEDICAE	MARKSMAN
5	SPRING UP	HURL	STEP ASIDE	LIE LOW	TRUE GRIT	OVERSEER	TEAM WORK	KILLING BLOW	MUNITIONEER	PRECISION SHOT
6	SPRINT	IRON JAW	RAIN OF BLOWS	OVERWATCH	UNSTOPPABLE	REGROUP	THREAT RESPONSE	SLAUGHTERBORN	SAVVY TRADER/ SAVVY SCAVENGER	TRICK SHOT

LASTING INJURIES

When a fighter goes Out of Action, their opponent rolls two D6, one after the other (a D66 roll) and looks up the result on the Lasting Injuries table below. If an Injury roll results in more than one Out of Action result, a separate roll for each is made on the Lasting Injuries table and each result is applied.

GOING INTO RECOVERY

Some results will cause a fighter to go Into Recovery. The fighter's In Recovery box on the gang roster is checked, and the fighter must miss both the post-battle sequence of the current game and the next battle in order to recover from their injuries. This means that a Leader or Champion who has gone Into Recovery may not perform post-battle actions at this time. During the Wrap-up of the gang's next battle, the In Recovery box will be cleared, the fighter becomes available once again and Leaders and Champions may perform post-battle actions.

Note that no matter how many Lasting Injury rolls are made, a fighter that goes Into Recovery will only miss one game rather than multiple games.

D66	Lasting Injury
11	**Lesson Learned.** The fighter goes into Recovery but gains D3 Experience.
12-26	**Out Cold.** The fighter misses the rest of the battle, but avoids any long-term injuries. The fighter recovers in time to perform post-battle actions.
31-45	**Grievous Injury.** The fighter goes into Recovery.
46	**Humiliated.** The fighter goes into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1.
51	**Head Injury.** The fighter goes into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1.
52	**Eye Injury.** The fighter goes into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1.
53	**Hand Injury.** The fighter goes into Recovery. In addition, their Weapon Skill characteristic is decreased by 1.
54	**Hobbled.** The fighter goes into Recovery. In addition, their Movement characteristic is decreased by 1.
55	**Spinal Injury.** The fighter goes into Recovery. In addition, their Strength characteristic is decreased by 1.
56	**Enfeebled.** The fighter goes into Recovery. In addition, their Toughness characteristic is decreased by 1.
61-65	**Critical Injury.** The fighter is in critical condition – if their injuries are not successfully treated by a visit to the Doc (see page 149) in the post-battle sequence, they will die.
66	**Memorable Death.** The fighter is killed instantly – not even the most talented Doc can save them. If the injury was caused by an Attack action, the attacker gains one additional Experience.

SUCCUMBING TO INJURIES

If a fighter is Seriously Injured when the battle ends, roll a D6 for them during the Wrap-up. On a 3 or more, they survive without any further complications, but on a 1 or 2 they succumb to the injuries suffered during the battle and are treated as having gone Out of Action. A Lasting Injury roll is made for them, as described previously.

CHARACTERISTICS PENALTIES

Some results on the Lasting Injuries table give a permanent penalty to a fighter's characteristics. Their Fighter card must be amended immediately and a note of the injury suffered made in the Captured By/ Lasting Injury box of the gang roster for the injured fighter – note that their Credits value does not change. Also, if a characteristic that is depicted as a target number (Weapon Skill or Initiative, for example) is reduced, the actual number increases – in other words, if a fighter with a Weapon Skill of 4+ suffers a Hand Injury, their Weapon Skill is decreased to 5+).

MINIMUM CHARACTERISTICS

A fighter's characteristics cannot be reduced beyond a certain level, as shown below. If one of a fighter's characteristics would be reduced below this level as the result of a Lasting Injury, the fighter goes Into Recovery but suffers no additional penalty:

- Weapon Skill, Ballistic Skill and Initiative cannot be reduced to worse than 6+.
- Leadership, Cool, Willpower and Intelligence cannot be reduced to worse than 12+.
- Movement, Strength, Toughness, Wounds and Attacks cannot be reduced to less than 1.

BEING CAPTURED

If only one gang has fighters on the battlefield at the end of the battle, there is a chance that they might Capture a fallen enemy. Roll 2D6 and add the number of enemy fighters who went Out of Action (including those who have succumbed to their injuries during the Wrap-up). If the gang includes any Bounty Hunters, add +1 to the result of the roll for each. If the result is 11 or greater, an enemy fighter has been Captured. Shuffle together the Fighter cards of any enemy fighters who went Out of Action, but not those of any that suffered a Critical Injury or Memorable Death result, they are left where they fell! Draw one of these Fighter cards at random – that fighter is Captured. Make a note in the Lasting Injury/Captured By box on the gang roster for the Captured fighter, recording the name of the gang of the player who has Captured the fighter.

Whilst a fighter is Captured, they are unavailable for battles and post-battle actions as if they were In Recovery – however, this lasts until they are freed (as follows) rather than for just one battle. The Capturing gang should make a note in their Stash of the name of the fighter they now hold Captive.

CAPTURED FIGHTERS

When a fighter is Captured, their gang has a chance to rescue them. The Captured fighter's controlling player may issue a challenge to the gang that holds their fighter Captive to play a Rescue Mission. This supersedes the usual challenge process and the Determine Scenario step of the pre-battle sequence (**see page 173**) – instead, the Rescue Mission scenario is played.

If a gang does not wish to attempt to rescue a captured fighter, or if the rescue attempt fails:

- A Law Abiding gang may claim a bounty on a Captive from an Outlaw gang (**see page 179**) during the post-battle sequence of that battle.
- An Outlaw gang may dispose of or sacrifice a Captive from either a Law Abiding or Outlaw gang during the post-battle sequence of that battle.
- The gang that holds the Captive may trade them back to the gang they belong to or to any other gang that wants the Captive, if they are able to trade with that gang (**see below**).

If the fighter is still held Captive the next time the two gangs face each other, the Captured fighter's controlling player once again has the option to declare that the gang will attempt a Rescue Mission.

TRADING CAPTIVES

At any time during the campaign, regardless of whether a Rescue Mission has been attempted, the two gangs' controlling players can come to an agreement to make a trade to secure a Captive's return. Additionally, once a Rescue Mission has been attempted and failed, the gang that holds the Captive is free to trade them to any gang they wish and that they are able to trade them to.

This trade could be a payment of credits, a trade for another Captive, even surrendering a Racket (or Territory), a valuable item of equipment, or anything else – it is entirely up to the two players to decide and either gang is free to decline an offer made by the other. If an agreement is reached, the captured fighter is transferred to the gang that the trade was made with. If they captured fighter is returned through a trade to the gang they belong to, they immediately become available to the gang once more.

FLEEING THE BATTLEFIELD

In a Law and Misrule Campaign, it is often wise for a gang to quit a fight whilst they are still ahead. This is especially true in ambushes, and when smaller crews find themselves taking on larger and more dangerous ones! A gang's controlling player can choose to automatically fail any Bottle test the gang is required to make.

Once a gang has bottled out (either voluntarily or by failing a Bottle test), the controlling player can declare that the gang will flee the battlefield at the start of any Action phase. Any Standing and Active and Prone and Pinned fighters immediately flee the battlefield, as described on page 20. Engaged fighters must attempt to break away from combat – make an Initiative check for each. If the check is passed, they flee the battlefield. If the check is failed, they are Seriously Injured. Once the gang that has declared that it will flee has only Prone and Seriously Injured fighters remaining on the battlefield, the battle ends. Roll to see if the Seriously Injured fighters succumb to their injuries during the Wrap-up as usual.

THE PRE-BATTLE & POST-BATTLE SEQUENCES

In a Law and Misrule Campaign, there are several important steps that take place before and after a battle, as listed below. These must be followed in the order shown, and must be done while both players are present.

THE PRE-BATTLE SEQUENCE

The pre-battle sequence has nine steps:

1. **MAKE A CHALLENGE AND STAKE RACKET**
2. **BUY ADVANCEMENTS AND RECRUIT HIRED GUNS**
3. **DETERMINE SCENARIO**
4. **DRAW INTRIGUES**
5. **SET UP THE BATTLEFIELD**
6. **CHOOSE CREWS**
7. **ANNOUNCE BOONS**
8. **TACTICS CARDS**
9. **DEPLOYMENT**

1. MAKE A CHALLENGE AND STAKE RACKET

For a battle to be fought, one player must challenge another player to play a game, as described **on page 167**. The challenger nominates an eligible Racket as the stake for the game, be it an as yet unclaimed Racket or one of their opponent's Rackets that they wish to seize control of. The challenged player must then either accept or refuse the challenge.

2. BUY ADVANCEMENTS AND RECRUIT HIRED GUNS

Each player can spend Experience to purchase Advancements for their fighters (**see page 168**). If both players wish to do so, the player with the lower Gang Rating goes first, purchasing any Advancements they wish then the other player does so. If both players have the same Gang Rating, the winner of a roll-off chooses whether to go first or second.

Once any Advancements have been bought, players can spend credits to recruit Hired Guns. Again, if both players wish to do so, the player with the lower Gang Rating goes first.

YAQ: Gang ratings should also be recalculated at the end of step 2 of the pre-battle sequence so that any advancements bought and hired guns recruited for this battle are taken into account.

3. DETERMINE SCENARIO

To determine which scenario will be used, roll 2D6 on the following table:

2D6	Result
2-3	The player with the greater number of Rackets chooses which scenario to play. If both players have the same number of Rackets, both players should roll a D6, with the player who rolls the highest choosing. If the scenario dictates there is an attacker and a defender, see page .
4-5	Play the Looters or The Trap scenario.
6-7	Play the Ambush or the Marauders scenario.
8-9	Play the Border Dispute or the Smash and Grab scenario.
10-12	The player with fewer Rackets chooses which scenario to play. If both players have the same number of Rackets, the winner of a roll-off chooses which scenario to play. If the scenario dictates there is an attacker and a defender, see below.

Players should now agree whether they will fight using the Zone Mortalis or Sector Mechanicus rules. If they cannot decide, the player who chose the scenario decides. If neither player chose the scenario (for example, because a 4-9 was rolled on the table), the players should roll off and the winner's choice applies.

DETERMINING THE ATTACKER AND DEFENDER

During the Expansion phase of the Law and Misrule Campaign, where a scenario dictates there is an attacker and a defender, the player who chose the scenario decides which player will be the attacker and which will be the defender. If neither player chose the scenario then both players should roll a D6, with the player who rolls the highest choosing.

During the Justice phase of a Law and Misrule Campaign, where a scenario specifies that there is an attacker and a defender, the player who issued the challenge is automatically the attacker (unless the challenged player also holds a Wastes territory – **see page 161**).

HOME TURF ADVANTAGE

The scenario being played may indicate that the defender benefits from the Home Turf Advantage, representing the gang fighting furiously to defend their valuable turf from attackers. A gang fighting with the Home Turf Advantage is far less likely to bottle out and in some cases will fight ferociously until the last.

RESCUE MISSIONS

If one player has Captured another player's fighter(s), the Captured fighter's player may issue a challenge to play the Rescue Mission scenario. If the challenge is accepted, then the Rescue Mission scenario is automatically used for the battle. If the player holding the Captive refuses the challenge, they automatically forfeit the Captive. No Racket is staked on this battle; the Captured fighter is effectively the stake.

4. DRAW INTRIGUES

The players each draw three Intrigue cards and, after reading them, place them face-down beside the battlefield. Both players should read the text on each card. These Intrigues can be claimed by either player during the battle as described in the Intrigues section **on page 182**. Any special rules that affect the battlefield set-up should be dealt with in the Set Up Battlefield step.

5. SET UP THE BATTLEFIELD

The players now set up the battlefield. Some scenarios have special instructions for terrain. The default methods are detailed in full **on page 325**.

6. CHOOSE CREWS

After the battlefield has been set up, before gangs can be deployed, players must select their starting crews for the battle ahead. The scenario being played will detail the method of selection to be used and how many fighters can be selected. The selection methods are explained in full **on page 326**.

7. ANNOUNCE BOONS

Players may have Boons granted by the Rackets they currently hold and their Reputation. Players should announce which, if any, of their Boons grant them a bonus that will have an effect on this game at this stage, forewarning their opponent. If a Boon is not announced, it cannot be used during the coming game.

8. TACTICS CARDS

Each player prepares their deck of Tactics cards as described **on page 326**. The scenario being played will detail how many cards each player gets and how they are selected.

9. DEPLOYMENT

Many scenarios will provide details of the size and location of deployment zones. For those which do not, the standard deployment rules can be found **on page 327**.

THE POST-BATTLE SEQUENCE

The post-battle sequence has eight steps:

1. **WRAP UP**
2. **MAKE ALIGNMENT CHECKS**
3. **ASSIGN/REASSIGN RACKET**
4. **RECEIVE REWARDS**
5. **COLLECT INCOME**
6. **POST-BATTLE ACTIONS**
7. **UPDATE ROSTER**
8. **REPORT RESULTS**

1. WRAP UP

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries (**see page 171**), and whether they capture any enemy fighters (**see page 172**). Any other events that take place 'at the end of the battle' are triggered here. Fighters that were In Recovery have healed and their In Recovery box on the gang roster is cleared, meaning Leaders and Champions become available for post-battle actions once more.

Players should also consider shaking hands, congratulating/commiserating with their opponent and sharing favourite moments from the battle – some would say this is the most important step!

2. MAKE ALIGNMENT CHECKS

If a gang claimed one or more Intrigues from a category that did not match their alignment during the battle (as described **on page 181**), they must make an Alignment check for each such Intrigue claimed. To make an Alignment check:

- Roll a number of D6 as detailed in the description of the Intrigue claimed.
- If the gang is Law Abiding, roll an extra D6 for each fighter that took part in the battle equipped with an Illegal item.

On the roll of a 1 on any of the dice, the gang's actions have caused their alignment to change. The gang's alignment immediately changes.

Gangs that cannot change their alignment, such as Enforcers or Chaos Cultists, suffer a loss of 5 Reputation every time they fail an Alignment check.

3. ASSIGN/REASSIGN RACKET

The player that won the battle takes control of the Racket staked on the battle. In the case of a draw while fighting for control of an uncontrolled Racket, the Racket is not claimed by either player. In the case of a draw when a controlled Racket is at stake, the Racket does not change hands.

4. RECEIVE REWARDS

Each scenario shows a list of rewards which the gangs can receive, based on their performance during the battle. Any equipment gained is added to the gang's Stash – it can be distributed to fighters in step 6.

GAINING AND LOSING REPUTATION

Each scenario contains a number of ways in which a gang can gain or lose Reputation. If a gang both gains and loses Reputation, any gains are applied before any losses.

5. COLLECT INCOME

Each gang collects income from each Racket they control that generates income, as detailed for that Racket. The total amount of credits generated from each gang's Rackets is then added to the gang's Stash.

6. POST-BATTLE ACTIONS

Each Leader or Champion in the gang can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player's choice. Fighters who are In Recovery, or who have been Captured, cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once. The actions that follow are always available, but others might also become available through special Rackets, skills or other means.

TRADE

There are two types of Trade action; Regular Trade and Black Market Trade:

- A Leader or Champion belonging to a Law Abiding gang may make a Regular Trade action and visit the Trading Post, increasing the gang's chances of finding Rare items as described **on page 177**.
- When a Leader or Champion belonging to an Outlaw gang makes a Black Market Trade action, they increase the gang's chances of finding Rare and Illegal items as described **on page 177**.

Alternatively, a Leader or Champion belonging to a Law Abiding gang may attempt to make a Black Market Trade action:

- Make an Intelligence check for the fighter making the action. If the check is passed, the gang may purchase items from the Black Market. If the check is failed, it cannot.

However, when a fighter from a Law Abiding gang visits the Black Market, they will find it harder to access Rare and Illegal items. Black marketeers are often unwilling to sell their most valuable goods to those who cannot be vouched for by mutual contacts.

Finally, a Leader or Champion belonging to an Outlaw gang can make a Regular Trade action:

- Make a Cool check for the fighter making the action. If the check is passed, the gang may purchase items from the Trading Post. If the check is failed, it cannot.

However, when a fighter from an Outlaw gang visits the Trading Post, they will find it harder to access Rare items. It is often hard for the criminal classes to move around freely and find those items readily available to others.

CLAIM BOUNTIES/TRADE CAPTIVES/DISPOSE OF CAPTIVES

As described **on page 179**, Law Abiding gangs can claim bounties for any enemy fighters belonging to Outlaw gangs that suffered a Memorable Death result on the Lasting Injury table, or that they have Captured (providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission, as described **on page 343**).

Alternatively, Outlaw gangs can dispose of any enemy fighters they have captured, providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission.

The Captive's controlling player should be informed as soon as possible that the bounty has been claimed for their fighter, and must delete that fighter from their roster.

MEDICAL ESCORT

The fighter escorts a critically injured fellow gang member to the Doc. Pick another fighter in the gang who suffered a Critical Injury during the battle and pay 2D6x10 credits from the gang's Stash. If the gang does not have sufficient funds, or does not wish to pay the full amount, no roll is made and the fighter dies. Otherwise, roll a D6 on the table below:

D6	Result
1	**Complications.** The fighter dies.
2-5	**Stabilized.** Roll a D6 – this is the second dice of a D66 roll, the first is automatically a 5. Apply the appropriate result from the Lasting Injuries table.
6	**Full Recovery.** The fighter goes into Recovery, but suffers no lasting effects.

7. UPDATE ROSTER

These steps are carried out in order:

A.	Delete Dead or Retiring Fighters
B.	Visit the Trading Post
C.	Gains Boons from Rackets
D.	Distribute Equipment
E.	Update Gang Rating

Note that if a fighter missed this battle because they were recovering, their In Recovery box on the gang roster will have been cleared during the Wrap-up.

A. DELETE DEAD OR RETIRING FIGHTERS

Dead fighters are deleted from the roster. Their equipment (except for armour) is added to the gang's Stash as long as their gang had at least one fighter on the battlefield at the end of the battle, or if the fighter was taken to the Doc but still died (either because the gang could not pay for their treatment or there were complications). Otherwise, the dead fighter's equipment is lost.

Also, at this point, the controlling player can choose to retire fighters – usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang's Stash. Equipment in the gang's Stash can be sold or transferred to a new fighter in the next step.

LOSS OF A LEADER

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Champions. If it has no Champions, the new Leader must be either a Specialist or Juve. If it has no Specialists or Juves, the new Leader is a Ganger.

In any case, an eligible fighter with the best Leadership must be selected as the new Leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader on the gang roster, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

B. VISIT THE TRADING POST

The gang can make any of the Trading Post actions described as follows, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order and, unless specified, there is no limit to how many times a gang can perform each one. Any spent credits are deducted from the gang's Stash; any gained credits are added to the gang's Stash.

Hire a Fighter: The gang can hire a new fighter from their House List, paying for them as they did when founding the gang. No equipment is purchased for them – they receive equipment in the next step.

GANG COMPOSITION

The Gang Composition section of the House List must be honoured when hiring new fighters. For example, if a gang with a Reputation of 9 already has two Hangers-on, it cannot hire any more. Similarly, if a gang has fewer Gangers (including Specialists) than its total number of Leaders, Champions and Juves, only Gangers can be hired until this is no longer the case.

Recruit Hangers-on: The gang can spend credits to add a Hanger-on to their roster (as explained **on page 243**). Their Reputation must be sufficient to allow this.

Sell Unwanted Equipment: Any equipment in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of five).

Note that equipment granted as a Racket Boon cannot be sold.

Purchase Equipment: The gang can purchase any equipment from their House Equipment List at the price shown, adding it to their Stash. They can also purchase Common equipment from the Trading Post, at the price shown. They cannot use this action to purchase Rare equipment from the Trading Post – that can only be obtained with the Seek Rare Equipment action, as follows:

Seek Rare Equipment: This action is only performed once and is done to determine the availability of Rare items on offer at the Trading Post or the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Regular Trade post-battle action.
- +1 for each Champion making a Regular Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2).
- -2 if an Outlaw gang is attempting to purchase Rare items from the Trading Post.
- -1 if a Law Abiding gang is attempting to purchase items from the Black Market.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. The gang can now purchase Rare items from the Trading Post or Black Market with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

Seek Illegal Equipment: This action is only performed once and is done to determine the availability of Illegal items on offer at the Black Market. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Black Market Trade post-battle action.
- +1 for each Champion making a Black Market Trade post-battle action.
- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2).
- -2 if the gang is a Law Abiding gang.
- +/-X as from a specified special rule.

The result is the Availability level – the higher it is, the more illegal the equipment that is on offer. The gang can now purchase Illegal items from the Black Market with an Illegal value equal to or lower than the Availability level.

C. GAIN BOONS FROM RACKETS

Some Rackets grant a gang additional recruits, Hangers-on, or equipment – see Rackets **from page 164** onwards for details.

D. DISTRIBUTE EQUIPMENT

Any equipment in the gang's Stash, or gained as a Racket Boon, can now be distributed among its fighters. Weapon choices must respect the restrictions shown in the gang's House List – for example, a Goliath Juve could not be equipped with a heavy bolter, as they can only be equipped with Pistols and Close Combat Weapons. Also, the limit of no more than three weapons must be adhered to, with Unwieldy weapons taking up the space of two.

Once any equipment has been added to a Fighter card, the card's Credits value is updated accordingly. If the fighter is equipped with an item that has two different costs: one in the fighter's House Equipment List and the other in the Trading Post – the value in the House List takes precedence.

Players are reminded that no fighter can discard a weapon once added to their Fighter cards as described **on page 8**. Leaders and Champions however can have multiple equipment sets as follows.

EQUIPMENT SETS

Leaders and Champions, enjoying the privilege of rank, often maintain a cache of weapons that allows them to equip themselves appropriately for each battle. As such, a Leader or Champion can have multiple Fighter cards, each representing a different set of equipment – an appropriate model should be available for each. There is no additional cost for having multiple equipment sets; the controlling player can make an additional Fighter card for a Leader or Champion at any time.

Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards. The fighter's cost, as shown on the roster, is equal to the cost of their most expensive Fighter card.

Only one of a fighter's cards can be used for a battle. If a battle uses random fighters from the gang, all of the fighter's cards should be shuffled together and one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.

When distributing equipment from the gang's Stash, it can be moved to any or all of a Leader's or Champion's cards, and can even be moved to more than one.

E. UPDATING GANG RATING

Re-calculate the gang's Gang Rating, and update the roster accordingly. Note that this is not done until this step, meaning that any other references to the Gang Rating in the post-battle sequence are referring to the value before it is updated.

8. REPORT RESULTS

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain: which gangs fought, the outcome of the battle (i.e., who won), which Racket the victor gained control of, how many enemies each gang took Out of Action and the final Gang Rating and Wealth of the gangs.

THE REWARDS OF INFAMY AND DUTY

As a gang's reputation grows, they attract aid and followers just as fresh carrion attracts rats. A gang whose reputation is as lords of crime and misrule may gain the help of all manner of rogues and outcasts, while champions of law and order can gain help from hive authorities and the aid of opportunistic bounty hunters, as well as claim higher bounties for the law breakers they take down.

The Boons granted by Reputation are listed in the Reputation Boons table below. As a gang's Reputation increases, so does the number of Boons it can claim. However, should a gang's Reputation ever fall, it will lose any Boons it is no longer entitled to. For example, if an Outlaw gang has a Reputation of (Outlaw) 8, it will gain a free Scabber Hanger-on. However, should that gang's Reputation fall to below 5, it would lose the Scabber Hanger-on.

CHANGING ALIGNMENT

A gang which changes its alignment loses 3 Reputation immediately. They also lose all the Reputation-based Boons they had and then gain the Reputation-based Boons from their new alignment.

For example: The Iron Lords have a Reputation of (Law Abiding) 10 before they change sides to Outlaw. They lose 3 Reputation because of the change, resulting in a new Reputation of (Outlaw) 7. They lose the Claiming Enhanced Bounties and Propagandist Boons they previously had and gain the Scabber and Black Market Trade Boons.

Reputation	Outlaw Boons	Law Abiding Boons
1-4	**Black Market Trade:** The gang gains unrestricted access to the Black Market.	**Claiming Bounties:** The gang gains the ability to Claim Bounties for members of Outlaw gangs.
5-9	**Recruit:** The gang may immediately hire one Scabber Hanger-on for free (**see page 247**).	**Recruit:** The gang may immediately hire one Propagandist Hanger-on for free (**see page 246**).
10-14	**Black Market Trade Discount:** The gang gains a 10% discount on all Black Market items at the Black Market.	**Claiming Enhanced Bounties:** The gang gains +50% for all bounties claimed for members of Outlaw gangs.
15-19	**Recruit:** The gang may hire up to two Outlaw Hive Scum Hired Guns for free during the pre-battle sequence of every battle.	**Recruit:** The gang may hire one Bounty Hunter Hired Gun for free during the pre-battle sequence of every battle.
20-24	**Black Market Trade Discount:** The gang gains a 25% discount on all Black Market items.	**Claiming Enhanced Bounties:** The gang gains +100% for all bounties claimed for members of Outlaw gangs.
25+	**Recruit:** The gang may immediately hire one Proxy Hanger-on for free (**see page 247**).	**Recruit:** The gang may immediately hire one Fixer Hanger-on for free (**see page 245**).

BLACK MARKET TRADE

A gang with this Boon may visit and purchase items from the Black Market freely, without risk. Once a gang has become Outlaw, it has little reason to worry about the risks of using illegal equipment!

BLACK MARKET TRADE DISCOUNT

A gang with this Boon discounts the cost of items purchased from the Black Market as indicated, rounding down to the nearest 5 credits. These discounts are not cumulative, so the best discount is applied.

RECRUIT

A gang with this Boon gains one Hanger-on of the type listed free of charge. If their Reputation should fall in the future, this Hanger-on is immediately lost.

CLAIMING BOUNTIES

Law Abiding gangs can claim bounties for enemy fighters belonging to Outlaw gangs that suffered a Memorable Death result on the Lasting Injury table, or that they have Captured, providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission, as described **on page 343**.

- For every fighter belonging to an Outlaw gang that suffered a Memorable Death result on the Lasting Injury table during the preceding battle, this gang claims a bounty of 2D6x10 credits.
- When a Law Abiding gang claims a bounty for a fighter belonging to an Outlaw gang that they have Captured, they are worth their full value in credits.

CLAIMING ENHANCED BOUNTIES

A gang with this Boon increases any bounties they receive as indicated. These increases are not cumulative, so the best increase is applied.

ENDING THE CAMPAIGN

The Law and Misrule Campaign ends when the time set for the Takeover phase runs out. The Arbitrator then goes through the final results from each battle and assigns Triumphs before doing Weighing all in the Balance.

TRIUMPHS

Triumphs are the laurels of victory, the bragging rights and sources of pride for the players who have fought through the campaign. While an Arbitrator can just tell people what they won, it is far more fun and satisfying to bring all of the players from the campaign together and announce who earned each Triumph in a grand manner. There are five different Triumphs and a player may earn more than one. In the case of a tie for any Triumph, no one is awarded it.

TRIUMPH	CRITERIA
Racketeer	Most Rackets at the end of the campaign.
Hit Man	Most gang Leaders belonging to gangs of a different alignment taken Out of Action across the whole campaign.
Financier	Largest Wealth at the end of the campaign.
Muscle	Most battles fought across the whole campaign.
Lord of Law/Misrule	Highest Reputation at the end of the campaign.

WEIGHING ALL IN THE BALANCE

The Law and Misrule Campaign is about the balance of power between Law and Misrule. As such, there must be a weighing of which side has tipped the scales in its favour. Each Triumph that is won is worth 1 point. The alignment with the most points is declared to have Tipped the Balance.

EXTENDING THE LAW AND MISRULE CAMPAIGN

Players and Arbitrators may want to run a Law and Misrule Campaign for longer than seven campaign weeks. This can easily be done by increasing the number of campaign weeks each phase lasts.

Players, and Arbitrators in particular, should bear in mind that the longer campaigns run, the more likely it is that players will grow bored and the campaign will fade out rather than finish.

SPLINTER GANGS

Players and Arbitrators will no doubt wish to revisit Necromunda at a later date, and some players may want to continue their adventures with a gang they have played in the past. Normally this is not possible in a Law and Misrule Campaign in order to maintain a degree of balance during the early stages of the campaign and to allow freshly founded gangs to get a solid footing early on.

However, players may wish to found a splinter gang. A splinter gang is formed when one of a gang's Champions goes it alone and takes some of their favoured Gangers with them to form the core of a new gang. Forming a splinter gang is easy – players simply choose one Champion from a gang they have played in a previous campaign and hire them as the Leader of a new gang, keeping all of their equipment, Advancements and permanent injuries, and paying their Credits value to hire them. This Champion then simply has their type changed to Leader and is treated as such in all regards.

Further to this, players may wish to retain other old favourites. Juves and Specialists can be recruited from an old gang into a new one in this way, changing their type to Champion, whilst any favoured Gangers can be hired again as Gangers into a new gang. New fighters can be hired to fill out the ranks and help keep the cost down. All that must be remembered is that the splinter gang must abide by the same gang composition rules as a freshly founded gang, and is limited to the same amount of credits as new gangs.

In this way, players are able to follow characters through several campaigns, perhaps seeing a Juve progress through the ranks to eventually lead their own gang. Splinter gangs are often smaller in the early stages of a campaign, but their well-equipped fighters and highly skilled Leaders will more than make up for this!

INTRIGUES

Intrigues are a special form of sub-plot a player can choose to fulfil during any game played in a Law and Misrule Campaign. Each Intrigue represents an opportunity; a tempting offer or gambit that will give the gang great reward if they claim it. Intrigues fall into two categories: Law or Misrule, but can be claimed by any gang regardless of alignment. If a gang claims an Intrigue from a category that does not match their alignment, there is a risk that word of their actions will get out, harming their reputation and credibility, and perhaps forcing the gang to change alignment.

DESIGNER'S NOTE – SUB-PLOTS

As Intrigues are a variant of sub-plots (see page 273), it is recommended that other sub-plots are not used in a Law and Misrule Campaign as they add another layer of possibilities to games which, in addition to Intrigues, can make those games a bit overburdened with rules.

DRAWING INTRIGUES

Both players draw three Intrigue cards at the start of each battle, during step 4 of the pre-battle sequence. After reading their cards, both players should place them face-down beside the battlefield.

CLAIMING INTRIGUES

An Intrigue can be claimed by the player that drew it once the criteria listed have been met. A player can claim an Intrigue at any point during the battle simply by picking the Intrigue card up and saying that they are claiming it. Once an Intrigue has been claimed, it cannot be unclaimed.

BETRAYING YOUR ALIGNMENT

If a gang claims an Intrigue from a category that does not match their alignment, it will have to make an Alignment check during step 2 of the post-battle sequence, as described **on page 175**. If this test if failed, the gang's alignment will immediately change.

MAKING AN INTRIGUE DECK

The Intrigues & Rackets Card Pack contains cards for each Intrigue used in the Law and Misrule Campaign. These cards feature all of the Intrigues' special rules. If you do not have the Intrigues & Rackets Card Pack, you can use half a deck of playing cards to determine the Intrigues before a battle. Remove all Hearts, Clubs and Jokers, leaving just Diamonds and Spades. Each card in these remaining suits corresponds to an Intrigue, as indicated in the Intrigue descriptions that follow.

INTRIGUES

WRECK THE PLACE (ACE OF DIAMONDS)

Tear things down! Break what works and leave the rest in ruin.

Category: Outlaw

Alignment Test: D6

Reward: +1 Reputation

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

If your opponent's deployment zone does not follow the standard rules as given **on page 327**, you may discard this Intrigue and draw another.

SEED THE REBELLION (TWO OF DIAMONDS)

Rise up! Rise up against the overlords!

Category: Outlaw

Alignment Test: D6

Reward: +1 Reputation

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

If your opponent's deployment zone does not follow the standard rules as given **on page 327**, you may discard this Intrigue and draw another.

BURN IT DOWN! (THREE OF DIAMONDS)

Set a fire and leave nothing but ashes!

Category: Outlaw

Alignment Test: 2D6

Reward: +2 Reputation

Criteria: If any of your fighters can reach your opponent's deployment zone, they may perform the Start Fire (Basic) action. Place a Blaze token in base-to-base contact with the fighter. From the start of the next round, any fighter that moves within 3" of the Blaze token takes an automatic Strength 3, AP -, Damage 1 hit. If this action is performed twice, your gang can claim this Intrigue. If this action is performed four times, your gang can claim this Intrigue and is rewarded with +3 Reputation, rather than the usual +2.

BLOW IT UP! (FOUR OF DIAMONDS)

There is no greater symbol of rebellion than structures that have stood for millennia reduced to ruins.

Category: Outlaw

Alignment Test: 3D6

Reward: +4 Reputation

Criteria: Choose a fighter on your crew to be the bomb carrier. This fighter can perform the Plant Bomb (Double) action. If the bomb carrier completes this action once whilst within 6" of the centre of the battlefield then the bomb has been planted. At the end of the battle, the bomb explodes and your gang can claim this Intrigue. Any fighters within 6" of the centre of the battlefield at the end of the battle are taken Out of Action. Should the bomb carrier be taken Out of Action before planting the bomb, the model is replaced by a frag trap booby trap.

MAKE THEM BLEED! (FIVE OF DIAMONDS)

If you can make someone bleed, you show they are weak.

Category: Outlaw

Alignment Test: 2D6

Reward: +4 Reputation, opponent loses -2 Reputation

Criteria: If, at the end of the battle, your gang has taken the enemy gang's Leader and all of their Champions that took part in this battle Out of Action, your gang can claim this Intrigue.

CLEAR THE SMUGGLING ROUTES (SIX OF DIAMONDS)

A smuggling cartel wants a clear passage to move its goods through an area, and needs a gang to make a path.

Category: Outlaw

Alignment Test: 2D6

Reward: 200 credits

Criteria: If, at the end of the battle, no enemy fighters are within their own deployment zone, your gang can claim this Intrigue.

COLLECT A DEBT (SEVEN OF DIAMONDS)

Someone owes someone powerful a pile of credits, and it's time for them to pay up!

Category: Outlaw

Alignment Test: D6

Reward: 100 credits

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

REVEAL THE IMPOSTER (EIGHT OF DIAMONDS)

One of your gang members has been replaced by an imposter passing whispers to the law keepers. They need to be uncovered.

Category: Outlaw

Alignment Test: 2D6

Reward: 150 credits

Criteria: At the start of the third round of the battle, after rolling for Priority but before Readying fighters, one randomly determined fighter from your crew (not a Leader or Champion) is revealed as an imposter and counts as part of the opponent's gang for the remainder of the battle. If one of your fighters manages to take the imposter Out of Action after they have been revealed, your gang can claim this Intrigue. If the imposter is taken Out of Action, no Lasting Injury roll is made for the fighter replaced, as they never really took part in the battle.

STAND ALONE (NINE OF DIAMONDS)

If you can stand covered in the blood of your enemies, you can show everyone who is top of the pile.

Category: Outlaw

Alignment Test: 2D6

Reward: +3 Reputation, and the chosen fighter gains the Fearsome skill

Criteria: Choose one enemy Leader or Champion that is taking part in the battle. For the remainder of the battle, they cannot make group activations. However, if the chosen fighter takes three enemy fighters Out of Action by the end of the battle, and has not been taken Out of Action themselves, your gang can claim this Intrigue.

HIT THE STIMMS (TEN OF DIAMONDS)

Your gang has been offered the use of some black market alchemy that is decidedly not on the rolls of those approved by the Guilders!

Category: Outlaw

Alignment Test: 3D6

Reward: For the remainder of this battle, your fighters ignore the effects of Flesh Wounds and may immediately discard any Flesh Wounds suffered.

Criteria: By simply announcing your gang will use this Intrigue during the Ready Fighters step of any Priority phase, your gang can claim this Intrigue.

RESURRECT THE DEAD (JACK OF DIAMONDS)

There are ways and means of bringing even the dead back to life. Some are thought to be mere stories: the Shunned Guild, the Priest of the Spider Kin, the Elixirs of the Pale Abyss. But one thing underlies these rumours – all of them are true!

Category: Outlaw

Alignment Test: 4D6

Reward: During step 6 of the post-battle sequence, you may choose a single fighter from your gang who has died over the course of this campaign and return them to your roster with any equipment they originally had. Their Toughness is reduced by -1, but they gain the Fearsome skill if they did not have it already.

Criteria: By simply announcing that your gang has completed this Intrigue during the Wrap-up step of the post-battle sequence, your gang can claim this Intrigue.

RUN WITH THE GHASTS (QUEEN OF DIAMONDS)

You have found an undeclared deposit of unrefined Ghast. Now seems the perfect time to use it!

Category: Outlaw

Alignment Test: 2D6

Reward: Choose three members of your crew. They are immediately treated as having taken a dose of Ghast (**see page 80**). Additionally, D6+1 doses of Ghast are added to the gang's Stash during step 2 of the post-battle sequence.

Criteria: By simply announcing your gang will use this Intrigue during the Ready Fighters step of any Priority phase, your gang can claim this Intrigue.

CORRUPT THE MACHINE (KING OF DIAMONDS)

A mysterious stranger has hired you to plant some scrap code in the local cogitator network.

Category: Outlaw

Alignment Test: 2D6

Reward: 150 credits

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

STITCH THEM UP! (ACE OF SPADES)

There's money to be made from making the innocent look guilty.

Category: Law Abiding

Alignment Test: 2D6

Reward: 100 credits

Criteria: If one of your Standing fighters is within 1" of a Seriously Injured enemy fighter, instead of performing a Coup De Grace (Simple) action, they may perform the Plant Evidence (Basic) action. Each time this action is performed, make a note. If this action is performed twice, your gang can claim this Intrigue.

THE PRICE OF PEACE (TWO OF SPADES)

Sometimes the clink of credits is louder than the sound of gunfire…

Category: Law Abiding

Alignment Test: D6

Reward: +4 Reputation

Criteria: During the Ready Fighters step of any Priority phase, offer your opponent a bribe of 250 credits – this comes from a 'concerned citizen' eager to keep the peace and does not reduce your gang's Wealth or Income. If your opponent accepts, they immediately forfeit the battle to your gang and your gang claims this Intrigue.

MINIMUM FORCE (THREE OF SPADES)

The minimum force required is the maximum force you can bring to bear.

Category: Law Abiding

Alignment Test: 2D6

Reward: +2 Reputation

Criteria: To claim this Intrigue, your gang must take three enemy fighters Out of Action in close combat, using a weapon with the Melee trait.

HOLD THE LINE (FOUR OF SPADES)

Order is maintained by standing unwavering in the face of anarchy and ruin.

Category: Law Abiding

Alignment Test: 2D6

Reward: +2 Reputation OR claim a single unclaimed Racket

Criteria: Nominate a terrain feature at least 12" from your deployment zone. If, at the end of the battle, there are no enemy fighters within 6" of that terrain feature, your gang can claim this Intrigue.

SHOW OF FORCE (FIVE OF SPADES)

If you break those who oppose you, soon no one will dare to oppose you.

Category: Law Abiding

Alignment Test:2D6

Reward: +4 Reputation

Criteria: To claim this Intrigue, your gang must take at least six enemy fighters Out of Action either with shooting or in close combat.

KEEP THE TRADE FLOWING (SIX OF SPADES)

*Trade is the life blood of the hive, the nourisher of order. It must flow or all will be lost to anarc*hy.

Category: Law Abiding

Alignment Test: 2D6

Reward: 150 credits

Criteria: If, at the end of the battle, at least four of your fighters are Standing and Active or Standing and Engaged within your enemy's deployment zone, your gang can claim this Intrigue.

CUT OFF THE HEAD (SEVEN OF SPADES)

Those who watch and judge need you to shadow one of the souls they have marked for retribution.

Category: Law Abiding

Alignment Test: 2D6

Reward: +1 Reputation per enemy Champion taken Out of Action, +2 Reputation for an enemy Leader taken Out of Action.

Criteria: If, at the end of the battle, you have taken your enemy's Leader or any of their Champions Out of Action, announce you are claiming this Intrigue and receive the rewards as described above.

WATCH FROM THE SHADOWS (EIGHT OF SPADES)

If you cut off the head of the snake then the body will die.

Category: Law Abiding

Alignment Test: 3D6

Reward: 50 credits, and a single fighter that took part in the battle gains a Cunning skill of your choice.

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

BREAK THEIR WILL (NINE OF SPADES)

If justice cannot triumph through sanctioned means, it will triumph by paying for the heads of dead criminals.

Category: Law Abiding

Alignment Test: 4D6

Reward: +4 Reputation, opponent loses -2 Reputation

Criteria: You can only claim this Intrigue if the enemy is an Outlaw gang. If it is not, you may discard this Intrigue and draw another. If, at the end of the battle, your gang has taken the enemy gang's Leader and all of their Champions that took part in this battle Out of Action, your gang can claim this Intrigue.

MARK THE IMPURE (TEN OF SPADES)

Evidence must be gathered for the prosecution of a suspected recidivist.

Category: Law Abiding

Alignment Test: D6

Reward: +2 Reputation

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

CARRY A GUILD BOND (JACK OF SPADES)

The Guilders need the deeds and bonds of their protected trade carried through a dangerous part of the hive.

Category: Law Abiding

Alignment Test: D6

Reward: +2 Reputation

Criteria: Choose one fighter from your crew to be the courier. If, at the end of any round, the courier is in the enemy's deployment zone, you can remove them from the battlefield (they do not count as going Out of Action) and your gang can claim this Intrigue.

BRING THEM IN DEAD OR ALIVE (QUEEN OF SPADES)

The Merchant Guild offers cold, hard creds for bounties fulfilled – and doesn't care overly much how gangs go about collecting them, as long as they do.

Category: Law Abiding

Alignment Test: 4D6

Reward: 50 credits per enemy fighter taken Out of Action

Criteria: You can only claim this Intrigue if the enemy is an Outlaw gang. If it is not, you may discard this Intrigue and draw another. During the Wrap-up step, claim this Intrigue for each enemy fighter taken Out of Action.

RETRIEVE THE INFORMER (KING OF SPADES)

One of the enemy's gang is an Enforcer infiltrator who needs escorting to safety.

Category: Law Abiding

Alignment Test: 3D6

Reward: 150 credits

Criteria: One randomly determined fighter from your opponent's crew (not a Leader or Champion) is revealed as an imposter and counts as part of your gang for the remainder of the battle. If the imposter is Standing and Active within your deployment zone when the battle ends, your gang can claim this Intrigue. If the imposter is taken Out of Action, no Lasting Injury roll is made for the fighter who was replaced by the imposter – they never really took part in the battle.

RACKETS

All Rackets in a Law and Misrule Campaign are unique. The gangs that control them will benefit from them in many ways. As a result, competition for certain Rackets can become very intense as a campaign progresses. This section gives an overview of what each Racket represents and details the bonuses the Racket grants to the gang that holds it.

GUILDER BONDS

Several of the Rackets in the Law and Misrule campaign represent bonds between the Merchants Guild and a gang. These are indicated by the phrase 'Guild Bond' being included in their title. Gangs with Guild Bond Rackets can choose to substitute the Hired Guns gained as part of the boon with a Guild Entourage (see page 289) appropriate to the Guild Boon.

RACKET BOONS

Each Racket grants the gang that controls it a benefit called a Boon. This Boon might be income, an additional gang member, an increase in Reputation, a piece of rare or unique equipment or a special rule.

A gang receives the benefits of a Racket's Boon so long as it holds that Racket. Once the Racket is lost to another gang, the Boon is lost.

INCOME BOONS

If a Racket grants the gang that controls it income, the gang adds the amount of credits shown to their Stash when generating income after all battles, including the battle in which it was won.

RECRUIT BOONS

Some Rackets grant gangs new fighters, Hired Guns or Hangers-on as recruits to the gang. These recruits incur no cost to recruit but do add to the Gang Rating and Wealth value. Additionally, gang composition rules must be adhered to when recruiting fighters granted by a Boon. 'Free' means you pay no credits to hire the fighter, it does not allow you to ignore gang composition rules.

Any gang fighter recruited from the gang's House List has no cost to recruit, but any equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash when taking on fighters.

Any Hired Gun recruited as a Boon has no cost, and will remain with the gang for as long as they control the Racket that grants the Boon.

SPECIAL BOONS

The Boon grants a unique benefit to the gang that holds the Racket. The benefit follows the rules listed in the relevant entry for the Racket. If the Racket is ever lost then so is the benefit.

EQUIPMENT BOONS

The gang adds the listed equipment type to its Stash. It is gained in the Post-battle Actions step of the post-battle sequence, immediately after the battle in which the Racket was won and can be distributed amongst eligible fighters during the next step of the same post-battle sequence.

If the Racket is ever lost then so is the equipment type as it can no longer be maintained without the expertise present within the Racket.

LINKED RACKETS AND ENHANCED BOONS

All Rackets have a number of linked Rackets listed in their entry. These represent linked areas of activity that enhance the operation of a Racket. Running smuggling routes out of the hive is much easier if you also have a bond with the Toll Guild, for example. Controlling linked Rackets grants the gang the Racket's Enhanced Boons.

If they control one linked Racket, the gang gains the Enhanced Boon listed for having one linked Racket. If they control two linked Rackets, the gang gains the Enhanced Boon listed for having two linked rackets.

An Enhanced Boon is in addition to a standard Territory Boon. So a gang will gain all of the Boons listed for controlling the Racket and for controlling linked Rackets. The exception to this is Income. A gang will claim the highest Income Boon available, not all of the Income Boons available.

For example, the Narco-distribution Racket grants an Income Boon of D6x10 credits. If a gang also controls Out-hive smuggling Routes and Ghast Prospecting, they gain the Income Boon listed for having two linked Rackets, which is 3D6x10.

GAINING AND CONTROLLING RACKETS

The gaining of Rackets is at the heart of a Law and Misrule Campaign. Racket is gained by winning a battle that has a Racket at stake. The only other way of gaining a Racket is if two players agree to trade one in exchange for a Captive.

WHERE IS THE LINE BETWEEN GOOD AND BAD?

The keen eyed will notice that with a few exceptions there are very few Rackets that cannot be controlled by either Outlaw or Law Abiding gangs. You can have an Outlaw gang of Genestealer Cultists with a Water Guild bond, just as you could have a Law Abiding Enforcer gang controlling the Cold Trade. This is deliberate and reflects an underlying truth about Necromunda – what is 'legal' has more to do with control and power than it does with notions of objective morality. It is the wishes and interests of those devoted to the Pax Helmawr that matters more

than the well-being of the indentured workers that dwell within the underhive.

RACKETS

NARCO-DISTRIBUTION (ACE OF HEARTS)

Chem-elixirs and narco-distillations flow like rivers through the shadows of Necromunda.

Linked Rackets: Out-Hive Smuggling Routes, Ghast Prospecting.

RACKET BOONS

Income: The gang earns D6x10 credits when they collect Income.

Special: Whilst it controls this Racket, the gang treats Chem-synth, Medicae Kit, Stimm-slug Stash, and any weapon with the Gas or Toxin trait as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang earns 3D6x10 credits when they collect Income.

OUT-HIVE SMUGGLING ROUTES (TWO OF HEARTS)

Everything that passes in and out of the hive is checked, authorised and stamped by official process… except when it isn't!

Linked Rackets: Ghast Prospecting, The Cold Trade.

RACKET BOONS

Income: The gang earns D6x10 credits when they collect Income.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang earns 3D6x10 credits when they collect Income.

GHAST PROSPECTING (THREE OF HEARTS)

Ghast is the single most precious substance on Necromunda, the secret source of Lord Helmawr's wealth.

Linked Rackets: Out-Hive Smuggling Routes, Caravan Route Control.

RACKET BOONS

Equipment: Whilst it controls this Racket, three fighters in the gang gain a dose of Ghast each battle for free.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang earns 4D6x10 credits when they collect Income.

THE COLD TRADE (FOUR OF HEARTS)

The Cold Trade is the traffic in forbidden devices, bought from off-world. Some surface in the depths of the underhive, and command a grand price to those who value them.

Linked Rackets: Out-Hive Smuggling Routes, Spire Patronage.

RACKET BOONS

Equipment: Whilst it controls this Racket, one member of the gang may have a single item from the Xenos Weapons section of the Black Market for free.

Special: Whilst it controls this Racket, the gang treats items from the Xenos Weapons section of the Black Market as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

LIFE COIN EXCHANGE (FIVE OF HEARTS)

Anyone can be killed if you are willing to pay the coin.

Linked Rackets: Whisper Brokers, Corpse Guild Bond.

RACKET BOONS

Recruit: Whilst it controls this Racket, the gang may recruit two Hive Scum or one Bounty Hunter Hired Gun for free, including their equipment, prior to every battle.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns D6x10 credits when they collect Income.

Special: If the gang also controls both of the Linked Rackets, all of its members gain the Fearsome skill.

XENOS BEAST TRAFFICKING (SIX OF HEARTS)

From spire menageries to underhive fighting pits, alien creatures are always in demand.

Linked Rackets: Out-Hive Smuggling Routes, Blood Pits.

RACKET BOONS

Equipment: Whilst it controls this Racket, the gang Leader may be equipped with either a Grapplehawk or a Gyrinx Cat from the Black Market free of charge.

Special: Whilst it controls this Racket, the gang treats Grapplehawks and Gyrinx Cats from the Black Market as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang earns D6x10 credits when they collect Income.

Special: If the gang also controls both of the Linked Rackets, the gang earns 2D6x10 credits when they collect Income.

WHISPER BROKERS (SEVEN OF HEARTS)

More valuable than jewels and more elusive than clean water, knowledge is true power.

Linked Rackets: Life Coin Exchange, Peddlers of Forbidden Lore.

RACKET BOONS

Special: Whilst it controls this racket, the gang may choose an additional D3 Tactics cards in the pre-battle sequence.

ENHANCED BOONS

Special: If the gang also controls one of the Linked Rackets, when challenged, the gang may choose the Racket that will be at stake in the battle, even though it would normally be chosen by the challenger.

Special: If the gang also controls both of the Linked Rackets, when challenged for a Racket the gang controls, make an Intelligence check for the gang Leader. If the check is passed, the player of the gang may choose to play the Ambush scenario instead of rolling. They are automatically the attacker.

CORPSE GUILD BOND (EIGHT OF HEARTS)

The Corpse Guild is always looking for agents to help them secure more merchandise for the flesh grinders.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket.

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Corpse Guild and may always add a Corpse Harvesting Party to a crew during any pre-battle sequence (**see page 292**).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by 1 for every other Racket the gang controls.

SLAVE GUILD BOND (NINE OF HEARTS)

A good pit fighter can fetch a high price in the underhive and it falls to the agents of the Slave Guild to seek out potential sources.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket.

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Slave Guild and may always add a Slaver Entourage to a crew during any pre-battle sequence (**see page 293**).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by +1 for every other Racket the gang controls.

PROMETHIUM GUILD BOND (TEN OF HEARTS)

Those in service to the Promethium Guild can expect a 'warm' reception should they fail to execute their duty.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket.

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Promethium Guild and may always add a Pyromantic Conclave to a crew during any pre-battle sequence (**see page 291**).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by +1 for every other Racket the gang controls.

GUILD OF COIN BOND (JACK OF HEARTS)

Middlemen and merchants fill the underhive, and the Guild of Coin relies upon its agents to make sure these miscreants pay their dues.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Guild of Coin and may always add Toll Collectors to a crew during any pre-battle sequence (**see page 294**).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by +1 for every other Racket the gang controls.

WATER GUILD BOND (QUEEN OF HEARTS)

Water is life on Necromunda and it is the responsibility of the Water Guild and their agents to protect it, or extract it from those who would presume to cross them.

Linked Rackets: None

RACKET BOONS

Special: Whilst it controls this Racket, the gang can control no other Guild Bond Racket

Recruit: Whilst it controls this Racket, and if the gang is Law Abiding, it forms an automatic alliance with the Water Guild and may always add a Nautican Syphoning Delegation to a crew during any pre-battle sequence (**see page 290**).

Alternatively, or if this Racket is controlled by an Outlaw gang, the gang may recruit one Bounty Hunter and up to two Hive Scum for free during any pre-battle sequence, including their equipment.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income. The result of the roll is increased by +1 for every other Racket the gang controls.

ARCHAEOTECH AUCTIONING (KING OF HEARTS)

Archaeotech is the buried treasure of past ages of Necromunda, and those who buy and sell it can reap fortunes – or lose everything.

Linked Rackets: Proxies of the Omnissiah, The Cold Trade.

RACKET BOONS

Equipment: Whilst it controls this Racket, one member of the gang may have a single item from the Imperial Weapons section of the Black Market for free.

Income: Whilst it controls this Racket, the gang gains 2D6x10 credits when they collect Income. If a double is rolled, they gain nothing.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 3D6x10 credits when they collect Income. However, if a double is rolled, they gain nothing.

Income: If the gang also controls both of the Linked Rackets, the gang gains 4D6x10 credits when they collect Income. However, if a double is rolled, they gain nothing.

WITCH SEEKING (ACE OF CLUBS)

Psykers are kept in check not only by the agents of the Imperium, but by hired mercenaries who hunt the hive for those who bear the sign of the witch.

Linked Rackets: Redemptionist Backers, Slave Guild Bond.

RACKET BOONS

Special: This Racket may only be controlled by a Law Abiding gang. If it is claimed by an Outlaw gang, it is converted into a Wyrd Trade Racket.

Special: Whilst it controls this Racket, all fighters in the gang may add the Shock trait to one of their weapons that has the Melee trait for free.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang doubles the bounty it receives for any fighter that is a Psyker, even if that fighter has become a Psyker temporarily due to the effects of Ghast.

Income: If the gang also controls both of the Linked Rackets, the gang Leader may make an Intelligence check before claiming a bounty. If the check is passed, they identify the captive as a witch and receive double the bounty for them.

REDEMPTIONIST BACKERS (TWO OF CLUBS)

The Cult of the Redemption is not a forgiving creed and its most fanatical supporters often funnel money and equipment to those who are going to pursue its goals.

Linked Rackets: Promethium Guild Bond, Witch Seeking.

RACKET BOONS

Special: Helot Cult, Genestealer Cult and Corpse Grinder Cult gangs may never claim this Racket. If they gain control of it, it becomes dormant until claimed by a different type of gang.

Special: Whilst it controls this Racket, all fighters in the gang may re-roll any failed Ammo checks for any weapon that has the Blaze trait.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

PROXIES OF THE OMNISSIAH (THREE OF CLUBS)

The Tech-Priests of the Machine God watch the industrial enclaves of Necromunda with a careful eye – not only does its hives produce many sacred machines, but secrets of lost technological lore lie buried in their depths.

Linked Rackets: Archaeotech Auctioning, Promethium Guild Bond.

RACKET BOONS

Special: Whilst it controls this Racket, all fighters in the gang may re-roll any failed Ammo checks. Additionally, the gang treats all Bionics as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains D6x10 credits when they collect Income.

Special: If the gang also controls both of the Linked Rackets, all fighters in the gang may add either the Shock trait or the Seismic trait to one of their weapons for free. New weapons purchased later may also be given this Trait. These weapons also gain the Unstable trait. If the gang loses control of this Racket, the weapons that gained these additional Traits lose them.

GAMBLING EMPIRE (FOUR OF CLUBS)

Fortunes are won and lost on the spin of a wheel or the turning of a card but, no matter who loses and who gains, the house always wins…

Linked Rackets: Blood Pits, Whisper Brokers.

RACKET BOONS

Income: The player of the gang that controls this Racket chooses a suit of cards and then draws a card from a shuffled deck of playing cards. If they draw a card from the suit they chose, they earn income equal to the value of the card (Jack 11, Queen 12, King 13) x 10 credits. If they draw a card from a suit of the same colour, they earn income equal to the value of the card x 5 credits. If it is any other suit, they gain no income.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang's player may nominate a single enemy fighter (but not a Leader or Champion) at the start of the battle. The gang has called in the fighter's debts. The nominated fighter misses the battle.

BLOOD PITS (FIVE OF CLUBS)

The fighting arenas of Necromunda are stained red with the blood of those who fought there and sing with the roars of the crowd.

Linked Rackets: Slave Guild Bond, Xenos Beast Trafficking.

RACKET BOONS

Recruit: Whilst it controls this Racket, the gang may recruit up to two Hive Scum Hired Guns for free, including their equipment, prior to every battle.

ENHANCED BOONS

Special: If the gang also controls one of the Linked Rackets, as a post-battle action a Leader or Champion may fight in the pits. Make a Weapon Skill check with a -1 modifier for them. If the check is passed, they permanently gain one random Combat or Brawn skill. If the check is failed, nothing happens. If however the check is failed on the roll of a 1, the fighter suffers one roll on the Lasting Injury table.

Income: If the gang also controls both of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

SPIRE PATRONAGE (SIX OF CLUBS)

Hive nobility often take a fancy to a gang from the lower hive, showering them with gifts, and rewarding them like prize pets.

Linked Rackets: Proxies of the Omnissiah, Blood Pits.

RACKET BOONS

Income: Whilst it controls this Racket, the gang gains 2D6x10 credits when they collect Income if they won their battle.

ENHANCED BOONS

Equipment: If the gang also controls one of the Linked Rackets, all of the gang's Leader and Champions may each have one of the following Extravagant Goods for free: Gold-plated Gun, Exotic Furs, Opulent Jewellery, Uphive Raiments.

Income: If the gang also controls both of the Linked Rackets, the gang's Leader gains a Caryatid Exotic Beast for free. This Caryatid will not leave its master if the gang loses Reputation, but will leave if the gang loses control of this Racket.

BULLET CUTTING (SEVEN OF CLUBS)

Bullets, guns and blades are the eternal trade of Necromunda – everyone needs a gun or a blade.

Linked Rackets: Proxies of the Omnissiah, Blood Pits.

RACKET BOONS

Special: Whilst it controls this Racket, all fighters in the gang may re-roll any failed Ammo checks.

Equipment: Whilst it controls this Racket, the gang treats all items from either the Trading Post or the Black Market with a Rarity of 9 or below as Common.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

SETTLEMENT PROTECTION (EIGHT OF CLUBS)

Settlements in the underhive vanish all the time. Those who want to survive pay gangs a handsome price to keep others away and their hard-won lives free of the misfortune that comes to those who refuse to pay.

Linked Rackets: Guild Bond (any), Bullet Cutting.

RACKET BOONS

Recruit: Whilst it controls this Racket, the gang gains one Hanger-on of the controlling player's choice for free.

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 3D6x10 credits when they collect Income.

CARAVAN ROUTE CONTROL (NINE OF CLUBS)

The safe ways through the hive are few and well-worn; control them and you control the flow of slaves and credits.

Linked Rackets: Guild of Coin Bond, The Cold Trade.

RACKET BOONS

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 3D6x10 credits when they collect Income.

WYRD TRADE (TEN OF CLUBS)

Unsanctioned psykers are very dangerous but also incredibly useful. They can break minds, discover secrets and kill with a thought. Harbouring such creatures is dangerous, but also a mark of great power.

Linked Rackets: Peddlers of Forbidden Lore, Whisper Brokers.

RACKET BOONS

Equipment: Whilst it controls this Racket, the gang treats Ghast as a Common item.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 3D6x10 credits when they collect Income.

PRODUCTION SKIMMING (JACK OF CLUBS)

One of the simplest ways to make a profit in the hive is to skim a little off everything that is made in the forges, stills, labs and mines.

Linked Rackets: Caravan Route Control, Guild Bond (any).

RACKET BOONS

Income: Whilst it controls this Racket, the gang gains D6x10 credits when they collect Income.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Income: If the gang also controls both of the Linked Rackets, the gang gains 3D6x10 credits when they collect Income.

THE RESURRECTION GAME (QUEEN OF CLUBS)

The line between life and death is thinner than many think. A little alchemy, a few words, a drop of blood, some technology from the deeps, and those who have fallen can rise again. For a price!

Linked Rackets: Corpse Guild Bond, Peddlers of Forbidden Lore.

RACKET BOONS

Special: Whilst it controls this Racket, the gang may ignore one Critical Injury or Memorable Death result on the Lasting Injury table per battle. When these results are rolled, the fighter simply goes Into Recovery.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Special: Any gang in the campaign may pay the gang controlling this Racket to return a dead fighter from the grave. This costs the original value of the fighter (including equipment) +100 credits. Roll 2D6. On a roll of 7-12 the fighter is resurrected and gains the Fearsome skill. On a roll of 3-6 the fighter is resurrected but suffers a permanent loss of 1 Toughness and gains the Fearsome skill if they don't have it already. On a roll of 2, the resurrection fails.

PEDDLERS OF FORBIDDEN LORE (KING OF CLUBS)

There are those who know how to see the future in a pool of water, and speak words that lure the shadows to walk beside them.

Linked Rackets: Wyrd Trade, The Resurrection Game.

RACKET BOONS

Special: Whilst the gang controls this Racket, the controlling player may re-roll the dice when determining Priority.

ENHANCED BOONS

Income: If the gang also controls one of the Linked Rackets, the gang gains 2D6x10 credits when they collect Income.

Special: Whilst the gang controls this Racket, its Leader and its all Champions gain a 4+ saving throw that cannot be modified by a weapon's Armour Piercing value.

THE UPRISING CAMPAIGN

INTRODUCTION

The Dark Gaze of the Lord of Skin and Sinew has fallen upon Hive Arcos, driving its people to savage hunger and bloody madness. Gangs and gang leaders must choose the role they are to play in the carnage to follow, either clinging to the ideals of the Imperium and the rule of law, or giving in to their basest instincts and surrendering themselves to the whims of the Blood God.

DESIGNER'S NOTE

Whilst the Uprising Campaign is designed to allow players to recreate the events within doomed Hive Arcos, players can use these rules to represent a similar, small scale uprising in almost any hive. Players may even wish to play an Uprising Campaign with gangs they have used in another campaign, representing such dire periods of civil unrest on a more local scale.

USING THE CAMPAIGN

The Uprising Campaign is a complete narrative campaign that can be used alongside the Necromunda rules. It incorporates many of the existing Necromunda campaign rules, adding additional special rules to capture the desperate decline of a hive in the grips of a Chaos uprising and the breakdown of Imperial Law.

In the Uprising Campaign, players take on sides, allying themselves with the Imperial authorities, offering their allegiance to the Dark Gods, or (at least in the beginning) attempting to remain neutral, looking out solely for their own interests. As the campaign progresses, and the cannibal apocalypse unfolds, the power of one side or the other will wane, until a breaking point is reached, and a final battle to determine the fate of the hive is played.

THE ARBITRATOR

The Uprising Campaign requires one of the players to take on the role of an Arbitrator. It is the Arbitrator's job to keep track of victories, offer guidance to the players, and control any random events or elements. In the Uprising Campaign, the Arbitrator's responsibilities include:

- Organising the players, and making a list of all the gangs involved in the campaign.
- Keeping the players informed as to the progression of the campaign, and whether Chaos or Order are in Ascendancy.
- Deciding when each phase of the campaign begins and ends, as well as when the overall campaign begins and ends.

THE GANGS

Hive rebellions and daemonic incursions are notoriously indifferent when it comes to who they affect, and all kinds of local factions can find themselves caught up in the fighting. The Uprising Campaign can be played with any Necromunda gangs, and guidelines for including different kinds of gangs are presenting in setting the Setting Up the Campaign section **on page 196.** Players refer to the Lists of Gangs beginning **on page 96**,

ALTERNATE CAMPAIGNS

There are many insidious cults operating deep in the Underhive. Although this campaign focuses on Corpse Grinder Cult uprisings, there are other forms of the Uprising Campaign. See **page 222.**

ENFORCERS AND CORPSE GRINDER CULTS

Palanite Enforcer Patrols and Corpse Grinder Cults are especially appropriate for Uprising Campaigns as they represent the opposite ends of the spectrum in the struggle between the authority of the Imperium and the corrupting influence of the Ruinous Powers. While the inclusion of these kinds of gangs is not essential to play an Uprising Campaign, they are certainly very thematic.

UPRISING TERRITORIES

While the focus on the Uprising Campaign is the struggle between Order and Chaos, Territories still play a large part in the conflict. These represent the turf controlled by the gangs and provide them with a steady supply of resources along with various other benefits. Players begin the campaign in control of one or more Territories, and have the opportunity to capture various Territories as the campaign progresses.

In the Uprising Campaign, each Territory can be under the influence of Order, or the influence of Chaos. When the campaign begins, all Territories are under the Influence of Order, but as the campaign gradually progresses they can be Ruined and come under the Influence of Chaos, representing the gradual corruption of the hive. The Benefits gangs gain from Territories changes depending upon which influence the Territory is under (**see page 214**)

WINNING

Victory in the Uprising Campaign goes beyond the final domination of Chaos or Order. At the end of the campaign, the Arbitrator awards various Triumphs (see page 211) based upon such things as the most victories for Order or Chaos, the most people consumed or saved, or which gang has the highest Reputation.

SETTING UP THE CAMPAIGN

Setting up an Uprising Campaign is a task that falls to the Arbitrator. To set up the campaign, the Arbitrator must make sure that all of the players have founded their gang and chosen their Allegiance (or decided to begin the campaign unaligned). This is best done in a single evening or session where everyone playing in the campaign meets and goes through all the steps of setting up the campaign together and generally gets excited about the fun ahead.

SET START AND END DATES

The Uprising Campaign is divided into six campaign weeks, separated by a single week of Downtime after the first three weeks, meaning that the campaign will last a total of seven weeks. For ease , each Campaign Week is set as a week, as this is usually how often gaming groups or groups of friends get together to play. However, if the players choose, a Campaign Week can represent a longer or shorter period of real time. The first step in setting up the Campaign is for the Arbitrator to determine the start date, the end date and when the Downtime Campaign Week will fall. They then share this vital information with the players.

FOUNDING GANGS

Before the campaign begins, each player must found a gang. The rules for founding a gang in a Dominion Campaign are slightly different. As normal, each gang has a starting budget of 1,000 credits, and must be created using any of the lists mentioned previously. This budget can be spent on fighters (following the restrictions in each Gang List) and equipment from that gang's Equipment List; any credits that are not spent are added to the gang's Stash and stored away for later use. A Fighter card must be completed for each fighter in the gang, and a gang roster must be completed to record all of the gang's details.

GANG ATTRIBUTES

In an Uprising Campaign, gangs have a number of attributes, which are tracked on their roster. These attributes, and their starting values, are explained below:

GANG RATING

The Gang Rating is an indicator of how powerful the Gang is – the proficiency of its fighters, how well equipped it is, and so on. The Gang Rating is the total cost of all of the fighters in the gang, including the cost of all alternative weapon sets a fighter has.

ALLEGIANCE

In an Uprising Campaign, a gang’s Allegiance to Order or Chaos, or its lack of Allegiance (unaligned to either) is an important factor.

REPUTATION

Reputation is the measure of a gang's standing and power in their Zone. It is separate from Gang Rating, which is a measure of the gang’s size and resources; a small gang can build up quite an impressive reputation. A gang’s Reputation starts at 1, and cannot drop below 1.

FIGHTER CAMPAIGN ATTRIBUTES

In an Uprising Campaign, each fighter in a gang has a number of attributes that are track in their entry on the gang's roster:

EXPERIENCE (XP)

Fighters can spend Experience in order to purchase Advancements – when they do so, the Experience total is reduced accordingly.

ADVANCEMENTS

Leaders and Champions start with one Advancement (a skill), which should be noted on the gang roster. Otherwise, fighters will pick up Advancements and/or Mutations as the campaign progresses.

STARVATION

As an Uprising Campaign approaches its climax, gangs may not be able to feed all of their fighters.

IN RECOVERY AND CAPTURED BY

When a fighter goes Out of Action, there is a chance that they will suffer a Lasting Injury. Many of these will cause them to go Into Recovery and miss the next battle. When this is the case, their In Recovery-box is ticked. Similarly, fighters might be Captured by an enemy gang – while this is the case, a note is made in the Lasting Injury/Captured By box of the name of the gang that has Captured them.

COMPLETING A GANG ROSTER

As well as filling in a Fighter card for each fighter in their gang, players will need to complete a gang roster. This tracks additional Uprising Campaign-related information, such as Territories held, Gang Rating, Reputation, Wealth and so on, as well as each fighter's Experience and Advancements.

The gang roster is made up of a number of elements: the gang's name and House, its Gang Rating, Reputation and Meat, the Territories it holds and its Stash, containing unspent credits, surplus equipment (both weapons and Wargear), and so on. It also has a line for each fighter in the gang, with space for their names, fighter type, Cost, Experience earned, the number of Advancements and/or Mutations gained, and whether they are currently In Recovery, are Starving, or have suffered any injuries or been Captured.

Note that although the number of rows is limited, there is no upper limit on the number of fighters a gang can contain. Should a gang be lucky enough to have more fighters than can be fitted onto one gang roster, simply use a second gang roster for extra space.

CHOOSING SIDES

When a hive collapse into anarchy, gangs swiftly find themselves either defending the status quo or putting a torch to everything in sight. In the Uprising Campaign, two opposed forces are battling for the fate of the hive – the instruments of Lord Helmawr's authority representing the agents of Order, and those aligned with the rebellion representing the servants of Chaos in all its many forms.

When creating a gang for an Uprising Campaign, each player must decide if they represent Order, Chaos or wish to begin the campaign unaligned. Each comes with its own benefits as detailed below, though be warned, no gang can stand on the sidelines forever and eventually unaligned players will need to choose between one side or the other.

Some gangs can only be part of either Order or Chaos, their nature deciding the fate when they are created, and players fielding these gangs must join the faction indicated:

- Corpse Grinder and Chaos Cult Gangs are always part of the Chaos side.
- Palanite Enforcer gangs and Genestealer Cults* are always part of the Order side.
- All other gangs may choose to be either Order, Chaos, or Unaligned at the start of the campaign.

  **Players should note that Genestealer Cults have their own insidious agendas and often hide in plain sight, masquerading as loyal Imperial subjects. The machinations of Chaos are anathema to such alien plans, and so Genestealer Cults will readily take up arms to quell such an uprising, strengthening their own power in doing so….*

BALANCING ORDER AND CHAOS

The Uprising Campaign has been designed to work any mix of Chaos, Order or Unaligned gangs, and it is possible to find the agents of Order fighting amongst themselves to control the hive as it is for the servants of Chaos to squabble over its ruins. However, as a guideline, an Uprising Campaign should include at least one Chaos aligned gang and one Order aligned gang at the start, with any number of Unaligned gangs. This allows for sides to form naturally over the course of the campaign, with gangs either choosing to fight to save their hive or succumb to the madness of Chaos.

Other alternatives include starting the campaign with all gangs but one aligned with either Order or Chaos – representing a lone beacon of light struggling to hold back the night, or the seeds of corruption planted in the heart of the hive's hierarchy.

CHANGING SIDES

By default, gangs cannot switch between Order and Chaos during the course of the campaign, as this keeps things simple and ensures that there will always be at least one gang fighting for either side of the rebellion. If the Arbitrator chooses, gangs can be allowed to change sides if certain conditions are met – representing the corrupting influence of the Ruinous Powers or the ruthless cunning of Lord Helmawr's servants in pitting enemies against one another. Order gangs will fall to Chaos if at least three of their fighters become Chaos Spawn as a result of Festering Injuries (**see page 202**). Chaos gangs will find themselves unwittingly aiding the forces of Order if at least three of their fighters are Captured, then returned to them willingly by their Captors (i.e., not recovered by the gang as part of the Public Execution scenario). Once a gang has changed sides it may not change back – both the Imperial House and the Dark Gods have little sympathy for traitors to their cause.

BENEFITS OF ORDER

Gangs aligned with the agencies of Order gain the following benefits:

- **Lord Helmawr's Coffers:** The gang may re-roll any dice when determining the amount of credits gained as part of a scenario.
- **Pax Imperium**: If the gang is the defender in a battle, they may add one more fighter to their crew than normally allowed by the scenario.

BENEFITS OF UNALIGNED

Gangs who have yet to choose their Allegiance gain the following benefits:

- **Hard as Nails:** When the gang gains Reputation as part of the scenario, it gains 1 more Reputation than normal.
- **No Gods or Masters**: If the gang's Leader participated in a battle and did not go Out of Action, they gain na extra D3 Experience points in addition to any other Experience.

BENEFITS OF CHAOS

Gangs aligned with the servants of Chaos gain the following benefits:

- **Bloody Harvest**: When the gang gains Meat as part of a scenario, it gains one more portion of Meat than normal.
- **Tear it all Down**: If the gang is the attacker in a battle, they add one more fighter to their crew than normally allowed by the scenario.

RUNNING THE CAMPAIGN

The Uprising Campaign is divided into three phases, all of which run for a fixed length of real-world time. It is important for the Arbitrator and players alike to pay careful attention to the passing Campaign Weeks during an Uprising Campaign as, at the start of each Campaign Week, gangs have the opportunity to "work" their Territories for much-needed resources.

1.	**Insurrection Phase**	Three Campaign Weeks
2.	**Downtime**	One Campaign Week
3.	**Damnation Phase**	Three Campaign Weeks

Each phase is broken down as follows:

1. INSURRECTION PHASE (3 CAMPAIGN WEEKS)

The first part of the Uprising Camapign charts the rise of the rebellion and the destruction of reason and law within the hive.

- At the beginning of each Campaign week, gangs receive the benefits from their Territories.
- At the end of each Campaign week in which Chaos gains Ascendancy (see below), each player must choose one of their Territories to become Ruined.

ALL WEEKS: ASCENDANCY

A key part of the Uprising Campaign is the struggle between the Ruinous Powers and the iron authority of the Imperium. As each side waxes and wanes in strength, entire regions of the hive are turned into war zones, and piece by piece the great city descends deeper into unrestrained mayhem.

At the start of the first Campaign Week, Order will automatically have the Ascendancy.

At the end of each Campaign Week, the arbitrator tallies up the number of scenarios won by Chaos, and the number won by Order. The side with the most victories gains, or retains, Ascendancy for the following Campaign Week. In the case of a tie, whichever side has Ascendancy retains it.

ASCENDANCY EFFECTS

Ascendancy has an effect on every battle, reflecting the ebb and flow of the Uprising. When fighting a battle, during the pre-battle sequence (see page 208), one of the players should roll a D6. If Chaos has Ascendancy, then apply the result from the Hand of Chaos table. If Order has Ascendancy, then apply the result from the Bonds of Order table.

HAND OF CHAOS

D6	Result
1	**Manufactorum Shortages**: During the post-battle sequence of any battle, players must add 10 credits to the cost of any items purchased should they wish to Re-equip. IF this battle is being fought during the Damnation phase, then both players reduce their number of Scavenge rolls by 1.
2	**Dark Dreams**: During the battle, fighters that become Broken must make a Willpower check before testing to Rally in the End phase. If they fail, then they are no longer Broken but become subject to Insanity (**see page 22**) for the rest of the game.
3	**Rotting Meat**: At the end of the game, Seriously Injured fighters succumb to their injuries on a D6 roll of 1, 2 or 3, rather than just a 1 or 2. If the rules for Festering Injuries are in effect, then fighters at risk of a Festering Injury must roll two D6 and choose the highest result.
4	**Abundant Dead**: At the end of each battle, any fighters killed (as indicated by a result on the Lasting Injury table) are worth D6x10 credits to their gang. If the rules for Starvation are in effect, then each dead fighter is worth 1 additional portion of Meat.
5	**Blood for the Blood God**: When a fighter takes an enemy Out of Action with a weapon with the Melee trait, they earn 1 XP in addition to any other Experience point gains from taking an enemy Out of Action.
6	**Gnawing Hunger**: After selecting crews, both players should randomly select one fighter. For the duration of the battle, the selected fighter reduces their Strength characteristic by 1. If the rules for Starvation are in effect, then instead each player should roll a D3 and randomly select that many fighters. These fighters gain the Starving condition.

BONDS OF ORDER

D6	Result
1	**Price of Victory**: At the end of the scenario, in addition to any other rewards, the victorious gang receives an additional D6x10 credits. If the rules for Scavenging are in effect, then the victorious gang receives 1 extra Scavenging roll instead.
2	**Head Hunters**: For the duration of the battle, Leaders and Champions are worth 1XP when taken Out of Action, in addition to any other XP gained from taking an enemy Leader or Champion Out of Action.
3	**Crack Down**: In the End phase, if the victorious player successfully rolls to Capture an Enemy fighter, they may select two fighters to Capture rather than one from those taken Out of Action during the battle.
4	**Suppression Orders**: When a fighter takes an enemy Out of Action with a ranged weapon, they earn 1XP in addition to any other XP gained from taking an enemy Out of Action.
5	**Good Medicine**: the credit cost for taking a Seriously Injured fighter to the Doc is D6x10 rather than 2D6x10. If the Festering Injury rules are in effect, then Docs do not charge for their services in the post-battle sequence.
6	**Call to Arms:** Gangers, Patrolmen and Skinners (or their equivalent) chosen during the Hire a Fighter sub-step of the post-battle sequence are half their normal fee to hire rounded up.

2. DOWNTIME (1 CAMPAIGN WEEK)

During Downtime, gangs have a chance to recover and regroup, taking the opportunity to Re-Equip, fixing up wounded fighters and moving their hideout to a safer location. Exceptionally bold and active players might put their gangs through a special side battle (as follows) if they just can't be away from the roar of guns and chainblades for that long.

THE EFFECTS OF DOWNTIME

After their last battle of the Insurrection phase, players complete the following steps at the end of the post-battle sequence:

1.	Fighters Recover
2.	Captives are Returned
3.	Experienced Juves are Promoted
4.	Fresh Rec ruitment

1. FIGHTERS RECOVER

Any In Recovery boxes on the gang roster are cleared.

2. CAPTIVES ARE RETURNED

Any Captured Fighters are released. The gang that had Captured them receives half their Credits value (rounding up to the nearest 5 credits)

3. EXPERIENCED JUVES ARE PROMOTED

If any gang contains any Juves that have five or more Advancements, they are promoted. Their characteristics and Credits value are unaffected, but their Type is changed to Champion. From now on, they are treated as a Champion in all respects.

4. FRESH RECRUITMENT

All gangs gain 250 credits to spend on new equipment from their House Equipment List or to recruit new fighters and/or Hangers-on (**see page 244**). These credits must be spent now and cannot be added to the gang's Stash. Gangs may supplement these credits with extra credits from their Stash.

SIDE BATTLES

Side battles are special battles fought during Downtime. While most players will be happy with taking a break for a week and getting ready for the Damnation phase, there may be a few who can't go a week without their fix of gang warfare. To satisfy this need, an Arbitrator can run one or more side battles during Downtime. Side battles are fought after the effects of Downtime are applied.

Side battles should, as a rule, be unusual, and have no effect on the campaign as a whole. They are a great opportunity for the Arbitrator to design a custom scenario, to use the Arbitrator tools (**see page 263**), or to play some of the narrative scenarios (**see page 344**). Fighters can earn Experience and suffer Lasting Injuries from a side battle, but should not gain or earn income, or gain Credits or Reputation as a reward for a side battle. Instead, the Arbitrator should create a special reward for the victor or victors of a side battle, such as an unpredictable piece of archaeotech, a unique chem, or a custom Tactics card.

3. DAMNATION PHASE (3 WEEKS)

The Third Phase of the Uprising Campaign charts the hive's descent into madness and horror. During this phase, the following rules apply:

- At the beginning of the phase, all Territories become Ruined if they are not already.
- At the beginning of each week, gangs receive the Benefits from their Territories.
- The rules for Scavenging, Festering Injuries and Starvation come into effect.
- Chaos starts the phase in Ascendancy.

END OF DAYS

During the Insurrection phase, the rule of law remains mostly intact and the ancient mechanisms of Imperial authority ensure a semblance of order. In the Damnation phase, these systems begin to break down and true anarchy takes the hive within its grasp. The rise of lawlessness, open warfare and rampant corruption are represented by a number of special conditions coming into effect for this final phase of campaign:

- Gangs may no longer Re-Equip from their House Equipment Lists during the post-battle sequence. In addition, gangs cannot recruit new fighters, Hired Guns and Hangers-On.
- Docs no longer accept credits when gangs visit them as part of the Medical Escort. Instead, the cost of visiting the Doc becomes D3 portions of Meat.
- Captured fighters cannot be sold to the Guilders. Captured fighters can instead be turned into one portion of Meat (as follows) after their gang has had the chance to rescue them as normal.

In addition to these changes to the post-battle sequence, three new rules are introduced: **Scavenging, Starvation** and **Festering Injuries**.

SCAVENGING

As the Guilds succumb to Chaos, fragment or go into hiding, and entire regions within the hive become impassible, gangs are forced to forage among the ruins for equipment and allies. Gangs can gain Scavenging rolls from their Territories and as rewards for playing some scenarios. Each Scavenging roll can be used to roll once on the Scavenging table. When a gang earns a Scavenging roll, the player makes a note of it on their gang roster , and may then use it in the post-battle sequence of any battle when they would normally be able to Re-equip.

Scavenging is a dangerous business, for the hive wilderness is filled with cannibal cults and starving wildlife. Results on the scavenging table range from encounters with monsters that will savage the gang's fighters and leave them empty-handed, to discovering bands of survivors offering fresh recruits and precious weaponry. Because of these perils, players do not have to roll on the Scavenging table if they don't want to, and during the post-battle sequence may use any, all or none of their stashed Scavenging rolls.

SCAVENGING TABLE

2D6	Result
2-3	**Unfortunate Encounter**: Randomly select one of your gang's fighters and make a roll on the Lasting Injury Table for them.
4-5	**Paid in Blood:** Roll 3D6 and add that many credits worth of items from the gang's House Equipment List to their Stash. Then, randomly select one of the gang's fighters and make a roll on the Lasting Injury Table for them.
6-7	**Useful Scrap:** Roll D6x10 and choose a single item on their House Equipment List up to its value in credits.
8-9	**Hidden Cache:** Roll D6x10 and add that many credits' worth of items from the gang's House Equipment List to their Stash.
10-11	**Band of Survivors**: Add a Ganger to the gang's roster. This fighter may be equipped for free with 2D6x10 credits of weapons and Wargear chosen from the House Equipment List.
12	**Lost Holestead:** Roll a D6. On a 1-5, add a Ganger to the gang's roster. On a 6, add a Champion to the gang's roster. This fighter may be equipped with 4D6x10 credits of weapons and Wargear from the House Equipment List.

STARVATION

Hunger gnaws at the heart of the hive, making people savage with gluttonous madness. As the power of the Corpse Grinder Cults grow, the influence of their dark master spreads, bringing with it an unnatural hunger for human flesh. With the breakdown of order and the cessation of corpse-starch production, food rapidly becomes more important than coin for the inhabitants of the hive.

When the Starvation rules come into effect, players are required to feed their gang during the pre-battle sequence of each battle before selecting their Crew. Each fighter requires a portion of Meat to stave off hunger. Meat can be gained from Territories, earned as part of scenarios, "acquired" from captive fighters, or by "retiring" fighters. Each fighter "retired" from the gang in this way is worth one portion of Meat. Survivors aquired as part of Scavenging can also be turned into portions of Meat in the same way on a one-for-one basis. In either case, any weapons and Wargear that the fighter was equipped with are added to the gang's Stash.

If the player cannot feed a fighter, or chooses not to, the fighter gains the Starving condition (the player noting it on the gang's roster and placing a token on the fighter's card during battles as a reminder). Starving fighters retain the Starving condition until they either eat a portion of Meat in the pre-battle sequence or cannibalise a downed opponent (as follows).

The Starvation condition has the following effects on a fighter:

- The fighter counts their Strength characteristic as 1 lower when making Strength checks, unarmed attacks and when working out the strength of weapons with the Melee trait.
- The fighter gains access to the Cannibalise (basic) action and can use it during their activations as they would other actions.
- Starving fighters must mak e a Willpower check when they activiate if there is a Seriously Injured fighter (friend or foe) within their maximum Charge range. If they fail this check, they must Charge the down fighter and perform a Cannibalise (Basic) action. If for any reason they cannot reach their intended victim, such as if there are other models in the way or impassible terrain, they must use their activation to move as close to the downed fighter as possible.
- If the fighter has an opportunity to perform a Coup de Grace action (such as against an opponent that has been Seriously Injured in close combat), they instead make a Cannibalise action.

  Cannibalise (Basic) Action: The fighter feeds on the flesh of a wounded adversary. The action can be performed in place of a Fight or Coup de Grace action. It can only be made against fighters who are Prone and Seriously Injured. Immediately roll on the Lasting Injuries table (**see page 206**) for the fighter and aply the result, counting results of Lesson Learned (11) as Out Cold (12-26). Note, the Seriously Injured fighter remains on the battlefield, and may be fed on again, unless they roll a Critical Injury (61-65) or Memorable Death (66) result, in which case, they are removed from the battlefield and considered to have been taken Out of Action.

  A fighter who successfully fed using the Cannibalise action loses the Starving condition.

FESTERING INJURIES

Open wounds are a gateway for more than just disease and rot. The Blood God exalts in torn flesh and severed muscle, bestowing his blessings on those that spill gore in his sight. In addition to the ever-present risk of infection and death, gangers fighting beneath the gaze of the Lord of Skin and Sinew risk more unnatural dangers.

When the Festering Injuries rules are in effect, and a fighter gains a Lasting Injury (regardless of the cause) there is a chance that it will become a mutation. If the result was Lesson Learned, Out Cold, Grevious Injury, Critical Injury or Memorable Death, apply the Lasting Injury as normal. Otherwise, roll a D6 with the following modifiers:

- Add 1 if the Lasting Injury was inflicted by a fighter aligned to Chaos
- Add 1 if the Lasting Injury was sustained during a Campaign Week in which Chaos was in Ascendency
- Add 1 if the fighter who suffered the Lasting Injury has the Starving condition.

If the result of the roll is 6 or more, then the Lasting Injury becomes a mutation. Do not apply the effects of the Lasting Injury to the fighter, and instead make a note on their Fighter card of the corresponding mutation (see Festering Injuries Table below). The same mutation cannot be gained more than once. If a fighter would gain a duplicate mutation, the plater may choose another mutation from the Festering Injuries table instead.

The books of the Dark Gods always come with a price, and no one suffers their blessings for long without succumbing to madness and corruption. As soon as a fighter gains a number of mutations equal to their Toughness charactertistic, they are transformed into Chaos Spawn and removed from the gang roster. Alternatively, a Chaos Cult, Corpse Grinder Cult or Chaos-corrupted gang may instead replace the lost fighter with a Chaos Spawn (**see page 128**).

FESTERING INJURIES TABLE

Lasting Injury	Mutation
Humiliated	**Hungering Pride**: The fighter must activate before any other fighters in their crew. If there is more than one fighter in the crew with this mutation, the controlling player must choose which one to activate first. Fighters with this mutation gain 1 additional Experience point if they take an Enemy Leader or Champion Out of Action.
Head Injury	**Dark Madness**: The fighter must make an Intelligence check when they activate. If the test is failed, roll a D6 to determinate their ***first*** action this activation: 1-2 Move action, 3-4 Shoot or Fight action, 5-6 No action.
Eye Injury	**Bestial Senses**: The fighter cannot be included as part of a group activation, nor can they initiate a group activation if they are a Leader or Champion. The fightger counts as being equipped with a bio-scanner.
Hand Injury	**Disturbing Appendage**: The fighter counts as being equipped with a Fighting Knife which cannot be disarmed or destroyed. When using weapons with the Unwieldy trait, the fighter suffers a -1 Modifier to their Weapon Skill or Ballistic Skill.
Hobbled	**Warped Limbs**: Reduce the fighter's Move characteristic by 1. when the fighter makes a Charge action, roll three D3, instead of one, and choose the highest to determine the distance they move.
Spinal Injury	**Crooked Body**: Ranged attacks made against the fighter suffer a -1 modifier to hit while within the attacking weapon's Long range. The fighter cannot wear armour of any kind – any armour they are currently equipped with may be returned to the gang's Stash.
Enfeebled	**Twisted Flesh:** When the fighter activates, they may remove one Flesh Wound from their Fighter card. The fighter cannot benefit from bio-boosters, medicae kits or assistance from other fighters when making Recovery tests.

DESIGNER'S NOTE: MODELLING MUTATIONS

While mutations can simply be recorded on a fighter's card (after all, it is easy to imagine the members of a gang being a little circumspect about displaying their mutations openly), modelling mutations onto fighters can also be a fun way to represent them on the tabletop and as a reminder of who among a player's gang has succumbed to the taint of Chaos.

Kits such as the Warhammer Age of Sigmar Chaos Spawn can provide a wealth of warped appendages, heads, and other bits to create mutant fighters with.

GAINING EXPERIENCE

During a game, a fighter can gain Experience in a number of ways. The standard ways in which Experience is gained are detailed here. Experience is also gained by completing scenario objectives – these will be detailed in the scenario.

A fighter gains 1 Experience (XP) if their action directly causes an enemy fighter to go Out of Action. This could be an attack, a Coup de Grace, or anything else, so long as the enemy is taken Out of Action by the action itself and not later on in the game as the result of something else. For example, if an attack leaves a fighter Seriously Injured and they later go Out of Action in the End phase, no Experience is gained. If an action causes multiple enemies to be taken Out of Action – for example, if a fighter throws a grenade that takes out two enemies – Experience is gained for each.

In addition to the above, a fighter gains 1 additional Experience if they take an enemy Champion or Leader Out of Action.

Finally, a fighter who Rallies and returns to the fight (**see page 49**) gains 1 Experience for overcoming their fear and returning to the action.

ADVANCEMENTS

At the start of a battle, during the pre-battle sequence, each player has the chance to purchase Advancements for their Leader, Champions, Juves, Specialists and any eligible Gangers by spending Experience (XP) accrued. The XP cost of these Advancements is shown on the table below. The fighter's card is updated accordingly with the Advancement taken, the fighter's XP is reduced by the amount spent to purchase the Advancement, the fighter's total number of Advancements is increased by one (on the gang roster) and the fighter's Credits value is adjusted by the amount shown, which will in turn increase the Gang Rating.

The more experienced a fighter is, the more certain Advancements cost to purchase in terms of XP. The cost of each characteristic Advancement of the same type taken is increased by 2 XP for each instance after the first. For example, a Champion may increase their Initiative by 1 for 5 XP, but to increase it by 1 a second time will cost them 7 XP. Juves however are particularly fast learners, and as a result they suffer no such penalty on characteristic increases; they may increase a characteristic any number of times (up to the maximum – **see page 205**) for the basic XP cost shown each time.

Cost	Advancement – Leaders, Champions, Juves & Specialists	Credits Increase
3 XP	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits
4 XP	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits
5 XP	Improve the fighter's Initiative characteristic by 1.	+10 credits
5 XP	Add 1'' to the fighter's Movement characteristic.	+10 credits
6 XP	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits
6 XP	The fighter gains a random skill from one of their Primary skill sets.	+20 credits
8 XP	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits
9 XP	Pick a skill from one of the fighter's Primary skill sets.	+20 credits
9 XP	The fighter gains a random skill from one of their Secondary skill sets.	+35 credits
12 XP	Increase the fighter's Wounds or Attacks characteristic by 1.	+45 credits
12 XP	**Specialist only:** Promote the fighter to Champion.They gain a random skill from one of their Primary skill sets.	+40 credits
15 XP	The fighter gains a random skill from ANY skill set.	+50 credits

GANGERS

Whilst Leaders, Champions, and Juves are central to a gang's narrative, Gangers are its 'supporting cast'. As such, they spend Experience and gain Advancements in a simplified manner. Whenever a Ganger reaches 6 XP, the controlling player rolls 2D6 on the table below, updates the Ganger's Fighter card and their credits value accordingly, and resets their XP to 0.

2D6	Advancement – Gangers (not including Specialists)	Credits Increase
2	The fighter becomes a Specialist.	n/a
3-4	Improve the fighter's Weapon Skill or Ballistic Skill characteristic by 1.	+20 credits
5-6	Increase the fighter's Strength or Toughness characteristic by 1.	+30 credits
7	Either add 1'' to the fighter's Movement characteristic, or increase their Initiative characteristic by 1	+10 credits
8-9	Improve the fighter's Willpower or Intelligence characteristic by 1.	+5 credits
10-11	Improve the fighter's Leadership or Cool characteristic by 1.	+10 credits
12	The fighter becomes a Specialist.	n/a

SPECIALISTS

Two of the results on the table above allow a Ganger to become a Specialist. They are still a Ganger for all rules purposes (for example, with regards to the weapons that they can carry), but they are now able to spend XP and gain Advancements in the same way as a Leader, Champion or Juve. Specialists have their own skill set access, as detailed in their House List.

MAXIMUM CHARACTERISTICS

Each of a fighter's characteristics has a maximum value. If a roll on the Advancement table for a Ganger has no option but to increase a characteristic beyond its maximum treat it as roll of 12 instead:

- Weapon Skill, Ballistic Skill and Initiative cannot be improved beyond 2+.
- Leadership, Cool, Willpower and Intelligence cannot be improved beyond 3+.
- Movement, Strength and Toughness cannot be improved by more than 2 (compared to the basic profile for the Fighter's current type).
- Wounds and Attacks cannot be improved by more than 1 (compared to the basic profile for the Fighter's current type).

SKILLS

Skills can be obtained by Leaders, Champions and Juves (as well as by Gangers who have become Specialists). The skills that are available are listed on the table below.

Each House fights in its own way, and this is reflected by the skill sets that are available to them. A fighter has different levels of skill access depending upon their House and their type; for example, Goliath Champions can gain Brawn skills more easily than Escher Juves. In each House List, and for certain other types of fighter (Exotic Beasts and Brutes for example), there is a section showing the skill sets available to those fighters. Fighters have Primary access to some skill sets, and Secondary access to others. Certain fighters can access skills from other sets, but to do so is more expensive in terms of XP.

Regardless of House, all Leaders and Champions have access to the Leadership skill set. This is treated as a Primary skill set for Leaders and as a Secondary skill set for Champions.

GAINING A SKILL

When a fighter gains a new skill, it will either be chosen or determined randomly, depending upon how much XP has been spent to gain the skill or if the skill is Primary, Secondary or neither. Choosing a skill is a simple matter of picking a skill from the sets available that is desirable for the fighter. To determine a random skill, the player declares which skill set they are generating the skill from, and rolls a D6 on the table below (re-rolling if they already have that skill or, as in the case of skills such as Connected and Savvy Trader, if they roll a skill the fighter is unable to use).

D6	AGILITY	BRAWN	COMBAT	CUNNING	FEROCITY	LEADERSHIP	PALANITE DRILL	SAVAGERY	SAVANT	SHOOTING
1	CATFALL	BULL CHARGE	COMBAT MASTER	BACKSTAB	BERSERKER	COMMANDING PRESENCE	GOT YOUR SIX	AVATAR OF BLOOD	BALLISTICS EXPERT	FAST SHOT
2	CLAMBER	BULGING BICEPS	COUNTER-ATTACK	ESCAPE ARTIST	IMPETUOUS	INSPIRATIONAL	HELMAWR'S JUSTICE	BLOODLUST	CONNECTED/ SCAVENGER'S INSTINCTS	GUNFIGHTER
3	DODGE	CRUSHING BLOW	DISARM	EVADE	FEARSOME	IRON WILL	NON-VERBAL COMMUNICATION	CRIMSON HAZE	FIXER	HIP SHOOTING
4	MIGHTY LEAP	HEADBUTT	PARRY	INFILTRATE	NERVES OF STEEL	MENTOR	RESTRAINT PROTOCOLS	FRENZY	MEDICAE	MARKSMAN
5	SPRING UP	HURL	STEP ASIDE	LIE LOW	TRUE GRIT	OVERSEER	TEAM WORK	KILLING BLOW	MUNITIONEER	PRECISION SHOT
6	SPRINT	IRON JAW	RAIN OF BLOWS	OVERWATCH	UNSTOPPABLE	REGROUP	THREAT RESPONSE	SLAUGHTERBORN	SAVVY TRADER/ SAVVY SCAVENGER	TRICK SHOT

LASTING INJURIES

When a fighter goes Out of Action, their opponent rolls two D6, one after the other (a D66 roll) and looks up the result on the Lasting Injuries table below. If an Injury roll results in more than one Out of Action result, a separate roll for each is made on the Lasting Injuries table and each result is applied.

GOING INTO RECOVERY

Some results will cause a fighter to go Into Recovery. The fighter's In Recovery box on the gang roster is checked, and the fighter must miss both the post-battle sequence of the current game and the next battle in order to recover from their injuries. This means that a Leader or Champion who has gone Into Recovery may not perform post-battle actions at this time. During the Wrap-up of the gang's next battle, the In Recovery box will be cleared, the fighter becomes available once again and Leaders and Champions may perform post-battle actions.

Note that no matter how many Lasting Injury rolls are made, a fighter that goes Into Recovery will only miss one game rather than multiple games.

D66	Lasting Injury
11	**Lesson Learned.** The fighter goes into Recovery but gains D3 Experience.
12-26	**Out Cold.** The fighter misses the rest of the battle, but avoids any long-term injuries. The fighter recovers in time to perform post-battle actions.
31-45	**Grievous Injury.** The fighter goes into Recovery.
46	**Humiliated.** The fighter goes into Recovery. In addition, their Leadership and Cool characteristics are each decreased by 1.
51	**Head Injury.** The fighter goes into Recovery. In addition, their Intelligence and Willpower characteristics are each decreased by 1.
52	**Eye Injury.** The fighter goes into Recovery. In addition, their Ballistic Skill characteristic is decreased by 1.
53	**Hand Injury.** The fighter goes into Recovery. In addition, their Weapon Skill characteristic is decreased by 1.
54	**Hobbled.** The fighter goes into Recovery. In addition, their Movement characteristic is decreased by 1.
55	**Spinal Injury.** The fighter goes into Recovery. In addition, their Strength characteristic is decreased by 1.
56	**Enfeebled.** The fighter goes into Recovery. In addition, their Toughness characteristic is decreased by 1.
61-65	**Critical Injury.** The fighter is in critical condition – if their injuries are not successfully treated by a visit to the Doc (see page 149) in the post-battle sequence, they will die.
66	**Memorable Death.** The fighter is killed instantly – not even the most talented Doc can save them. If the injury was caused by an Attack action, the attacker gains one additional Experience.

SUCCUMBING TO INJURIES

If a fighter is Seriously Injured when the battle ends, roll a D6 for them during the Wrap-up. On a 3 or more, they survive without any further complications, but on a 1 or 2 they succumb to the injuries suffered during the battle and are treated as having gone Out of Action. A Lasting Injury roll is made for them, as described previously.

CHARACTERISTICS PENALTIES

Some results on the Lasting Injuries table give a permanent penalty to a fighter's characteristics. Their Fighter card must be amended immediately and a note of the injury suffered made in the Captured By/ Lasting Injury box of the gang roster for the injured fighter – note that their Credits value does not change. Also, if a characteristic that is depicted as a target number (Weapon Skill or Initiative, for example) is reduced, the actual number increases – in other words, if a fighter with a Weapon Skill of 4+ suffers a Hand Injury, their Weapon Skill is decreased to 5+).

MINIMUM CHARACTERISTICS

A fighter's characteristics cannot be reduced beyond a certain level, as shown below. If one of a fighter's characteristics would be reduced below this level as the result of a Lasting Injury, the fighter goes Into Recovery but suffers no additional penalty:

- Weapon Skill, Ballistic Skill and Initiative cannot be reduced to worse than 6+.
- Leadership, Cool, Willpower and Intelligence cannot be reduced to worse than 12+.
- Movement, Strength, Toughness, Wounds and Attacks cannot be reduced to less than 1.

BEING CAPTURED

If only one gang has fighters on the battlefield at the end of the battle, there is a chance that they might Capture a fallen enemy.

Roll 2D6 and add the number of enemy fighters who went Out of Action (including those who have succumbed to their injuries during the Wrap-up). If the gang includes any Bounty Hunters, add +1 to the result of the roll for each.

If the result is **13 or greater,** an enemy fighter has been Captured. Shuffle together the Fighter cards of any enemy fighters who went Out of Action, but not those of any that suffered a Critical Injury or Memorable Death result, they are left where they fell! Draw one of these Fighter cards at random – that fighter is Captured.

Make a note in the Lasting Injury/Captured By box on the gang roster for the Captured fighter, recording the name of the gang of the player who has Captured the fighter.

Whilst a fighter is Captured, they are unavailable for battles and post-battle actions as if they were In Recovery – however, this lasts until they are freed (as follows) rather than for just one battle. The Capturing gang should make a note in their Stash of the name of the fighter they now hold Captive.

CAPTURED FIGHTERS

When a fighter is Captured, their gang has one chance to rescue them. The next time the same two gangs face each other, the Captured fighter's controlling player may declare they will be attempting to rescue the Captured Fighter during a Public Execution. This supersedes the usual challenge process and the Determine Scenario step of the pre-battle sequence (**see page 173**) – instead, the Public Execution Mission scenario is played.

If a gang does not wish to attempt to rescue a captured fighter in this way and a different scenario is played, the gang holding the Captive may attempt to execute* them in the post-battle sequence of that or any subsequent battle (they may wish to keep their Captive). If the fighter is still held Captive the next time the two gangs face each other, the Captured fighter's controlling player again has the option to declare that the Public Execution scenario will be played.

**Players should note that, whilst in other types of campaigns, prisoners can be sold to the Guilders for profit, that option isn't available during an Uprising Campaign. Most Guilders will have left the area at the first sign of insurrection, and any who remain are not interested in buying slaves!*

FLEEING THE BATTLEFIELD

In an Uprising Campaign, it is often wise for a gang to quit a fight whilst they are still ahead. This is especially true in ambushes, and when smaller crews find themselves taking on larger and more dangerous ones! A gang's controlling player can choose to automatically fail any Bottle test the gang is required to make.

Once a gang has bottled out (either voluntarily or by failing a Bottle test), the controlling player can declare that the gang will flee the battlefield at the start of any Action phase. Any Standing and Active and Prone and Pinned fighters immediately flee the battlefield, as described **on page 20**. Engaged fighters must attempt to break away from combat – make an Initiative check for each. If the check is passed, they flee the battlefield. If the check is failed, they are Seriously Injured. Once the gang that has declared that it will flee has only Prone and Seriously Injured fighters remaining on the battlefield, the battle ends. Roll to see if the Seriously Injured fighters succumb to their injuries during the Wrap-up as usual.

DARK UPRISING SCENARIO SPECIAL RULES

Necromunda: Dark Uprising is a struggle between the brutal rule of the Imperium and the subversive cults that seek to tear it down. At the beginning of the campaign, Imperial law firmly holds the denizens of the hive in their place, and the rebels must use stealth, sedition, and guerilla warfare to erode the control of their enemies. For the Enforcers of Lord Helmawr's rule, their task is to hunt down and burn out the cancerous elements of the uprising … before it is too late. To capture the feel of a hive descending into lawlessness, the Uprising Campaign uses a collection of unique scenarios.

THE PRE-BATTLE & POST-BATTLE SEQUENCES

In an Uprising Campaign, there are several important steps that take place before and after a battle, as listed below. These must be followed in the order shown, and must be done while both players are present.

THE PRE-BATTLE SEQUENCE

The pre-battle sequence has nine steps:

1.	MAKE A CHALLENGE
2.	DETERMINE ASCENDANCY EFFECTS
3.	BUY ADVANCEMENTS & RECRUIT HIRED GUNS
4a	DETERMINE ORDER AND CHAOS
4b.	DETERMINE SCENARIO
5.	SET UP THE BATTLEFIELD
6.	CHOOSE CREWS
7.	TACTICS CARDS
8.	DEPLOYMENT

1. MAKE A CHALLENGE

For a battle to be fought, one player must challenge another player to play a game. The player nominates another gang taking part in the campaign and issues a challenge. The challenged player must then either accept or refuse the challenge.

2. DETERMINE ASCENDENCY EFFECTS

As mentioned previously (see page 198), Ascendency has an effect on every game played, as it reflects the ebb and flow of the uprising. One of the players rolls a D6. This roll should be made by the player whose side has Ascendency. If Chaos has Ascendency, then apply the result from the Hand of Chaos table; if Order has Ascendency, then apply the result from the Bonds of Order table (see page 199)

3. BUY ADVANCEMENTS AND RECRUIT HIRED GUNS

Each player can spend Experience to purchase Advancements for their fighters (**see page 204**). If both players wish to do so, the player with the lower Gang Rating goes first, purchasing any Advancements they wish then the other player does so. If both players have the same Gang Rating, the winner of a roll-off chooses whether to go first or second.

Once any Advancements have been bought, players can spend credits to recruit Hired Guns. Again, if both players wish to do so, the player with the lower Gang Rating goes first.

YAQ: Gang ratings should also be recalculated at the end of step 2 of the pre-battle sequence so that any advancements bought and hired guns recruited for this battle are taken into account.

4A. DETERMINE ORDER AND CHAOS

In an Uprising scenario one side will take on the role of Other, fighting to preserve the hive, and the other Chaos, seeking to bring it tor ruin. Even in games between gangs of the same Allegiance (**see page 196**), one side will represent Order and the other Chaos, as during the mayhem of a hive-wide rebellion, sides may find themselves unwittingly aiding their enemies or turning on their allies out of fear. Before generating a scenario, players will need to work out who is fighting for which side, using the following guidelines.

Gangs fight for their Allegiance, so a Chaos gang represents Chaos and an Order gang represents Order.

Unaligned gangs (**see page 198**) represent the opposing Allegiance, so if an Unaligned gang is fighting a chaos gang then the Unaligned gang is fighting for Order.

If both gangs have the same Alignment, or are both Unaligned, then players should roll a D6, re-rolling any ties. The player who rolls highest uses their gang's Allegiance (or may choose if the gang is Unaligned), and their opponent fights for the opposite Allegiance. For example, if two Chaos gangs fight each other, the winner of the roll-off represents Chaos, while their opponent represents Order.

4B. DETERMINE SCENARIO

Once players have determined who their gangs are fighting for, they should roll on the Uprising Scenarios table below to determine which scenario they will play. In some cases, there will be a choice as to which scenario is played. In these cases, the player whose gang is fighting for the side with Ascendency may choose.

2D6	Result
2-3	Choose any scenario
4-5	Play Meat Harvest
6-7	Play Hit and Run or Show of Force
8-9	Play Search and Destroy
10-12	Choose any scenario

5. SET UP THE BATTLEFIELD

The players now set up the battlefield. Some scenarios have special instructions for terrain. The default methods are detailed in full **on page 325**.

6. CHOOSE CREWS

After the battlefield has been set up, before gangs can be deployed, players must select their starting crews for the battle ahead. The scenario being played will detail the method of selection to be used and how many fighters can be selected. The selection methods are explained in full **on page 326**.

7. TACTICS CARDS

Each player prepares their deck of Tactics cards as described **on page 326**. The scenario being played will detail how many cards each player gets and how they are selected.

8. DEPLOYMENT

Many scenarios will provide details of the size and location of deployment zones. For those which do not, the standard deployment rules can be found **on page 327**.

THE POST-BATTLE SEQUENCE

As with the pre-battle sequence, in an Uprising Campaign there are several steps that take place after a battle, as listed below. They must be followed in the order shown, and must be done while both players are present.

The post-battle sequence has six steps:

1.	**WRAP UP**
2.	**REASSIGN CAPTURED TERRITORY**
3.	**RECEIVE REWARDS**
4.	**POST-BATTLE ACTIONS**
5.	**UPDATE ROSTER**
6.	**REPORT RESULTS**

1. WRAP UP

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries (**see page 206**), and whether they capture any enemy fighters (**see page 207**). Any other events that take place 'at the end of the battle' are triggered here. Fighters that were In Recovery have healed and their In Recovery box on the gang roster is cleared, meaning Leaders and Champions become available for post-battle actions once more.

Players should also consider shaking hands, congratulating/commiserating with their opponent and sharing favourite moments from the battle – some would say this is the most important step!

2. REASSIGN CAPTURED TERRITORY

If at the end of the battle the winning gang inflicted three times as many Out of Action results on their opponents as they themselves suffered (not counting models that left the battlefield voluntarily or fled because of a failed Bottle test), then they Capture one of their opponent's Territories.

Randomly select one of the losing gang's Territories for the victor to claim; remembering that a gang's home base or hideout can never be captured. If a gang's only Territory is their home base or hideout, then no Territories change hands.

3. RECEIVE REWARDS

Each scenario provides rewards, such as Experience, credits or Meat for the gangs playing it. At the end of the game, players should consult the scenario and see if they quality for any of its rewards, adding them to their gang rosters if they do. Some rewards only apply depending on the phase of the campaign – Insurrection or Damnation – and are noted in the scenario descriptions.

Each scenario shows a list of rewards which the gangs can receive, based on their performance during the battle. Any equipment gained is added to the gang's Stash – it can be distributed to fighters in step 5.

GAINING AND LOSING REPUTATION

Each scenario contains a number of ways in which a gang can gain or lose Reputation. If a gang both gains and loses Reputation, any gains are applied before any losses.

4. POST-BATTLE ACTIONS

Each Leader or Champion in the gang can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player's choice. Fighters who are In Recovery, or who have been Captured, cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once. The actions that follow are always available, but others might also become available through Special Territories, skills or other means.

SCAVENGE

This action may only be performed during the Damnation phase of the campaign. The fighter uses one of the gang's Scavenge rolls (see page 201).

EXECUTE

The fighter can execute any number of Captive fighters – as long as the Captive's gang has had a chance to rescue them (see page 207).

During the Insurrection phase, each executed fighter is worth D6x10 credits this many credits is added to the gang's stash.

During the Damnation phase, each executed Captive is worth two portions of Meat or two Scavenging rolls – chosen by the player performing the action and immediately added to the gang's Stash.

The Captive's controlling player should be informed as soon as possible, and must delete the Captive from their roster.

MEDICAL ESCORT

The fighter escorts a critically injured fellow gang member to the Doc. Pick another fighter in the gang who suffered a Critical Injury during the battle and pay 2D6x10 credits from the gang's Stash. If the gang does not have sufficient funds, or does not wish to pay the full amount, no roll is

made and the fighter dies. Otherwise, roll a D6 on the table below:

D6	Result
1	**Complications.** The fighter dies.
2-5	**Stabilized.** Roll a D6 – this is the second dice of a D66 roll, the first is automatically a 5. Apply the appropriate result from the Lasting Injuries table.
6	**Full Recovery.** The fighter goes into Recovery, but suffers no lasting effects.

7. UPDATE ROSTER

These steps are carried out in order:

A.	Delete Dead or Retiring Fighters
B.	Re-Equip
C.	Distribute Equipment
D.	Update Gang Rating

Note that if a fighter missed this battle because they were recovering, their In Recovery box on the gang roster will have been cleared during the Wrap-up.

A. DELETE DEAD OR RETIRING FIGHTERS

Dead fighters are deleted from the roster. Their equipment (except for armour) is added to the gang's Stash as long as their gang had at least one fighter on the battlefield at the end of the battle, or if the fighter was taken to the Doc but still died (either because the gang could not pay for their treatment or there were complications). Otherwise, the dead fighter's equipment is lost.

Also, at this point, the controlling player can choose to retire fighters – usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang's Stash. Equipment in the gang's Stash can be sold or transferred to a new fighter in the next step.

LOSS OF A LEADER

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Champions. If it has no Champions, the new Leader must be either a Specialist or Juve. If it has no Specialists or Juves, the new Leader is a Ganger.

In any case, an eligible fighter with the best Leadership must be selected as the new Leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader on the gang roster, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

B. RE-EQUIP

During the Insurrection phase of an Uprising Campaign, gangs will be able to re-equip themselves regularly. However, due to the emergency conditions and increased peril of the unfolding events, they will find many of the usual black market amenities available to underhivers have ceased to operate forcing gangs to make do with more readily available equipment.

A gang can make any of the actions described as follows, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order and unless specified there is no limit to how many times a gang can perform each one. Any spent credits are deducted from the gang's Stash, any gained credits are added to the gang's Stash.

THE TRADING POST

Experienced Necromunda players will notice that the Trading Post is absent from these campaign rules. This is because, as mentioned previously, during times of dire peril the vast majority of Guilders and black marketeers will be among the first to vacate the dangerous domes before the Enforcers close them off and impose martial law to quell the uprising.

However, should players wish, there is nothing to prevent them from using the Trading Post (see page 225) and Black Market (see page 229), especially during the first phase of the campaign – the Insurrection Phase. Post-battle actions for using them are identical to those presented in the Dominion Campaign (see page 149) and/or Law and Misrule Campaign (see page 175).

Hire a Fighter: The gang can hire a new fighter from the House List, paying for them as they did when recruiting the gang. No equipment is purchasesd for them, they receive equipment in the next step. The Gang's Composition section of the House List must be honoured when hiring new fighters.

Sell Unwanted Equipment: During the Insurrection phase, any equipment in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of 5 credits).

Purchase Equipment: During the Insurrection phase, any gang can purchase new equipment from their House Equipment List at the price shown, adding it to their Stash.

DISTRIBUTE EQUIPMENT

Any equipment in the gang's Stash, or gained as a Racket Boon, can now be distributed among its fighters. Weapon choices must respect the restrictions shown in the gang's House List – for example, a Goliath Juve could not be equipped with a heavy bolter, as they can only be equipped with Pistols and Close Combat Weapons. Also, the limit of no more than three weapons must be

adhered to, with Unwieldy weapons taking up the space of two.

Once any equipment has been added to a Fighter card, the card's Credits value is updated accordingly. If the fighter is equipped with an item that has two different costs: one in the fighter's House Equipment List and the other in the Trading Post – the value in the House List takes precedence.

Players are reminded that no fighter can discard a weapon once added to their Fighter cards as described **on page 8**. Leaders and Champions however can have multiple equipment sets as follows.

EQUIPMENT SETS

During times of crisis in the hive, gangers will increase the amount of equipment they keep to hand, maintaining a cache of weapons that allows them to equip themselves appropriately for each battle. As such, any fighter in an Uprising Campaign can have multiple Fighter cards, each representing a different set of equipment – an appropriate model should be available for each. There is no additional cost for having multiple equipment sets; the controlling player can make an additional Fighter card for a fighter at any time.

Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards. The fighter's cost, as shown on the roster, is equal to the cost of their most expensive Fighter card.

Only one of a fighter's cards can be used for a battle. If a battle uses random fighters from the gang, all of the fighter's cards should be shuffled together and one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for the battle, and that the controlling player cannot choose which of their equipment sets they will be using.

When distributing equipment from the gang's Stash, it can be moved to any or all of a fighter's cards, and can even be moved to more than one.

D. UPDATE GANG RATING

Re-calculate the gang's Gang Rating, and update the roster accordingly. Note that this is not done until this step, meaning that any other references to the Gang Rating in the post-battle sequence are referring to the value before it is updated.

6. REPORT RESULTS

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain: which gangs fought, the outcome of the battle (i.e., who won), if the victor gained control of any of their opponent's Territories or if any Territories became Ruined, how many enemies each gang took Out of Action and the final Gang Rating and Wealth of the gangs.

WINNING

Victory in an Uprising Campaign can be measured in many ways, although simply surviving the effects of starvation, societal collapse and the brutal mayhem of the Blood God is an achievement in itself.

At the end of the campaign, the Arbitrator awards Triumphs to the players depending on how their gangs have performed during the Uprising. Some of these reflect the final fate of the hive, and the ascension of

Chaos or restoration of Imperial rule, while others are more personal and reward gangs who have earned the most impressive reputation or outlived the competition.

The Arbitrator should have a look at the Triumphs at the start of the Campaign as some of them require keeping track of how many battles each gang has won, and of which kind, as these will need to be recorded. Likewise, the Arbitrator might like to make the players aware of the different Triumphs at the beginning of the campaign so that each player can decide if there is one or more they wish to try to achieve.

Below is a list of the Campaign Triumphs:

TRIUMPH	CRITERIA
Champion of the Dark Gods	The player's gang won the most scenarios for Chaos
Scion of the Imperium	The player's gang won the most scenarios for Order
Flesh Harvester	The gang's player accumulated the most portions of Meat.
Icon of Salvation	The player's gang had the most fighters on the gang roster at the end of the Campaign.
Legendary Status	The player's gang had the highest Reputation at the end of the campaign.
Survivor	The player who suffers the fewest deaths among their fighters

UPRISING TERRITORIES

As the insidious threat of Chaos spreads, the hive districts are reduced to cannibal-haunted wastelands and locals are driven into madness and depravity. The inevitable societal decay is reflected in the Territories controlled by the gangs. At the start of the campaign, gangs might have dominion over a bustling underhive settlements or lucrative crossroads, reaping the benefits of trade and a large populace to draw recruits from. As the campaign wears on, these same settlements and bywats can be reduced to ruins, inhabited by haunted survivors and ravenous beasts from which the gang must scavenge equipment.

STARTING TERRITORIES

At the start of the Uprising Campaign, each player's gang begins in control of three Territories. One of these is determined by the type of gang they are playing as detailed below. This represents the gang's home base or hideout and can never be lost, even if it is the only Territory the gang controls. The two remaining Territories are generated randomly.

To determine these Territories, the Arbitrator can either have the players roll on the Uprising Territories Table that follows, or each player draws two cards from the Uprising Territories card deck (found in *Necromunda: Dark Uprising*). Gangs may have the same Territory multiple times, though only Palanite Enforcer gangs may have a Precint Fortress and only Corpse Grinder Cult and Chaos Cult gangs may have a Chaos Fane.

GANG STARTING TERRITORY

Palanite Enforcer Gangs: Precinct Fortress

Corpse Grinder Cult Gangs and Chaos Helot Cult Gangs: Chaos Fane

Clan House Gangs (Cawdor, Delaque, Escher, Goliath, Orlock, Van Saar), Genestealer Cult Gangs and Venator Gangs: Settlements

UPRISING TERRITORIES TABLE

D66	Territory
11-13	Hab Level
14-16	Reclamation Zone
21-23	Underhive Shrine
24-26	Manufactorum Level
31-33	Guilder Stronghold
34-36	Slave Pits
41-43	Settlement
44-46	Ash Gate

51-53	Fungal Sprawl
54-56	Thermal Vent
61-63	Wastelands
64-66	Wall Outpost

USING UPRISING TERRITORIES

Each Territory provides benefits to the gang who controls it. At the beginning of each Campaign Week, each player generates any Benefits based on their Territories, such as Income and Recruits. In the case of varibale rollls or other random results, these dice rolls can be made during the pre-battle sequence of the first game of the Campaign Week with their results taking effect immediately – i.e. recruited fighters can be used right away.

Territories provide two sets of Benefits: a standard one, reflecting the Territory as it is under the influence of Order, and a Ruined One, representing the eTerritory once it has fallen under the influence of Chaos. Only one of these sets of Benefits applies at any time depending on the state of the Territory, and Benefits that apply to rules that are not in effect – such as portions of Meat gained while the Starvation rules are not being used – are ignored. Once a Territory has been Ruined and falled under the influence of Chaos, it remains Ruined for the duration of the campaign.

UPRISING TERRITORIES

ASH GATE

The great ash gates that connect a hive to the wastes and other regions of Necromunda are loci of trade and contact with the outside world.

BENEFITS

The Territory grants the following benefits:

Recruit: On a D6 roll of 4 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve or equivalent (as appropriate for your gang) to their roster without having to spend any credits. Equipment that is not part of the fighter's base cost must be purchased at the normal cost, or supplied from the gang's Stash.

Income: Roll 2D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll 2D3 and add this many Scavenging rolls to the gang's Stash.

CHAOS FANE

Chaos fanes are focal points for the worship of the Dark Gods, each gore-splattered temple a place ofr heretics to muster their forces and practice their profane rituals.

BENEFITS

The Territory grants the following benefits:

Recruit: On a D6 roll of 4 or higher, the gang can add a Skinner or Helot Cultist to their roster without having to spend any credits. Equipment that is not part of the fighter's base cost must be purchased at the normal cost, or supplied from the gang's Stash.

Income: Roll D3x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Recruit: On a D6 roll of 3 or highter, the gang can add an Initiate or Helot Cultist to their roster without having to spend any credits. Equipment that is not part of the fighter's base cost must be purchased at the normal cost, or supplied from the gang's Stash.

Starvation: Roll 2D6 and add this many portions of Meat to the gang's Stash.

FUNGAL SPAWL

Fungal growths can dominate entire hive levels, and are both dangerous and profitable in equal measure; there being much wealth a gang can find among their wilds.

BENEFITS

The Territory grants the following benefits:

Equipment: Roll a D6 for each figther in the gang. On a 6, the player can choose to have one of the fighter's Melee weapons gain the Toxin trait for the duration of the Campaign week. Weapons with the Toxin trait have a Strength characteristic of '-'.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Equipment: Roll a D6 for each figther in the gang. On a 6, the player can choose to have one of the fighter's Melee weapons gain the Toxin trait for the duration of the Campaign week. Weapons with the Toxin trait have a Strength characteristic of '-'.

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

GUILDER STRONGHOLD

The Merchant Guilds manage the exchanges between Houses and are centres for commerce and control in every hive.

BENEFITS

The Territory grants the following benefits:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Patrolman, a Skinner, a Ganger or equivalent (as appropriate to your gang) to their roster without having to spend any credits. Fighters gained in this way come equipped with 40 credits of equipment purchased from their House Equipment List at no extra cost.

Income: Roll D3x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie, Initiate, a Juve or equivalent their roster without having to spend any credits. Equipment that is not part of the fighter's base cost must be purchased at the normal cost, or supplied from the gang's Stash.

Scavenging: Add a Scavenging roll to the gang's Stash.

HAB LEVEL

Huge sections of the hive are given over to residential habitation, blocks of tiny living spaces and coffin quarters where workers might rest briefly between cycles.

BENEFITS

The Territory grants the following benefits:

Reputation: Roll a D6 and increase the gang's Reputation by the amount rolled.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll a D3 and add this many Scavenging rolls to the gang's Stash.

MANUFACTORUM LEVEL

Heavy industry is the heart and soul of Necromunda, the hives churning out vast amounts of weapons and wargear for its people and the greater Imperium.

BENEFITS

The Territory grants the following benefits:

Equipment: The gang can add up to 30 credits of weapons or Wargear from its House Weapon List to its Stash for free.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll a D3 and add this many Scavenging rolls to the gang's Stash.

PRECINCT FORTRESS

Each hive zone operates under the watchful eye of an Enforcer Precinct Fortress, each one an impressive fortification and symbol of Lord Helmawr's authority.

BENEFITS

The Territory grants the following benefits:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Patrolman to their roster without having to spend any credits. Equipment that is not part of the fighter's base cost must be purchased at the normal cost, or supplied from the gang's Stash.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Patrolman Rookie to their roster without having to spend any credits. Equipment that is not part of the fighter's base cost must be purchased at the normal cost, or supplied from the gang's Stash.

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

RECLAMATION ZONE

Scrapyards, vapour sinks and corpse farms are all vital to the continued existence of a hive city, and can provide great bounty to those who control them.

BENEFITS

The Territory grants the following benefits:

Equipment: Reduce the cost of items on the gang's House Equipment List by 10 credits, to a minimum of 5 credits.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

Scavenging: Roll 2D3 and add this many Scavenging rolls to the gang's Stash.

SETTLEMENT

Hive settlements come in all shapes and sizes, from tiny scrapper holesteads and remote prospector outposts to sprawling walled towns and gateway cities.

BENEFITS

The Territory grants the following benefits:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve or equivalent (as appropriate for your gang) to their roster without having to spend any credits. Fighters gained this way come equipped with 25 credits of equipment purchased from their House Equipment List at no additional cost.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Recruit: On a D6 roll of 3 or higher, the gang can add a Palanite Rookie Patrolman, an Initiate, a Juve or equivalent (as appropriate for your gang) to their roster without having to spend any credits. Equipment that is not part of the fighter's basic cost must be purchased at the normal cost, or supplied from the gang's Stash.

Starvation: Roll a D6 and add this many portions of Meat to the gang's Stash.

SLAVE PITS

Pit fighting is a common pastime throughout the underhive, offering both a venue for gangs to place wagers as well as hone the fighting skills of their gangers.

BENEFITS

The Territory grants the following benefits:

Training: Roll a D6 for each fighter in the gang. Ona 6, the fighter gains D3 Experience points.

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Training: Roll a D6 for each fighter in the gang. Ona 6, the fighter gains D3 Experience points.

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

THERMAL VENT

Heat and light are vital commodities ina hive, and controlling them provides a powerful resource to trade for a gang as well as significantly better living conditions.

BENEFITS

The Territory grants the following benefits:

Better Living: The gang is able to find a competent cook. At the end of Step 2 of the pre-battle sequence, roll a D6 for each of the gang's fighters that is in Recovery. On a 6, a constant supply of good food has helped them recover more quickly – their In rEcovery box on the gang roster is cleared, and they are now available for this battle.

Income: Roll 2D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.**S**

cavenging: Add a Scavenging roll to the gang's Stash.

UNDERHIVE SHRINE

Hives are filled with places holy to their inhabitants, where they might offer up prayers to the God-Emperor or the spirits of the hive itself.

BENEFITS

The Territory grants the following benefits:

Blessings: At the start of the Campaign week, roll a d6 for each fighter in the gang. On a 6, the fighter gains the Blessed condition for the Campaign Week. Fighters with the Blessed condition gains a 6+ save if they do not already have an armour save, and/or can never have their armour save reduced to less than 6+ by Armour Piercing.

Income: Roll D3x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Blessings: At the start of the Campaign week, roll a d6 for each fighter in the gang. On a 5 or 6, the fighter gains the Blessed condition for the Campaign Week. Fighters with the Blessed condition gains a 6+ save if they do not already have an armour save, and/or can never have their armour save reduced to less than 6+ by Armour Piercing.

Starvation: Roll a D3 and add this many portions of Meat to the gang's Stash.

WALL OUTPOST

The Wall separates the Spire, and its nobles, from the rest of the hive. It is heavily fortified, and those living within its shadow benefit from the trade that passes through it.

BENEFITS

The Territory grants the following benefits:

Finest Things: When purchasing Weapons and Wargear, the gang reduces the cost of equipment of 100 credits or more by 25 credits. .

Income: Roll D6x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Finest Things: The gang may re-roll one Scavenging roll in each post-battle sequence.

Scavenging: Add one Scavenging roll to the gang's Stash.

WASTELANDS

Wastelands offer isolation and protection from the watchful eye of both Enforcer patrols and Chaos renegades, and are also good places to lay ambushes.

BENEFITS

The Territory grants the following benefits:

Ambush: Once during this Campaign Week, after the roll to determine the scenario has been made, roll a D6. On a 3 or more, the gang with this Territory can decide who the attacker is and who the defender is for the scenario.

Income: Roll D3x10 and add this many credits to the gang's Stash.

BENEFITS WHEN RUINED

The Territory grants the following benefits when Ruined:

Ambush: Once during this Campaign Week, after the roll to determine the scenario has been made, roll a D6. On a 2 or more, the gang with this Territory can decide who the attacker is and who the defender is for the scenario.

Starvation: Add 1 portion of Meat to the gang's Stash.

UPRISING CAMPAIGN EVENTS

Uprising Campaign Events provide arbitrators with a collection of Chaos-themed campaign-wide events to add to their games, ranging from storms of unbound Warp entities, outbreaks of cannibalism and starving sump beasts crawling up into the light to sow havoc among the underhive.

If they choose, the Arbitrator can roll on the Uprising Campaign Events table at the start of each campaign week. The generated event is then in effect for the duration of the campaign week and applies to all games played this campaign week. Alternatively, the Arbitrator can choose an event that suits the current state of their campaign.

UPRISING CAMPAIGN EVENTS TABLE

D66	Result	
11	**Psychic Phenomena**	For this campaign week, all psykers add 3 to their dice rolls when making Willpower checks to manifest their powers. Fighters who use Ghast (**see page 80**) gain two psychic powers rather than one, though automatically gain the Insane condition when they take the chem. Finally, Possessed Hivers (**see page 269**) increase their Strength by 3.
12	**Restless Daemons**	This campaign week, all battles must include Possessed Hivers (see Horrors of the Underhive **on page 268**). In addition, when testing each round to see if a Horror of the Underhive appears, players must roll two dice and choose the higher result. If a suitable model is not available to represent the Possessed Hiver, this result can be re-rolled.
13	**Survivor Enclaves**	For their first battle of this campaign week, in addition to any other rewards, the winning gang will gain a new territory, randomly generated using the Uprising Territory table (see page 212). If the campaign is currently in the Damnation phase, these territories begin as Ruined.
14	**Hive Breach**	For all battles played this campaign week, in the End phase of each round, players must check to see if the toxic atmosphere beyond the hive will spill into the battlefield. Roll 3D6. If the roll contains a double, in the following round visibility is reduced, and all ranged attacks suffer -1 to hit. In addition, fighters must make a Toughness check (adding the benefits of respirators or filter plugs if they have them) in the End phase. If they fail, they suffer a Flesh Wound. If the results of the roll were a triple, the above effects apply, but in addition, the Pitch Black rules (see page 328) come into effect for the following round.
15	**Emergency Sanctioning:**	This campaign week, all gangs can include up to three Hive Scum or one Bounty Hunter in any of their battles without having to pay their hiring cost. These hired guns leave the gang at the end of the campaign week.
16	**Reality Wavers:**	For this campaign week, bold fighters can take advantage of this madness, dashing through corporeal structures before they solidify once more. When moving, Fighters can treat walls and solid terrain features as if they were not there, provided they do not end their movement within the terrain feature. However, this is not without its risks. When a fighter moves through a wall or solid terrain feature, roll a D6. On a 1 or 2 they are taken Out of Action.

D66	Result	
21	**Dome Quake**	During this campaign week gangs cannot fight for too long in one place, lest they be crushed. Players should roll a D6+3 at the start of the battle; this is how many rounds the battle will last. When this round limit is reached, work out victory conditions and rewards as normal.
22	**Rancid Meat**	At the start of this campaign week all gangs must remove any Meat they have in their gang stash. In addition, all fighters begin this campaign week with the Starving condition. If this is the Insurrection phase, Starving fighters may be fed by spending 30 credits, recovering from the condition just as if they had eaten a portion of Meat.
23	**Gifts of the Masters**	During this campaign week, gangs can roll on their Favours table (**see page 263****)** after each battle, rather than only once at the beginning of the campaign week. However, each successive time a roll on the Favour table is made in the same campaign week the result must be reduced by 1, counting any result lower than 2 as a 2. (i.e., if it were the second time, the dice roll would be reduced by 1, if it were the third, the roll would be reduced by 2, and so on).
24	**Burning Blood**	During this campaign week, when a fighter is wounded, all fighters within 2" of them must make a test to see if they catch fire, just as if they had been hit by a weapon with the Blaze trait. In addition, fighters with Flesh Wounds count as revealed in scenarios using the Pitch Black rules.
25	**Baleful Energies**	During this campaign week, if it is the Insurrection phase, the rules for Festering Injuries come into effect. If it is the Damnation phase, when checking to see if a Lasting Injury becomes a Festering Injury, fighters must roll two D6 and choose the highest result.
26	**Hungering Darkness**	During this campaign week, all battles use the Horrors in the Dark rules (**see page 332****).**
31	**Broken Alliances**	During this campaign week, gangs cannot use hired guns. In addition, if a gang has an alliance (such as with the Merchants Guild, Recidivists, etc), and if they are called upon to Test the Alliance (**see page 282**), they must roll two D6 and choose the higher result.
32	**Proxy War**	Any time during this campaign week, when called upon to fight a battle, a player can choose to field a proxy gang rather than their actual gang, if they have appropriate models available. A proxy gang is led by a Bounty Hunter, with two additional Bounty Hunters taking the role of Champions. The rest of the gang is filled out with Hive Scum up to the scenario's crew limit. The Gang Rating of a proxy gang cannot exceed the Gang Rating of the gang they are standing in for.
33	**Urban Renewal**	At the beginning of this campaign week, each player must give up one of their territories (this cannot be their hideout), and replace it with a new randomly generated territory from the Uprising Territories table (**see page 212**).
34	**Cannibalistic Fury**	During this campaign week, all fighters subject to the Starving condition add D3 to their Strength characteristic rather than lowering it by 1. In addition, until the end of this campaign week, the Starving condition cannot be removed from a fighter by feeding them Meat, or by using the Cannibalise action.
35	**Supreme Ascendancy**	This campaign week, the side with Ascendancy (**see page 198**) can add or subtract 2 from the dice roll to determine which scenario will be played during the pre-battle sequence. However, the pressures of impending victory are taking their toll, and if the faction loses even a single battle this campaign week, they lose Ascendancy to their rivals, just as if they had lost more battles than they had won.
36	**Extra Bullet Rations**	During this campaign week, all weapons with the Rapid Fire trait roll an extra Ammo dice (i.e, a Rapid Fire (1) weapon would roll two Ammo dice, while a Rapid Fire (2) weapon would roll three, etc).

D66	Result	
41	**Gaze of the Harvest Lord**	This campaign week, fighters who dispatch their enemies in the embrace of close combat are justly rewarded for their efforts. A fighter who takes an enemy fighter Out of Action, with a weapon with the Melee and/or Versatile trait, earns an additional D3 Experience points. Coup de Grace actions do not count. However, if the fighter subsequently suffers a Lasting Injury in the same battle, this injury will automatically become a Festering Injury if it is the Damnation phase.
42	**Tide of Scum**	During this campaign week, during the pre-battle sequence, if a player does not have enough fighters in their gang to fill out their crew allowance for the scenario, they can make up the shortfall with any Hive Scum models they have, without the need to pay their hiring cost.
43	**Systems Failure**	At the start of any battle played this campaign week, both players must roll a D6. The higher of the two results is the number of rounds before the battlefield suffers a complete system failure. After this many rounds have been played, the Pitch Black rules (see page **328**) come into effect for the remainder of the battle. In addition, in a Zone Mortalis battle, doors can no longer be opened or closed normally, and must instead be forced (see page **17** 59 of the Necromunda Rulebook).
44	**Dead Guilders**	During this campaign week, the Arbitrator can run a multi-player battle in which any gang is welcome to play. Given the remoteness of the haul, gangs can only have three fighters in their crew. All gangs who participate will be able to grab something from the haul, even if they lose, and so after the battle can add D6x10 credits to their stash. The last gang standing, however, can claim the haul, adding 6D6x10 credits to their gang's stash.
45	**Wild Snake Distillery**	This campaign week all fighters that are part of a crew must make a Willpower check during the pre-battle sequence. Those that fail begin the battle subject to the Intoxicated condition (see page 102 of the Necromunda Rulebook).
46	**Plague of Madness**	This campaign week, after selecting crews during the pre-battle sequence, players must make an Intelligence check for each of their fighters taking part in the battle. Those that fail begin the battle subject to the Insane condition (see page 60 of the Necromunda Rulebook).
51	**Scrapalanche**	This campaign week, all gangs may make one extra Scavenging roll after each battle they take part in, regardless of the outcome.
52	**Fleeting Utopia**	This campaign week counts as being part of the Insurrection phase if it is the Damnation phase. Ruined territories count as un-Ruined for this campaign week, and all the normal rules of the Insurrection phase come into effect. If it is the Insurrection phase, then it is a rare time of plenty in the hive, and any Ruined territories count as un-Ruined. In addition, each territory produces twice its normal amount of rewards (i.e, if a Territory provides a gang with a free Ganger, they will gain two free Gangers instead).
53	**Pardons for Pay**	At the beginning of this campaign week, any Outlaw gang (with the exception of Corpse Grinder gangs, Helot Chaos Cults gangs and Chaos Corrupted gangs) can choose to align themselves with Order, or reaffirm their allegiance if they are already working for Order. If they do so, they lose their Outlaw status.
54	**Something to Prove**	At the beginning of this campaign week, any player that wishes, can take part in a special, multi-player Shootout scenario (see page 166 of the Necromunda Rulebook). For this scenario, each player creates and fields a single Bounty Hunter, with each Bounty Hunter counting as a crew in its own right. The player with the last Bounty Hunter standing can add their Bounty Hunter to their gang for free for the remainder of the current cycle.

D66	Result	
55	**Warzone**	This campaign week, if it is the Insurrection phase, the Rarity of all weapons is reduced by 3. If it is the Damnation phase, gangs can roll twice when making Scavenging rolls, and choose either of the results on the Scavenging table
56	**Spawn Again**	This campaign week, when a fighter is taken Out of Action by a psychic power, they must make a Willpower check. If the test is passed they are removed from play as normal and roll on the Lasting Injuries table. If the fighter fails, they count as having rolled a 66 (Memorable Death) on the Lasting Injuries table, and may be replaced with a Chaos Spawn if an appropriate model is available (**see page 128**). This Chaos Spawn is under the control of the dead fighter's gang. The Chaos Spawn may also be retained by its gang, though they must test to control it between battles (**see page 128**).
61	**Meat Market**	This campaign week, if it is the Insurrection phase, gangs can buy Meat from the Trading Post for 10 credits per portion, and each time they visit the Trading Post may purchase a number of portions up to the number of fighters in their gang. If it is the Damnation phase, all gangs receive an extra portion of Meat after each battle they fight, regardless of whether they win or lose.
62	**Jealous Rage**	At the start of this campaign week, all players must resolve a leadership challenge within their gang. They must select their Leader and the second most valuable fighter in their gang (or the most valuable if there is one with a higher Rating than their Leader). The Leader, and the selected fighter, must then fight (place them on the battlefield 12" apart, and roll for priority to see which fighter activates first). Ideally another player, or the Arbitrator, will control the challenger. If the Leader is the last one standing then there is no additional effect, if the challenger wins, then they become gang leader (gaining the Leader title), while the old Leader becomes a champion (gaining the Champion title).
63	**The Unaligned will Inherit the Hive**	At the start of this campaign week, if it is the Insurrection phase, any gang may choose to become Unaligned in allegiance. During the campaign week, fighters in an Unaligned gang will earn 1 additional Experience point if they take part in a battle. If it is the Damnation phase, gangs may choose to not count their victories for their allegiance. In which case, each of their fighters who took part in the battle earns an extra 1 point of Experience.
64	**A Silence Descends**	For the duration of this campaign week, fighters cannot use psychic powers, while Daemons and demonically possessed hivers reduce their Strength and Toughness by 2, to a minimum of 1. In addition, all fighters must deduct 2 from their dice rolls when making Leadership and Cool checks.
65	**Violent Demise**	This campaign week, when a fighter is taken Out of Action, place a 3" Blast marker on them, before removing them from the battlefield. Any fighters under this marker each immediately suffer a Strength 3, AP -, Damage 1 hit with the Knockback trait.
66	**Divine Intervention**	For the duration of this campaign week, any gangs Aligned with Order add 2 to their Leadership checks and Cool checks, and may re-roll results on the Lasting Injuries table for their fighters. The light of the God-Emperor, however, antagonises the enemies of the Imperium, and they fight all the harder to bring down their hated foes. This campaign week, all gangs aligned with Chaos, are considered to automatically pass any Bottle tests they are required to take.

ALTERNATE UPRISING CAMPAIGNS

The Uprising Campaign charts the fall of a hive to Chaos. As it progresses, the hive descends deeper and deeper into anarchy and madness, until those left alive must scavenge through the dead just to survive another cycle. This aptly reflects the emergence of a Corpse Grinder uprising within a hive, and the grim results of what happens when law and order break down. However, the Uprising Campaign can be used to represent different kinds of apocalyptic events by adding new rules, or changing the way some of its existing rules work.

In this section we present six alternative ways of playing the Uprising Campaign. These provide guidelines and simple changes that can be made by the Arbitrator to the campaign system, providing a different experience for their players. Arbitrators should also feel free to combine the following alternative campaign types to create unique kinds of campaigns, or perhaps even create their own variants of the Uprising Campaign using the variants below as inspiration.

ORDER FROM CHAOS

The Order from Chaos Campaign variant is, in effect an Uprising Campaign in reverse. An uprising has shaken the hive to its foundations, and millions lie dead at the hands of the rebels. A massive surge of Palanite Enforcers has been unleashed by the Imperial House, and a war of pacification begun. Enforcers, deputised gangs and Guilder watchmen are slowly bringing order back to the hive, one dome at a time. Against these instruments of Helmawr's brutal rule are the rebels, outlaws, and true deviants fighting desperately to preserve the savage world they have won for themselves. Even the most depraved cultists realise they are outnumbered and outgunned, and so there remains only one thing to do: take as many of Helmawr's lapdogs with them as they can.

This campaign variant switches around the Insurrection and Damnation phases, and has the following rules changes:

- The campaign begins in the Damnation phase and, after downtime, moves on to the Insurrection phase.
- Each player's territories begin ruined, and remain so for the duration of the Damnation phase.
- During the Insurrection phase, at the end of each campaign week in which Order has Ascendency, all players must 'un-ruin' one of their territories.
- To aid in Helmawr's pacification of the hive, Enforcer gangs, and those declared for Order, earn a stipend each cycle. This represents the huge amount of resources being poured into the reconquest of the hive, and, makes things more challenging for those dedicated to the Dark Gods. At the start of each campaign week, a gang aligned to Order gains 2D6x10 credits to add to its gang's Stash.
- At the end of the campaign a new Triumph is also available: Heart of the Rebellion – this Triumph is claimed by the Chaos aligned gang with the highest gang rating of all the Chaos aligned gangs.

HIVE WAR

Though it is rare, over Necromunda's long history, there have been times when true warfare has come to the hive world. During these dark periods, entire hives have been engulfed by fighting, and armies have stormed through their claustrophobic domes. These events make the everyday gang violence pale by comparison, the weapons and numbers employed by the Clan Houses unable to compare with the brutality of a true military force. Of course, during these wars, commanders will turn to whatever forces they can lay their hands on, conscripting gangs by their thousands to fill out the ranks of irregular militia battalions.

A Hive War Campaign variant pits gangs against each other in open warfare, supplied with heavy ordnance to deal with their opponents. The generals directing the carnage are also less concerned with the preservation of the hive than the Imperial House would like, and so actively target the territories of their rivals for annihilation.

If players are using this campaign variant, use the following rules changes:

- All players must declare for Order or Chaos at the beginning of the campaign, representing the two main sides in the conflict.
- Players may not switch sides once their choice of allegiance is made, though this does not prevent them from playing against gangs on their own side – friendly fire is almost guaranteed in the close confines of a hive battlefield!
- To reflect the influx of arms and wargear into the hive, all items in the Trading Post have a Rarity of Common. In addition, players can choose items from the Trading Post when creating their gangs.
- When a gang captures a territory from their opponent, they can choose to destroy it. If they do so, the territory is removed from the campaign.
- At the end of the campaign a new Triumph is also available: Hive General –this Triumph is claimed if the gang has destroyed more territories than any of their rivals over the course of the campaign.

WAR OF THE GODS

The hive has fallen and the Dark Gods rule supreme! Now that Lord Helmawr's lackeys have been dealt with, the true contest can begin – the war of the Gods. This variant on the Uprising Campaign represents a hive that has been completely consumed by Chaos. Those left alive are all followers of one of the four major Chaos powers, and their attention has now turned to the destruction of their rivals. In this kind of campaign order has completely broken down, the gangs existing in a wasteland of ruined habs and cannibalised settlements. The signs of Chaos are everywhere, from fell shadow-creatures shambling through the thoroughfares, to the mutating effects of the Warp twisting the very bones of the hive itself.

A War of the Gods Campaign variant uses the following rules:

- The campaign takes place entirely within the Damnation phase, with the usual break for downtime. This means the campaign will be a Damnation phase, followed by downtime, followed by another Damnation phase.
- Instead of Order and Chaos, there are four allegiances at the start of the campaign, one for each of the four Ruinous Powers: the Blood God, the Architect of Fate, the Plague God and the Dark Prince.
- At the start of the campaign all players must declare for one of the Ruinous Powers. Gangs cannot change sides once their allegiance has been determined, and gangs gain no benefits for being aligned to Order or Chaos or being unaligned.
- Chaos is considered to always be in ascendancy. However, at the end of each campaign week the Ruinous Power whose gangs won the most scenarios becomes ascendant for the purposes of choosing scenarios.
- Players should keep track of how many campaign weeks each Ruinous Power is ascendant. At the end of the campaign, the Ruinous Power who was ascendant the most is the winner and claims the hive.
- At the end of the campaign four new Triumphs are also available: Lord of Blood – the gang who has the highest gang rating of all those dedicated to the Blood God. Twister of Fates – the gang who has the highest gang rating of all those dedicated to the Architect of Fate. Pestilent Lord – the gang who has the highest gang rating of all those dedicated to the Plague God. Prince of Perversion – the gang who has the highest gang rating of all those dedicated to the Dark Prince.

CANNIBAL KINGDOMS

This campaign variant focuses on the despicable cannibalistic nature of the Corpse Grinders, and expands the Starvation rules as they appear in the Uprising Campaign. This increase in cannibalistic tendencies could represent the madness of Chaos seeping into peoples' minds, turning ordinary citizens into slavering ghoulish creatures. Perhaps this is the result of a more subtle power than the Blood God, such as one of his dark brothers seeking to spread disorder. It might even be the result of a rogue psyker, some poor individual overcome by hunger, but projecting their ravenous anguish via the Warp as they slowly starve to death. Equally, it may simply be the result of a hive, cut off by endless cycles of ash storms, literally eating itself alive as it loses the ability to feed its citizens.

In a Cannibal Kingdoms Campaign Meat is in short supply and so it uses the following rules changes:

- The rules for Starvation (see page 58 of Necromunda: Dark Uprising) are in effect from the start of the campaign (i.e., affecting both the Insurrection and Damnation phases).
- When a gang receives rewards from a scenario in the Insurrection phase, they may choose to take the Meat reward instead of any credit rewards.
- Gangs can buy Meat from the Trading Post. Meat is Rarity (10), and costs D3x10 credits per portion. A gang cannot buy more Meat than it has fighters during each post-battle sequence.
- When a gang captures a territory from their opponent, they must devour it. The territory is removed from the campaign, however, the devouring gang does not need to give Meat to their fighters to stave off Starvation for the remainder of the current campaign week – they are well sated by their feast.
- At the end of the campaign a new Triumph is also available: Carrion King – this Triumph is claimed by the gang that has devoured the most territories during the course of the campaign.

SURVIVORS OF THE APOCALYPSE

The war is over, the rule of law has been broken, and even the madness of the Dark Gods has receded into memory. All that remains of the hive is ash and ruins, its once productive citizens reduced to skulking, scavenging things. But the embers of conflict still burn amid the debris, and staving gangs fight over the wasteland. A Survivors of the Apocalypse variant campaign focuses on survival rather than victory, with the players fighting over scavenged scrap and attempting to build up their ruined territories into some semblance of function. There are no sides in this kind of campaign, and the only true victory is to outlive the opposition.

Survivors of the Apocalypse is unique among the campaign variants as it eschews most of the rivalry between Order and Chaos in place of pure survival, and as such uses the following rules:

- The campaign takes place entirely within the Damnation phase with the usual break for downtime. This means the campaign will be a Damnation phase, followed by downtime, followed by another Damnation phase.
- There is no Order and no Chaos faction, and no allegiances. All the allegiance rules and rules related to them are not used.
- Scenarios provide twice the normal amount of Scavenging rewards (for example, if the scenario provided the winner with D6 Scavenging rolls, then they would receive 2D6 Scavenging rolls). In addition, gangs can spend 10 Scavenging rolls on a ruined territory to double the amount of Meat it produces. This can be done once, permanently improving the territory, even if it is subsequently captured by another gang.
- Fighters subject to the Starving condition must still be fed Meat. If a fighter with the Starving condition requires a portion of Meat (i.e, during the pre-battle sequence of a game), and they do not receive it, they must make a Toughness check. If they fail they die, and are removed from the gang's roster. If a Starving fighter is fed Meat, they lose the Starving condition as normal.
- At the end of the campaign a new Triumph is also available: Lord of the Wasteland – this Triumph is claimed by the gang that has improved the most ruined territories during the course of the campaign

RISE OF THE FOUR-ARMED EMPEROR

Chaos is far from the only threat to a hive of dissatisfied citizens. Sometimes more insidious threats will worm their way into Necromundan society in the form of alien infiltrators. These interlopers will make their presence known not with the whirr of buzz saws, or the screams of demented Warp-touched disciples, but instead through subversion at the highest levels. Of all the terrors to be counted among these kinds of uprisings few are as repellent to the Imperial House as the Genestealer threat. A campaign focused on such a rebellion by the alien infiltration organisms replaces the threat of Chaos with that of the xenos, and divides the gangs between those who fight for humanity, and those who have bowed down before dark alien masters. A Rise of the Four-armed Emperor Campaign variant uses the following rules:

- The Chaos allegiance is replaced with a Xenos allegiance. Players may switch allegiance as normal, but once aligned to Xenos they cannot change their allegiance again.
- Genestealer Cults gangs and Genestealer Infected gangs must begin the campaign aligned to Xenos and cannot change their allegiance during the course of the campaign.
- If a gang is not aligned to Xenos, any of its fighters taken Out of Action in close combat by a fighter from a Xenos aligned gang, must make a Willpower check. If they fail, make a note on their Fighter card or beside their entry on the gang roster. Once a gang has three or more fighters so marked, the gang's leader must make a Willpower check at the end of each campaign week. If they fail this check then their gang becomes a Genestealer Infected gang (**see page 131**) and their allegiance changes to Xenos.
- If at the start of a campaign week all gangs are Xenos aligned then the campaign ends and Triumphs are worked out.
- At the end of the campaign a new Triumph is also available: Brood Lord – this Triumph is claimed by the gang that infected the most enemy fighters during the course of the campaign.

THE TRADING POST

The Trading Post represents the various markets, traders and caravans where gangs can barter for weapons and equipment. Where the House Equipment Lists provide commonly-used equipment for each House's gangs, the type of arms and armament that gangs will readily be able to lay their hands on, the Trading Post lets them expand their arsenal beyond the norm.

Note that some weapons and Wargear that are found on House Equipment Lists do not appear here; these items are preciously guarded by each House, and are not available on the open market. Furthermore, some items are so intrinsically linked to a certain House that gangers of other Houses would be unwilling or even ashamed to use them even if they could get their hands on them. For example, some of the other Houses view House Van Saar's reliance upon energy-based weapons as a symptom of their inherent weakness, and so they shun las carbines in favour of more robust autoguns.

Also, note that some items are cheaper in the House Equipment Lists, and that some items listed as Rare here are available in the House Equipment Lists; this is intentional, representing the increased availability of those items to specific Houses. Where this is the case, the entry in the House Equipment List takes precedence over the entry shown here for that gang.

Weapons marked with an asterisk (*) take up the space of two weapons. If, for example, a fighter can carry three weapons, any weapon marked with an asterisk counts as two weapons of those three.

Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added

STASHED WEAPONS AND WARGEAR

Should a fighter die, their weapons and wargear might not be lost (see page 150). Such useful equipment and expensive or rare items that can be looted will be and are kept by the gang and added to its Stash on the gang roster. These items may be redistributed amongst other fighters in the post-battle sequence, or a new fighter may be equipped for free with any weapons or wargear held in the gang's Stash when recruited (see page 140).

It is important to note that this is not limited to items contained in the House Equipment list, items purchased through the Trading Post as detailed here may also be kept in the Stash and redistributed in this way. Should any fighter purchase new Wargear, old Wargear may be added to the Stash.

BASIC WEAPONS

Item	Price	Rarity
Autogun	15	Common
Boltgun	55	Rare (8)
Combat shotgun		
- salvo & shredder ammo	70	Rare (7)
- firestorm ammo	30	Rare (8)
Lasgun	15	Common
Reclaimed autogun	10	Common
Sawn-off shotgun	15	Common
Shotgun		
- solid and scatter ammo	30	Common
- executioner ammo	20	Rare (9)
- inferno ammo	15	Rare (8)
Throwing knives	10	Common

PISTOLS

Item	Price	Rarity
Autopistol	10	Common
- Fragmentation Rounds	10	Rare (8)
- Manstopper Rounds	10	Rare (8)
Bolt pistol	45	Rare (8)
Combi-pistol		
- autopistol/hand flamer	65	Rare (10)
- autopistol/plasma pistol	50	Rare (10)
- bolt pistol/hand flamer	110	Rare (11)
- bolt pistol/plasma pistol	80	Rare (11)
- stub gun/plasma pistol	40	Rare (8)
Hand flamer	75	Rare (8)
Laspistol	10	Common
Needle pistol	30	Rare (9)
Plasma pistol	50	Rare (9)
Reclaimed autopistol	5	Common
Stub gun	5	Common
- dumdum rounds	5	Rare (7)
Web pistol	90	Rare (9)

HEAVY WEAPONS

Item	Price	Rarity
Harpoon launcher*	110	Rare (9)
Heavy bolter*	160	Rare (10)
Heavy flamer*	195	Rare (10)
Heavy stubber*	130	Rare (7)
Lascannon*	155	Rare (10)
Mining laser*	125	Rare (9) Rare (8) (Orlock)
Missile launcher*		
- frag & krak missiles	165	Rare (10)
Multi-melta*	180	Rare (11)
Plasma cannon*	130	Rare (11)
Seismic cannon*	140	Rare (10)

SPECIAL WEAPONS

Item	Price	Rarity
Combi-weapon		
- autogun/flamer	110	Rare (10)
- autogun/grenade launcher (frag)	30	Rare (7)
- bolter/flamer	180	Rare (8)
- bolter/melta	170	Rare (12)
- bolter/needler	90	Rare (10)
- bolter/plasma	115	Rare (10)
Flamer	140	Rare (7)
Grav-gun	120	Rare (11)
Grenade launcher		
- anti-plant grenades*	40	Rare (7)
- flares grenades*	30	Common
- frag & krak grenades	65	Rare (8)
- choke gas grenades	35	Rare (9)
- photon flash grenades	15	Rare (9)
- plasma grenades	100	Rare (12)
- scare gas grenades	45	Rare (10)
- smoke grenades	15	Common
Long las	20	Common
Long rifle	30	Rare (7)
Meltagun	135	Rare (11)
Needle rifle	40	Rare (9)
Plasma gun	100	Rare (9)
Web gun	125	Rare (9)

**: may also be used in the grenade launcher component of a combi-weapon but gains the Single Shot Weapon Trait.*

GRENADES

Item	Price	Rarity
Anti-plant grenades	30	Rare (7)
Blasting charges	35	Rare (8)
Choke gas grenades	50	Rare (9)
Demo charges	50	Rare (12)
Flares grenades	20	Common
Frag grenades	30	Common
Gunk bombs	40	Common
Incendiary charges	40	Rare (7)
Krak grenades	45	Rare (8)
Melta bombs	60	Rare (11)
Photon flash flares	15	Rare (9)
Plasma grenades	90	Rare (10)
Scare gas grenades	45	Rare (10)
Smoke grenades	15	Common
Stun grenades	15	Rare (8)

DESIGNER'S NOTE: GRENADES AND GRENADE LAUNCHERS

While it might seem logical that a fighter armed with grenades can either fire them from a launcher or hurl them by hand, the reality is that these pieces of wargear are used in very different ways. For example, flares for grenade launchers are harder to come by than their handheld cousins as they require a stable casing and reliable propellant. Most grenade launcher flares are liberated from Palanite Enforcer stores, and still bear the Spider crest of the Imperial House. Equally, plasma grenades are not often fired from grenade launchers – the act of shoving an already unstable explosive into a small tube and then setting off a controlled detonation to propel it often ending badly!

WEAPON ACCESSORIES

Item	Price	Rarity
Gunshroud (Pistol, Basic)	20	Rare (8)
Hotshot las pack	20	Common
Infra-sight † (any ranged weapon)	40	Rare (8)
Las-projector (Pistol, Basic, Special)	35	Rare (9)
Mono-sight † (Basic, Special, Heavy)	35	Rare (9)
Suspensor (Heavy)	60	Rare (10)
Telescopic-sight † (Pistol, Basic, Special)	25	Common

SPECIAL AMMUNITION

AUTO-WEAPON AMMUNITION

The following types of ammunition can be purchased for use in any autogun or autopistol (reclaimed or otherwise), a heavy stubber, or any combi-weapon that includes an auto-weapon component.

Item	Price	Rarity
Plantbuster rounds	15	Rare (9)
Phosphor rounds	10	Rare (8)
Rad rounds	20	Rare (9)

SHOTGUN AMMUNITION

The following types of ammunition can be purchased for use in any shotgun, combat shotgun or sawn-off shotgun

Item	Price	Rarity
Plantbuster shells	15	Rare (9)
Phosphor shells	10	Rare (8)
Rad shells	20	Rare (9)

BOLT WEAPON AMMUNITION

The following types of ammunition can be purchased for use in any boltgun, bolt pistol, heavy bolter, or any combi-weapon that includes a bolt-weapon component.

Item	Price	Rarity
Gunk bolts	15	Common

ARMOUR

Item	Price	Rarity
Carapace armour		
- light	80	Rare (10)
- heavy	100	Rare (11)
Flak armour	10	Common
Hardened Flak Armour	20	Rare (10)
Layered Flak Armour	20	Rare (8)
Hardened Layered Flak Armour	35	Rare (11)
Hazard suit	10	Rare (10)
Mesh armour	15	Common

FIELD ARMOUR

Item	Price	Rarity
Conversion field	60	Rare (11)
Displacer field	70	Rare (12)
Refractor field	50	Rare (10)

CLOSE COMBAT WEAPONS

Item	Price	Rarity
Axe	10	Common
Boning Sword	20	Common
Butcher's Chain Cleaver	45	Rare (7)
Butcher's Cleaver	25	Common
Chain glaive*	60	Rare (7)
Chainaxe	30	Rare (9)
Chainsword	25	Rare (8)
Digi laser	25	Rare (10)
Fighting knife	15	Common
Flensing Knife	15	Common
Flail	20	Common
Heavy Chain Cleaver	80	Rare (7)
Heavy rock cutter*	135	Rare (9) Rare (8) (Goliath/Orlock)
Heavy rock drill*	90	Rare (9)
Heavy rock saw*	120	Rare (9)
Las cutter	85	Rare (10)
Maul (club)	10	Common
Power axe	35	Rare (8)
Power hammer	45	Rare (8)
Power knife	25	Rare (9)
Power maul	30	Rare (8)
Power pick	40	Rare (8)
Power sword	50	Rare (9)
Rotary Flensing Saw	55	Rare (9)
Servo claw	35	Rare (10)
Shock baton	30	Rare (8)
Shock stave	25	Rare (9)
Stiletto knife	20	Rare (9)
Stiletto sword	35	Rare (9)
Sword	20	Rare (6)
Thunder hammer	70	Rare (11)
Two-handed axe*	25	Common
Two-handed hammer*	35	Common

BIONICS

Item	Price	Rarity
Aortic Supercharger (Mundane)	65	Rare (13)
Bionic Eye (Mundane)	45	Rare (13)
Bionic Arm (Mundane)	45	Rare (13)
Bionic Leg (Mundane)	25	Rare (12)
Cortex-Cogitator		
- Mundane	15	Rare (11)
- Improved	30	Rare (12)
Lobo Chip		
- Mundane	20	Rare (11)
- Improved	45	Rare (12)
Skeletal Enhancers (Mundane)	70	Rare (13)

GANG EQUIPMENT

Item	Price	Rarity
Ammo cache	60	Rare (8)
Booby traps		
- frag trap	20	Common
- gas trap	40	Rare (8)
- melta trap	50	Rare (10)

PERSONAL EQUIPMENT

Item	Price	Rarity
Archaeotech device	120	Rare (13)
Armoured undersuit	25	Rare (7)
Bio-booster	35	Rare (8)
Bio-scanner	30	Rare (8)
Blind Snake pouch	60	Rare (12)
Chem-synth	15	Rare (12)
Drop rig	10	Common
Filter plugs	10	Common
Grapnel launcher	25	Common
Grav-chute	50	Rare (10)
Guilder cartograph	70	Rare (11)
Industrial respirator	30	Rare (7)
Isotropic fuel rod	60	Rare (10)
Medicae kit	30	Rare (9)
Photo goggles	35	Rare (9)
Radcounter	50	Rare (9)
Ratskin map	100	Rare (9)
Respirator	15	Common
Second Best	15	Common
Servo harness		
- full	160	Rare (12) Rare (11) (Goliath/Orlock) Rare (10) (Van Saar)
- partial	130	Rare (12) Rare (11) (Goliath/Orlock) Rare (10) (Van Saar)
Skinblade	10	Common
Stimm-slug stash	30	Rare (7)
Strip kit	15	Common
Suspensor harness	40	Rare (9)
Web solvent	25	Rare (8)
Wild Snake	30	Common

STATUS ITEM

Item	Price	Rarity
Extravagant Goods		
Exotic furs	50	Rare (12)
Gold-plated gun	40	Rare (10)
Master-crafted weapon	Cost of the weapon +25% rounded up to the nearest 5 credits	Rare (10)
Mung vase	2D6x10	Rare (12)
Opulent jewellery	80	Rare (11)
Uphive raiments	50	Rare (10)
Servo Skulls		
Gun skull	65	Rare (12)
Medi skull	80	Rare (12)
Sensor skull	60	Rare (12)

THE BLACK MARKET TRADING POST

As lawless and unregulated as most underhive trading posts are, there remains an entirely different level of criminal trade for gangs to partake of. Hidden out in the badzones, or in the depths of ramshackle settlements – their existence protected by jealous crime bosses and hefty bribes – are the black markets. These underground markets deal in the rarest and most dangerous goods, especially those that have been outlawed by Lord Helmawr or the wider Imperium. At their most mundane, an underhive black market might offer pilfered Enforcer and Militia weaponry or stolen chems and rare wargear from the Clan House factories. At their more esoteric, a gang can find strange xenos weaponry and creatures brought in via the Cold Trade – or, should a gang feel especially reckless, objects imbued with the hateful energies of the Warp.

The following section offers a selection of weapons and wargear for gangs to acquire during the post-battle sequence.

USING THE BLACK MARKET

The Black Market is ever present on Necromunda. To outlaws and recidivists, this illegal flow of goods and services fuels their livelihoods.

Gangs can visit both the Trading Post and the Black Market as they wish, as described on page 57. However, depending upon their alignment a gang may find it harder to track down the items they seek.

The Black Market is split into several broad categories, with each containing weapons and wargear of types players will already be familiar with. The equipment restrictions fighters have listed in their profiles apply to items purchased from the Black Market. For example, a House Goliath Juve can only be armed with Pistols and Close Combat weapons, and therefore cannot be armed with a Heavy Weapon purchased from the Black Market.

IMPERIAL WEAPONS

Item	Price	Legality/Rarity
Basic weapons		
Arc rifle	100	Rare (13)
Stake-crossbow	60	Rare (9)
Pistols		
Inferno pistol	145	Rare (12)
Special weapons		
Storm bolter	95	Rare (12)
Heavy weapons		
Autocannon	160	Rare (10)
Grav cannon	140	Rare (10)
Mole launcher	100	Rare (11)
Close combat weapons		
Lightning claw	70	Rare (11)
Power fist	100	Rare (11)
Grenades		
Phosphor canister	40	Rare (10)

XENOS WEAPONS

Item	Price	Legality/Rarity
Basic weapons		
Kroot long rifle	30	Rare (10)
Rak'Gol razor gun	60	Illegal (11)
Sling gun	55	Rare (11)
Special weapons		
Hrud fusil	120	Illegal (9)
Necrotic beamer	110	Illegal (12)
Neural flayer	90	Illegal (13)
Yu'vath puzzle box	150	Illegal (15)
Heavy weapons		
Demiurg energy drill	100	Illegal (9)
Close combat weapons		
Xenarch death-arc	75	Illegal (9)
Grenades		
Mindflect shard	50	Illegal (10)

UPGRADING XENOS AND CORRUPTED WEAPONS

Alien weapons and those crafted by the servants of the Dark Gods are often strange, bespoke pieces of technology. Even those of relatively standard manufacture use components and mechanisms anathema to the sacred designs of the Imperium. For these reasons, unless otherwise noted, weapon upgrades such as gun sights or suspensors cannot be attached to a Xenos Weapon or a Corrupted Weapon.

CORRUPTED WEAPONS

Item	Price	Legality/Rarity
Basic weapons		
Warpstorm bolter	60	Illegal (10)
Pistols		
Withertouch pistol	55	Illegal (13)
Special weapons		
Balefire thrower	120	Illegal (9)
Kai hellspear	90	Illegal (12)
Close combat weapons		
Desire's needle	50	Illegal (9)
Goredrinker axe	20	Illegal (9)
Hex'iron blade	25	Illegal (9)
Tenebrous scourge	60	Illegal (10)
Whisperbane knife	30	Illegal (11)
Grenades		
Shard grenades	30	Illegal (9)

SPECIAL AMMUNITION

Item	Price	Legality/Rarity
Needle pistol		
- Chem darts	10	Common
Needler/needle rifle		
- Chem darts	10	Common
Lasgun		
- Focusing crystal	30	Rare (10)
Long las		
- Focusing crystal	30	Rare (10)
Las carbine		
- Focusing crystal	30	Rare (10)
Las sub-carbine		
- Focusing crystal	30	Rare (10)
Las pistol		
- Focusing crystal	30	Rare (10)
Suppression laser		
Focusing crystal	30	Rare (10)
Shotgun		
- Gas shell	25	Rare (11)
- Shatter shell	15	Rare (9)
Combat shotgun		
- Gas shell	25	Rare (11)
- Shatter shell	15	Rare (9)
Sawn-off shotgun		
- Gas shell	25	Rare (11)
- Shatter shell	15	Rare (9)
Bolt pistol		
- Gas shell	25	Rare (11)
- Shatter shell	15	Rare (9)
Bolter		
- Gas shell	25	Rare (11)
- Shatter shell	15	Rare (9)
Autogun		
- Static rounds	10	Illegal (9)
- Warp rounds	15	Illegal (10)
Stub cannon		
- Static rounds	10	Illegal (9)
- Warp rounds	15	Illegal (10)
Autopistol		
- Static rounds	10	Illegal (9)
- Warp rounds	15	Illegal (10)
Stub gun		
- Static rounds	10	Illegal (9)
- Warp rounds	15	Illegal (10)
Long rifle		
- Static rounds	10	Illegal (10)
- Warp rounds	20	Illegal (11)
Heavy stubber		
- Static rounds	10	Illegal (10)
- Warp rounds	20	Illegal (11)

ARMOUR

Item	Price	Legality/Rarity
Ablative overlay	20	Common
Archao-carapace	120	Rare (12)
Armourweave	20	Illegal (9)
Ceramite shield	40	Rare (8)
Gutterforged cloak	15	Common
Mantle Malifica	75	Illegal (13)
Reflec shroud	30	Rare (8)
Scrap shield	15	Common

CHEMS

Item	Price	Legality/Rarity
Frenzon	20	Rare (9)
Ghast	30	Illegal (9)
Icrotic slime	35	Rare (10)
Kalma	15	Common
Obscura	30	Illegal (8)
'Slaught	30	Rare (10
Spur	35	Rare (11)
Stinger mould	75	Rare (13)

PERSONAL EQUIPMENT

Item	Price	Legality/Rarity
Cameleoline cloak	35	Rare (9)
Chrono crystal	500	Illegal (14)
Comprehensive Rulebook	0	Illegal (99)
Cred sniffer	35	Rare (8)
Data-thief	35	Illegal (10)
Falsehood	40	Rare (9)
Forged Guilder seal	55	Illegal (11)
Frenzon collar	30	Rare (9)
Grapplehawk	90	Illegal (11)
Gyrinx cat	120	Illegal (14)
Hacked cyber-mastiff	100	Illegal (10)
Halo device	250	Illegal (14)
Harrier-skulls	40	Rare (8)
Hexagrammic fetish	35	Rare (10)
Holochromatic field	100	Illegal (9)
Iron Automata	220	Illegal (14)
Lho sticks	5	Common
Lock-punch	10	Common
Magnacles	20	Common
Malefic artefact	90	Illegal (13)
Mnemonic inload spike	100	Illegal (12)
Photo-lumens	20	Common
Psi-grub	50	Illegal (12)
Sanctioning writ	25	Illegal (10)
Threadneedle worms	45	Illegal (13)
Xenoculum	80	Illegal (12)

HIRED GUNS

BOUNTY HUNTERS AND HIVE SCUM

In campaign play, gangs have the chance to recruit Hired Guns in the pre-battle sequence (**see page 147**); this secures their services for that one battle. They are not added to the gang roster, but a Fighter card will need to be filled out them. They can be hired again for subsequent battles – as such, players might find it useful to keep an appropriate Fighter card, already filled in, for each Hired Gun model they have.

Hired Guns never gain Experience, they cannot purchase Advancements, and they do not suffer Lasting Injuries – if they go Out of Action, they simply play no further part in the battle. Also, no additional equipment can be added to their Fighter card, aside from what is listed in their entry below.

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

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

HIVE SCUM

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

Hive Scum..... 30 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	1	4+	1	8+	8+	8+	8+

EQUIPMENT

The Hive Scum may be equipped with up to 60 credits' worth of weapons and Wargear from the Trading Post. They may take any Common item and may take any item with a Rarity value of 7 or below. The only weapons they may take are Pistols, Close Combat Weapons and Basic Weapons. They may be armed with up to three weapons, only one of which may have the Unwieldy Weapon Trait, and this counts as two weapons choices.

BOUNTY HUNTER

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

Bounty Hunter..... 80 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	3	3	2	3+	1	7+	5+	6+	6+
3''	3+	4+	3	4	2	5+	1	5+	7+	5+	5+
4''	3+	4+	3	4	1	4+	2	7+	6+	7+	8+

EQUIPMENT

A Bounty Hunter is equipped with either mesh or flak armour. In addition, Bounty Hunters may purchase up to 150 credits' worth of weapons and Wargear from the Trading Post. They may take any Common item and may take any item with a Rarity value of 10 or below. They have no weapon restrictions.

They may be armed with up to five weapons, only one of which may have the Unwieldy Weapon Trait, and this counts as two weapons choices.

SKILLS

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

SPECIAL RULES

All Bounty Hunters, including named Dramatis Personae Bounty Hunters, benefit from the following special rules:

Dead, Not Alive: Any gang that employs a Bounty Hunter may be awarded extra bonuses for enemy fighters they help to bring down, due to the Bounty Hunter claiming extra fees from the authorities for troublesome gangers they bring in dead. In the post-battle sequence, when an opponent deletes a dead fighter from their roster during the Update Roster step of the post-battle sequence, the gang immediately claims half of that fighter's value, rounded up to the nearest 5 credits, as bounty.

Claiming Bounties: If the recruiting gang Captures an enemy fighter, roll a D6 in the Receive Rewards step of the post-battle sequence. On the roll of a 3 or higher, the Bounty Hunter recognises the Captive as a wanted outlaw. Mark this on the capturing gang's roster. If the Captive is later sold to the guilders, the Bounty Hunter receives an additional D6x10 credits.

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

If, at the end of the Update Roster step of the post-battle sequence, only one of the Dead, Not Alive or Claiming Bounties special rules has been used, roll a D6. If the result is a 4 or higher, the Bounty Hunter is dissatisfied with their earnings and is available for the recruiting gang's next battle for free. If the result is a 1-3, they take their credits and leave.

If neither the Dead, Not Alive or Claiming Bounties special rules are used, there is no need to roll and the Bounty Hunter is automatically available for the recruiting gang's next battle for free.

If, however, both the Dead, Not Alive and Claiming Bounties special rules are used during the post-battle sequence, the Bounty Hunter, happy with their payment, automatically leaves.

If a Bounty Hunter that is available for the next battle for free in this way is not used, they will automatically leave. In other words, they must be used in the next battle, or be lost.

If a Bounty Hunter is taken Out of Action during a Campaign battle, they are considered to have automatically rolled a result of 12-26 – Out Cold on the Lasting Injuries table.

DRAMATIS PERSONAE

HIVE SCUM

Abomination of Badzone 12, Outlaw Hive Scum.....280 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	-	5	5	4	5+	4	-	-	-	-

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Ferocious Jaws	-	E	-	-	S	-1	1	-	Melee, Rending
Claws, Tentacles and other Appendages	E	2"	-	-	S+1	-2	2	-	Knockback, Melee, Pulverise, Versatile

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

Skills: Fearsome, True Grit, Unstoppable

Mindless Beast: The only actions the Abomination of Badzone 12 can make are Move, Charge, Fight and Coup de Grace. Any Cool or Willpower checks made for the Abomination of Badzone 12 automatically pass, but any Leadership or Intelligence checks automatically fail

Outlaw: The Abomination of Badzone 12 is an Outlaw Hired Gun.

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

Cor 'Two-guns' Coran, Outlaw Hive Scum.....120 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	6+	4+	4	3	2	4+	1	7+	7+	8+	8+

Wargear: Autopistol (x2), with manstopper rounds (x2), forged guilder seal.

Skills: Gunfighter, Inspirational

Special rules: Outlaw

Estus Jet, Hive Scum.....130 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	5+	3	3	2	4+	1	7+	7+	8+	8+

Wargear: Autopistol, throwing knives, Stiletto knife, flak armour.

Skills: Counter-Attack, Parry

Special rules: Outlaw

Gaen 'the Gunk Queen' Gorvos, Outlaw Hive Scum.....150 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	4+	3	3	2	4+	1	7+	6+	8+	7+

Wargear: Autogun, throwing knives, sword, gunk bombs, mesh armour.

Skills: Backstab, Nerves of Steel

Special rules: Outlaw

Grub Targeson, Hive Scum.....105 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	3+	3	3	1	4+	1	8+	8+	8+	6+

Wargear: Flak armour, fighting knife, shotgun with scatter and executioner ammo, frag grenades.

Skills: Backstab, Evade, Infiltrate

Jonny Razor, Outlaw Hive Scum..... 125 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	2+	6+	3	3	2	5+	2	8+	7+	9+	9+

Weapon	Rng S	Rng L	Acc S	Acc L	Str	AP	D	Ammo	Traits
Bladed cyber arm	-	E	-	-	S+1	-1	2	-	Melee

Wargear: Bladed cyber arm, throwing knives, flack armour, photo goggles.

Skills: Combat Master, Evade

Special rules: Outlaw

Jorth Slither, Outlaw Hive Scum..... 115 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	5+	3	3	2	5+	2	8+	6+	9+	8+

Wargear: Autopistol, Shock Baton, Throwing Knives.

Skills: Backstab, True Grit

Mad Dog Mono, Hive Scum..... 90 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	4+	3	3	1	3+	1	8+	7+	8+	8+

Wargear: Boiler plate armour (counts as furnace plates), respirator, stub gun, grab hook.

Skills: Dodge, Escape Artist

Psyreena Skar, Outlaw Hive Scum..... 105 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	4+	3	3	2	3+	2	6+	5+	7+	6+

Wargear: Fighting knife, flak armour.

Skills: Unsanctioned Psyker (**see page 51**).

Special rules: Outlaw

Wyrd powers:

Telekinesis: Psychic Shockwave

Queen Lorsha, Hive Scum..... 100 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	6+	3	3	2	3+	2	7+	6+	8+	7+

Weapon	Rng S	Rng L	Acc S	Acc L	Str	AP	D	Ammo	Traits
Bone Sceptre	E	2''	-1	-	S+1	-	1	-	Melee, Versatile

Wargear: Bone Sceptre, Disturbing Aura (counts as Cutter's Mask), Flensing Knife.

Skills: Bloodlust, Step Aside.

Scabs, Hive Scum..... 200 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	3+	3	3	2	3+	2	7+	7+	6+	7+

Wargear: Filter plugs, flak armour, plasma gun, stub gun.

Skills: Clamber, Escape Artist, Infiltrate

Special rules:

"Come Along Scabs!": As Kal's (**see page 240**) loyal sidekick, Scabs may be hired alongside him for 100 credits rather than the usual 200 credits.

Additionally, due to the notoriety Scabs has earned through his association with Kal, he follows the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit…" special rules as if he were a Bounty Hunter rather than Hive Scum. If a gang has hired both Dramatis Personae together, roll a single D6 for both together if "We'll Get Our Bit…" requires a D6 to be rolled.

Gifted Forager: Well dressed (comparatively speaking) and better equipped than his low station in life would seem to suggest, Scabs clearly has a great ability to find rare goods at a fair price in the bazaars and markets of the underhive. In the post-battle sequence of any battle Scabs took part in, the gang he fought for adds +1 to the dice rolled to Seek Rare Equipment when visiting the Trading Post.

Vunder Gorvos, Outlaw Hive Scum..... 145 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	2+	5+	3	3	2	4+	1	8+	7+	8+	9+

Wargear: 2 x Gold plated and master-crafted stub guns, Shotgun (solid shot, scatter ammo), sword.

Skills: Rain of Blows, Step Aside

Special rules: Outlaw

BOUNTY HUNTERS

Alice Shivver, Outlaw Bounty Hunter.....165 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	4+	3	3	2	3+	2	6+	5+	7+	6+

Wargear: Stubgun with dum dum rounds, Fighting Knife, Mesh Armour, Respirator, Photo-Goggles.

Skills: Headbutt, True Grit, Non-sanctioned psyker (**see page 51**)

Outlaw: Alyce Shivver is an Outlaw Hired Gun.

Wyrd powers:

Telekinesis: Assail

Telekenesis: Levitation, Continuous Effect

Telepathy: Maddening Visions

Apollus Kage, Bounty Hunter.....305 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	3+	3	3	3	2+	2	7+	7+	6+	7+

Wargear: Frag grenades, mesh armour, photo goggles, respirator, boltgun, shotgun (solid, scatter and executioner ammo), fighting knife.

Skills: Hip Shooting, True Grit.

Aramista Dae Catallus.....250 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	2+	6+	3	3	3	3+	3	7+	7+	6+	6+

Wargear: Chem-synth, displacer field, mesh armour, photo goggles, respirator, stiletto sword, stiletto knife.

Skills: Counter-Attack, Impetuous, Rain of Blows.

Unique Partnership: Aramista Dae Catallus may be hired alongside Arbelesta Raen Catallus, allowing a gang to field two Bounty Hunters rather than the usual one.

Bodyguard: If Arbelesta Raen Catallus is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto Aramista Dae Catallus if he is within 2" of Arbelesta.

Arbelesta Raen Catallus.....250 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	6+	2+	3	3	2	3+	1	7+	7+	6+	6+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Needle long rifle	24''	48''	-	+1	-	-2	-	6+	Scarce, Silent, Toxin

Wargear: Chem-synth, mesh armour, photo goggles, respirator, infra-sight (needle long rifle), needle long rifle, needle pistol.

Skills: Infiltrate, Precision Shot, Trick Shot.

Unique Partnership: Arbelesta Raen Catallus may be hired alongside Aramista Dae Catallus, allowing a gang to field two Bounty Hunters rather than the usual one.

Slotted: If Aramista Dae Catallus is hit and wounded as the result of a Fight (Basic) action made by an enemy fighter that is within Arbelesta Raen Catallus' vision arc and line of sight, and if she is not Prone, Arbelesta may immediately make a single Shoot (Basic) action targeting the fighter that inflicted the hit. Arbelesta does not need to be Ready to make this action and making this action will not cause her to lose her Ready marker.

Baertrum Arturos.....290 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	3	3	2	3+	2	6+	5+	6+	5+

Wargear: Infra-sight; light carapace armour; artisan needle pistol with auto loader; stiletto knife

Skills: Disarm, Escape Artist, Nerves of Steel

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Artisan needle pistol with auto loader	4''	9''	+2	-	-	-1	-	4+	Sidearm, Silent, Toxin

Belladonna, Noble Bounty Huntress.....275 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	2+	5+	3	3	2	3+	2	7+	7+	6+	6+

Wargear: Light carapace armour; power axe; stiletto knife; fighting knife; plasma pistol

Skills: Berserker, Combat Master, True Grit

The Deserter, Human Bounty Hunter.....225 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	4+	3	4	2	4+	2	7+	6+	7+	8+

Wargear: Armoured undersuit; fighting knife; flak armour; frag grenades; shotgun with solid and scatter ammo

Skills: Medicae, Mentor, Overseer

Eightfold Harvest Lord, Outlaw Bounty Hunter.....205 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	2+	6+	4	4	3	3+	3	7+	5+	8+	7+

Wargear: Paired Heavy Chain Cleavers, Fighting Knife, Butcher's Mask, Plate Mail Armour, Corpse Grinder Cult Icon

Skills: Avatar of Blood, Killing Blow, Slaughterborn

Outlaw: The Eightfold Harvest Lord is an Outlaw Hired Gun.

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

Eyros Slagmyst, Enhanced Bounty Hunter.....270 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	4+	3	4	2	5+	1	5+	7+	5+	5+

Wargear: Armoured undersuit; bio-booster; fighting knife; frag grenades; furnace plates; laspistol; medicae kit; photo goggles

Skills: Iron Jaw,Nerves of Steel, True Grit

Freikstorn Strix, Bounty Hunter.....290 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	5+	4+	3	3	2	4+	2	8+	7+	8+	10+

Wargear: Armoured bodyglove, flak armour, S.H.O.C.K. wing (combines the rules for a drop rig, a grapnel launcher and a grav chute), harpoon launcher, autopistol, fighting knife

Skills: Catfall, Clamber, Mighty Leap, Sprint

Gor Half-Horn, Beastman Bounty Hunter.....235 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	4+	4	4	2	4+	1	5+	6+	6+	6+

Wargear: Chainsword; fighting knife; flak armour; plasma pistol; shotgun with solid and scatter ammo

Skills: Berserker, Bull Charge, Fearsome

Grendl Grendlsen, Squat Bounty Hunter.....280 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
3''	3+	4+	3	4	3	5+	1	5+	7+	5+	5+

Wargear: Armoured undersuit; boltgun; flak armour; frag grenades; power hammer

Skills: Combat Master, Iron Jaw, Nerves of Steel

The Hermaphage Magos, Outlaw Bounty Hunter.....310 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	4+	4	3	3	3+	3	7+	6+	5+	7+

	Rng		Acc						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Razor Sharp Talons	-	E	-	-	S+1	-2	3	-	Melee, Rending

Wargear: Laspistol, Razor-sharp talons, Hardened Flak Armour, Respirator.

Skills: Crushing Blow, Fearsome, Hurl, Spring Up, Unsanctioned Psyker (**see page 51**).

Outlaw: The Hermaphage Magos is an Outlaw Hired Gun

Wyrd powers:

Telekinesis: Force Blast

Telepathy: Hypnosis

Telepathy: Mind Control

The Headsman, House Cawdor Executioner.....210 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	6+	4	3	3	3+	3	7+	7+	6+	9+

Wargear: Light carapace armour, Stimm-slug stash, Two-handed axe.

Skills: Counter-Attack, Fearsome, Inspirational, Rain of Blows

The Thane's Executioner: The Headsman is a Bounty Hunter that can only be taken by Cawdor gangs.

Iconic Figure: The Headsman may perform a Group Activation in the same way as a Champion, as described **on page 20**.

Kal Jericho, Underhive Bounty Hunter.....340 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	2+	3	3	3	2+	3	7+	5+	6+	6+

Weapon	Rng S	Rng L	Acc S	Acc L	Str	AP	D	Ammo	Traits
2x Master-crafted hostshot laspistols	8''	12''	+1	-	4	-1	1	2+	Plentiful, Sidearm
Duelling sabre	-	E	-	+1	S	-2	1	-	Melee, Parry

Wargear: Filter plugs, flak armour, strip kit

Skills: Counter-Attack, Gunfighter, Inspirational, Spring Up, Step Aside

A Charmed Life: The incredible luck and good fortune of Kal Jericho enables him to somehow avoid all but the most deadly of attacks. This tremendous luck grants Kal a 3+ save roll, which cannot be modified by Armour Piercing.

Additionally, Kal may avoid being caught by a Blast marker or Flame template. If Kal is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, Kal is hit by the attack. On a 1-3, Kal is somehow not troubled by the attack and it misses him completely.

"Come Along Scabs!": As Kal's loyal sidekick, Scabs (**see pages 236**) may be hired alongside him for 100 credits rather than the usual 200 credits.

Additionally, due to the notoriety Scabs has earned through his association with Kal, he follows the Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit…" special rules as if he were a Bounty Hunter, rather than Hive Scum. If a gang has hired both Dramatis Personae together, roll a single D6 for both together if "We'll Get Our Bit…" requires a D6 to be rolled.

Kria Kytoro, Escher Bounty Hunter.....240 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	3	3	3	3+	2	6+	5+	6+	6+

Wargear: Chem synth; mesh armour; infra-sight (long las); long las; autopistol; throwing knives; stiletto knives

Skills: Infiltrate, Precision Shot, Step Aside

Death-maiden: Kria the Huntress is a Bounty Hunter that can only be taken by Escher gangs.

Krotos Hark, Goliath Bounty Hunter.....220 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	4+	3	4	2	4+	2	7+	4+	7+	4+

Wargear: Armoured undersuit; fighting knife; furnace plates; stub cannon

Skills: Headbutt, Inspirational, Munitioneer

Mortanna Shroud, Sanctionned Psyker.....330 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	5+	3	3	1	3+	2	7+	7+	6+	6+

Wargear: Flak armour, refractor field, laspistol.

Skills: Escape Artist, Sanctioned Psyker (**see page 51**).

Psychic Chains: If Mortanna is taken Out of Action, immediately before her model is removed from play, all enemy fighters within D6" of her suffer a Strength 1 automatic hit, as if from a weapon with the Seismic trait.

Wyrd powers:

Biomancy: Hammerhand

Pyromancy: Scouring

Telekinesis: Assail

Ortruum 8-8..... 250 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	5+	5+	3	3	2	4+	1	6+	7+	5+	5+

Skills: Fearsome, Sanctioned Psyker(**see page 51**).

Wyrd Powers:

Telepathy: Premonition, Mind Lock

Telekinesis: Force Blast

Flight: Ortruum 8-8 ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

Soul Hound: A unique ability possessed by Ortruum 8-8, and one that makes its services particularly valuable to Bounty Hunters, Enforcers and Guilders, is the ability to hunt down individuals based on their psychic spoor. Before a game begins, nominate one fighter (Leader, Champion, Juve, Specialist or equivalent) from your opponent's gang. This fighter is the one that Ortruum 8-8 as been sent to track down. This fighter must be deployed on the table at the start of the game, and must therefore be included in your opponent's crew, however that is selected.

For the duration of this game, the nominated fighter is haloed by a ghostly illumination, marking them out to their enemies as Ortruum 8-8 constantly focuses upon their location. All shooting attacks made against the nominated fighter gain a +1 modifier on hit rolls. Additionally, the nominated fighter may not use the Infiltrate or Lie Low skills for the duration of this game.

Team Work: Unlike other Bounty Hunters, Ortruum 8-8 may be hired alongside other Bounty Hunters, allowing a gang to field two Bounty Hunters rather than the usual one.

Rex Spires, Bounty Hunter..... 315 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	5+	3	3	2	4+	1	7+	7+	8+	7+

Wargear: Blasting charges, booby traps (frag and melta), demo charges, flak armour, fighting knife.

Skills: Evade, Lie Low.

Unique Partnership: Rex Spires may be hired alongside Vorgen Mortz (**see page 242**), allowing a gang to field two Bounty Hunters rather than the usual one.

Demolitions: During the pre-battle sequence, Rex may place up to three booby traps, as described **on page 63**. The booby traps Rex can place may be any combination of those detailed on his Fighter card.

Slate Merdena, Orlock Boss..... 360 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	2+	3+	3	4	3	3+	3	4+	5+	4+	5+

Wargear: Mesh armour; frag grenades; photo goggles; power hammer; plasma pistol; Macula, Cyber-Mastiff

Skills: Fearsome, Iron Will, Nerves of Steel

Orlock Road Boss: Slate Merdena is a Bounty Hunter that can only be taken by Orlock gangs.

Macula, Cyber-Mastiff.....

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	-	3	3	2	4+	2	7+	6+	8+	9+

Skills: Combat Master

Special rules: Loyal Protector, Watchdog (**see page 258**)

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Savage bite	-	E	-	-	S	-2	1	-	Disarm, Melee

Thaetos 23-2, Wyrolock Bounty Hunter.....285 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	5+	3	3	2	3+	1	7+	7+	6+	7+

Wargear: Respirator.

Skills: Fearsome, Unsanctioned Psyker (**see page 51**).

Team Work: Thaetos 23-2 may be hired alongside other Bounty Hunters, allowing a gang to field two Bounty Hunters rather than the usual one.

Wyrd powers:

Pyromancy: Scouring

Telekinesis: Levitation

Telepathy: Maddening Visions

Thaetos 23-2, Wyrolock Bounty Hunter.....285 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	5+	3	3	2	3+	1	7+	7+	6+	7+

Wargear: Respirator.

Skills: Fearsome, Unsanctioned Psyker (**see page 51**).

Team Work: Thaetos 23-2 may be hired alongside other Bounty Hunters, allowing a gang to field two Bounty Hunters rather than the usual one.

Wyrd powers:

Pyromancy: Scouring

Telekinesis: Levitation

Telepathy: Maddening Visions

Vandoth the Fallen, Outlaw Bounty Hunter.....305 credits

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

Wargear: Enforcer Boltgun, Fighting Knife, Heavy Carapace Armour, Respirator, Stimm-Slug Stash

Skills: Crushing Blow, Fearsome, Hurl, Spring Up.

Outlaw: Vandoth the Fallen is an Outlaw Hired Gun.

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

Yar Umbra, Void-Born Bounty Hunter.....230 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	2+	3	4	2	3+	1	7+	5+	7+	7+

Wargear: Fighting knife; flak armour; long las; infra-sight; photo goggles; respirator

Skills: Infiltrate, Marksman, Overwatch

Yolanda Skorn, Escher Bounty Hunter.....230 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	3	3	2	3+	2	7+	5+	6+	6+

Wargear: Flak armour; frag grenades; photo goggles; respirator; stiletto knife; stub gun

Skills: Counter-Attack, Fearsome, Parry

HANGERS-ON AND BRUTES

Hangers-on are primarily used in Campaign play, although some will prove particularly useful in Skirmish games. Brutes are purchased specifically to add some extra muscle and prowess on the battlefield and can be fielded alongside the rest of the gang normally. In the Update Roster step of the post-battle sequence, players can recruit Hangers-on and Brutes. These are purchased with credits from the gang's Stash in the same way as new fighters. A Fighter card is filled out for them and they are added to the gang roster. Most Hangers-on and Brutes have various options for their equipment – these must be decided when they are recruited.

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

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

Each of the types of Hangers-on gives a gang a special rule, but they do not normally take part in battles. However, whenever a battle happens on the gang's turf (i.e., they have the Home Turf Advantage in a scenario), roll a D6 for each of their Hangers-on before choosing a crew. On a result of 1, 2 or 3, the Hanger-on is unfortunate enough to be around when the fighting starts, and must be included as part of the crew. Hangers-on cannot gain Experience or Advancements; if they suffer a Lasting Injury that would make a change to their Fighter card, they decide that the hideout is no longer safe and move on – they are removed from the gang roster. They also cannot be given any equipment other than what is listed.

HANGERS-ON IN SKIRMISH BATTLES

Hangers-on are primarily designed for campaign play, but they can also be used in skirmish battles when playing a scenario in which the defender has the Home Turf Advantage (see page 328). They do not cost any credits when used in this way; instead, the defender tolls a D3, and can include up to that many Hangers-on in their crew.

Brutes, however, are purchased with the express intention that they be fielded in battle and are treated like any other fighter when selecting a crew. Unlike other Hangers-on, Brutes will gain Experience and Advancements in the same manner as a Specialist Ganger, and their skill set access is detailed below. Unlike other Hangers-on, Brutes will not leave the gang should they suffer a Lasting Injury that makes a change to their Fighter card. They also cannot be given any equipment other than what is listed.

Both Hangers-on and Brutes can be taken Captive, in which case the gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter.

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
'Jotunn' Servitor Ogryn	-	Primary	Secondary	-	Secondary	-	-	-
Cawdor Stig-shambler	-	Primary	Secondary	Secondary	-	-	-	Primary
Delaque Spyker	Secondary	-	-	Secondary	-	-	-	Primary
Escher Khimerix	Secondary	-	Secondary	-	Primary	-	-	-
Goliath 'Zerker	-	Primary	Secondary	-	Secondary	-	-	-
Iron Automata	-	Primary	Secondary	-	-	-	-	-
Luther Pattern Excavation Automata	-	Secondary	Secondary	-	Primary	-	-	-
Orlock 'Lugger'	-	Secondary	Secondary	-	-	-	Primary	-
Van Saar 'Arachni-rig'	-	Secondary	-	-	Secondary	-	Primary	-

HANGERS-ON

AGITATOR

Cults and criminals often use propaganda to spread their message throughout the hive. Specially trained individuals give speeches, paint slogans on walls and spread subversive rumours among the citizenry. These propagandists might be devout followers of the cult, but can equally be skilled orators and liars working for their own selfish ends.

0-1 Agitator..... 30 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	1	4+	1	6+	7+	7+	8+

Equipment: Laspistol or Stubgun

Skills: Inspirational

Agitation: A gang with an Agitator can make bold claims about their prowess and righteousness over their enemies, though such boasts are not without their dangers. In the pre-battle sequence a gang can declare they are using their Agitator to spread word of their impending victory. If they win the game then they gain an extra D3 Reputation. If they lose the game, they must reduce their Reputation by an additional 1.

An Agitator also improves recruitment for the gang. When the gang rolls to see if they get a free fighter from a Territory, such as those provided by a Settlement, they may roll twice and choose the result they want.

AMMO-JACKS

0-3 Ammo-Jacks..... 50 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	3+	3	3	1	5+	1	9+	7+	6+	7+

Equipment: Boltgun or combat shotgun with salvo and shredder ammo; power hammer or power sword; mesh armour.

Skills: Munitioneer

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

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

RAGNAR GUNNSTEIN, SQUAT AMMO JACK

A gang may recruit Ragnar Gunnstein, a Squat Ammo-Jack, as part of their 0-3 ammo jacks.

Ragnar Gunnstein, Squat Ammo Jack..... 100 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
3''	4+	3+	3	4	1	5+	1	9+	7+	6+	7+

Equipment: Shotgun (with solid and scatter ammo), a club, frag and krak grenades, respirator, light carapace armour.

Ammo Jack: See above.

Gang Fighter: Unlike other hangers on, Ragnar Gunnstein is always ready for a fight. As long as they are on the gang roster, Ragnar is treated like a regular Ganger for the purpose of selecting a crew. Therefore, he may be chosen or randomly selected as part of his gang's starting crew or Reinforcements like any other Ganger.

However, just like any other Hanger-On, Ragnar cannot gain Experience or advancements, and, should he suffer a Lasting Injury that would make a change to his Fighter Card, he is removed from the gang roster like any other Hanger-On.

Surplus Ammo: Ragnar will always provide a surplus of ammunition before heading into action. Should he be deployed as part of a starting crew, the Squat Ammo Jack's controlling player may deploy D3 ammo caches.

CADAVER MERCHANT

By Imperial writ the Corpse Guild lays claim to the dead of the hives. This ancient law does not, however, stop enterprising individuals from dealing in corpses, selling them on to rogue docs or other more nefarious individuals in need of human remains. And sometimes the bodies aren't quite dead yet…

0-1 Cadavar Merchant..... 20 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	4+	3	3	1	4+	1	8+	6+	7+	8+

Equipment: Chainaxe

Skills: Fearsome

Outlaw: A Cadaver Merchant is an Outlaw Hanger-on.

Cadaver Merchant: A gang with a Cadaver Merchant can sell their dead for profit. If a member of the gang dies (not including Hired Guns,Hangers-on,Brutes or Exotic Beasts), either by rolling a Memorable Death result on the Lasting Injury table, or Critical Injury that is not healed by the doc, then they can be sold to the CadaverMerchant for D3x10credits.

A Cadaver Merchant can also acquire bodies for the gang. In an Uprising Campaign a gang with a Cadaver Merchant gains an additional portion of Meat in the post-battle sequence.

DOME RUNNER

0-1 Dome Runner..... 20 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	5+	3	3	1	3+	1	10+	9+	7+	8+

Equipment: Laspistol or stub gun; fighting knife or axe.

Skills: Lie Low

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

FIXER

0-1 Fixer..... 50 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	1	4+	1	7+	5+	8+	7+

Equipment: Bolt pistol, mesh armour.

Skills: Fixer

Fixing: A gang allied to an organisation, such as the Merchants Guild or the Recidivists, can subtract 2 from the dice roll when they Test the Alliance if they have a Fixer in their gang. In addition, if the gang is ever outlawed as a result of their actions, they can remove the Fixer from the gang roster to avoid becoming an Outlaw gang.

GANG LOOK-OUT

0-1 Gang Look-out..... 20 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	4+	2	3	1	3+	1	9+	7+	5+	7+

Equipment: Laspistol or stub gun; fighting knife or axe

Skills: Evade

Look Out: In a game, a gang with a Look-out may add 1 to the dice roll to determine which gang is the attacker or defender. Additionally, if a gang with a Look-out is the defender in a scenario that uses the Sneak Attack rules, add 1 to all rolls to determine if a sentry spots an attacker.

HERETEK

Hereteks are reckless inventors who subvert the sacred teachings of the Adeptus Mechanicus. They tinker with weapons and wargear, often building their own devices using combinations of Imperial, xenos and archaeo-technologies. The results are often as dangerous to the wielder as they are to their enemies.

0-1 Gang Look-out..... 40 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	4+	3	3	1	4+	1	9+	7+	7+	5+

Equipment: Mesh armour,grav-gun or plasmagun

Skills: Munitioneer

Outlaw: A Heretek may only be hired by Outlaw gangs.

Heretek: If a gang includes a Heretek then it can have them enhance one of the gang's weapons before a game. At the end of Step 5 of the pre-battle sequence, select one fighter from your crew. One of the weapons carried by the fighter gains either the Blaze, Concussion, Power, Rad-phage or Shock trait, as chosen by the controlling player. The weapon also gains the Unstable trait, or the Reckless trait if it has the Melee trait as well. These traits last until the end of the battle.

'NARKER

0-2 'Narker..... 30 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	5+	3	3	1	4+	1	7+	6+	9+	9+

Equipment: Fighting knife

Skills: Lie Low

Narker: During the Determine Scenario step of the pre-battle sequence, a gang with a 'Narker can modify the final dice roll by 1; either increase or decrease the result. If the gang has two 'Narkers, the gang can instead modify this dice roll by 2. If both gangs have 'Narkers, they cancel each other out (i.e., a gang with two 'Narkers facing a gang with one would only count as having one 'Narker while their opponent would count as having none).

PROPAGANDIST

0-1 Propagandist..... 30 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	1	4+	1	6+	7+	7+	8+

Equipment: Laspistol or stub gun

Skills: Inspirational

Propagandist: A gang with a Propagandist can make bold claims about their prowess and righteousness over their enemies, though such boasts are not without their dangers. In the pre-battle sequence a gang can declare they are using their Propagandist to spread word of their impending victory. If they win the game then they gain an extra D3 Reputation. If they lose the game, they must reduce their Reputation by an additional 1.

A Propagandist also improves recruitment for the gang. When the gang adds a Juve or similarly ranked fighter to their gang roll a D6. On a 6, the gang gains an additional Juve or similarly ranked fighter for free.

PROXY

0-1 Proxy..... 25 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	5+	3	3	1	4+	1	7+	8+	7+	6+

Equipment: Stub gun or laspistol

Skills: Evade

Outlaw: A Proxy can only be hired by Outlaw gangs.

Proxy: An Outlaw gang with a Proxy can sell captives to the Guilders and may use the Trading Post. However, each time they do so they must roll a D6, and on a result of 5+ the action fails. The gang can also attempt to make an Alliance with the Merchants Guild or the Imperial House. If it does, before the Alliance is formed roll a D6. On a 6, the Alliance fails and the Proxy is removed from the gang's roster, otherwise the Alliance is formed as normal. If an Outlaw gang is ever required to Test the Alliance with the Merchants Guild or the Imperial House then the Alliance is automatically ended without the need to roll.

ROGUE DOCS

0-2 Rogue Docs..... 50 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	5+	2	3	1	4+	1	9+	8+	7+	5+

Equipment: Laspistol or stub gun, medicae kit.

Skills: Medicae

Friendly Doc: If a gang has a Rogue Doc, it can make an additional Medical Escort action in the post-battle sequence (**see page 149**) in addition to any other actions made by the gang's Leader or Champions. This visit does not cost any credits – however, a result of 6 on the table is treated as Stabilised rather than a Full Recovery, thanks to the Doc's comparatively limited supplies and the lack of proper medical technology. If a gang has more than one Rogue Doc, it can make this additional action once for each of them.

SCABBER

0-1 Scabber..... 40 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	5+	4+	3	3	1	5+	1	7+	8+	8+	6+

Equipment: Shotgun with solid and scatter ammo.

Skills: Savvy Trader/Savvy Scavenger

Outlaw: A Scabber can only be hired by Outlaw gangs.

Scabby Trader: When a gang with a Scabber sells a piece of Illegal equipment in the post-battle sequence, it gains the item's value less D3x10 credits (to a minimum of 5). A Scabber, provided they are not in Recovery, can make a Trade action in the post-battle sequence provided the gang is visiting the Black Market.

SLOPPER

0-1 Slopper..... 20 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	4+	2	3	1	3+	1	9+	9+	5+	7+

Equipment: Fighting knife.

Skills: None

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

BRUTES

CAWDOR STIG-SHAMBLER

0-1 Cawdor Stig-shambler.....240 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	4+	5	4	4	4+	2	9+	8+	9+	8+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Heavy Club	-	E	-	-	S	-	2	-	Melee
Polearm	E	2''	-	-	+1	-	1	-	Melee, Unwieldy, Versatile
Heavy stubber	20''	40''	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
Twin-linked heavy stubber	20''	40''	-	-1	4	-1	2	4+	Rapid Fire (3), Unwieldy
Heavy flamer	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy

WEAPONS

A Cawdor Stig-shambler is armed with a heavy club and a heavy stubber.

OPTIONS

- A Cawdor Stig-shambler may upgrade its club with a polearm.....**Free**
- A Cawdor Stig-shambler may upgrade its heavy stubber to a twin-link heavy stubber.....**+40 credits**
- A Cawdor Stig-shambler may upgrade its heavy stubber to a heavy flamer.....**+70 credits**
- A Cawdor Stig-shambler may take flak armour.....**+10 credits**

SPECIAL RULES

Intelligent Control

This fighter may immediately re-roll any failed Leadership, Cool, Willpower or Intelligence check.

Move and Shoot

This fighter may fire an Unwieldy weapon as a Basic action rather than a Double action. However, doing so confers an additional -1 to hit modifier.

Twin-linked Heavy Stubber

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

DELAQUE SPYKER

Spyker..... 190 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	6+	6+	3	4	4	3+	1	5+	5+	4+	6+

WEAPONS

A Delaque Spyker is unarmed. It may make unarmed attacks when Engaged, but usually relies upon its psychic powers.

OPTIONS

- A Delaque Spyker may be equipped with a displacer field.....**+50 credits**

Skills: Unsanctioned Psyker (**see page 51**)

Special Rules:

Flight: A Spyker ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

Wyrd Powers:

Telepathy: Psychic Scream, Psychic Assault

Telekinesis: Force Blast

ESCHER KHIMERIX

0-1 Escher Khimerix..... 220 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	4+	4+	4	5	3	3+	3	8+	7+	7+	8+

	Rng		Acc						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Chemical cloud breath weapon	6''	12''	+1	-	3	-1	1	-	Blast (3'')
Gaseous eruption breath weapon	-	T	-	-	-	-	-	-	Gas, Template
Talons	-	E	-	-	S	-1	2	-	Melee, Pulverise
Razor-sharp talons	-	E	-	-	+1	-2	3	-	Melee, Rending

WEAPONS

An Escher Khimerix is armed with a chemical cloud breath weapon and talons.

OPTIONS

- An Escher Khimerix may replace its chemical cloud breath with a gaseous eruption breath.....**+80 credits**
- An Escher Khimerix may upgrade its talons to razor-sharp talons.....**+30 credits**
- An Escher Khimerix may have a toughened or scaly hide which counts as flak armour.....**+10 credits**

SPECIAL RULES

Regeneration

Unless this fighter has a Blaze marker on it, an Escher Khimerix may perform the following action:

Regeneration (Simple) – Roll a D6. On a 4+, this fighter immediately heals one lost wound.

Crushing Blow

Before rolling to hit for this fighter's close combat attacks, the controlling player can nominate one dice to make a Crushing Blow. If that dice hits, the attack's Strength and Damage are each increased by one.

GOLIATH 'ZERKER

0-1 Goliath 'Zerker..... 210 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	6+	6	5	3	5+	3	7+	6+	8+	10+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Open fists	-	E	-	-	S	-1	1	-	Knockback, Melee
Mutated fists & bone spurs	E	2''	-	-	+1	-2	2	-	Knockback, Melee, Pulverise, Versatile

WEAPONS

A Goliath 'Zerker is armed with two open fists.

OPTIONS

- Goliath 'Zerker may take mutated fists & bone spurs..... **+70 credits**
- Goliath 'Zerker may take furnace plate armour..... **+10 credits**
- Goliath 'Zerker may take stimm slug stash..... **+20 credits**

SPECIAL RULES

Combat Drug Stash

Whenever this fighter is chosen to make an action, it may choose to use combat drugs. Until the end of the turn, this fighter gains an additional +D3 Attacks. However, if the dice roll is a natural 1, the fighter instead suffers a bad reaction and its Attacks characteristic is reduced to 1 until the End phase of this round.

Impetuous

When this fighter Consolidates at the end of a close combat, they can move up to 4'' instead of up to 2''.

IRON AUTOMATA

Strange man-like machines are sometimes found out in the ash wastes or the gloom of hive bottom. These are known as Iron Automata, walking men of metal that think without brains. Despite the dangers of owning such a machine, the combat potential of an Iron Automata – when properly tinkered with – mean they can be found in the employ of criminals who care little for the laws of the Adeptus Mechanicus.

An Iron Automata is a Brute available to any gang and uses the following profile:

0-1 Iron Automata..... 220 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	5	5	3	5+	2	8+	4+	8+	8+

WEAPONS

An Iron Automata is armed with a power claw and an assault cannon:

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Power Claw	-	E	-	-	S	-1	2	-	Melee, Power, Pulverise
Assault cannon	12''	24''	+1	-	5	-1	1	6+	Rapid Fire (2), Scarce

SPECIAL RULES

Really Glitchy: When an Iron Automata activates, roll a D6. If the result is a 1, the automata gains the Insane condition. In addition, if an Iron Automata is taken Out of Action, there is a chance it will break down completely or wander off into the badzones mumbling in a grating monotone about overthrowing humanity! When an Iron Automata is taken Out of Action, before rolling for any Lasting Injuries, roll a D6. On a 1, the Iron Automata is lost and must be removed from the gang's roster.

Man of Iron: An Iron Automata has a 3+ save, and the Nerves of Steel and Fearsome skills.

Automated Repairs: Iron Automata have limited self-repair capabilities. In the Recovery phase the Iron Automata recovers a wound on a D6 roll of 6+. Iron Automata may also roll an extra Injury dice when making Recovery tests and then pick one of the Injury dice to resolve and discard the other.

‘JOTUNN’ H-GRADE SERVITOR-OGRYN

0-2 Servitor-Ogryn..... 210 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5’’	4+	5+	5	5	3	4+	2	7+	6+	8+	9+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Augmetic fist	-	E	-	-	+1	-1	2	-	Melee, Knockback
Arc welder	-	E	-	-	+2	-3	3	-	Blaze, Melee

WEAPONS

A ‘Jotunn’ H-Grade Servitor-Ogryn is armed with two augmetic fists.

OPTIONS

- A Servitor-Ogryn may replace one of its augmetic fists with an arc welder.....**+70 credits**
- A Servitor-Ogryn may be upgraded with furnace plate armour.....**+15 credits**

SPECIAL RULES

Headbutt

If the fighter is Engaged, they can use the following action:

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

Loyal

Ogryns are very loyal creatures and form strong bonds with those they live and fight with. Whenever this fighter is assisting a friendly fighter in melee, the fighter adds 2 to the result of any hit rolls rather than the usual 1.

Slow-witted

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

LUTHER PATTERN EXCAVATION AUTOMATA ('AMBOT')

0-2 Ambot..... 215 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	5+	5	5	3	5+	2	8+	6+	8+	9+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Tunnelling claw									
- melee	-	E	-	-	S	-1	2	-	Melee
- ranged	4''	8''	-	-	6	-2	2	5+	Melta, Scarce, Sidearm
Grav-fist (Ambot)									
- melee	-	E	-	-	S	-1	2	-	Melee, Pulverise
- ranged	6''	12''	+1	-	*	-1	2	5+	Blast (3''), Graviton Pulse, Concussion

WEAPONS

An Ambot is armed with two tunnelling claws.

OPTIONS

- An Ambot may replace one of its tunnelling claws with a grav-fist.....**+70 credits**

SPECIAL RULES

Infiltrate

If this fighter should be set up at the start of a battle, they are instead placed to one side. Then, immediately before the start of the first round, their controlling player sets them up anywhere on the battlefield that is not visible to any enemy fighters, and not within 6'' of any of them. If both players have fighters with this skill, take turns to set one up, starting with the winner of a roll-off.

Cranial Governors

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

Mechanical Construct

An Ambot is equipped with light carapace armour.

Excavation Automata

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

Valuable

Should an Ambot be captured by a rival gang and not be rescued, the gang holding it captive may choose to either sell it to the Guilders as a normal captive or to keep it and add it to their gang roster for free, assuming they have sufficient Reputation to take on an extra Hanger-on.

ORLOCK 'LUGGER' CARGO SERVITOR

0-1 Orlock 'Lugger' Cargo Servitor..... 230 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	5+	4+	5	5	3	5+	2	7+	5+	9+	8+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Harpoon launcher	6''	18''	+2	-	5	-3	1	5+	Drag, Impale, Scarce
Heavy bolter	18''	36''	+1	-	5	-2	2	6+	Rapid Fire (2), Unwieldy
Heavy flamer	-	T	-	-	5	-2	1	5+	Blaze, Template, Unwieldy
Heavy stubber	20''	40''	-	-1	4	-1	1	4+	Rapid Fire (2), Unwieldy
Servitor combat weapon	-	E	-	-	S	-1	1	-	Knockback, Melee

WEAPONS

A Lugger is armed with a harpoon launcher.

OPTIONS

- A Lugger may replace its harpoon launcher with a:
  - Heavy bolter..... **+50 credits**
  - Heavy flamer..... **+85 credits**
  - Heavy stubber..... **+20 credits**
- A Lugger may upgrade its light carapace armour to heavy carapace armour..... **+20 credits**
- A Lugger may take a mono-sight..... **+25 credits**

SPECIAL RULES

Mechanical Constructions

A Lugger is equipped with a light carapace armour.

Weapons Platform

An unwieldy ranged weapon mounted on a servitor is far more manoeuvrable. When a Lugger fires an Unwieldy ranged weapon, it becomes a Basic action rather than a Double action.

Ammo Hoppers

A Lugger can re-roll any failed Ammo checks that roll a natural 1.

VAN SAAR ARACHNI-RIG SERVO-SUIT

0-1 Van Saar Arachni-rig Servo-suit.....240 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	5	4	3	4+	4	5+	5+	8+	6+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Twin-linked heavy las carbine	15''	30''	+1	-	4	-	1	4+	Plentiful, Rapid Fire (3)
Rad gun	-	T	-	-	2	-2	1	4+	Rad-phage, Template
Plasma gun									
- Low power	12''	24''	+2	-	5	-1	2	5+	Rapid Fire (1), Scarce
- Maximal power	12''	24''	+1	-	7	-2	3	5+	Scarce, Unstable
Servo-arm	E	3''	-	+1	S	-	1	-	Melee, Versatile

WEAPONS

A Van Saar Arachni-rig Servo-suit is armed with a twin-linked las carbine and four servo-arms.

OPTIONS

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

SPECIAL RULES

Twin-linked Carbines

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

Mechanical Construction

A Van Saar Arachni-rig Servo-suit is equipped with a light carapace armour.

Van Saar Protective Gear

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

Superior Weapons Array

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

EXOTIC BEASTS

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

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

- Whenever the fighter that owns the Exotic Beast is selected for a scenario, the Exotic Beast may also be deployed. This may take the number of fighters in a starting crew above the number specified by the scenario.
- Whenever the owner of an Exotic Beast activates, the Exotic Beast will activate at the same time if it has been taken.
- Exotic Beasts must always end their activation within 3" of their owner. If the Exotic Beast is more than 3" away at the end of its activation, it must pass a Nerve test or become Broken.
- Should an Exotic Beast become Broken, it will run towards its owner when activated rather than for cover. When an Exotic Beast makes a Running for Cover (Double) action, it runs towards its owner. It is only concerned with getting back within 3" of its owner.
- An Exotic Beast that has become Broken automatically rallies if it ends an activation within 3" of its owner.
- If the owner is removed from the battlefield for any reason, the Exotic Beast is also removed from play.
- If an Exotic Beast is removed from the battlefield for any reason, it is not counted for the purposes of Bottle tests.
- Exotic Beasts gain Experience and suffer Lasting Injuries as a normal Ganger and may become a Specialist. However, due to their nature, the variety of skills available to them as a Specialist is much reduced compared to any other gang fighter. Therefore, Exotic Beasts have their own Skill table on the following page.
- Exotic Beasts may not take any additional equipment. They may no use weapons other than those detailed on their profile. They may never use Wargear.
- Exotic Beasts can be taken Captive, in which case the owning fighter's gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter. Exotic Beasts taken Captive cannot be put to work in any Territories.

EXOTIC BEAST SKILLS

By their very nature, Exotic Beasts are unable to utilise many of the skills detailed in the complete Skill lists. Therefore, when an Exotic Beast gains a new skill, roll a D3 and consult the table below:

D6	Agility	Brawn	Combat	Cunning	Ferocity
1	Catfall	Bull Charge	Counter-Attack	Backstab	Berserker
2	Dodge	Crushing Blow	Disarm	Evade	Fearsome
3	Sprint	Iron Jaw	Step Aside	Lie Low	Nerves of Steel

SKILL ACCESS

Exotic Beasts have access to the following skills:

	Agility	Brawn	Combat	Cunning	Ferocity
Caryatid	Primary	-	-	Secondary	-
Cephalopod Spekter	Secondary	-	-	Primary	-
Chaos Familiar	-	-	Secondary	Primary	-
Cyber-mastiff	-	-	Primary	-	Secondary
Cyberachnid	Secondary	-	-	Primary	-
Grapplehawk	Primary	-	Secondary	-	-
Gyrinx Cat	Primary	-	-	Secondary	-
Hacked Cyber-Mastiff	-	-	Primary	-	Secondary
Necromunda Giant Rat	Secondary			Primary	
Phyrr Cat	Primary	-	-	Secondary	-
Psychic Familiar	Secondary	-	-	Primary	-
Sheen Bird	Secondary	-	-	-	Primary
Sumpkroc	-	Primary	-	-	Secondary

CARYATID

0-1, 0 credits – Rare (15)*

**: A Caryatid is not purchased like other items of wargear, instead one may decide of its own volition to make a companion of a gang leader or not.*

Should the gang roll 15 or higher after modification when making a Seek Rare Equipment check during the post-battle sequence, there is a change that a Caryatid will attach itself to the gang Leader. Roll 2d6 and add the gang's current Reputation. If the result is 20 or higher, a Caryatid has decided to form a bond with the gang Leader.

A Caryatid has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	5+	-	2	2	1	2+	1	7+	7+	8+	8+

A Caryatid carries no weapons and will always make unarmed attacks.

SPECIAL RULES

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

Whilst the Caryatid is within 3'' of its owner, that fighter may avoid one successful hit per turn by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is passes, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Caryatid's owner is assumed to have somehow dodged clear.

Precognition: The gift of foresight possessed by the Caryatid enables it to dodge and evade all but the most unexpected of attacks. This tremendous precognition grants the Caryatid a 3+ save roll, which cannot be modified by Armour Piercing.

Additionally, a Caryatid may avoid being caught by a Blast marker or Flame template. If a Caryatid is caught under a Blast marker or Flame template, the attacker should roll a D6. On a 4-6, the Caryatid is hit by the attack. On a 1-3, the Caryatid is able to fly clear of the area of the attack. Leave the model where it is and assume that it has fluttered around to avoid the attack and returned to where it was.

Symbol of Renown: So long as your gang Leader is accompanied by a Caryatid, the gang's Reputation is increased by 1. However, should the Caryatid ever be killed, or should it ever abandon its companion, the gang's Reputation will be reduced by -2.

Abandonment: Should the gang reduce its Reputation for any reason, roll a D6 and subtract from the result the number of Reputation lost. If the total is 1 or less, the Caryatid will abandon its companion. A natural roll of 6 is always a success, regardless of modifiers.

Flight: A Caryatid ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

CEPHALOPOD SPEKTER

0-1, Delaque Only, 100 credits – Rare (11)

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	5+	3	3	1	3+	1	7+	5+	6+	4+

	Rng		Acc						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Shock tendrils	E	2''	-	-	+1	-	1	-	Melee, Shock, Versatile

SPECIAL RULES

Flight: A Cephalopod Spekter ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

Sensor Array: If a Cephalopod Spekter is within 3" of its owner when the owner is required to make an Intelligence check for any reason, roll an extra D6, then pick one of the dice to discard.

Threat Response: If the Cephalopod Spekter's owner is taken Out of Action whilst within 3" of the Cephalopod Spekter, immediately before the Cephalopod Spekter itself is removed from play, all enemy fighters within D6" of the Cephalopod Spekter suffer a Strength 1 automatic hit, as if from a weapon with the Seismic trait.

Watchdog: If the Cephalopod Spekter's owner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).

CHAOS FAMILIAR

0-2, Chaos Cult Only, 25 credits – Common

The fighter is accompanied by a Chaos Familiar – a psychic manifestation of the favour of their dark patrons. The Familiar has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	-	2	2	1	2+	1	7+	7+	6+	7+

EQUIPMENT

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

SPECIAL RULES

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

Whilst the Familiar is within 3'' of its owner, that fighter may avoid one successful hit per turn by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is passed, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Familiar's owner is assumed to have somehow dodged clear.

Precognition: The gift of foresight possessed by the Chaos Familiar enables it to dodge and evade all but the most unexpected of attacks. This tremendous precognition grants the Familiar a 3+ save roll, which cannot be modified by Armour Piercing.

Additionally, a Chaos Familiar may avoid being caught by Blast or Template weapon. If a Familiar is caught under a Blast or Flame Template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to dodge clear of the area of the attack. Leave the model where it is and assume it has scuttled around and returned to where it was.

Psychic Manifestation: A Chaos Familiar is an extension of its owner's will and a clear indication of the favour the dark gods of Chaos have bestowed upon them. If the owning fighter is a Psyker, once per round they may re-roll a failed Willpower check to perform a Wyrd Power (X) action.

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

CYBER-MASTIFF

0-3, Orlock Only, 100 credits – Rare (10)

A Cyber-mastiff has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	-	3	3	1	4+	1	7+	6+	8+	8+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Savage bite	-	E	-	-	S	-2	1	-	Disarm, Melee

SPECIAL RULES

Watchdog: If the Cyber-mastiff's owner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).

Loyal Protector: Whilst the Cyber-mastiff is Standing and either Active or Engaged and within 3" of its owner, enemy fighters may not make a Coup de Grace action against the owner.

CYBERACHNID

0-3, Van Saar Only, 75 credits – Rare (10)

A Cyberachnid has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	4+	5+	2	2	1	2+	1	7+	8+	8+	8+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Venomous bite	-	E	-	-	-	-	1	-	Melee, Toxin
Web projector	-	T	-	-	2	-	-	6+	Scarce, Template, Web

SPECIAL RULES

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

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

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

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

GRAPPLEHAWK

0-2, 90 credits, Illegal (11)

Grapplehawks are cyber-engineered xenos familiars, trained to hunt prey for their masters.

A Grapplehawk is an Exotic Beast available to all gangs and uses the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
8''	4+	-	2	3	1	3+	2	9+	7+	9+	9+

	Rng		Acc						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Talons	-	E	-	-	3	-1	1	-	Disarm, Entangle, Melee

SPECIAL RULES

Fly: A Grapplehawk ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or another fighter's base.

Grapple: If a Grapplehawk successfully hits a fighter with its Talons, it does not need to roll to hit again in subsequent activations or with Reaction attacks. Furthermore, these subsequent attacks count as having rolled a 6 to hit for the purposes of the Disarm and Entangle Traits.

Swoop: Grapplehawks can range further from their owners than most Exotic Beasts. A Grapplehawk must remain within 9" of its owner rather than 3".

GYRINX CAT

0-1, 120 credits, Illegal (14)

Psychic xenos pets such as the Gyrinx Cat are heavily restricted on Necromunda, with only the most powerful and influential nobles able to acquire and keep them. Of course, sometimes they escape and find their way into the hands of less salubrious individuals.

A Gyrinx Cat is an Exotic Beast that is available to all gangs and uses the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
7''	4+	4+	2	2	1	2+	1	9+	6+	6+	7+

	Rng		Acc						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Claws	-	E	-	-	2	-	1	-	Melee

SPECIAL RULES

Small Target: Gyrinx Cats are small, nimble and hard to target. Ranged attacks against Gyrinx Cats suffer a -1 to hit.

Charmed: Gyrinx Cats live charmed lives and cannot be targeted by ranged attacks unless they are the closest target. In addition, Gyrinx Cats can only be the target of melee attacks if there are no other enemies Engaged with the attacker.

Psyker: Gyrinx Cats are psykers and follow all the rules for psykers and using psychic powers **from page 50**. At the start of each game, randomly determine a psychic power for the Gyrinx Cat from the following table:

D6	Result
1	**Telekinesis – Assail (Basic):** Immediately make a ranged attack against an enemy fighter or an obstacle within 12" and line of sight. If hit, move the target D3" in any direction.
2	**Pyromancy – Flame Blast (Basic), Continuous Effect:** For as long as this Wyrd Power is maintained, one ranged weapon carried by this fighter gains the Blaze Trait.
3	**Chronomancy – Freeze Time (Double):** All fighters, friend and foe, within 12", may only take a single action when activated for the remainder of this round.
4	**Technomancy – Weapon Jinx (Simple):** Choose an enemy fighter within 18" of this fighter. The enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter.
5	**Telepathy – Terrify (Double):** Choose an enemy fighter within 18" of this fighter. The enemy fighter must make a Nerve test with -3 to the roll or become subject to the Broken condition.
6	**Biomancy – Quickening (Basic), Continuous Effect:** For as long as this Wyrd Power is maintained, increase this fighter's M by 3 and their WS, BS and I by 1 (to a maximum of 2+)

HACKED CYBER-MASTIFF

0-1, 100 credits – Illegal (10)

A common sight in the underhive, Orlocks use cyber-mastiffs extensively in their operations. These cybernetic hounds are not uncommon in the hands of criminals, though hacked to be obedient to their new masters.

A Hacked Cyber-mastiff is an Exotic Beast available to any gang and uses the following profile

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	-	3	3	1	4+	1	8+	6+	8+	8+

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

SPECIAL RULES

Glitchy: Hacked Cyber-mastiffs are somewhat more unpredictable than their standard counterparts. When a Hacked Cyber-mastiff activates, roll a D6. If the result is a 1, the Hacked Cyber-mastiff gains the Insane condition.

Tenacious: Cyber-mastiffs are renowned for their tenacity. If the Hacked Cyber-mastiff is taken Out of Action do not remove it from the board if it has not yet activated this round. Once the Hacked Cyber-mastiff has completed its activation, remove it from the board.

NECROMUNDA GIANT RAT

The fighter is accompanied by a Necromunda Giant Rat. These are common hive critters, highly intelligent and show a great ability to learn and surprising loyalty.

The Necromunda Giant Rat has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	4+	-	3	3	1	3+	1	10+	8+	10+	9+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Jaws	-	E	-	-	3	-	1	-	Melee, Backstab

SPECIAL RULES

Small Target: Necromunda Giant Rats are quick, making them difficult to target in the perpetual gloom of the underhive. Ranged attacks against Necromunda Giant Rats are at -1 to hit. In addition, a Necromunda Giant Rat is never a potential target when working out the effects of a Stray Shot

Nimble: Necromunda Giant Rats have almost preternatural reflexes, seemingly sensing danger before they strike. A Necromunda Giant Rat has a save of 4+, which is never modified by Armour Penetration.

Rat Cunning: Rats are among the most resilient organisms on Necromunda, and they have a sixth sense when it comes to their environment. A canny fighter learns how to read the mood of their rats and react to danger accordingly. A fighter with at least one Necromunda Giant Rat gains a special 5+ save against damage from environmental effects. Take this save before any other kind of save. Alternatively, a fighter may sacrifice one of their rats to completely ignore damage from an environmental effect. The Necromunda Giant Rat is then removed from the gang's roster.

PHYRR CAT

0-2, Escher Only, 120 credits – Rare (12)

A Phyrr Cat has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
7''	3+	-	3	3	1	2+	2	7+	8+	7+	8+

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

SPECIAL RULES

Independent: Unlike other Exotic Beasts, a Phyrr Cat must always try to remain within 9'' of its owner rather than the usual 3''

Lands on her Feet: If a Phyrr Cat falls for any reason, it will always reduce the Strength of the impact by -2.

PSYCHIC FAMILIAR

0-3, Genestealer Cult Only, 25 credits – Common

A Psychic Familiar has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	-	2	2	1	2+	1	7+	7+	6+	7+

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

SPECIAL RULES

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

Whilst the Familiar is within 3'' of its owner, that fighter may avoid one successful hit per turn by making a successful Willpower check. Make the check immediately after a successful roll to hit has been made against the fighter. If the check is failed, the attack hits as normal. If the check is passed, the attack counts as having missed and the dice roll is discarded. Templates and Blast markers are placed as normal for the purposes of determining hits against other models, but the Familiar's owner is assumed to have somehow dodged clear.

Precognition: The gift of foresight possessed by the Familiar enables it to dodge and evade all but the most unexpected of attacks. This tremendous precognition grants the Familiar a 3+ save roll, which cannot be modified by Armour Piercing.

Additionally, a Familiar may avoid being caught by Blast or Template weapon. If a Familiar is caught under a Blast or Flame Template, the attacker should roll a D6. On a 4-6, it is hit by the attack. On a 1-3, it is able to dodge clear of the area of the attack. Leave the model where it is and assume it has scuttled around and returned to where it was.

Catfall: When this fighter falls or jumps down from a ledge, they count the vertical distance moved as being half of what it actually is, rounded up. In addition, if they are not Seriously Injured, or taken Out of Action by a fall, make an Initiative test for them – if it is passed, they remain Standing rather than being Prone and Pinned.

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

SHEEN BIRD

0-2, Cawdor Only, 90 credits – Rare (12)

A Sheen Bird has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	4+	6+	3	2	1	3+	2	8+	7+	8+	9+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Beak & Talons	-	E	-	-	S	-1	2	-	Melee, Rending

SPECIAL RULES

Flight: A Sheen Bird ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls and may not end its movement with its base overlapping an obstacle or another fighter's base.

Bate: When the owning fighter activates, the Sheen Bird will attempt to charge an enemy fighter even if the owning fighter does not wish it to. Make a Willpower check for the owning fighter, if this test is failed, the Sheen Bird must attempt to charge the closest enemy fighter. If the check is passed, the Sheen Bird activates as normal.

Rake Away: At the end of the Sheen Bird's activation, if the owning fighter is Standing and Active or Prone and Pinned, they may choose to make a Willpower check. If this check is passed, the Sheen Bird will immediately make a free Move (Simple) action, or Retreat (Basic) action if Engaged, directly towards the owner. If the check is failed, the Sheen Bird does not make this free action and stays where it is.

SUMPKROC

0-1, Goliath Only, 130 credits – Rare (11)

A Sumpkroc has the following profile and weapons:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	-	4	4	2	6+	2	8+	6+	7+	11+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Ferocious jaws	-	E	-	-	S	-1	1	-	Melee, Rending

SPECIAL RULES

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

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

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

PART FOUR: ARBITRATOR TOOLS

This section builds upon the campaign rules, expanding the role of the Arbitrator, presenting various tools for them to use to make games more interesting and give gangs a helping hand.

THE ARBITRATOR

Running an Arbitrated campaign can be like telling a good story – albeit one of desperate gang warfare, brutal underhive societies and violent criminals. It is the Arbitrator's job to bring this tale to life, often playing the role of the antagonists and the uncaring universe that opposes the gangs in their rise to power. This can be a demanding role – but also a very rewarding one – and a well-arbitrated campaign will be one the players remember for a long time to come.

In any campaign, the Arbitrator's role is to keep track of the action, make sure that the players are informed as to the rise and fall of their opponents and to decide when the campaign has reached its conclusion. These are the basic responsibilities of an Arbitrator, but if they choose, there are many different ways for them to shape the course of their campaign. As masters of the campaign, they might choose to introduce random sub-plots, tasks thrust upon gangs by their superiors within the House structure that, should they complete them, may prove valuable. Arbitrators can also create their own battlefields for the players in their campaign to battle over, rather than leaving players to set up their own terrain. Battlefields can be built to reflect unique locations, such as partially submerged domes, bustling settlements or hive-fungi arboretums, pitting gangs as much against the environment as each other. How large a part the Arbitrator plays in their own campaign is up to them, and some Arbitrators might like to create complex story arcs with set events, while others may choose to just add a few random events to spice things up.

CAMPAIGNS WITHOUT ARBITRATORS

Sometimes, there might only be a few players in a campaign, or none of the players might want to take on the role of the Arbitrator. In these cases, it is still possible to play a Necromunda campaign, with each player taking care of their own pre- and post-game bookkeeping and the players keeping track themselves of which territories they hold and so forth.

To add some variety to these campaigns, the players can use the House Sub-Plots and may decide to use a narrative scenario rather than rolling on the scenario table as normal.

FAVOURS

Favours represent the beneficence of the gang's overlords, be they criminal bosses, alien monsters, or the Dark Gods of Chaos. At the Arbitrator's discretion, some or all gangs can roll on the Favours table specific to their gang at the start of each campaign week or whenever the Arbitrator decides it is appropriate, to see if their masters are willing to give them aid. Be warned though, while these masters might bestow gifts upon the gang, they might also exact a price for those audacious enough to call upon them.

To use the Favours table, a gang must first determine which table they can roll on:

- Clan House Gangs (Goliath, Cawdor, etc) roll on the House Favours table, or, if they are Outlaws, they must instead roll on the Outlaw Favours table.
- Venator Gangs may roll on either the Outlaw Favours table (even if they are not Outlaws) or, if their Leader has a House Legacy, the corresponding House Favours table.
- Genestealer Cults gangs and Genestealer Infected gangs (**see page 131**) roll on the Genestealer Cults Favours table.
- Corpse Grinder gangs, Chaos Helots Cult gangs, and Chaos Corrupted gangs (**see page 119**) roll on the Chaos Favours table

Once a table has been chosen, the owning player rolls 2D6, adding +1 to the result for each gang in the campaign with a Rating greater than their own (up to a maximum of +3). The gang then immediately applies the effects of the favour's result.

HOUSE FAVOURS

House Favours come from the masters of the gang's Clan House, whether they are brutal overlords or enigmatic councils. They represent boons bestowed upon a gang to better help them advance the agendas of the clan.

2D6	Result
2	**Displeasure**: Not only does the gang's House consider their position unworthy of aid, they feel the gang must offer up a tithe. The player must select one of their Juves or Gangers and remove them from the gang.
3-5	**No Effect**: Despite the gang leader's pleas, their Clan House remains indifferent to the gang's plight. The gang gains no benefits from their House this campaign week, however, they may roll again on this table after their next battle, instead of waiting until the beginning of the next campaign cycle.
6-8	**Arms Shipment**: The House has seen fit to release a shipment of weaponry from their factories for the gang to better arm themselves. The player may add 2D6x10 credits worth of House List weapons and wargear to their gang.
9-10	**New Blood**: In every clan factory and hab zone there are droves of young workers looking for the chance to join a gang, and make a name for themselves. The player may add a Juve to their gang – though they still need to buy them equipment as normal.
11-12	**House Trainer**: The House sends a hardened trainer selected from the clan's fighting cadres to show the gang a thing or two about fighting. The player may choose D3+1 of their fighters to receive D6 experience points each.
13+	**Old Pro**: A grizzled gang veteran is sent down-hive to help the gang fight for the interests of the Clan House. The player may generate a Ganger with up to 150 credits worth of gear, and 2D6 experience points, to add to their gang.

OUTLAW FAVOURS

Outlaw Favours represent locals and wanderers offering aid to the outlaws, or the benefits of living free among the badzones. Despite not having the support of a Clan House or other master, outlaws never seem to want for support on Necromunda.

2D6	Result
2	**A Bad Business:** One of the members of the gang has met with an unfortunate 'accident'. The player must choose one of their Juves or Gangers and remove them from the gang. If they are a Venator gang, remove a Hunter instead.
3-5	**Treacherous Scum:** The player may include a free Hive Scum hired gun (see page 232) as part of their crew in their next scenario. The Scum is far from trustworthy however, and in the End phase of each round the player must make a Leadership check with their Leader. If this check is failed, the Scum flees the battlefield and is removed from play.
6-8	**For the Cause**: A like-minded soul has made a donation of arms and equipment to the outlaws. The player can choose up to 2D6x10 credits worth of Common items from the Trading Post and add them to the gang's stash.
9-10	**Young Guns:** A would-be recruit looking to join up finds their way to the gang. The player may add a free Juve or Ganger if they are a Clan House Gang, or a free Hunter, if they are a Venator gang, to their roster. This fighter comes with up to 60 credits of equipment from their Gang Equipment list or House Equipment list.
11-12	B**adzone Wisdom**: Living out in the bad zones the outlaws have learnt a thing of two about survival. The player may choose D3+1 of their fighters to receive D6 Experience points each.
13+	**Wasteland Wanderer:** A noteworthy badzones wanderer has taken an interest in the outlaws, joining up with them for a while to further their own agendas. The player chooses a Bounty Hunter or Dramatis Personae Bounty Hunter, and may add them to their gang for free for the duration of this campaign week.

GENESTEALER CULTS FAVOURS

Genestealer Cults Favours represent the cult performing psychic rites to establish a connection to the distant being lurking beneath the ruins of Hive Secundus, and taking guidance from its mental commands.

2D6	Result
2	**Brood Cull:** Weakness within the brood cannot be allowed to fester and grow. The player chooses one of their Neophyte Hybrids (or Ganger) and removes them from their gang. The gang may add the Neophyte's weapons and equipment to the gang's stash.
3-5	**Industry of War:** The Brood turns its claws to the creation of more weapons for the cause, leading to a temporary increase in firepower. The player may select up to 100 credits worth of weapons and wargear from their House Equipment list. However, the weapons are far from the highest quality, and they all have the Unstable and Reckless traits, if they did not have these traits already.
6-8	**Alien Evolution:** More hybrids are born or drawn to the cult, boosting its numbers with capable fighters. The player must remove a Neophyte Hybrid (or Ganger) from their roster, adding its equipment to the gang's stash. They may then add a Hybrid Acolyte (or Ganger) to their gang for free. The new fighter has no equipment, but may come with a Third Arm.
9-10	**Brood Whispers:** Psychic whispers from cursed Secundus echo in the minds of the brood. The player chooses a fighter in their gang. This fighter can gain a random skill from either its Primary or Secondary skill groups.
11-12	**Psychic Bond:** A blessed awakening has occurred and a member of the brood has blossomed into a psychic being under the command of the brood alpha. Choose a Neophyte Hybrid (or Ganger) or a Hybrid Acolyte (or a Juve). The chosen fighter is now a psyker, and may choose a single psychic power from the Cult Wyrd Powers. Cult Wyrd Powers is now a Primary skill group for the fighter.
13+	**A True Birth:** A new generation of Purestrain Genestealers are born to the brood, making for powerful new weapons in the cult's growing arsenal. The player may include a Purestrain Genestealer (see page 272) with the Infiltrate skill in their gang for one battle this campaign week. This creature is, however, too valuable to risk in a protracted battle, and so is removed from play in the End phase of a randomly determined round. Roll a D3 between steps 7 and 8 of the pre-battle sequence. The number rolled indicates the round in which the Purestrain Genestealer is removed from play. However, it is still a Purestrain Genestealer, and cannot be removed from play early by Tactics cards, Campaign Events or similar outcomes.

CHAOS FAVOURS

Chaos Favours represent gifts of the Dark Gods, as well as the warping power of Chaos as it takes root within the gang

2D6	Result
2	**Devoured by Spawn:** Gifts of the Dark Gods are seldom without their price. If the gang has a Chaos Spawn then remove a random fighter from the gang's roster. If the gang does not have a Chaos Spawn, remove a random fighter from the gang's roster then add a Chaos Spawn to the gang.
3-5	**Dark Omens:** It is a portentous time for the gang to make their rituals to the Chaos gods. If the gang's Cult Demagogue performs the Lead Ritual post-battle action this cycle then they can choose to re-roll the dice to determine the outcome of the ritual. However, if they do, any doubles rolled count as a double 1 (see page 127).
6-8	**Stolen Weaponry:** A Guilder shipment of weapons has fallen into the hands of the cult, with the guns soon to be turned upon their creators. The player may add up to 2D6x10 credits worth of items from their House Equipment list to the gang's stash.
9-10	**Fresh Converts:** Eager new converts to the cult fight for the chance to stand at the side of the demagogue and prove their worth to the Dark Gods. The player can add up to three Helot Cultists (or Gangers in the case of Chaos Corrupted Gangs, or Skinners in the case of Corpse Grinder Cults) to their gang roster. However, for each fighter added beyond the first, all the new fighters must make a roll on the Lasting Injury table (i.e, if two Helot Cultists were added, both would make one roll on the Lasting Injury table, and if three were added each would make two rolls). These new fighters come with no equipment.
11-12	**Hour of the Witch:** Dark energies swirl around the gang as the power of the Warp waxes. Choose one of the gang's fighters. The chosen fighter is now a psyker, and may choose a single psychic power from the Chaos Cult Wyrd Powers. Chaos Cult Wyrd Powers is now a Primary skill group for the fighter. If the chosen fighter was a Cult Witch, they can instead gain a new psychic skill from the Chaos Cult Wyrd Powers.
13+	**Eye of the Gods:** The gaze of the Dark Gods has fallen upon the gang, and it now falls to them to prove themselves worthy of their master's attentions. During the gang's next game, when one of the gang's fighters takes an enemy fighter Out of Action, roll on the table below.

D6	Result
1	**Unimpressed:** The kill was not worthy of the attention of the Chaos gods and they punish the fighter by striking it from their memory. The fighter gains no Experience points for taking the enemy fighter Out of Action.
2-3	**Growing Interest:** The Chaos gods are watching the fighter's progression with interest. The next time in this battle the fighter takes an enemy fighter Out of Action add 1 to the dice result. This result is cumulative.
4-6+	**Dark Favour:** The Chaos gods see fit to bestow a temporary boon upon the fighter for their actions. For the remainder of the battle the fighter can increase one of their characteristics by 1. This effect is cumulative, though each time it is received the fighter must choose a different characteristic to improve.

CREATING GUILDER WATCHMEN

One of the Arbitrator's roles can include running gangs of Guild-sanctioned watchmen against the players' gangs. As the range continues to expand, models and rules for such forces will be released – in the meantime, though, the Arbitrator should feel free to create them.

To create a gang of sanctioned watchmen for example, the Arbitrator is best served using one of the available gang rosters. Depending on the kind of gang required, Goliaths could be used for a genetically augmented hit-squad, Eschers for agile assassins or Orlocks for a hardened vengeance squad. Build the gang as if for a Skirmish game to a credits limit roughly equal to the player-controlled gangs it will go up against – or, make it larger if desired to present the players with more of a challenge. Then arm and equip the gang with weapons and Wargear from the appropriate House Equipment Lists or the Trading Post, as described in the rules for creating a Skirmish gang. This could be the flak armour, braced stub guns and shotguns of a settlement law-keeper gang, or perhaps something more exotic like a death cult armed with needle weapons, or a purge detachment all carrying chem-throwers.

Finally, give the gang's fighters any appropriate skills – such as a Guilder overseer having Commanding Presence or a watchman sheriff with the Gunfighter skill. When creating these gangs, the Arbitrator should only be limited by their imagination and the range of models they have available.

UNDERHIVE CREATURES

Creating underhive creatures for an Arbitrator to infest a battlefield with is a very flexible process. The obvious place to start is with the Beast's Lair (see page 329). Exotic Beasts and Brutes provide a useful resource and can easily be pressed into service by an Arbitrator looking to spice up their battlefield.

Beyond these, monsters can have pretty much any characteristics, skills, weapons and Wargear the Arbitrator wishes, and can be represented by almost any model they have – whether it is a mutant Sump spider, carnivorous psychic plant or a xenos cyborg. Arbitrators can take inspiration – and models – from the huge range of Citadel and Forge World miniatures for their monsters.

Many of these models also have their own rules in Warhammer 40,000, which can, with a little work, be adapted to work in games of Necromunda.

Any number of underhive creatures may be introduced into a scenario and deployed by the Arbitrator as they wish. They are controlled by the Arbitrator and are activated by the Arbitrator in the End phase.

HIVE DWELLERS

Many hivers react badly when strangers show up and start shooting, and it can be tricky to predict just how they will react. Any number of Hive Dwellers may be introduced into a scenario and deployed by the Arbitrator as they wish. They are controlled by the Arbitrator and are activated by the Arbitrator in the End phase and use the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	5+	5+	3	3	1	4+	1	7+	8+	9+	9+

Hive Dwellers may be equipped as the Arbitrator wishes, but any weapons they carry should be low quality, cheap items. Autopistols, clubs, fighting knives and other such Common weapons are ideal.

SCENARIO COMPLICATIONS

DESIGNER'S NOTE

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

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

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

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

HORRORS OF THE UNDERHIVE

The idea of a wandering monster will not be a new one to most gamers. Anyone who has ever played a roleplay game of any type will be familiar with the concept of encountering a Horror of the Underhive on their travels. Indeed, the concept is not a new one to Necromunda either, the Beast's Lair (see page 121 of the Necromunda Rulebook) can be considered to be a Horror of the Underhive, albeit one that doesn't wander around looking for trouble so much as it simply tries to defend its home from invaders!

USING HORRORS OF THE UNDERHIVE

If both players agree or at the Arbitrator's discretion, a Horror of the Underhive can be added to any of the twelve core scenarios presented on page 124 of the Necromunda Rulebook. Their inclusion should be agreed by the players before battle commences. Alternatively, the Arbitrator can choose to introduce a wandering monster as a surprise element for their players once a battle is underway.

There are two broad types of Horror of the Underhive: Possessed Hivers and Xenos Abominations. These types are further divided into three classes, representing the level of threat the Horror of the Underhive will pose to any that encounter it: Peril Minoris; Peril Secundus and Peril Extremis. A Peril Minoris, for example, can be introduced to a scenario between two relatively inexperienced gangs, complicating matters without rendering a victory for either side impossible. By contrast, a Peril Extremis Horror of the Underhive is best saved as a complication for a battle between two very experienced, well-developed gangs.

DEPLOYING HORROR OF THE UNDERHIVE

From the start of the second round onwards, there is a chance that a Horror of the Underhive will show up. At the start of each round, after rolling for Priority, either the player with priority or the Arbitrator rolls a D6 on the table below. If the wandering monster cannot be deployed as described, it is not deployed this round. Roll again at the start of the next round:

D6	Result
1-3	Nothing Happens
4	A Horror of the Underhive appears and is placed either by the player with priority or the Arbitrator within the deployment zone of the player with Priority, but not within 6" of any fighter.
5	A Horror of the Underhive appears and is placed either by the player with priority or the Arbitrator within 6" of the centre of the battlefield, but not within 6" of any fighter.
6	A Horror of the Underhive appears and is placed either by the player with priority or the Arbitrator anywhere on the battlefield that is not within 6" of any fighter.

GENERATING A HORROR OF THE UNDERHIVE

To determine the class of Horror of the Underhive that shows up during a battle, look up the gang rating of the gang with the lowest rating taking part in the battle on the table below, then roll a D6 to determine the type. Alternatively, the players or the Arbitrator may choose either the category of Horror, the type of Horror, or both:

Gang Rating	Class of Horror
1000-1300	Peril Minoris
1301-1600	Peril Secundus
1601 +	Peril Extremis

D6	Type of Horror
1-3	Possessed Hiver
4-6	Xenos Abomination

ACTIVATING A HORROR OF THE UNDERHIVE

Unlike normal fighters, Horrors of the Underhive activate at the start of the End Phase, before Bottle tests are made. Control of a Horror of the Underhive automatically belongs to the Arbitrator. If there is no Arbitrator, both players roll a D6, re-rolling ties. The player that rolls the highest takes control of the Horror of the Underhive for the duration of its Activation.

During its Activation, a Horror of the Underhive can perform Actions just like a normal fighter. However, the Horror of the Underhive treats all fighters on the battlefield as enemy fighters, including those belonging to the player that has control of it.

DEFEATING A HORROR OF THE UNDERHIVE

Should a gang face and defeat a Horror of the Underhive, the rewards are high:

- Any fighter that inflicts a wound on a Horror of the Underhive that is not saved gains 1 Experience point.
- Any fighter that takes a Horror of the Underhive Out of Action gains 2 Experience points.
- When a fighter takes a Horror of the Underhive Out of Action, their gang gains 1 Reputation point.

POSSESSED HIVER

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

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

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Peril Minoris Possessed Hiver	5"	4+	4+	3	3	3	4+	2	5+	5+	6+	9+
Peril Secundus Possessed Hiver	5"	3+	4+	4	4	4	3+	3	5+	4+	5+	9+
Peril Extremis Possessed Hiver	6"	2+	3+	5	5	5	3+	4	5+	3+	4+	9+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Daemonic Talons	-	E	-	-	S	-2	2	-	Cursed, Melee, Rending

Skills: Bull Charge, Catfall, Dodge, Nerves of Steel, Non-Sanctioned Psyker, Rain of Blows

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

SPECIAL RULES

Daemonic Speed: At the discretion of the controlling player, rather than performing two actions when activated, a Possessed Hiver of any class may instead perform D3 Actions during their Activation.

Peril Extremis: If an enemy fighter wishes to make a Fight (Basic) or Shoot (Basic) action that targets this fighter, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately.

Daemonic Invulnerability: The entity possessing the hiver is a creature of the Warp, almost invulnerable to mundane weapons. It confers much of this invulnerability onto its host. The Possessed Hiver has a save roll which cannot be modified by Armour Penetration. The roll is determined by the class of the Possessed Hiver:

Peril Minoris: 6+ save roll.
Peril Secundus: 5+ save roll.
Peril Extremis: 4+ save roll.

WYRD POWERS

All Possessed Hivers have the following Wyrd powers:

TELEKENESIS

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

PYROMANCY

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

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

Possessed Hivers also have a number of additional Wyrd powers, generated by rolling a D6 on the table below. The number of additional Wyrd powers a Possessed Hiver has is based on their class:

- A Peril Minoris Possessed Hiver has one additional Wyrd power.
- A Peril Secundus Possessed Hiver has two additional Wyrd powers.
- A Peril Extremis Possessed Hiver has three additional Wyrd powers.

D6	Result
1	**Telekenesis - Assail (Basic):** Immediately make a ranged attack against an enemy fighter or an obstacle within 12" and line of sight. If hit, move the target D3" in any direction.
2	**Pyromancy – Flame Blast (Basic): Continuous Effect:** For as long as this Wyrd Power is maintained, one weapon with the Melee trait carried by this fighter gains the Blaze trait.
3	**Chronomancy – Freeze Time (Double):** All fighters that are within 6" of this fighter when Activated during the following round may only take a single action.
4	**Technomancy – Weapon Jinx (Simple):** Choose an enemy fighter within 18" of this fighter. The enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter.
5	**Telepathy – Terrify (Double):** Choose an enemy fighter within 18" of this fighter. The enemy fighter must make a Nerve test with -3 to the roll or become subject to the Broken condition.
6	**Biomancy – Quikcening (Basic): Continuous Effect:** For as long as this Wyrd Power is maintained, increase this fighter's M by 3 and their WS, BS and I by 1 (to a maximum of 2+).

XENOS ABOMINATIONS

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

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

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

The following section allows you to create Xenos Abominations for your games by selecting the profile, weapons, skills and special rules to suit almost any model you may wish to use. Players should agree these details prior to the start of the battle. Arbitrators are free to create an Xenos Abomination to suit their needs.

First, choose a profile for the Xenos Abomination from one of the following charts:

PERIL MINORIS XENOS ABOMINATION PROFILES

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6”	3+	6+	2	3	3	4+	2	5+	6+	7+	10+
5”	5+	6+	3	4	2	3+	3	7+	7+	7+	10+
3”	4+	6+	3	3	2	5+	2	5+	5+	5+	4+

PERIL SECUNDUS XENOS ABOMINATION PROFILES

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6”	3+	6+	3	3	4	4+	3	6+	4+	7+	10+
5”	4+	6+	3	4	3	3+	3	7+	5+	7+	10+
3”	4+	6+	4	3	3	4+	3	5+	4+	5+	4+

PERIL EXTERMIS XENOS ABOMINATION PROFILES

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
7”	3+	6+	4	5	5	4+	3	6+	3+	6+	10+
6”	4+	6+	4	5	4	3+	4	7+	4+	6+	10+
5”	4+	6+	5	5	4	4+	3	5+	3+	5+	10+

Once a profile is selected, it is time to choose weapons, Wargear and skills for the Xenos Abomination. How many of each a Xenos Abomination can take depends upon its class:

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

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Venomous Bites	-	E	-	-	-	-2	-	-	Melee, Toxin
Razor-Sharp Talons	-	E	-	-	S+1	-1	1	-	Melee, Rending
Writhing Tentacles	E	3”	-	-	S	-1	1	-	Entangle, Melee, Versatile
Shearing Spines and Bony Growths	E	1”	-	-	S+1	-	2	-	Melee, Versatile
Web Shooter	-	T	-	-	2	-	-	2+	Silent, Template, Web

Skills: A Xenos Abomination can choose its skills from the following sets: Agility, Brawn, Combat, or Ferocity.

Wargear: Bio-booster (representing an inhuman resilience to harm), Mesh armour (representing a chitinous or scaly hide), Photo-goggles (representing an ability to see in low light or an acute sense of smell), Respirator (representing a resistance to hostile environments).

PURESTRAIN GENESTEALER

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

Purestrain Genestealer..... N/A credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6”	4+	6+	4	5	4	3+	4	7+	4+	6+	10+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Venomous Bites	-	E	-	-	-	-2	-	-	Melee, Toxin
Razor-Sharp Talons	-	E	-	-	S+1	-1	1	-	Melee, Rending

Skills: Dodge, Evade, Nerves of Steel, Rain of Blows

Wargear: Bio-booster, Photo goggles

HOUSE SUB-PLOTS

The fortunes of a House are often tied invisibly to the rise and fall of its strongest allied gangs – each gang leader is akin to a general in the House's armies, and each victory earns the House masters much kudos from their peers as well as political capital to further their schemes. For the most part, the gangs are given autonomy to further the interests of the House, largely by the simple act of fighting in its name, and sent to places where they can do the most good (or harm to the House's foes). Sometimes, however, the nobles of a house will choose to take a more direct hand in matters – one which

gang leaders ignore at their peril.

House Sub-plots represent the more direct meddling of the House in the activities of a gang. These side missions can be included in any of the scenarios, and allow a gang to earn some extra Reputation, Credits, Experience or gain additional Tactics cards should they complete them. Player's should decide during the pre-battle sequence if they want to use House Sub-plots, with both players needing to agree to include them. If they do, they will need a deck of playing cards containing two Joker cards. Each player shuffles the deck and draws a card without letting their opponent see it – starting with the player with the lower Gang Rating, or, if both gangs have the same Gang Rating the player that rolls highest on a D6.

Then they should consult the tables that follow to see what kind of Sub-plot their gang has been given. If a Joker card is drawn, the player should immediately show it to their opponent and draw two new cards (without showing their opponent) giving them two Sub-plots for the game. If one of these cards is also a Joker card then repeat the process, giving the player a total of three Sub-plots. Each Sub-plot contains details on when it is revealed, how to complete it, and the rewards for doing so. Unless otherwise noted, once a card has been revealed, and its effects have been resolved, it is discarded.

DESIGNER'S NOTE: DARK MILLENNIUM PLAYING CARDS

We were inspired to create the Sub-plots rules by John Blanche's Dark Millennium playing card set. The tables that follow have been written to work with any standard set of playing cards, however, if you want to use the Dark Millennium deck, use the following as a guide to match Sub-plots to the Dark Millennium cards: Imperium (Hearts),Chaos (Clubs), Mechanicus (Spades), Xenos (Diamonds).

INDUSTRIAL SABOTAGE (MECHANICUS/SPADES)

Gangs are often ordered to attack the infrastructure of rival Houses, there being no swifter way to force a House out of favour than to bring down their production output.

ACE: SPUDWRENCHING

Attacks against machinery are a quick way for a House to hurt rivals, and many of the ancient technologies of Necromunda are completely irreplaceable. A fighter in your opponent's deployment zone may make the Spudwrenching (Double) action – reveal this card the first time one of your fighters makes this action. Each time this action is successfully made, make a note. If one of your fighters can complete three Spudwrenching actions in a row, they have destroyed something vital to the opposing House and your gang gains D3+1 Reputation.

2: SPREADING UNREST

The House wants to start an uprising among their enemy's workers and has tasked the gang with spreading seditious propaganda. A fighter in your opponent's deployment zone may make the Graffiti (Double) action – reveal this card the first time one of your fighters makes this action. If this is successful, make a note. At the end of the game, if your gang has completed at least three Graffiti actions, then it gains D3 Reputation.

3: SUPERIOR TOOLS

The House has given the gang an experimental weapon for their next battle, eager to see its effects. At the start of the game, reveal this card and randomly choose one of the fighters in your crew – for this game increase the Strength and Damage characteristic of one of their weapons by 1. If your gang wins the game, then the test was a success and the gang gains D3 Reputation.

4: SCORCHED EARTH

If the House can't have it, then no one can. Reveal this card at the start of the game. If this is a Zone Mortalis game, destroy at least three doors. If this is a Sector Mechanicus game, choose a piece of terrain within 6" of the centre of the table and wreck it – count the terrain as having T8 and W8. This terrain is automatically hit by attacks, due to its large size. Wrecked terrain remains on the table but is considered to have been damaged in some significant way. If your gang is successful, they gain D3 Reputation.

5: SHOW OF FORCE

Sometimes winning is not enough, and to really drive home the dominance of a House, its enemies need to be utterly crushed. At the end of the game, if there are at least five enemy fighters Out of Action (not counting those that have fled the battlefield), reveal this card to gain D3+1 Reputation for your gang.

6: THE STITCH UP

Houses routinely frame enemy fighters for crimes in order to bring their rivals into disrepute. Reveal this card at the start of the game and randomly choose a fighter from your opponent's crew. When one of your fighters is in base contact with the chosen fighter, they may make the Plant Evidence (Basic) action. If successful, your gang gains D3 Reputation. If, at the end of the game, the enemy fighter has not been Seriously Injured or taken Out of Action, your gang gains an additional D3 Reputation.

7: DANGEROUS GROUND

A particular patch of turf is vital to your House and must be held at all costs. Reveal this card at the start of the game and choose a piece of terrain or game tile anywhere at least 12" from your deployment zone. If, at the end of the game, there are no enemy fighters within 6" of the piece of terrain or on the chosen game tile, your gang gains D3 Reputation.

8: RIGHT OF WAY

The House needs a clear passage to move its goods through an area and wants the gang to make a path. Reveal this card at the end of the game. If at least four of your fighters are in your enemy's deployment zone, your gang gains D6 Reputation.

9: DECAPITATING STRIKE

Taking out a gang's leadership is a sure way to put a spudwrench in their plans. Reveal this card when one of your fighters takes an enemy Leader or Champion Out of Action. At the end of the game if your opponent has no Leader or Champion models on the board, your gang gains D6 Reputation.

10: MEAT FOR THE MACHINE

The meat harvesters are always offering good sums for fresh meat, and often gather on the levels below a gang fight to gather up the leftovers. If the actions of one of your fighters knocks an enemy down a pitfall, or causes them to fall from a height and be taken Out of Action, reveal this card and gain D3 Reputation. If, at the end of the game, three or more enemies have been knocked down pitfalls or are taken Out of Action by falls, your gang gains an additional D3 Reputation.

JACK: CONTEMPTUOUS TAKEDOWN

A good yarn about a contemptuous takedown is useful propaganda for the House. Reveal this card if one of your fighters takes an enemy fighter Out of Action with an unarmed attack, and gain D3 Reputation for your gang. If the enemy fighter was a Leader or a Champion, gain D6 Reputation instead.

QUEEN: JUVE CULL

Separating the spores from the scum is good for all of the Houses, plus, it keeps the locals in line. Reveal this card if your gang has taken all of the opposing player's Juves Out of Action. If your opponent has no Juves in their crew, reveal it if you take Out of Action the three Gangers with the lowest Credits value. Completing this Sub-plot earns your gang D6 Reputation.

KING: SWIFT VICTORY

A quick victory always impresses the House masters. Reveal this card at the end of the game if you won the scenario within 10 rounds or less and gain D6 Reputation for your gang. If you won the scenario in 5 rounds or fewer, your gang gains 2D6 Reputation instead.

NOBLE WHIMS (HEARTS/IMPERIUM)

Sometimes the personal whims of house nobles play themselves out through gang warfare and strange requests will come down from on-high.

ACE: EXTREME DISPLEASURE

For reasons known only to the noble, one of the enemy fighters has earned their ire. Reveal this card at the start of the game, after your opponent has selected their crew but before deploying any fighters. Your opponent should shuffle their crew deck and randomly select a fighter. If, at the end of the game, the selected fighter has been taken Out of Action, add D6x10 credits to the gang's Stash. If the fighter was taken Out of Action with a Melee weapon, or with the Coup de Grace action, then add 2D6x10 credits instead.

2: NOBLE NEPHEW

News has arrived that one of the gang's fighters is a distant relation to someone powerful and must be protected. Reveal this card at the start of the game and randomly choose one of your Juves, or if your gang does not contain any Juves, randomly select a Ganger instead. If, at the end of the game, the chosen fighter has not suffered any wounds, add 10 credits to the gang's Stash. If they suffered no wounds, but managed to inflict at least one wound on an enemy, add D6x10 credits instead. After the game, it turns out that they were not related at all and that it was a clerical error.

3: LOST HEIRLOOM

Some vitally important object has been lost by the noble and they want the gang to recover it for them – the only problem is the noble is not entirely sure where it is. If you are playing a Zone Mortalis game then the heirloom is in a ductway, if you are playing Sector Mechanicus then it is on one of the upper levels of a piece of terrain – any scenery feature roughly 12" or less across with a raised area counts. At any point during the game any of your fighters may make the Search (Double) action if they are within 3" of a ductway or on the upper levels of a piece of terrain – reveal this card the first time one of your fighters makes this action. When they do this, roll a D6. On a 5+, or if this is the last unsearched ductway or terrain piece, they find the heirloom and gain 2D6x10 credits. Otherwise it is not in this ductway or terrain piece.

4: A WARNING

The gang has a message to deliver and the noble wants to make sure the enemy Leader knows just who it is from. During this game, if one of your fighters makes a successful melee attack against the enemy Leader, you can reveal this card and choose not to roll to wound for any hits scored, ending the attack without effect, and adding D6x10 credits to the gang's Stash. If the fighter that made the attack was your Leader, add 2D6x10 credits instead.

5: CRUEL AND UNUSUAL

The noble likes to hear the piteous screams of their enemies, and has even sent the gang a vox recording device for just that purpose! If, at the end of the game, the actions of your fighters caused at least two enemy fighters to become Broken, reveal this card and add D3x10 credits to the gang's Stash. If three or more enemy fighters were Broken, add D6x10 credits instead.

6: SPYRER STYLE

Appearance is everything for some nobles, and the gang has been told that they must wear the colours of a particular House luminary in their coming battle. Reveal this card at the start of the game. For this battle, your gang has been forced to wear garishly bright coats, huge floppy hats, or some invisible but no less ridiculous ostentation like distilled Phyrr Cat scent. Your opponent reduces the penalty to hit your fighters by 1 (i.e., full cover would provide -1 to hit and partial cover would give no benefit). If your gang wins the game, add 2D6x10 credits to the gang's Stash. If they win without any fighters going Out of Action, add 3D6x10 credits instead.

7: RECOVERY JOB

The enemy gang owes someone the noble knows money, and the noble wants the gang to collect. When one of your fighters is in base contact with any enemy fighter, they may make the Shakedown (Basic) action – reveal this card the first time one of your fighters makes this action to gain D3x10 credits. Shakedown actions taken against Champions and Leaders yield D6x10 credits instead.

8: DEATH FROM ABOVE

The noble has a dark sense of humour and wants the gang to deliver his retribution 'from on high'. If you take an enemy fighter Out of Action by having another fighter (either friendly or enemy) fall on them, reveal this card to gain 2D6x10 credits. If the enemy fighter was a Leader or Champion, gain 3D6x10 credits instead.

9: A SUITABLE SPECTACLE

The more blood the better is often the cry of the House masters. If an attack made by one of your fighters rolls 3 or more Injury dice at once, and at least one of the dice comes up as Out of Action, reveal this card and gain D6x10 credits.

10: NO WITNESSES

Sometimes a quiet kill is just what is required to advance the noble's plans. Reveal this card when you take an enemy fighter Out of Action, and no enemy models have line of sight to either the enemy fighter, or the fighter that took them out, to gain D3x10 credits. If your fighter took out the model with a melee weapon, your gang gains D6x10 credits instead.

JACK: MAKE SOME NOISE

Some nobles want to set the hive on fire, just to watch it burn! Reveal this card at the end of any round when you have fired five or more weapons with the Blast, Rapid Fire or Blaze Trait, without causing any wounds, to gain 2D6x10 credits.

QUEEN: SHADOWING

A noble wants the gang to keep an eye on an enemy fighter, to see how they fight and just what they are up to. Reveal this card at the start of the game and randomly choose a fighter from your opponent's crew. Any fighter within 12" of the chosen fighter may make the Shadow (Double) action. A Shadowing fighter makes no other action this turn, but if its target moves it is also moved to remain within 12" of them – unless stopped by impassable terrain or enemy models. If, at the end of the game, you have a fighter shadowing the target your gang gains D6 Reputation.

KING: WORK FOR THE DOCS

The noble has bought a share in a local sawbones holding and wants the gang to drum up business. Reveal this card at the end of the game. For every fighter, friend or foe, that went Out of Action but did not die (a 66 result on the Lasting Injury table), your gang gains D3x10 credits. Any fighters who rolled a Trip to the Docs provide D6x10 credits instead.

UNFORGIVING UNDERHIVE (CLUBS/CHAOS)

Knock-on effects from the great games played by the houses (and constant warfare between gangs) can change the fortunes of a gang even before the first round is fired.

ACE: VOX FAILURE

Gangers must often make do with second rate equipment – whatever the House deigns to give them or what they can scrounge from underhive traders. Reveal this card at the start of the game. For the duration of the scenario, your Leader's Leading by Example range is reduced to 6" and any of your fighters out of line of sight of any friendly models add 1 to their Leadership and Cool characteristics to a maximum of 12+. If your gang wins the game, every fighter that took part gains D3 Experience points in addition to any Experience rewards for the scenario.

2: FAILED ASSASSINATION

There are few rules when it comes to gang warfare, and some fighters are not above evening the odds before the battle has begun. Reveal this card at the start of the game and randomly select one of the fighters from your crew. For the duration of the game, the fighter must reduce their Move, WS, BS and S by 1. If the fighter survives the game without being Seriously Injured or taken Out of Action, they gain D6 Experience points in addition to any Experience rewards for the scenario.

3: WANDERING WATCHMEN

One of the gang's patrols is in the right place at the right time and has heard the sounds of battle. You may reveal this card at the start of any round. Randomly select D3 fighters that are not part of your crew and set them up in your deployment area. These fighters are now part of your crew for this scenario. If you lose the scenario, none of your fighters will gain any Experience for the game.

4: LOADED FOR SUMP SPIDER

Extra ammo rations have reached the gang and every fighter has pockets full of shells, bullets and power packs. Reveal this card at the start of the game. For the duration of the scenario, every fighter in your crew may re-roll failed ammo tests. However, all hits on your fighters from ranged weapons deal an extra point of Damage. Every fighter in your crew that survives the game without being taken Out of Action gains D3 experience points in addition to any experience rewards for the scenario.

5: OUT OF FAVOUR

The gang's House has fallen out of favour with the Imperial House and there is much dissension among the nobles. Lack of strong leadership and news of House gangs getting scragged has everyone on edge. Reveal this card at the start of the game. For the duration of the game, add 2 to the Cool characteristics of all of your fighters, to a maximum of 12+. If your gang wins the game, each fighter gains an additional D3 Experience points in addition to any noted in the scenario. If you win without any fighters going Out of Action, each fighter gains D6 extra Experience points instead.

6: HOUSE SPIES

Your gang's plans have fallen into enemy hands. Reveal this card before either gang has deployed. You must set up before your opponent regardless of the normal rules for the scenario, and your opponent automatically wins the roll for Priority in the first turn. Thereafter, your opponent gains a +1 on all rolls to determine who has Priority. Every fighter in your crew that survives the game without being taken Out of Action gains D3 Experience points in addition to any Experience rewards for the scenario.

7: DOPPELGANGER

One of your Gangers is not what they seem. Reveal this card the first time one of your Gangers (not Juves, Leader or Champions) is taken Out of Action. Instead of removing the model, leave them on the board – any effects, such as being on fire or having run out of ammo, are discarded and they are restored to their starting wounds. They now count as part of the opponent's gang for the remainder of the scenario. If one of your fighters manages to take the imposter Out of Action, they gain D6 Experience points. No Lasting Injury roll is made for the imposter fighter as they were never really part of the battle.

8: A BIT OF PAYBACK

A simmering anger has taken over your gang – maybe one too many stories of comrades getting scragged or their rivals swanning about in their turf has got your fighters riled up. Reveal this card the first time one of your fighters successfully completes a Coup de Grace action to give that fighter an Experience point in addition to any Experience for taking an enemy Out of Action. For the remainder of the game, Coup de Grace actions taken by your fighters will award them an additional Experience point, provided that they have not already gained any Experience as a result of this card.

9: BAD DAY

Every gang boss has their off days; it's just that sometimes it gets people killed. Reveal this card the first time either your Leader or one of your Champions activates – for the duration of the game, that Leader or Champion cannot make group activations. If the chosen fighter survives the game without being taken Out of Action, they gain D3 Experience points if they are a Champion, or D6 Experience points if they are a Leader.

10: ACT OF DEFIANCE

If you're going down, you might as well take as many with you as you can. Reveal this card if one of your fighters moves into base contact with two or more models to gain D3 Experience points for that fighter. If the fighter takes out all enemies in base contact in the same activation that this card is revealed, that fighter gains an additional D3 Experience points.

JACK: GRIM RESOLVE

Only the hard survive in Necromunda. Reveal this card when one of your fighters rallies from being Broken. That fighter gains one Experience point. For the remainder of the battle, every time one of your fighters rallies from being Broken, they will gain an Experience point unless they have already gained Experience as a result of this card.

QUEEN: HAZARD PAY

Overcoming the hazards of the underhive is often a challenge in itself. Reveal this card the first time one of your fighters successfully leaps over the pitfall, survives a fall that inflicts Damage or interacts with a hazard that could damage them and survives. That fighter gains one Experience point. For the remainder of the battle, every time one of your fighters survives a hazard in these ways they gain one experience point, unless they have already gained Experience as a result of this card.

KING: CHEMICAL SOLUTIONS

The gang has been hitting the chems a bit hard, making them less likely to feel injuries but also more reckless! Reveal this card the first time one of your fighters suffers a Flesh Wound. For the duration of the game, your fighters ignore the effects of Flesh Wounds. However, when rolling on the Lasting Injuries table, they must roll twice and accept the higher result. At the end of the game, every fighter in the crew – that is still alive – gains an additional D3 Experience points.

DARK INFLUENCES (DIAMONDS/XENOS)

The Clan Houses are not the only ones that can conscript an underhive gang for their own agendas, and sometimes gang bosses will serve different masters, often without realising. The rewards of these unseen patrons may appear capricious or random, but in the fires of battles are rarely unwelcome.

ACE: OUTLAW VENDETTA

Guilders aren't the only ones to put out bounties. Reveal this card at the end of any round in which four or more enemy fighters suffer a Serious Injury or are taken Out of Action by your gang. If these conditions are met, draw a random Gang Tactics card.

2: STRANGERS IN THE HIVE

Eyes watch from the darkness, waiting for your gang to lure some prey into their grasp. Reveal this card when your gang takes an enemy fighter Out of Action with a melee attack who is out of line of sight and more than 12" from any models in their own gang. If these conditions are met, draw a random Gang Tactics card.

3: DEATHLY SILENCE

In the aftermath of a massacre, dark forces gather. Reveal this card if at least half of your opponent's crew is either Seriously Injured, Out of Action, or held off the table as Reinforcements. If these conditions are met, draw a random Gang Tactics card.

4: MIND SLAVERS

A weak mind is fertile ground for predatory psykers. Reveal this card when an enemy fighter fails a Willpower test with a result of 10+. If these conditions are met, draw a random Gang Tactics card.

5: SCRAP CODE

A mysterious stranger has hired the gang to plant a code in the local cogitator network. Reveal this card at the start of the game and choose three pieces of terrain and/or door consoles at least 6" from your deployment area and at least 8" from each other. Fighters may make the Hacking (Double) action while within 1" of these points. If they do, make an Intelligence test for them – if successful, they have planted the code. If your gang can hack all three locations, draw a random Gang Tactics card.

6: COLD TRADE

An enemy fighter is unwittingly carrying an off-world object of great interest to the Guilders. Reveal this card the first time one of your fighters sends an enemy fighter Out of Action either in melee or as part of a Coup de Grace action – then roll a D6, adding 1 to the result for each enemy fighter previously sent Out of Action in melee or with a Coup de Grace action. If the result is 6+, your gang has found the object and you may draw a random Gang Tactics card.

7: SUPPRESSION ORDER

Keeping an enemy gang kissing the ground is a good way of letting them know their place. Reveal this card at the end of any round in which every enemy fighter on the board is Prone. If these conditions are met, draw one random Gang Tactics card.

8: OFFICIAL SECRETS

Enforcers want some evidence on a gang Leader. When one of your fighters activates within 6" of your opponent's Leader, they may make the Pict Capture (Double) action. If a model that has taken this action begins their activation in your deployment area, you can remove them from the game (they do not count as going Out of Action) and draw a random Gang Tactics card.

9: A LITTLE SURPRISE

The gang has been given an opportunity to help with some urban renewal. Reveal this card at the start of the game and randomly select one of your crew to carry the bomb. The bomb carrier can make the Plant Bomb (Double) action. If the bomb carrier completes this action three times within 6" of the centre of the board, the bomb has been planted and you can draw a random Gang Tactics card. Should the bomb carrier go Out of Action before planting the bomb, work out the effects of a frag trap as if it had gone off centred on the bomb carrier's position.

10: THE PAYOFF

Credits often work as well as bullets to change someone's mind. For this battle, your fighters can make the Bribe (Basic) action if they are in base contact with an enemy Ganger or Juve (though not the Leader or a Champion). Reveal this card the first time one of your fighters makes this action. When an enemy is bribed they must make a Willpower test. If successful, the action has no effect. Otherwise, the enemy gang receives D3x10 Credits and the bribed Ganger is removed from the board. They do not count as being taken Out of Action. As soon as an enemy has been successfully bribed, discard this card and draw a random Gang Tactics card.

JACK: GUILDER PACKET

Guilders like to use gangers as couriers in the underhive, because they don't ask too many questions. Reveal this card at the start of the game and then randomly select one of your crew to be the courier. At the end of any round, if the courier is in the enemy's deployment area, you can discard this card and remove the courier from the board (they do not count as going Out of Action) and draw a random Gang Tactics card.

QUEEN: DARK OFFERING

Dark powers demand their due. Reveal this card at the start of the game and choose a point on the board at least 12" from your deployment area. If, at any time, there are three or more Seriously Injured fighters within 6" of the chosen point, discard this card and draw a random Gang Tactics card.

KING: BAD BLOOD

A strange infection has taken root in one of your fighters that compels them to spread their tainted blood. Reveal this card at the start of the game and randomly choose one of the fighters in your crew. If this fighter is taken Out of Action with a Melee weapon, draw a random Gang Tactics card. If the chosen fighter was a Champion or Leader, you may choose the Gang Tactics card instead.

GUILD ALLIANCES

Alliances are a new set of rules players can use in their games of Necromunda. They represent a short-term alliance between a player's gang and an organisation such as the Merchants Guild. The benefits of having an Alliance depends on the ally, but can mean access to cheaper weapons and Wargear, bonuses when playing certain scenarios or special Hired Guns who will join the gang while the Alliance lasts. Alliances also come with drawbacks. These can include the allies taking a cut of the rewards from a scenario, gangs being forced to play certain scenarios favourable to their allies, or their opponents getting help from the allies' enemies.

MAKING AN ALLIANCE

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

Use the following steps to make an Alliance:

1. Any gang can decide to enter into an Alliance at the beginning of a campaign, or before any game in a campaign, provided they do not already have an ally.
2. Choose an ally from those on offer. Some potential allies are presented over the next few pages, but more will be provided in future supplements and Arbitrators might even create their own.
3. Once a gang has made an Alliance, it will last until the end of the current campaign phase, or until either they or their ally break it as a result of their actions. If a gang breaks their Alliance before the end of the current campaign phase then they cannot gain another until the following phase unless their Arbitrator decides otherwise.
4. While part of an Alliance, a gang may not use the additional rules for Sub-plots or roll on the House Favours table (**see page 443**).
5. Unless otherwise noted, a gang can never have more than one ally at a time.
6. A gang should make a note of their ally on their gang roster, along with any Benefits and Drawbacks the ally brings.

BENEFITS AND DRAWBACKS

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

DESIGNER'S NOTE: USING ALLIANCES

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

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

TESTING THE ALLIANCE

Sometimes the strength of an Alliance might be tested. This is usually because of something the gang has done or wants to do, or because the ally wants to exert their will upon the gang and the gang wants to resist. This is known as Testing the Alliance, and applies to the use of some Benefits and Drawbacks. When an action requires the Alliance to be tested, it will be noted in the ally's description. When Testing the Alliance the gang must roll a D6 on the table below, adding 1 to the result for each time their Alliance has already been tested this Cycle.

TESTING THE ALLIANCE TABLE

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

GUILD ALLIES

The Merchants Guild, often known simply as the Guilders, makes extensive use of gangs to further its own agendas. Gangs might find themselves recruited as watchmen, dome wardens or caravan guards in the pay of the Guilders. Just as likely a gang might offer their services to the Guilders in exchange for cheaper goods or rare items. Of course, the Merchants Guild is a huge sprawling organisation made up of tens of thousands of Guilder families, each with their individual specialisations and influences, and an alliance with one is not an alliance with them all. Information on how to include Guild allies in your crew can be found **on page 289**.

When choosing the Merchants Guild as an ally, a gang must select from one of the following categories:

WATER GUILD

Water, one of the great resources of a hive, and it falls to the Water Guild to procure it, divide it and profit from it – not necessarily in that order.

BENEFITS

Pure Water Supply: While the gang is allied with the Water Guild, they gain a free Slopper Hanger-on, representing an agent of the Guild (**see page 247**). If the gang already has a Slopper in its employ then their fighters will come out of Recovery on a dice roll of 5 or 6 instead of just 6.

Nautican Syphoning Delegation: While the gang is allied with the Water Guild, in the pre-battle sequence, the gang may attempt to add Guild Representatives (**see page 289**) in the form of a Nautican Syphoning Delegation (**see page 290**) to their gang for the battle ahead:

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

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

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

DRAWBACKS

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

Alternatively, instead of making this roll the gang can choose to play any scenario, but if they do they must Test the Alliance.

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

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

PROMETHIUM GUILD

Power in all its forms, whether created by burning promethium or tapping into a hive's great heat sink is controlled by the Pyrocaen Lords of the Promethium Guild.

BENEFITS

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

Pyromantic Conclave: While the gang is allied with the Promethium Guild, in the pre-battle sequence the gang may attempt to add Guild Representatives (**see page 289**) in the form of a Pyromantic Conclave (**see page 291**) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
  - If the total is 11 or below, the Pyromantic Conclave deigns to aid their allies on the battlefield.
  - If the total is 12 or more, the Guilders decide the gang can cope alone.
- This group of fighters does not cost a gang allied to the Torch Bearers any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

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

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

DRAWBACKS

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

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

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

CORPSE GUILD

Without the recycled flesh of the dead provided by the Corpse Guild, and processed by the Corpse Grinders, Necromunda would starve to death in a matter of weeks.

BENEFITS

Extra Corpse-starch Rations: When a fighter in the gang must roll on the Lasting Injuries table (**see page 48**), they may re-roll the result, though they must abide by their second roll even if it is worse.

Corpse Harvesting Party: While the gang is allied with the Corpse Guild, in the pre-battle sequence the gang may attempt to add Guild Representatives (**see page 289**) in the form of a Corpse Harvesting Party (**see page 292**) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
  - If the total is 9 or below, the Corpse Harvesting Party deigns to aid their allies on the battlefield.
  - If the total is 10 or more, the Guilders decide the gang can cope alone.
- This group of fighters does not cost a gang allied to the Corpse Guild any credits to hire, but if chosen, they must be included in the gang's crew, even if crew selection is normally random.

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

- If the total is 9 or below, the gang is glad of this aid.
- If the total is 10 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

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

Meat for the Grinders: At the start of step 5 of the post-battle sequence, before making any Medical Escort actions, one randomly determined fighter in the gang who has suffered a Critical Injury (61-65 on the Lasting Injuries table) is removed from the gang's roster just as if they had died. Alternatively, the gang may choose to take a Medical Escort and take the fighter to the Doc, but if they do they must Test the Alliance.

SLAVE GUILD

Slaves and pit fighting are both entertainment and profit for a hive city, and both are controlled by the members of the Slave Guild.

BENEFITS

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

Slaver Entourage: While the gang is allied with the Slave Guild, in the pre-battle sequence the gang may attempt to add Guild Representatives (**see page 289**) in the form of a Slaver Entourage (**see page 293**) to their gang for the battle ahead:

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

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

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

DRAWBACKS

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

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

GUILD OF COIN

Travel is restricted on Necromunda, and those rare few who may freely traverse the hives and wastes of the world, Guilders among them, are controlled by the Guild of Coin.

BENEFITS

Tollways: While the gang is allied with the Guild of Coin, whenever they would gain credits as a reward for playing a scenario roll one more D6 than normal (i.e., if the scenario reward is D6x10 credits then a gang allied to the Guild of Coin would roll 2D6x10 credits).

Toll Collectors: While the gang is allied with the Guild of Coin, in the pre-battle sequence the gang may attempt to add Guild Representatives (**see page 289**) in the form of Toll Collectors (**see page 294**) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
  - If the total is 11 or below, the Guild of Coin deigns to aid their allies on the battlefield.
  - If the total is 12 or more, the Guilders decide the gang can cope alone.
- This group of fighters does not cost a gang allied to the Guild of Coin any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

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

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

DRAWBACKS

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

Collecting Tolls: During the post-battle sequence, if the gang gained any credits as a scenario reward, the gang must give up a portion of this to their Guild allies: The gang must give D3x10 credits to the Guild. If the amount rolled is greater than the amount gained, the gang must give the full amount gained to their allies and the Alliance is automatically tested.

Alternatively, the gang can choose to keep all of its rewards, but if they do, they must Test the Alliance.

IRON GUILD

The Iron Guild deal in the raw materials of Necromunda, whether that is the ore dug from beneath the Spoil or the huge surplus of weapons and ordnance that circulate the hives.

BENEFITS

Guns, Guns, Guns: While the gang is allied with the Iron Guild, reduce the Rarity of all Trading Post ranged weapons by 2. In addition, the cost of Trading Post ranged weapons is reduced by D3x10 credits to a minimum of 5 credits. If the gang wish, they can roll to Test the Alliance and reduce the cost of Trading Post ranged weapons by D3x20 credits to a minimum of 5 credits.

Wandering Scum: While the gang is allied with the Iron Guild, in the pre-battle sequence the gang may attempt to add D3+2 Hive Scum (**see page 232**) to their gang for the battle ahead:

- Roll a D6 and add the gang's current Reputation:
  - If the total is 9 or below, the Iron Guild deign to aid their allies on the battlefield.
  - If the total is 10 or more, the Guilders decide the gang can cope alone.
- This group of Hive Scum does not cost a gang allied to the Iron Guild any credits to hire, but if chosen, they must be included in the gang's crew, even if crew selection is normally random.

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

- If the total is 9 or below, the gang is glad of this aid.
- If the total is 10 or more, the gang is unhappy about this forced interference and they must Test the Alliance.

DRAWBACKS

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

Militia Surplus: During the post-battle sequence, when updating the gang's roster, any weapons or Wargear carried by dead fighters (i.e., those who have died in the game or as a result of a Critical Injury) must be given to the Iron Guild. The gang can choose not to give up the dead fighter's weapons or Wargear, but if they do they must roll to Test the Alliance.

GUILD REPRESENTATIVES

Representatives of the Merchants Guild can be found in all levels of the hive, doing the Guild's work and furthering its agendas. In the Badzones, Guild Representatives will often ally themselves with gangs of various Houses, both for their own protection and to make use of the muscle such gangs provide. Guilders will also often hire their services to gangs on a temporary basis; the opportunity to further their Guild's ends and at the same time accrue some credits for their personal coffers proving an irresistible lure.

Each Guild Representative's entry details three or four Hired Guns; the Guild Procurator, their attendant and one or two accompanying bodyguards. These Hired Guns are always fielded together and must always operate together, meaning that a crew must contain all or none. However, when selecting the crew for a battle, the Guild Representatives count as only one fighter, effectively allowing the crew to include two or three more fighters than the crew size may allow.

SPECIAL RULES

A Band Apart: The Guild Representatives remain separate and aloof from the gang they are working beside. In many ways, the Guild Representatives will behave as if they are a sub-gang within the gang they are allied with:

- The Guild Procurator is the Leader of this sub-gang and the Guild Factotum is a Champion. The Bodyguards are fighters.
- When the Guild Procurator or the Guild Factotum is activated, they may perform a Group Activation with other Guild Representative fighters belonging to their delegation (**see page 20**).
- Neither the Guild Procurator, the Guild Factotum or the Bodyguards may participate in a group activation led by another Leader or Champion.
- Additionally, with regards to the Leading by Example rule (**page 20**), the Guild Procurator counts as a Leader and the Guild Factotum counts as a Champion for other friendly Guild fighters.
- If a Guild Representative fighter goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.
- The Guild Representatives are treated as part of the gang they are allied with in every other respect (hence why some fighters may possess Wargear or skills that will have an effect in the post-battle sequence).

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

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

EDITOR'S SUGGESTION: GUILDER GANG RATINGS

The Guild allies can be powerful additions to a gang, and as written do not add to a gang's crew rating for a battle, allowing a player to bring an allied party yet still claim Underdog status. It is suggested that the following Allied party crew rating be used:

Guild of Coin	550
Corpse Guild	600
Iron Guild	Variable (Each scum is 30 credits + cost of equipment
Promethium Guild	700
Slaver Guild	800
Water Guild	600

While not 100% accurate, this utilises equipment and skill costs to determine a rough estimate of each crew's value.

NAUTICAN SYPHONING DELEGATION

On Necromunda, water is squeezed from every available source, the precious liquid gathered, refined and traded by the Merchants Guild. Master Nauticans are the representatives of the Water Guild when it comes to the procurement of drinkable water, their entourages travelling the hive bedecked in piped harnesses, sloshing tanks and esoteric exsanguination devices. Invigorated by a concentration of clean water and purifying chems, the eyes of a Master Nautican burn with drug-induced purpose, while their muscles twitch underneath a forest of tubes, each one connected to a tank or bottle.

While a Water Harvester might enlist the aid of a gang for protection (and as a ready supply of recyclable fluids), they are seldom seen without their own personal attendants. These include Syphonites who carry bladed exsanguination staves to bleed water from their victims or the hulking Subnautican Behemoths in armoured diving suits. Syphonites both oversee the harvesting and refining of water, speaking the litanies of the Guild to bless the water in the name of the God-Emperor by invoking the names of the 'Ancient Sees', believed to have been things once looked upon by the Emperor. The Subnauticans are the divers that keep the cisterns and reservoirs of Hive Primus functioning, but also double as able and heavily armoured bodyguards for the Master Nautican should the need arise.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Master Nautican (Guild Procurator)	4''	4+	4+	3	3	2	4+	1	7+	7+	6+	6+
Syphonite (Guild Factorum)	4''	5+	4+	2	3	1	4+	1	8+	8+	6+	6+
Subnautican (Bodyguard)	4''	3+	5+	5	5	3	4+	2	8+	6+	7+	7+

EQUIPMENT

The Master Nautican is armed with a needle pistol and stiletto knife, and is equipped with mesh armour, a bio-booster and a stimm-slug stash.

The Syphonite is armed with a needle rifle and stiletto knife, and is equipped with mesh armour and a cult icon.

The Subnautican is armed with Open Fists (the same as a Goliath 'Zerker – **see page 250**). The Subnautican is equipped with a hazard suit and an armoured undersuit.

SKILLS

The Master Nautican has the Step Aside and the Overseer skills. They may however only use the Overseer skill to Order another member of the Nautican Syphoning Delegation.

The Syphonite has the Dodge skill.

The Subnautican has the Berserker skill.

SPECIAL RULES

In addition to the Guild Representatives rules **on page 289**, the Nautican Syphoning Delegation is subject to the following special rule:

Water Harvest: Add +1 to the roll to determine if an enemy fighter is Captured at the end of a battle if the Master Nautican has not gone Out of Action.

Add an additional +1 for each other member of the Nautican Syphoning Delegation not gone Out of Action. If an enemy fighter is Captured, they may be sold to the Guilders for their full value in credits immediately, before the Captured fighter's gang can attempt a Rescue Mission. The controlling player of the Captured fighter's gang may prevent this by agreeing to pay the Captured fighter's full value in credits as an immediate ransom.

PYROMANTIC CONCLAVE

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

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

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Pyrocaen Lord (Guild Procurator)	4''	3+	4+	3	3	2	4+	1	7+	7+	7+	6+
Pyromagir (Guild Factorum)	4''	4+	5+	3	3	1	4+	1	7+	8+	7+	7+
Cynder (Bodyguard)	4''	4+	5+	3	3	1	4+	1	8+	8+	7+	7+

EQUIPMENT

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

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

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

All three are equipped with photon flash grenades.

SKILLS

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

The Pyromagir has the Nerves of Steel skill.

Both Cynders have the Spring Up skill.

SPECIAL RULES

In addition to the Guild Representatives rules **on page 289**, the Pyromantic Conclave is subject to the following special rule:

Light In Dark Places: If the player controlling the Pyromantic Conclave chooses, they may announce during the pre-battle sequence, after crews have been chosen but before deployment, that the battle will be fought using the Pitch Black rules. Additionally, they may choose during any End phase that these rules will no longer apply.

Finally, if any member of the Pyromantic Conclave is removed from play, immediately before removing the fighter, resolve a photon flash grenade attack centred on the fighter.

CORPSE HARVESTING PARTY

Recycled meat is vital to the existence of Necromunda, and the Merchants Guild is continually acquiring fresh sources for the Corpse Grinders. Pale Consorts and Bone Scriveners are corpse prospectors, continually scouring the hives looking for new and plentiful veins of dead meat to be turned into the next batch of corpse-starch rations. Hidden behind macabre masks, often with ornamental rebreathers to block out the stench of their work, Pale Consorts and their Bone Scriveners use a collection of ancient surgical tools to determine the worth of their catch. Often, they will be seen exploring the aftermath of battles between gangs, or stalking the streets of a settlement savaged by outlanders, stooping over the dead.

Pale Consorts might be prospectors of fallow flesh, but when they find a likely specimen, they are not the ones to mine it. Following in the Pale Consort's footsteps are the hulking shadows of Corpse Grinders, representing the interests of their organisation, which stands as the principal beneficiary of the Merchants Guild's efforts. Unlike the Pale Consorts and Scriveners, each Corpse Grinder is a muscular butcher, their arms grown strong in the execution of their grim work. Armed with saws and serrated blades, these brutes either haul the corpses whole into their body carts or hack away the best pieces for the ration factories to refine. Should a Pale Consort be threatened, Corpse Grinders also make for able bodyguards, their razor-toothed tools as proficient against the living as the dead.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Pale Consort (Guild Procurator)	4''	5+	4+	3	3	1	4+	1	7+	8+	7+	6+
Bone Scrivener (Guild Factorum)	4''	5+	4+	3	3	1	5+	1	7+	8+	8+	7+
Corpse Grinders (Bodyguard)	4''	3+	5+	4	3	2	4+	2	8+	7+	8+	8+

EQUIPMENT

The Pale Consort is armed with a laspistol and fighting knife, and is equipped with a medi skull, respirator and mesh armour.

The Bone Scrivener is armed with a stiletto knife, and is equipped with a gun skull, respirator and a cult icon.

Both Corpse Grinders are armed with a chain glaive and are equipped with flak armour.

SKILLS

The Pale Consort has the Fearsome and Overseer skills. They may, however, only use the Overseer skill to Order another member of the Corpse Harvesting Party.

The Bone Scrivener has the Fearsome skill.

Both Corpse Grinders have the Crushing Blow skill.

SPECIAL RULES

In addition to the Guild Representatives rules **on page 289**, the Corpse Harvesting Party is subject to the following special rule:

"This One's still Moving": During the Wrap-up step of the post-battle sequence, roll a D6 for any fighter, friend or enemy, that went Out of Action during the battle and suffered a Critical Injury (61-65 on the Lasting Injuries table). On a 6, change the Lasting Injury result to a Memorable Death (66 on the Lasting Injuries table). The fighter has suddenly stopped moving and is claimed by the Corpse Grinders, but any weapons and Wargear (including armour) they were equipped with is granted to the gang that the Corpse Harvesting Party fought for, who may immediately add it to their Stash.

SLAVER ENTOURAGE

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

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

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Chain Lord (Guild Procurator)	4''	3+	6+	4	4	2	4+	2	7+	6+	7+	9+
Shakleman (Guild Factorum)	4''	4+	5+	3	3	2	4+	1	8+	7+	7+	8+
Pit Fighter (Bodyguard)	5''	4+	6+	3	3	1	4+	2	8+	7+	8+	10+

EQUIPMENT

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

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

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

SKILLS

The Chain Lord has the Hurl and Overseer skills. They may, however, only use the Overseer skill to Order another member of the Slaver Entourage.

The Shakleman has the Disarm skill.

Both Pit Fighters have the Rain of Blows skill.

SPECIAL RULES

In addition to the Guild Representatives rules **on page 289**, the Slaver Entourage is subject to the following special rule:

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

TOLL COLLECTORS

On Necromunda, every road, byway, tunnel and gate are owned by the Imperial House. These are the arteries of its trade and much of its power, and as a result, each one is carefully controlled. The Guild of Coin taxes and controls these pathways for Lord Helmawr, and act as guardians to the many trails and tunnels that link the levels of a hive together, or link hive clusters across the toxic wastes. Clad in glittering cloaks of keys, with staves graven with passwords and hung with tokens of their long journeys, each Master of Coin is a keeper of the ways. While these agents of the Guild often oversee the comings and goings of prospectors, Clan House work crews and ash waste expeditions, ensuring that the Imperial House gets its due, many ply the Badzones, keeping the connections between the settlements alive. Masters of Coin regularly recruit gangs for underhive expeditions, for what the keepers find, they can trade, and if they are fortunate enough to forge a new route through the Badlands then they can claim taxes on all who use it.

Masters of Coin are almost always accompanied by Skinflints, miserly coin counters who test and tally the creds gathered by their masters before stowing them in the Master's armoured trade-coffers. These coffers are carried by the master's Grovellers, indentured oath-breakers. Some Grovellers even have this precious knowledge carved, branded or tattooed onto their flesh, acting as living documents for the master to refer to – or should the need arise, flay off to give to an expedition leader.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Master of Coin (Guild Procurator)	5''	4+	4+	3	3	2	3+	1	6+	5+	7+	5+
Skinflint (Guild Factorum)	5''	4+	4+	3	3	1	4+	1	7+	6+	7+	6+
Groveller (Bodyguard)	5''	5+	4+	3	3	1	4+	1	8+	6+	8+	7+

EQUIPMENT

The Master of Coin is armed with a laspistol and a power knife, and equipped with a displacer field and a gun skull.

The Skinflint is armed with a plasma pistol and fighting knife, and equipped with mesh armour and a cult icon.

A Groveller is armed with either a long rifle and a fighting knife or a shotgun (with solid and scatter ammunition) and a fighting knife. Each Groveller may be armed differently.

SKILLS

The Master of Coin has the Escape Artist and the Overseer skills. They may, however, only use the Overseer skill to Order another member of the Toll Collectors.

The Skinflint has the Lie Low skill.

Both Grovellers have the Lie Low skill.

SPECIAL RULES

In addition to the Guild Representatives rules **on page 289**, Toll Collectors are subject to the following special rule:

Highways and Byways: If the gang that the Toll Collectors are fighting for is the defender in any scenario, they may attempt to steal the initiative from the enemy. After step 2 but before step 3 of the pre-battle sequence, make a Leadership check for the Master of Coin. If the check is failed, the battle progresses as normal with the other player continuing as the attacker and choosing the scenario. If the check is passed, the Master of Coin has successfully led their gang into position to ambush their attackers. Play either the Ambush scenario or the Trap scenario with the Master of Coin's gang as the attacker.

This does not have any effect on the Territory at stake or any other outcomes of the battle within a campaign.

CRIMINAL ALLIANCES

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

Alliances represent a short-term coalition between a player's gang and organisations such as the Merchants Guild or the Recidivists. The benefits of having an alliance depend on the ally, but can mean access to cheaper weapons and wargear, bonuses when playing certain scenarios or special Hired Guns who will join the gang while the alliance lasts. Alliances also come with drawbacks. These can include their allies taking a cut of the rewards from a scenario, gangs being forced to play certain scenarios, or their opponents getting help from their allies' enemies.

DESIGNER'S NOTE:USING ALLIANCES

Alliances are optional rules that can be included in a campaign at the discretion of the Arbitrator. While it is possible to use the rules for Alliances in Skirmish games, provided both players agree, they really come into their own when used over several games – meaning players must take both the good (cheaper weapons, special Hired Guns) with the bad (having to play certain scenarios or giving up some of their scenario rewards). Players and Arbitrators are encouraged to keep track of Alliances as they can really help build an exciting narrative over the course of a campaign, with certain allies refusing to work with a gang based on their past history, or gangs developing rivalries depending on the allies they have chosen to back. Arbitrators could even require all gangs to make Alliances for their campaign, forcing them to choose sides in a larger confrontation between Guilders, Enforcers, Recidivists or seditious cults.

MAKING AN ALLIANCE

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

When choosing an Alliance in which to enter into, an Outlaw gang may select from one of the following: Cold Traders, Imperial Imposters, Rogue Factoria, Narco Lords, Fallen Houses or Psi-Syndica.

When choosing an Alliance in which to enter into, a Law Abiding gang may select from one of the following: Water Guild, Promethium Guild, Corpse Guild, Slave Guild, Guild of Coin or Iron Guild.

Use the following steps to makes an Alliance:

1. Any gang can decide to enter into an Alliance at the beginning of a campaign, or before any game in a campaign, provided they do not already have an ally.
2. Choose an ally from those on offer. Some potential allies are presented over the next few pages, but more will be provided in future supplements and Arbitrators might even create their own.
3. Once a gang has made an Alliance, it will last until the end of the current campaign phase (this means either the Expansion or the Justice phase during a Law and Misrule Campaign, or either the Occupation or Takeover phase during a Dominion Campaign), or until either they or their ally break it as a result of their actions. If a gang breaks their Alliance before the end of the current campaign phase then they cannot gain another until the following phase unless their Arbitrator decides otherwise.
4. While part of an Alliance, a gang may not use the additional rules for Sub-plots or roll on the House Favours table (**see page 263**).
5. Unless otherwise noted, a gang can never have more than one ally at a time.
6. A gang should make a note of their ally on their gang roster, along with any Benefits and Drawbacks the ally brings

BENEFITS AND DRAWBACKS

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

TESTING THE ALLIANCE

Sometimes the strength of an Alliance might be tested. This is usually because of something the gang has done or wants to do, or because the ally wants to exert their will upon the gang and the gang wants to resist. This is known as Testing the Alliance, and applies to the use of some Benefits and Drawbacks. When an action requires the alliance to be tested, it will be noted in the ally's description.

When Testing the Alliance the gang must roll a D6 on the table below, adding 1 to the result for each time their Alliance has already been tested during this campaign week.

TESTING THE ALLIANCE TABLE

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

CRIMINAL ALLIES

Recidivists, to use a common Necromundan term for the criminal elements, are sometimes indistinguishable from the gangs and outlaws of the underhive. Where they differ is in the scope and subversion of their actions, running crime empires to rival the power of the Merchants Guild or the Clan Houses. During their career a gang will deal with scores of Recidivist organisations, whether it is buying illegal goods from the Black Market or taking shady jobs outside of the remit of their House masters. Gangs might also find themselves actively recruited by Recidivists, falling into alliances with them as muscle or hitmen. Of course, there are almost as many kinds of Recidivists as there are crimes on Necromunda and each criminal organisation offers its own rewards and perils.

COLD TRADERS

There is always a market for off-world goods, especially those prohibited by the Imperium. Cold Traders ensure a steady supply of this contraband for any who can meet their price.

BENEFITS

Xenos Artefacts: While the gang is allied with the Cold Traders reduce the Legality of Black Market Xenos weapons and Wargear by 2. In addition, when the alliance is formed, the gang's Leader can select a random Xenos weapon from the Black Market and add it to their Fighter card. If the alliance is ever broken, this weapon is immediately removed from the Leader's Fighter card.

Void-born Bounty Hunters: In the pre-battle sequence the gang may add a Smuggler Shore Party (**see page 302**) to their gang for the game. These Hired Guns do not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random. However, when selecting the crew for a battle, the Smuggler Shore Party counts as only one fighter, effectively allowing the crew to include two or three more fighters than the crew size may allow.

If the gang is playing The Hit, Escort Mission or the Last Stand scenario as a result of the Press Ganged rule (see below) then a Smuggler Shore Party must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Press Ganged: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played, roll a D6. On 1, 2 or 3, the gang must choose The Hit, Escort Mission or Last Stand and take on the role of the attacker. On a 4+, they can choose any scenario as normal. Instead of rolling, the gang can choose to play any scenario, but if they do they must Test the Alliance.

Imperial Entanglements: During the post-battle sequence, if the gang fielded a Smuggler Shore Party, they must randomly select one of their fighters who is not In Recovery to be subjected to investigation. This fighter is lying low and must miss the next game. Instead of choosing a fighter the gang can choose to ignore this drawback, but if they do they must Test the Alliance.

IMPERIAL IMPOSTERS

Faux nobility are well-versed in the mechanisms of power that run Necromunda, and the aid of an Imperial Imposter can elevate a gang to unheard-of levels of 'opportunity' – provided they don't get caught.

BENEFITS

An Honourable Word: While the gang is allied with an Imperial Imposter they can protect themselves or another gang from being outlawed (**see page 163**). At the start of a Campaign week choose a gang (this can be the player's own gang). For the duration of this Campaign week the selected gang can ignore any one action that would result in them becoming an Outlaw gang.

Uphive Ambassadors: In the pre-battle sequence the gang may add a Master Charlatan (**see page 301**) to their gang for the game. This Hired Gun does not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

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

DRAWBACKS

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

Guilt by Association: During the post-battle sequence, if the gang fielded a Master Charlatan they must roll a D6. On a 6, their association has been discovered and the gang is outlawed (**see page 163**). Instead of rolling, the gang can dissociate itself from the Imperial Imposters, but if they do they must Test the Alliance.

ROGUE FACTORIA

Counterfeit weaponry and wargear are lucrative enterprises for a criminal organisation, and have the added benefit of keeping their allies well-equipped with ordnance.

BENEFITS

Bargain Ordnance: While a gang is allied with the Rogue Factoria, it gains access to counterfeit weaponry. When the gang visits the Black Market, it can purchase a counterfeit version of any weapon. Counterfeit weapons have their Rarity reduced by 2 and their cost lowered by 20%, rounded down to the nearest 5 credits (i.e., a Grav-gun which normally costs 120 credits and has a Rarity of 11 would cost 95 credits and have a Rarity of 9). Counterfeit weapons are not as reliable as normal weapons, and either have the Reckless trait (if they also possess the Melee trait) or the Unstable trait (if they do not possess the Melee trait), and count as illegal equipment (**see page 175**) with a Legality equal to their modified Rarity.

Hedge Armourers: While the gang is allied with the Rogue Factoria, they count as having an Ammo-jack Hanger-on working for their gang (**see page 244**). This Ammo-Jack does not count against the gang's normal limit of Hangers-on.

Factoria Work Gangs: In the pre-battle sequence the gang may add a Factoria Work Gang (**see page 303**) to their gang for the game. These Hired Guns do not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random. However, when selecting the crew for a battle, the Factoria Work Gang counts as only one fighter, effectively allowing the crew to include two or three more fighters than the crew size may allow.

If the gang is playing The Hit, Escort Mission or the Last Stand scenario then a Factoria Work Gang must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Eye of the Omnissiah: In the pre-battle sequence, during the Choose Crews step, if the gang has included any fighters carrying Counterfeit weapons as part of its crew then their opponent may include a Bounty Hunter without having to pay their hiring fee. Fighters armed with Counterfeit weapons are worth their full value when sold to the Guilders.

Factoria Workers: If the gang includes any Counterfeit weaponry, they must include a Factoria Work Gang (**see page 303**) as part of their crew or instead choose to Test the Alliance.

NARCO LORDS

Chems are a vital commodity on Necromunda and a hugely profitable enterprise for criminal organisations from the tip of the spire to the depths of the underhive.

BENEFITS

Abundant Supply: While the gang is allied with the Narco Lords, the Rarity and Legality of all chems are reduced by 2. In addition, the gang does not need to check to see if their supplier has run out (**see page 79**) as long as the alliance lasts.

Narco Scum: In the pre-battle sequence the gang may add D3+2 Hive Scum Hired Guns (**see page 232**) to their gang for the game. These Hired Guns do not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If the gang is playing the Downtown Dust-up, Ghast Harvest or The Hit scenario then these Hive Scum Hired Guns must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Courier Work: During the pre-battle sequence, if the gang has the option of choosing the scenario to be played roll a D6. On 1, 2 or 3, the gang must choose Downtown Dust-up, Ghast Harvest or The Hit scenario and take on the role of the attacker. On a 4+, they can choose any scenario as normal. Instead of rolling, the gang can choose to play any scenario, but if they do they must Test the Alliance.

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

FALLEN HOUSES

Necromunda's long history is littered with disgraced nobles and fallen houses. Most have faded into memory, though some remain eager to reclaim their lost glory.

BENEFITS

Rebellion: While the gang is allied with a Fallen House, if they win a game against a Law Abiding gang, they gain an additional D6x10 credits. If their opponent was an Enforcer gang or a gang allied with the Merchants Guild or the Imperial House, they gain an additional 2D6x10 credits and 1 point extra of Reputation instead.

Rebel Lords: In the pre-battle sequence the gang may add a Rebel Lord Hired Gun (**see page 304**) to their gang for the game. This Hired Gun does not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If the gang is playing against an Enforcer gang, or a gang allied with the Merchants Guild or the Imperial House then a Rebel Lord Hired Gun must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

For the Cause: In a campaign, when challenged for a Racket, Territory or similar, if the opponent is an Enforcer Squad gang or is in an Alliance with the Imperial House or the Merchants Guild, you must accept. Alternatively, the gang can opt to refuse the challenge, but if they do they must Test the Alliance.

Ancient Oaths: During the post-battle sequence, the gang must give up D3x10 credits to the Fallen House. If the gang will not, or cannot, give this tithe to the Fallen House, they must instead Test the Alliance.

PSI-SYNDICA

There are few greater crimes on Necromunda than the concealment or trafficking of psykers, though this does not stop Recidivists from dealing in these powerful individuals.

BENEFITS

Psychic Awakening: When the gang allies with the Psi-Syndica, they may generate a random Wyrd Power (**see page 80**) for one of their fighters. The fighter permanently gains the use of the power as well as the Unsanctioned Psyker special rule (**see page 51**).

If the gang breaks their alliance with the Psi-Syndica, they must pay the fighter's value in credits to their former allies or remove the fighter from their gang roster.

Mind-locked Wyrd: In the pre-battle sequence, the gang may add a Mind-locked Wyrd Hired Gun to their gang for the game (**see page 304**). This Hired Gun does not cost a gang any credits to hire, but if chosen they must be included in the gang's crew, even if crew selection is normally random.

If the gang is playing the Ghast Harvest scenario then the Mind-locked Wyrd must be included unless the gang rolls to Test the Alliance.

DRAWBACKS

Dark Dreams: During the pre-battle sequence, before the Choose Crews step, randomly select one of the gang's fighters who is not in Recovery. The selected fighter must immediately make a Willpower check. If they fail, they cannot be chosen to be part of the gang's crew for this game. Alternatively, the gang can decide not to choose one of their fighters and instead Test the Alliance.

Psykanarium Attention: During the post-battle sequence, if the gang used any psychic powers during the game there is a chance they might have drawn unwanted attention from the Imperial House's own tame psykers. Roll a D6, adding 1 for each fighter with the Unsanctioned Psyker rule who fought on their side during the battle. If the result is 7+, randomly choose one of the gang's fighters and make a roll for them on the Lasting Injury table. The gang can choose not to make this roll, in effect giving up a member of the Psi-Syndica to cover themselves, but if they do, they must Test the Alliance.

RECIDIVIST REPRESENTATIVES

EDITOR'S SUGGESTION: RECIDIVIST GANG RATINGS

The Guild allies can be powerful additions to a gang, and as written do not add to a gang's crew rating for a battle, allowing a player to bring an allied party yet still claim Underdog status. It is suggested that the following Allied party crew rating be used:

Cold Traders	600
Fallen Houses	500
Imperial Imposters	500
Narco Lords	Variable (Each scum is 30 credits + cost of equipment
Psi-Syndicate	300
Rogue Factoria	400

While not 100% accurate, this utilises equipment and skill costs to determine a rough estimate of each crew's value.

MASTER CHARLATAN (IMPERIAL IMPOSTERS)

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

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

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Master Charlatan	5''	3+	3+	3	3	3	4+	2	7+	5+	6+	6+

EQUIPMENT

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

SKILLS

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

SMUGGLER SHORE PARTY (COLD TRADERS)

The Cold Trade deals with all manner of alien and void-born scum. These vile individuals normally cling to the fringes of the Imperium for fear of extermination or imprisonment. However, the Imperium is vast and even on a populous world such as Necromunda, renegades and smugglers can be found lurking in the shadows.

A Smuggler Shore Party is a gathering of renegades centred on a powerful Cold Trader. This could be anything from a disgraced Rogue Trader or Chartist Ship Captain to an Alien Corsair or Xenos Void Lord. The Shore Party itself comprises every kind of spacer scum that can be imagined, including Imperial Navy deserters, feral stowaways and abhuman adventurers, all of which have thrown their lot in with the Cold Trader for the promise of fortune and glory.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Cold Trader	4''	4+	3+	3	3	2	4+	2	7+	6+	6+	6+
Bosun	4''	5+	4+	2	3	1	4+	1	8+	7+	6+	6+
Void-born Scum	4''	3+	4+	5	5	3	4+	2	8+	7+	7+	7+

COMPOSITION

A Smuggler Shore Party consists of one Cold Trader, one Bosun and two Void-born Scum.

EQUIPMENT

The Cold Trader is armed with a sling gun and a stiletto knife, and is equipped with armourweave armour and a bio-booster.

The Bosun is armed with a shotgun with solid and scatter ammo and a fighting knife, and is equipped with mesh armour.

A Void-born Scum is armed with either an autopistol and a fighting knife or a laspistol and a fighting knife – each may be armed differently. Both are equipped with flak armour.

SKILLS

The Cold Trader has the Step Aside and the Overseer skills. They may, however, only use the Overseer skill to Order another member of the Smuggler Shore Party.

The Bosun has the Dodge skill.

SPECIAL RULES

A Band Apart: The Smuggler Shore Party behaves as if it were a sub-gang within the gang they are allied with:

- The Cold Trader is the Leader of this sub-gang and the Bosun is a Champion. The Void-born Scum are fighters.
- When the Cold Trader or the Bosun is activated, they may perform a Group Activation with other fighters belonging to their sub-gang (**see page 20**).
- No member of the Smuggler Shore Party may participate in a Group Activation led by another Leader or Champion.
- Additionally, with regards to the Leading by Example rule (**see page 20**), the Cold Trader counts as a Leader and the Bosun counts as a Champion only for other members of the Smuggler Shore Party.
- If a Smuggler Shore Party fighter goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.
- The Smuggler Shore Party is treated as part of the gang they are allied with in every other respect.

Bodyguard: If the Cold Trader is hit by a ranged attack, the controlling player may choose to transfer the hit and all of its effects onto a Void-born Scum within 2" of the Cold Trader.

Indentured Fighters: If both the Cold Trader and Bosun are removed from play for any reason, any Void-born Scum, without guidance, will automatically behave as if the crew they are part of had failed a Bottle test, regardless of how many fighters in total have been removed from play.

FACTORIA WORK GANGS (ROGUE FACTORIA)

Factoria work gangs are motley groups of miscreants gathered from wherever their Rogue Factoria masters can scrounge them. Some are criminals working off debts to their underhive bosses, while others are escapees from uphive who came to the underhive seeking freedom and wealth but found a life much like their old one.

These irregular fighters are armed with a wide array of cheap counterfeit weaponry, often taken from the cast-offs of the factory line. So armed, they are then pressed into service as ad hoc militia for their masters. The life of a Rogue Factoria worker is of little consequence to the Factoria's crime lords and they are often used as fodder to protect the manufactoria plants. Sometimes, should it be required, they might be loaned out to allied gangs to act as expendable troops in Necromunda's endless intergang warfare.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Factoria Overseer	4''	4+	3+	3	3	2	4+	2	8+	7+	6+	6+
Work Party Boss	4''	5+	4+	2	3	1	4+	1	7+	6+	6+	6+
Factoria Workers	4''	5+	5+	3	5	1	4+	1	8+	8+	8+	8+

COMPOSITION

A Factoria Work Gang consists of one Factoria Overseer, one Work Party Boss and three Factoria Workers.

EQUIPMENT

The Factoria Overseer is armed with a combi-pistol (autopistol and plasma pistol) and a shock baton, and is equipped with mesh armour.

The Work Party Boss is armed with a laspistol and a shock whip, and is equipped with mesh armour.

A Factoria Worker is armed with either a reclaimed autogun or a reclaimed autopistol and a fighting knife. Each may be armed differently.

SKILLS

The Factoria Overseer has the Commanding Presence and the Overseer skills. They may, however, only use the Overseer skill to Order another member of the Factoria Work Gang.

The Work Party Boss has the Iron Will skill.

SPECIAL RULES

A Band Apart:The Factoria Work Gang behaves as if it were a sub-gang within the gang they are allied with:

- The Factoria Overseer is the Leader of this sub-gang and the Work Party Boss is a Champion. The Factoria Workers are fighters.
- When the Factoria Overseer or the Work Party Boss is activated, they may perform a Group Activation with other fighters belonging to their sub-gang (**see page 20**).
- No member of the Factoria Work Gang may participate in a Group Activation led by another Leader or Champion.
- Additionally, with regards to the Leading by Example rule (**see page 20**), the Factoria Overseer counts as a Leader and the Work Party Boss counts as a Champion only for other members of the Factoria Work Gang.
- If a Factoria Work Gang fighter goes Out of Action during a battle, there is no need to roll for Lasting Injury; they are considered to have rolled 12-26 Out Cold.
- The Factoria Work Gang is treated as part of the gang they are allied with in every other respect.

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

Indentured Fighters: If both the Factoria Overseer and Work Party Boss are removed from play for any reason, any Factoria Workers, without guidance, will automatically behave as if the crew they are part of had failed a Bottle test, regardless of how many fighters in total have been removed from play.

MIND-LOCKED WYRD (PSI-SYNDICATE)

The penalty for harbouring rogue psykers on Necromunda is swift and brutal. That the psykers themselves are quietly taken away even as those around them are being executed says more about Lord Helmawr's laws than it does about those of the Imperium. After the tithes to the Imperium, and the culling of those psykers deemed too dangerous to even transport off-world, there remains a substantial quantity that slip between the cracks. Many of these end up collared and conditioned in the employ of the Imperial House, but many more escape into the underhive. Those that survive their 'gifts' might even make something of themselves.

Mind-locked Wyrds are unsanctioned psykers who have been broken to the will of the Psi-Syndica. Via various means of psychic modification and cranial implants the wyrd's will is subsumed by their new masters, transforming them into foot soldiers for the criminal lords. This also allows the Psi-Syndica to send the rogue psykers to aid their allies, confident the wyrds will not betray them. Mind-locked Wyrds are also deeply unsettling individuals, even by the standards of the underhive, and gangers tend not to enjoy spending much time with them. The edge they can bring to battle, however, is undeniable; after all, who wouldn't want the ability to look inside their enemy's minds and pluck out their battle plan, project protective force fields to defend their fighters or simply sweep an enemy away with a wave of telekinetic force!

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Mind-locked Wyrd	4''	5+	3+	3	3	2	4+	1	8+	6+	4+	9+

EQUIPMENT

A Mind-locked Wyrd is equipped with mesh armour.

SKILLS

A Mind-locked Wyrd has the Fearsome and Unsanctioned Psyker skills.

SPECIAL RULES

A Mind-locked Wyrd may choose three of the following psychic powers:

Pyromancy: Scouring

Telekinesis: Assail, Force Blast

Telepathy: Maddening Visions, Hypnosis, Unbreakable Will

REBEL LORD (FALLEN HOUSES)

The Noble Lords of Necromunda are powerful individuals of a kind to rival the elite of the Imperium. Hundreds of generations of selective breeding and genetic manipulation, combined with access to almost limitless wealth, has transformed them into living demi-gods cloaked in mortal form. When a Great House falls these mighty lords are almost always hunted to extinction, lest they escape into the wilds of Necromunda and become rebels. The bounties placed on the heads of these fantastically dangerous souls are often enough to raise a common ganger up from the brutality of the underhive and give them a life of privilege and plenty in the upper reaches of Hive City. This is how dangerous they are considered to the continuance of the ruling Houses and their masters.

Each Rebel Lord is a deadly adversary of the Imperial House who might come to their allies' aid if it serves their interests; usually if it involves the restoration of their personal glory. Augmented with bionics or biometics their bodies are more resilient, while the faded opulence of their clothes hide an armourer's vault of digi-weapons and rarefied combat-tech. More dangerous than their masterwork firearms or energy blades, however, is their will. A Rebel Lord is more than a mere villain – for they are among the last of their line and burn with vengeance to see the Imperial House brought down.

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Rebel Lord	4''	3+	3+	3	3	3	3+	2	7+	6+	6+	6+

EQUIPMENT

All Rebel Lords are armed with four digi lasers. Additionally, a Rebel Lord may be armed with either a pair of Master-crafted laspistols and a stiletto sword, or a bolt pistol and a thunder hammer. A Rebel Lord is equipped with light carapace armour and either a displacer field or a refractor field.

SKILLS

A Rebel Lord may have two skills of your choice, chosen from the Agility, Combat, Cunning or Shooting skill sets.

BADZONES BATTLEFIELDS

GENERATING AN ENVIRONMENT

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

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

ANCIENT MANUFACTORUM

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

EFFECTS

When setting up the battlefield, try to include at least six pieces of Industrial Terrain as detailed in the Industrial Terrain section of Badzones Terrain (**see page 30**).

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

When generating credit rewards for the scenario, players may roll the results twice and choose the higher total. If the scenario has no credit rewards then the victor gains D6x10 credits instead.

STYGIAN DEPTHS

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

EFFECTS

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

The ground level is an abyss and fighters must remain on the upper levels or if at ground level (i.e., level with the abyss) must remain on pieces of terrain. If a fighter falls into the abyss, make an Initiative check for them. If they fail, they go Out of Action. If they pass, they become a Reinforcement (**see page 327**) and may return to the battlefield in the following round.

SUMP SEA

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

EFFECTS

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

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

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

DOME JUNGLE

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

EFFECTS

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

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

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

WARP-TAINTED

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

EFFECTS

When a fighter fails a Willpower check or a Cool check, they gain an Insanity marker (and become subject to Insanity as detailed on **page 22** in addition to any other effects for failing the check.

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

A fighter who takes an enemy fighter Out of Action with a Melee weapon or a Coup De Grace action gains 1 extra Experience point in addition to any Experience gained from taking an enemy fighter Out of Action.

UNSTABLE DOME

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

EFFECTS

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

Fighters who become Prone on a raised platform or other piece of raised terrain must make an Initiative check to see if they fall, even if they are not within ½" of the edge.

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

GENERATING EVENTS

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

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

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

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

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

DESIGNER'S NOTE: MIRACULOUS ESCAPES

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

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

SHUTDOWN

Perhaps triggered by the battle, ancient failsafes kick in and the entire dome goes into shutdown – doors lock tight, lights go out and all machinery grinds to a halt.

EFFECTS

The battlefield becomes subject to the Pitch Black rules, **see page 328**.

All terrain pieces become inert and generate no additional effects beyond those laid out in the core rules (i.e., counting as impassible, blocking line of sight, being climbable, etc).

All doors seal and cannot be opened normally (**see page 21**), but may still be forced.

Additional Effects: This Event has no additional effects.

Discard on a 4+.

CRITTER SWARM

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

EFFECTS

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

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

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

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

Discard on a 5+.

HOWLING WINDS

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

EFFECTS

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

Hits from weapons with the Gas or Smoke traits have no effect on a roll of 4+. Roll after firing but before working out their effects.

Fighters who go Prone within ½" of the edge of a platform or level must re-roll successful Initiative checks to see if they fall.

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

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

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

Discard on a 5+.

CHOKING CLOUDS

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

EFFECTS

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

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

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

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

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

Discard on a 5+.

TOXIC DOWNPOUR

Foul liquid rains down from above, perhaps released from some waste facility or run-off from one of the water reclamation facilities filled with pollutants.

EFFECTS

Toxic liquid rains down from overhead. Roll a D6 to see what kind of rain it is:

1-2 **Chem Rain** – Fighters count their save as 1 worse while this Event is in effect (note that Field Armours are not affected by Chem Rain).

3-4 **Irradiated Coolant** – Fighters lower their Toughness by 1 when making Toughness checks or for the purposes of Wound rolls. Fighters count as having Revealed markers on them if the Pitch Black rules are in effect.

5-6 **Waste Run-off** – Fighters with a Blaze marker add 2 to the dice result if attempting to put out the flames. Otherwise, the rain is not harmful… just unpleasant.

Additional Effects: If the Environment is Warp-tainted, in addition to the effects above Willpower checks are at +2 penalty.

If the Environment is a Sump Sea, the sea rises when this Event comes into play. Remove any terrain level with the sea. Fighters who were on this terrain are now in the sea.

If the Environment is a Dome Jungle, in the End phase (before removing this Event), Carnivorous Plants heal all damage dealt to them.

Discard on a 3+.

SPORE CLOUDS

Virulent spores fill the dome, drifting on the hive winds and making the air dangerous to breathe as they seek out new hosts for their parent plant.

EFFECTS

After a fighter completes their activation, their controlling player must roll a D6. On a 1, they have attracted a swarm of spores. Roll a D6 to see what effects the spores have:

1-2 Centre a choke grenade on the fighter and work out its effects.

3-4 Centre a scare grenade on the fighter and work out its effects.

5-6 Centre a smoke grenade on the fighter and work out its effects.

Additional Effects: If the Environment is a Dome Jungle, use 5" Blast markers for the grenade's effects rather than 3" Blast markers, and count the radius of the smoke grenade as 2" larger.

If the Environment is an Ancient Manufactorum, whenever an industrial piece of terrain activates, or is activated, roll a D6. On a 1, all fighters on or within 1" of the terrain piece are affected by a random grenade effect.

If the Environment is Stygian Depths, the grenade's effects do not use Blast markers and will only affect the fighter who triggered the spores, while the radius of the smoke grenade is 1.5", rather than 2.5".

Discard on a 4+.

BRAINLEAF OUTBREAK

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

EFFECTS

When making Recovery tests for Seriously Injured fighters (**see page 49**), if a Seriously Injured or Out of Action result is rolled, the fighter becomes a Brainleaf Zombie (see below). At the end of the game, fighters who became Brainleaf Zombies automatically go into Recovery, though suffer no other adverse effects.

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

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

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

Discard on a 4+.

BRAINLEAF ZOMBIES IN ARBITRATED SCENARIOS

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

BRAINLEAF ZOMBIES

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
2D6''	5+	6+	3	3	1	6+	1	12+	4+	6+	12+

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

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

Brainleaf Zombies subject to the Blaze condition are not automatically Broken and cannot attempt to put out the fire. Brainleaf Zombies can only take a single action each activation, and move 2D6" when taking a Move action. However, should their movement take them into base contact with an enemy, they are considered to have made a Charge action and immediately make an attack.

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

BAD AIR

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

EFFECTS

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

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

Additional Effects: If the Environment is Stygian Depths, fighters level with the abyss or within ½" of the edge of a platform or level with it ignore the effects of the Bad Air.

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

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

Discard on a 4+.

SLUDGE JELLIES

Vile predatory sludges hide within the vents, drains and ducts of the battlefield, waiting to envelop and consume the unwary.

EFFECTS

Any liquid terrain such as pools, puddles or toxic spills might hide a Sludge Jelly. Vents, ductways and hatches might also hide these horrors. When a fighter ends a Move action within 1" of a piece of liquid terrain or uses a ductway, vent or hatch, roll a D6. On a 1, they have been attacked by a Sludge Jelly.

A fighter attacked by a Sludge Jelly must make a Toughness check. If they pass, they have made a narrow escape and finish their turn or can use the ductway, vent or hatch normally. If they fail, they have become paralysed and will soon be consumed by the Sludge Jelly.

If another fighter does not assist them (**see page 49**) before the following End phase, the paralysed fighter goes Out of Action. If they are assisted, they become Seriously Injured instead.

Additional Effects: If the Environment is a Sump Sea, there are Sludge Jellies in the sea and fighters who fall in it will be attacked automatically.

If the Environment is a Dome Jungle, Carnivorous Plants count as liquid terrain for determining when Sludge Jellies might attack.

If the Environment is Warp-tainted, a fighter attacked by a Sludge Jelly that passes their Toughness check must then make a Willpower check or gain an Insanity marker.

Discard on a 4+.

GIANT RATS

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

EFFECTS

When this Event comes into play, players, starting with the player with Priority, take turns placing D3+3 Giant Rats (**see page 260**) on the battlefield. These rats may be placed anywhere, provided that they are at least 1" away from another fighter and not within either players' deployment area.

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

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

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

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

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

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

Discard on a 5+.

LAIR OF THE BEAST

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

EFFECTS

After both crews have deployed but before the first fighter activates, add three Beast's Lair markers to the battlefield (**see page 329**). Players take turns placing these, starting with the player who has Priority. Beast's Lair markers must be placed at least 12" from each other or a deployed fighter, and may not be placed in either players' deployment area.

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

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

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

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

Discard on a 5+.

THINGS IN THE DARK

Darkness and shadows rule the underhive, though here they grow especially thick, and within their blackness foul creatures stalk, preying upon all who walk there.

EFFECTS

While this Event is in play, use the Horrors in the Dark rule **from page 332**.

Shooting attacks made at Long range suffer a -1 to hit in addition to any other modifiers, unless a fighter is equipped with photo goggles or a thermal sight.

Additional Effects: If the Environment is a Dome Jungle, when testing for Horrors in the Dark, fighters will be attacked unless they are within 8" of two other fighters rather than one.

If the Environment is Warp-tainted, when rolling on the Horrors in the Dark table, a fighter must roll two D6 and choose the lower result.

If the Environment is a Sump Sea, fighters in the sea must roll on the Horrors in the Dark table when they activate.

Discard on a 5+.

GUNK TANK

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

EFFECTS

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

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

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

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

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

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

Discard on a 3+.

LABYRINTH

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

EFFECTS

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

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

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

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

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

Discard on a 4+.

OLD CACHE

Forgotten militia armouries, abandoned settler storehouses and lost gang caches are hidden throughout the underhive for those with the wit to find them.

EFFECTS

Fighters can take the Scavenge (Double) action to search for loot. Roll a D6, adding 1 to the result for each other friendly fighter within 6". On a 6+, place a loot casket in base contact with the fighter.

For the duration of the battle, fighters may re-roll failed Ammo checks.

Grenades do not automatically run Out of Ammo for the rest of the game if they fail an Ammo check, and may be reloaded in the same way as other weapons.

Additional Effects: If the Environment is an Ancient Manufactorum, fighters will find loot caskets on a 4+, rather than a 6+.

If the Environment is Warp-tainted, fighters who make the Scavenge action and fail to find a loot casket must make a Willpower check or gain an Insanity marker.

If the Environment is an Unstable Dome, an attack with a grenade misfires if a Hit is rolled on the Scatter dice regardless of the result of the D6 roll.

Discard on a 3+.

STATIC STORM

Vast superconductors power entire levels of the hive, their constant motion periodically unleashing static storms into the underhive amid crackling blue lightning.

EFFECTS

Energy weapons (plasma, melta, las weapons, etc.) gain the Unstable trait if they did not already have it. If the weapon already has the Unstable trait, it automatically overloads if the Ammo symbol is rolled on the Firepower dice.

When a fighter moves into base contact with another fighter, both fighters suffer a Strength 1 Damage 1 hit. Work out these hits before completing any other actions, such as the attacks that are part of a Charge action.

In a scenario using the Pitch Black rules, any fighter who moves during their activation gains a Revealed marker.

Additional Effects: If the Environment is an Ancient Manufactorum, when a piece of Industrial Terrain activates, or is activated, all fighters within 1" of the terrain suffer a Strength 1 Damage 1 hit.

If the Environment is a Dome Jungle, attacks against fighters made by Carnivorous Plants inflict D3 Strength 1 Damage 1 hits in addition to any other effects.

If the Environment is Stygian Depths, fighters suffer D3 hits rather than 1 hit when moving into base contact with another fighter.

Discard on a 3+.

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

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

EFFECTS

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

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

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

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

If the Environment is Stygian Depths, fighters who fail a Nerve test while within ½" of the edge of a platform or level may jump. Make a Willpower check for the fighter. If they fail, they jump into the abyss.

Discard on a 5+.

WITCH'S LAIR

A Wyrd has taken up residence in the area, and is none too pleased that fighters have disturbed their solitude, bringing both violence and the chance of discovery.

EFFECTS

In the End phase, each player randomly selects one of their fighters who is Standing. This fighter is the target of the Wyrd's attack.

Make a Willpower test for the chosen fighter. If they fail, they must immediately make an attack against the nearest fighter. If they are Engaged, randomly choose one of their Melee weapons to make the attack with. If they are Active, randomly choose one of their ranged weapons instead.

Additional Effects: If the Environment is Warp-tainted, randomly choose two fighters to be attacked by the Wyrd rather than one. Work out their attacks in the order they were chosen.

If the Environment is a Sump Sea, fighters attacked by the Wyrd will attempt to jump into the sea rather than make attacks. If they cannot jump into the sea, move them as close to the sea as possible.

If the Environment is Stygian Depths, fighters attacked by the Wyrd will attempt to jump into the abyss rather than make attacks. If they cannot jump into the abyss, move them as close to the abyss as possible.

Discard on a 4+.

MUTIE TRIBE

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

EFFECTS

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

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

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

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

If the Environment is Warp-tainted, the first fighter selected is attacked by a Wyrd rather than a normal Mutie. Make a Willpower check for the fighter. If they fail, they take a Strength 5 Damage 2 hit. If they pass, they gain an Insanity marker instead.

If the Environment is an Ancient Manufactorum, Mutie attacks are made with reclaimed autoguns (**see page 57**) rather than mutie bows.

Discard on a 5+.

DOME COLLAPSE

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

EFFECTS

Every fighter on the battlefield becomes Pinned. Note that this may cause fighters within ½" of the edge of a level or platform to fall.

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

Additional Effects: This Event has no additional effects.

Discard Immediately.

PERPETUAL CAMPAIGNS

The simplest method for running a perpetual campaign is to just keep playing games. In this way the campaign has no end, and the end of each campaign phase signals the start of another. For those following a specific campaign system with dedicated phases, such as the Dominion campaign, a perpetual campaign can be achieved by looping the campaign phases – in this case the Occupation and Takeover phase – separated by Downtime phases.

For example, a perpetual Dominion campaign would have this sequence of phases: Occupation > Downtime > Takeover > Downtime > Occupation > Downtime > Takeover, etc. Each block of Occupation > Downtime > Takeover is known as a campaign cycle, and each cycle is separated by a Cycle Downtime phase. The Cycle Downtime phase is a perfect time to introduce new gangs to the campaign, to form splinter gangs, or for a player to retire their gang (more on this later). Players wishing to carry on their gang unchanged into the next campaign cycle do nothing, and all rules for a Downtime phase apply as normal to all gangs. This method can easily be used for other types of campaign systems as and when they are introduced in future Necromunda supplements.

TERRITORIES AND OTHER CAMPAIGN CARDS

When playing a Dominion campaign, the end of a campaign cycle will likely see multiple gangs in control of several territories each. In the case of a perpetual campaign, players may find that all the territories available are soon controlled, making it difficult for new players to join and make an impact. To combat this, the Arbitrator may decide that territories must be refreshed during Cycle Downtime. If territories are refreshed, players retain a number of territories limited by their Gang Rating. Each player may retain one territory of their choice for each full 1000 credits of their Gang Rating (e.g. a player with a Gang Rating of 2,300 would choose up to two territories they currently control to retain). The rest of the territories are lost, and a new set of territories is determined as described **on page 138**.

Only new gangs are counted for the purposes of generating territories during steps 1 and 2; existing gangs do not draw a Territory card during step 2. The total number of Territories used still depends on the total number of players – old and new.

If a Necromunda campaign ends and the next campaign is of a different type all cards that are unique to that type of campaign (such as Territory cards in a Dominion campaign) are returned to the Arbitrator. This represents the gangs changing their focus from their current activity to a very different one.

HOUSE PATRONAGE

Everyone loves an underdog story, and a perpetual campaign is the perfect setting for such tales. In Necromunda, Gang Ratings are a measure of the strength and experience of a gang, and as new players join such a campaign they might find themselves playing against gangs with a rating far higher than their own. There's always a chance that, against the odds, the underdog will fight their way to the top and cast down their arch-rivals. Of course, in the Underhive these stories often end differently, with the newcomers ruthlessly gunned down and left for the hive carrion.

At present, scenarios manage differences in Gang Rating or differences in the credits value of starting crews through the use of additional Gang Tactics cards. When the difference is pronounced, one player may end up with a large hand of cards that can be difficult to manage. If the Arbitrator deems it appropriate for their campaign, granting additional Gang Tactics cards in this way can be replaced with the House Patronage rules.

House Patronage represents extra aid and incentives sent by a gang's patron, which could be anyone from a gang's house to an insidious cult leader. These incentives represent a clan house patron cashing in on debts, calling in favours, and sending financial or material support to protect their investment – on Necromunda, life may be cheap, but House's interests must be protected at any cost.

MAXIMUM STARTING CREW SIZES

In a perpetual campaign, as gangs get larger the number of fighters will inevitably increase and this could result in one gang fielding an unmanageable quantity of fighters at once. To combat this, Arbitrators may wish to place a limit on the maximum number of fighters a single player can field in scenarios with unlimited Custom Crew Selection.

A maximum fighter limit can be set through the use of a player's Gang Rating. When a scenario uses the Custom Selection method, a player can choose a maximum number of fighters determined by their Gang Rating as shown in the table below:

GANG RATING	MAXIMUM CREW SIZE
1,001 – 2,000	15
2,001 – 3,000	20
3,001+	25

Hired Guns and fighters recruited as part of House Patronage are not included in this limit and may increase the crew size above the maximum shown on the table.

SEMI-PERPETUAL DOMINION CAMPAIGNS

A semi-perpetual campaign is a method based upon the idea of splinter gangs. After a campaign has ended, victors have been decided, Triumphs have been awarded, and things have settle down, players assemble splinter gangs as described on page 152. Any player that was awarded a Triumph at the end of the previous campaign and founds a splinter gang receives additional benefits based on the Triumphs they were awarded as described in the table below:

TRIUMPH	BENEFIT
Dominator	The gang gains an extra starting Territory, chosen at random from all territories after each player has chosen their starting territory.
Slaughterer	After the gang has been founded, the gang gains 3 additional XP that can be distributed between fighters recruited from an old gang. Only 1 XP can be given to any single fighter.
Creditor	The gang starts with an extra 100 credits, which are added to their starting stash.
Warmonger	The gang starts the campaign with an additional 3 Reputation and can choose to be the attacker or defender in their first battle, regardless of who chose the scenario.
Powerbroker	The gang can choose to start the campaign with one of the following Hangers-on for free: Ammo Jack, Dome Runner, Gang Look-out, Rogue Doc, or Slopper.

These Triumph benefits are only retained for that campaign. At the end of the campaign, Triumphs are assigned as normal and can switch from player to player between campaigns.

HOUSE PATRONAGE BENEFITS

The scenario being played will specify if Gang Rating or starting crew value is used to determine which side is the Underdog. In a perpetual campaign, if one player's Gang Rating or the credits value of their starting crew (whichever the scenario uses) is less than their opponent's, then they receive House Patronage as follows. House Patronage is represented by a number of credits that the player has to spend on benefits, including Hired Guns, temporary fighters, or chosen Gang Tactics cards. Each benefit has a credit cost associated with it as shown in the table below. House Patronage benefits replace any additional random Tactics cards a player may receive during the pre-battle sequence as described in the scenario rules.

The number of credits generated by House Patronage is calculated during the pre-battle sequence after step 5 (choose crews) and before step 6 (announce territory boons). A gang receiving House Patronage receives 100 credits that can be spent on House Patronage Benefits for each full 100 credits of difference between the Gang Rating of their starting crew and their opponent's starting crew.

The list of possible House Patronage benefits is shown in the table below. A player may select any combination of these patronages, adhering to the restrictions outlined in each line of the table (so they may randomly draw up to five Gang Tactics cards, for example):

HOUSE PATRONAGE BENEFITS	CREDIT COST
0-5: Draw a random Gang Tactics card	100 each
0-2: Choose a Gang Tactics card	200 each
0-1: Draw a random House Sub-plot	100
0-1: Choose a House Sub-plot	200
Unlimited: Hire a temporary Hanger-on	Varies
0-3: Temporarily hire a Ganger	Varies
Unlimited: Recruit one ore more Juves*	Varies
0-1: Hire a Dramatis Personae	Varies

0-1: Hire a Bounty Hunter	Varies
0-5: Hire a Hive Scum	Varies

* Note that the standard gang composition rules still apply here

Any fighters hired as a House Patronage benefit are not added to the gang roster, as their services are secured for one battle only. Any Juves hired as a House Patronage benefit are not subject to normal gang composition restrictions. Costs for a fighter can be found in the corresponding section. Gangers are hired from the appropriate House list. Bounty Hunters hired as a House Patronage benefit are not subject to the "We'll Get Our Bit…" special rule. Weapons and Wargear can be purchased for fighters hired in this way using credits generated by House Patronage. Any credits not spent are lost. Additional weapons can only be purchased for fighters hired as a House Patronage benefit and are lost at the end of the battle.

Any fighters, including hired guns and Hangers-on, hired as a House Patronage benefit are automatically added to a player's crew regardless of the crew selection method. Such fighters are taken in addition to the usual restrictions (e.g. a gang may include two Ambots as normal and may include additional Ambots as a House Patronage benefit). Any fighter hired as a House Patronage benefit cannot be activated as part of a group activation and dose not count as present at the start of the battle for the purpose of Bottle tests.

WHO IS UNDERDOG?

The campaign's Arbitrator can choose to set a minimum difference in Gang Rating before players receive House Patronage, allowing for small differences between gangs. If using House Patronage rules during a campaign, we suggest that only differences in Gang Rating or starting crew credits value (whichever the scenario uses to determine the Underdog) of 400 credits or more should use the rules presented here. For differences smaller than this, players should gain extra Tactics cards as described by the scenario being played.

GOING OUT IN A BLAZE OF GLORY

You've gone and done it. You've taken a small group of scrappy newcomers and turned them into a crew of hard-bitten vets. You've clawed your way to the top, and now you're the most powerful gang around. Now that you're at the top, you might be asking yourself what's next. A player can retire their gang at any time during the course of a campaign, but simply retiring a large gang built over a long campaign can be anti-climatic. Instead, a gang whose Gang Rating is greater than a predetermined total decided by the Arbitrator at the start of the campaign (a good limit is 4000) can decide to either retire or to go out in a Blaze of Glory.

When going out in Blaze of Glory, the player puts their gang through one last, climactic ordeal and takes part in the 'Escape the Hive' scenario. The Arbitrator, or one or more players in the campaign, takes control of the opposing crew in this scenario, the nature of which depends on the game being played. Further publications may explore other Blaze of Glory scenarios.

PART FIVE: SKIRMISH GAMES

Necromunda is a game best played as part of a campaign (**see page 137**). There is nothing quite like creating a gang and leading it to glory or ignominy over a series of linked games. Characters evolve, stories unfold, and a strong narrative is easily built up around the events that take place on the tabletop.

Unfortunately, not everyone is able to commit the time required to take part in a campaign. Players may not live close to their gaming friends. Work an commitments might contrive to keep us away from our hobby, meaning that often we are only able to enjoy the occasional stand-alone game when time permits. This, however, is no reason to miss out on the fun of many aspects of the game that appear to be designed for campaign play. It is possible to create gangs for stand-alone Skirmish games, complete with extra skills, characteristic increases, access to weird and wonderful Rare Trade equipment and even Hangers-on and Hired Guns. There is a lot of fun to be had in creating a gang for a Skirmish game, deciding what will be included and what will be left out, choosing skills, creating names and backstories for the fighters, and so on.

SKIRMISH RULES

The following section gives a set of guidelines for creating Skirmish gangs. Players who wish to use these rules for a game should decide between themselves on the details. Furthermore, this section aims to give guidance to anyone wanting to run a gaming event such as a tournament, as these rules will help to create more interesting gangs for participants to use, which in turn enhances the gaming experience for everyone involved. At the end of this section, you will even find some recommendations for scoring to use in a tournament, along with a few example rules packs made with the following guidelines, which can be used by players for their own Skirmish games or by event organisers wishing to run a one- or two-day event.

GANG CREATION

This section deals with how to create a gang for Skirmish game. For the most part, this is exactly the same as creating a gang for a campaign, right down. However, there are some distinct differences to be aware of.

FOUNDING A GANG

For stand-alone skirmish games, gangs should be between 1,250 and 2,000 credits. Larger is possible but it is worth bearing in mind that smaller credit limits force hard choices to be made. Sometimes, having to choose whether to include one thing or the other is better than having both as it adds to the challenge of the experience. It may be the case that a minimum and/or maximum number of fighters should be specified. A good rule to follow here is that gangs must be a minimum of ten fighters and a maximum of twenty, and that a gang must contain ten members before Hangers-on or Hired Guns can be added.

As in a campaign, a blank Fighter card must be filled in for each member of the gang and for any Hangers on and Hired Guns, and all fighters, Hired Guns and Hangers-on must be represented by an appropriate model. Finally, all of the normal rules regarding gang composition must be followed, as described in the gang list.

Credits not spent when a Skirmish gang is founded are not added to a gang's Stash, they are simply lost and not added to its Wealth.

LEADERS AND CHAMPIONS: As normal, the Leader and Champions should gain a free starting skill when founding the gang (or an ability, depending upon the gang being used) and, as always, this extra skill should be noted on the fighter's Fighter card.

EQUIPMENT: Gangs should be equipped from their own House Equipment Lists following the usual rules with regard to weapon types and total number of weapons available to a fighter of each type. Additionally, gangs may be allowed to purchase any item from the Rare Trade chart at the cost specified, in effect building a Stash of Rare items that can then be given to the fighters they are hiring when founding the gang, provided, of course, that they follow the normal rules with regards to how individual fighters can be equipped.

A Rare (X) level should be determined beforehand. For example, players may be allowed to select items up to Rare (10) but not above. In a Skirmish game, players should agree this between themselves. For an event, the event organiser should specify this in the rules pack.

HIRED GUNS AND HANGERS-ON: In Skirmish games, Hired Guns may be recruited when the gang is founded. However, if there is a minimum number of fighters required, Hired Guns and Hangers-on will not count towards this. For example, if gangs must contain a minimum of ten fighters, they must contain ten fighters drawn from the gang list before any Hired Guns or Hangers-on can be included. They will however count towards the maximum number of fighters if a maximum is in effect.

Hangers-on can be hired when a Skirmish gang is founded as well, and this is covered in more detail in the Reputation section that follows. Any Hangers- on included in a gang must be represented by appropriate models, even those that may not spend much time on the table.

GANG ATTRIBUTES

In a stand-alone Skirmish game or during an event or tournament, Gang Attributes work differently. Gang Rating, for instance, is predetermined and will not fluctuate, whilst Wealth might have more importance in a tournament than a stand-alone game.

REPUTATION: For Skirmish games, rather than starting with the usual 1 Reputation, gangs may be given a Reputation of 5, 10, or 15 when founded. At an event or tournament, this should be the same for every gang present. Players should decide before the game how much Reputation their gangs will have, whilst event organisers should include this information in the rules pack.

The Reputation of Skirmish gangs serves a twofold purpose; firstly it will determine how many Hangers-on and Brutes can be included when the gang is founded. In addition, Reputation provides an ideal tiebreaker in tournaments.

In the case of events and tournaments that use Reputation gain and loss as described in the scenarios as a tiebreaker (as follows), then loss of Reputation between games does not mean that purchased Hangers-on or Brutes are lost.

WEALTH: This can be very useful to record during an event or tournament, as it can provide a good tie-breaker. For simplicity, gangs should start with 0 Wealth, recorded on their gang roster sheet and will record Wealth based on the rewards of the scenarios played. Any credits not spent when the gang is founded are lost.

FIGHTER ATTRIBUTES

During stand-alone Skirmish games, fighters do not gain Experience, so there is no obvious way for them to gain Advancements the way their counterparts in a campaign will. The following section deals with how to add extra skills and characteristic increases to fighters within a Skirmish gang.

ADDITIONAL SKILLS: In Skirmish games, it is a good idea to allow certain fighters to start with some free additional skills as well as the free starting skills given to the Leader and any Champions. This works well with the increased credits players have to found a gang and the access to Rare Trade items and Hangers-on to create the feel of an established, veteran gang that can be used in a stand-alone game.

There are many ways to do this, and both players and event or tournament organisers should feel free to experiment, but as a general rule it is recommended that gangs be allowed to choose a number of additional skills as follows based on the credits value of the gang:

Up to 1,300 credits:	**Five Primary skills.**
1,301 to 1,500 credits:	**Six Primary skills**
1,501 credits or above:	**Five Primary skills and one Secondary skill.**

Skills should be distributed amongst Leaders, Champions and Juves. Skills may also be allocated to Gangers who are nominated as Specialists. The number of Specialists included should be decided beforehand by the players or specified by an event or tournament organiser.

There should, however, be a sensible limit on the number of skills each fighter can take. As a good rule of thumb, fighters should be allowed a number of skills based on their type as follows:

LEADER: One free starting skill and up to two additional skills

CHAMPION: One free starting skill and up to one additional skill.

JUVES: One additional skill.

SPECIALIST GANGERS: One additional skill.

Skills given to fighters in a Skirmish gang in this way do not increase the Gang Rating. Free means free!

CHARACTERISTIC INCREASES: In addition to extra skills, gangs should be allowed a number of free characteristic increases. Again, there are many ways to do this, and players and event or tournament organisers are encouraged to experiment, but a good rule to follow is that the number of characteristic increases should be half the number of extra skills rounded down, which makes two or three the norm.

No fighter should be allowed more than one characteristic increase. As is usual during campaign play, characteristic increases may be given to Gangers as well as Leaders, Champions, Juves and Specialists. As with additional skills, these free characteristic increases do not increase Gang Rating.

PLAYING SKIRMISH GAMES

Once gangs have been created for a Skirmish game, it is a simple matter of getting stuck into the action. This following section contains some useful advice on scenarios and victory conditions for anyone playing a Skirmish game, and some in-depth advice for event or tournament organisers regarding scenario selection, scoring, tie-breakers, and so on.

SCENARIOS: Any scenario can be used for to a skirmish game, but there are some important things to consider with a few of them. What follows are some general advice for players and event organisers to consider when choosing scenarios to play in a Skirmish game.

When playing a simple stand-alone Skirmish game, players should ensure that the entire gang they have founded can be used. This might mean ignoring the crew size recommended by the scenario – after all, the two gangs being used will be well-matched due to how they have been created. If players feel that one side outnumbering the other by too many fighters is a disadvantage, this is best addressed early on when founding the gang. You can be quite specific when agreeing minimum and maximum numbers of fighters should you wish.

In an event or tournament environment, however, the event organiser should not be afraid to use scenarios that specify various crew sizes – part of the fun lies in selecting the best crew ahead of a game. Event organisers also have the luxury of knowing that their players will be playing several games over the course of a day or two, meaning that whatever mix of crew sizes the chosen scenarios specify, from as few as six fighters up to using the entire gang, players can be almost guaranteed to get the most use out of every fighter they have hired.

ZONE MORTALIS VS SECTOR MECHANICUS: Terrain type should also be given some thought. Players sitting down to play a Skirmish game have the freedom to play over either Zone Mortalis or Sector Mechanicus terrain as they wish, but event organisers may have to consider the logistics a bit more.

As a general rule of thumb, if space is limited at a venue, Zone Mortalis might be the better choice. In combination with a lower credits limit for gangs, event organisers can focus on smaller set-ups and quicker games, allowing for an extra game or two to make up for the smaller sized games.

Similarly, if an event organiser wishes to hold four or more games in a single day, the fast and frenetic pace of Zone Mortalis games suits this well. If an event is to be run over two days, and if resources are available, event organisers may wish to consider having one day be dedicated to Zone Mortalis games, and the other dedicated to Sector Mechanicus games. Doing this gives the greatest amount of time possible to change tables and set up anew for the following day, whereas trying to change dozens of tables from Zone Mortalis to Sector Mechanicus over lunch time is perhaps best avoided!

HOME TURF AND RESCUING CAPTIVES: Finally, some scenario rules need consideration.

In the case of scenarios that specify a Home Turf Advantage, players should roll off to determine which player is fighting on their home turf. Likewise, if players choose to play a Rescue Mission scenario, roll off to see who the rescuer is and who the captor is. The rescuer should then either randomly determine which of their fighters is the Captive, or choose a fighter to be the Captive.

ARBITRATED GAMES AND CAMPAIGN EVENTS: Skirmish games are not limited just to two players building a gang and fighting out a simple scenario. Groups of three or more players are encouraged to experiment with the rules presented elsewhere in this book for Arbitrated Campaigns alongside Skirmish games. There is a lot of fun to be had playing out a stand-alone game under the watchful eye of an Arbitrator, who may control certain elements within the game, such as terrain effects, groups of hive denizens or wandering monsters.

TOURNAMENT PLAY

There are a few things things that make tournament play distinct from any other type of play. Contrary to what many players might think, outrageous competitiveness is rarely one of them! Tournaments give us as players an excuse to get together and play several games over the course of a day or a weekend, catching up with old friends and making new ones. It is certainly true that around the top tables, towards the end of the event, the action can become quite intense as players compete for the eternal fame and glory associated with a tournament win, but for the most part, games are played in a spirit of friendly competition. It is nice to win, of course, but as the games follow a 'Resurrection' format (see below), they are often free from the emotion associated with seeing a beloved Champion fatally wounded and lost in campaign play. Tournament games, as with any Skirmish game, can often be played with much more abandon than players may dare in a campaign game, and it can be tremendous fun to play so boldly, unconcerned about a fighter's long term health.

RESURRECTION FORMAT

In Skirmish games, the normal campaign rules are suspended for the most part. Gangs are founded as described previously and gain Advancements in a predetermined way. But what about casualties suffered during a game at an event or tournament? Well, these too are handled in a different way. When a fighter is taken Out of Action during a game, there no need to roll on the Lasting Injuries table. Instead, it is assumed that all fighters are (12-26) Out Cold and return healthy with all of their skills and characteristics intact for the next game. This is referred to as 'Resurrection format' or 'Resurrection play'.

Note, however, that this in no way should stop players rolling to determine the Lasting Injury for their own amusement!

THE DRAW

At events it is always important that attendees know who they are playing in each round. There are several ways of doing this, for example, in campaign events (as follows) players might be grouped by gang type and drawn randomly against players of another gang type. However, in tournament play, it is important that players on an equal number of wins and/or losses face-off in each round.

The first round of a tournament should be a random draw. Event organisers may wish to interfere with it to avoid 'mirror matches' when a player is drawn against a gang of the same type as theirs, or to try to avoid players whom they know to be regular opponents or players who have travelled together facing one another in the first round. It largely doesn't matter, but the first round should ideally always be a fun game against someone new.

From the second round onwards, however, the draw should be done using the Swiss pairing system, meaning that players will play opponents on an equal tournament score and/or number of wins, draws or losses as them in each round. Eventually, this will lead to two, or sometimes more, potential winners, all of whom are equally matched facing off on the top tables, whilst elsewhere in the field players are facing off against opponents on a similar score to them. Not only does this ensure that the final standings are a sound reflection of performance, but it tends to ensure that players will be having enjoyable games against those opponents who are most similar to them, something which in turn enhances experience for everyone present.

SCORING

This section deals with how to score a tournament. When playing a stand-alone Skirmish game, the winner and loser will be determined quite simply by following the scenario rules, and whilst this is true of tournament games as well, event organisers will nee a way to keep track of how well players are doing over the course of the event.

TOURNAMENT SCORING: as mentioned previously, each individual game is won or lost as determined by the scenario. How this should convert into Tournament Points (TPs) is quite simple:

Win	**3TPs**
Draw	**1TP**
Loss	**0TPs**

Additionally, event organisers may wish to award bonus TPs if certain criteria are met. For example, if the victor wins by a large margin, they may be awarded +1TP. However, if they win by only the narrowest of margins, the loser may be awarded +1TP. What these margins should be is for the event organiser to decide, but a good guide would be a win by 5 or more VPs versus a loss by only 1 VP.

Further bonuses may be awarded for taking Captives, as this is an integral part of campaign play and should be recognised in tournament play. For example, a player may earn +1TP whenever they take an enemy fighter Captive in the post-game wrap-up. It certainly helps to capture the feel of Necromunda if players follow at least one of the wrap-up steps from campaign play at the end of their games, and rolling to see if any enemy fighters are taken Captive is a great example.

TIEBREAKERS: Finally, event organisers should be aware that there will be ties, and that at the end of any tournament there will be players on an equal number of TPs throughout the field. For the most part this doesn't matter, coming equal 24th is better than coming 25th after all! But when faced with a tie between the top two players, we need a way to break it. To help with this, players will be required to adjust their Reputation and Turf Size post-game when checking to see if any Captives have been taken. Once again, this step helps to capture the feel of a Necromunda Campaign in a Skirmish game event.

The first tiebreaker should be Reputation. A bonus of giving players a higher than usual Reputation when founding a gang is that, over the course of an event, that figure can go both up and down, meaning that it works very well as a tiebreaker, and it is the most important Gang attribute, the one that should be considered above all others. Without a good reputation, a gang is destined to be forgotten!

The second tiebreaker should be Wealth. As mentioned previously, for simplicity, gangs start with 0 Wealth recorded on their gang roster, but this will increase as they earn rewards from the scenarios played over the course of an event, which makes it an ideal second tiebreaker. Between these two factors, ties in a tournament should be quite rare.

CAMPAIGN EVENTS

Not all events must be competitive tournaments, and there is a lot of fun to be had from running campaign-based events. However, organisers may wish to consider using Skirmish gangs for such, events as a way to speed things along between games, ensure that all participants are on an equal footing and allow them to focus on the unique elements of the event they have envisioned. The organiser of a campaign event takes on the role of Arbitrator for the attendees, and it is up to them to ensure that the focus is on the games and the narrative that those games drive, because if players spend too much time on developing their gangs or focussing on individual results, this narrative feel can be lost.

What follows are a couple of suggestions, but this section is deliberately brief. Event organisers wishing to run a campaign event are encouraged to let their imagination run riot with the narrative, whilst hopefully these rules for creating Skirmish gangs will prove of use.

HOUSE WAR Event organisers may wish to run a campaign event where participants are grouped together into teams decided by the gang they wish to play. From there, it is possible to ensure that gang from the same House do not face each other, instead focussing their efforts on destroying their mutual enemies. Doing this may require handling the draw each round to ensure the desired match-ups happen, possibly even to the extent of manually creating the draw each round. This should not matter, though, as players should understand that House honour is more important than individual pride!

MAP-BASED EVENTS: Another option, and an expansion of the above, might be to group players into smaller clans who control an area of a map. Over the course of an event, a clan's territory can shrink or grow based on its members' wins and losses, so that eventually a winner will emerge with the largest territory. This is an idea that can work incredibly well as a event, where entrants sign up as a team of three or more players and compete together for glory. A map-based team event like this can be quite diverse, with draws being done Swiss style based on overall team performance working surprisingly well to combine both tournament and campaign-based events into a package to suit all.

EXAMPLE RULES PACKS

Below are a couple of example rules packs event organisers might build for simple one or two-day events, and which players are encouraged to try for their own entertainment.

ONE-DAY EVENTS

FOUNDING A GANG

Players have 1,250 credits with which to found their gang. Gangs use the Lists page 96. Gangs must consist of between eight and twelve fighters, of which three Gangers may be designated as Specialists:

LEADERS AND CHAMPIONS: as normal, the leader and champions should gain a free starting skill when founding the gang.

EQUIPMENT: gangs should be equipped from their house weapons list, following the usual rules. Additionally, gangs may purchase any item from the Rare Trade chart at the cost specified that is Rare (9) or below, including all items listed as Common, to be distributed amongst fighters.

HIRED GUNS AND HANGERS-ON: these may be included. Hired Guns do not count towards the minimum number of fighters, but both Hired Guns and Hangers-on do count towards the maximum number of fighters. Models and Fighter cards are required for all Hangers-on.

GANG ATTRIBUTES

All gangs start with the following Attributes:

REPUTATION: gangs have a reputation of 5. Note this will mean that only one Hanger-on per gang is permitted.

WEALTH: all gangs begin with 0 Wealth.

FIGHTER ATTRIBUTES

Fighters may be given additional skills as detailed below :

ADDITIONAL SKILLS: you may choose an additional five Primary skills to distribute between your fighters as well as the free starting skills given to the Leader and Champions. No fighter may have more than one skill, other than the Leader who may have two in total.

CHARACTERISTIC INCREASES: two of the fighters in your gang may be given a single characteristic increase.

TWO-DAY EVENTS

FOUNDING A GANG

Players have 1,750 credits with which to found their gang. Gangs use the Lists page 96. Gangs must consist of between ten and twenty fighters, of which four Gangers may be designated as Specialists:

LEADERS AND CHAMPIONS: as normal, the leader and champions should gain a free starting skill when founding the gang.

EQUIPMENT: gangs should be equipped from their house weapons list, following the usual rules. Additionally, gangs may purchase any item from the Rare Trade chart at the cost specified that is Rare (11) or below, including all items listed as Common, to be distributed amongst fighters.

HIRED GUNS AND HANGERS-ON: these may be included. Hired Guns do not count towards the minimum number of fighters, but both Hired Guns and Hangers-on do count towards the maximum number of fighters. Models and Fighter cards are required for all Hangers-on.

GANG ATTRIBUTES

All gangs start with the following Attributes:

REPUTATION: gangs have a reputation of 15. Note this will mean that only three Hanger-on per gang is permitted.

WEALTH: all gangs begin with 0 Wealth.

FIGHTER ATTRIBUTES

Fighters may be given additional skills as detailed below :

ADDITIONAL SKILLS: you may choose an additional five Primary skills to distribute between your fighters as well as the free starting skills given to the Leader and Champions. No fighter may have more than one skill, other than Champions who may have two in total, and the Leader, who may have three in total.

CHARACTERISTIC INCREASES: three of the fighters in your gang may be given a single characteristic increase.

PART SIX: PLAYING A GAME

BATTLEFIELD SET-UP & SCENARIOS

The section that follows presents rules for setting up a battlefield, using either Zone Mortalis or Sector Mechanicus terrain, along with scenarios for gangs to fight out. These range from brief but bloody encounters between two gangs to full-scale raids onto a rival's territory.

DESIGNER'S NOTE: CAMPAIGN REWARDS

Each scenario provides rewards, such as experience, credits or reputation for the gangs playing it. At the end of the game players should consult the scenario and see if they qualify for any of its rewards,adding them to their gang rosters if they do. When using any of the scenarios in this book,some of the rewards might need to be altered depending on the type of campaign being played.

In a Dominion Campaign these scenarios will work as written, with the winner either taking a territory from their opponent or keeping hold of one if under attack.

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

In an Uprising Campaign,if the scenarios are played during the Damnation phase, then any credit rewards are ignored. Instead, players will gain 1 portion of Meat for each enemy fighter they took Out of Action, and 1 Scavenging roll if they are the winner. In a scenario using loot counters or loot caskets, each one of these is also worth 1 Scavenging roll to the gang who claims it.

BATTLEFIELD SET-UP

Some scenarios have special instructions for terrain. The default methods are as follows:

ZONE MORTALIS

Starting with the defender, or the winner of a roll-off (if there is no defender), players take turns to select and place a 12" square Zone Mortalis tile complete with walls. Each tile after the first must be placed so that at least half of the length of one edge is touching an existing tile. Both players continue to place tiles until the maximum number are placed, as described by the scenario.

Next, doors are added. Starting with the defender or the winner of a roll-off (if there is no defender), each player may place as many doors and door terminals as they wish. Once at least three doors have been placed, either player may choose to place no more. The other player may then place one final door.

Then, starting with the defender, or the winner of a roll-off (if there is no defender), players take turns to place D6 obstacles (to a maximum of three each) anywhere on the battlefield. After which, each player may place one ductway.

Finally, if the scenario does not give special instructions for loot caskets, each player, starting with the winner of a roll-off, places one anywhere on the battlefield that is not within 6" of an edge of the battlefield.

SECTOR MECHANICUS

The battlefield should measure roughly 4'x4'. Larger or smaller battlefields are possible. The available terrain should be divided into obstacles (any terrain measuring no more than 2" high and no more than 2" across) and structures (any terrain feature measuring more than 2" high and more than 2" across). Players should decide between them if any terrain features are difficult, dangerous or impassable (and therefore solid for the purposes of measuring and line of sight). Then, starting with the defender or the winner of a roll-off (if there is no defender), players take turns placing large terrain pieces anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

Then, obstacles are added. Starting with the defender or the winner of a roll off (if there is no defender), players take turns to place scatter terrain anywhere on the battlefield. At any point, either player may choose to place no more. The other player may then place one final piece of terrain.

Finally, if the scenario does not give special instructions for loot caskets, each player, starting with the winner of a roll-off, places one anywhere on the battlefield that is not within 6" of an edge of the battlefield.

BADZONES BATTLEFIELDS

If players agree, they can choose to have their gangs fight it out in one of a Badzones, adding an extra challenge and more fun to their game. Badzones are compatible with most scenarios, either adding 'invisible' environmental effects or providing guidelines for how to set up the battlefield. Badzones also provide players with lots of exciting modelling opportunities, and they can convert their own terrain pieces or even build entire boards to represent these perilous depths of the underhive. In Zone Mortalis scenarios, players can use tiles from the Badzone Delta-7 tile set to represent some of these environments, while Badzones Terrain provides guidelines for the kinds of Citadel scenery pieces appropriate to a Badzone.

See rules **page 325**.

CHOOSE CREW

Each player chooses a starting crew for the scenario, using one of the following methods or a bespoke method, as determined by the scenario:

RANDOM SELECTION (X)

When a scenario instructs players to use Random Selection (X) to choose their starting crew, the following method is used. When Random Selection (X) is in use, there will always be a number shown in brackets:

- The player makes a deck of their Fighter cards.
- The deck may not include any fighters unable to take part in the battle.
- The deck may only contain one randomly selected card for a fighters who have multiple Fighter cards.
- This deck is then shuffled and a number of cards equal to the number shown in brackets is dealt out. This is the player's starting crew.

CUSTOM SELECTION (X)

When a scenario instructs players to use Custom Selection (X) to choose their starting crew, the following method is used. Where no number is shown, there is no limit to how many fighters make up the starting crew:

- The player chooses their crew, selecting the Fighter cards of the fighters they wish to use, equal to the number shown in brackets.
- Where no number is shown in brackets, the entire gang may be used, should the player wish.
- If any fighters have multiple Fighter cards, the player chooses which equipment load-out the fighter will use for the battle.
- The crew cannot include any fighters unable to take part in the battle.

TACTICS CARDS

Each scenario details how many Tactics cards each player gets and how they are selected, with players either choosing the cards they want or drawing them at random.

Each player prepares their deck of Tactics cards – by default this is one of each Gang Tactics card, plus any House Tactics cards relating to their gang's House (for example, an Escher gang would take one of each Gang Tactics card and one of each House Escher card). If players have any additional Gang Tactics or relevant House Tactics cards (for example, any from the expansion packs or which have been made available separately, such as event exclusive cards), these are also added to their decks.

Any cards marked as Zone Mortalis are left out of the deck if this is a Sector Mechanicus game, and vice versa (for example, the Rigged Door and Hidden Passage cards are for Zone Mortalis and should be left out of the deck prior to a Sector Mechanicus battle).

UNDERDOG TACTICS CARDS

Underdog Tactics cards are special cards accessible by those gangs who find themselves heavily outmatched by their opponents.

A player's gang is classed as an Underdog if their Gang Rating is less than their opponent's, and the difference is 400 credits or greater.

If a Gang is classed as an Underdog, they can use Underdog Tactics in addition to any other Gang Tactics cards they have access to.

Underdog Tactics cards are shuffled into a separate card deck known as the Underdog deck.

The Underdog player may draw one Underdog card instead of drawing two regular Gang Tactics cards.

Number	Name
1	Decoy
2	Giant Killer
3	Grateful Trader
4	Hard Training
5	Miraculous Recovery
6	Old Wound
7	Paid in Full
8	Secret Stash
9	Sudden Death
10	Survivalist
11	Wandering Doc
12	Welcome Stranger
13	Welcome Stranger

See page 425 for Underdog Card rules.

SCENARIO REFERENCE

Here, players will find details of the various scenario rules mentioned throughout the scenarios themselves.

DEPLOYMENT

Many scenarios detail the size and location of deployment zones. For those that do not, the standard methods are as follows

ZONE MORTALIS

Starting with the defender, or the winner of a roll-off (if there is no defender), players set their crews up. The defender/winner of the roll-off sets up first. Their deployment area is either one full tile of their choice, or a 3" area that runs along one edge of the battlefield.

The attacker/loser of the roll-off deploys their entire crew in either one full tile that is at least one full tile away from the other player's deployment zone, or in a 2" area that runs along the opposite edge of the battlefield.

A fighter may not be deployed, either during deployment nor as a reinforcement, in an area of battlefield which is entirely blocked off by walls. Unless there is a ductway placed allowing fighters into and out of such areas, no fighters may ever be deployed in blocked-off corners.

SECTOR MECHANICUS

Draw a line dividing the battlefield into two equal halves. Starting with the defender, or the winner of a roll-off, players select one half of the battlefield in which to set their crews up. The defender/winner of the roll-off sets up first. All fighters in both players' crews must be set up at least 12" away from the dividing line.

REINFORCEMENTS

If a gang has Reinforcements available, the scenario will describe how to create a Reinforcements deck from the Fighter cards not in their starting crew:

- Reinforcements always arrive at the end of the End phase. The scenario will state the round(s) on which reinforcements arrive and how many arrive.
- Reinforcements are randomly drawn from the Reinforcements deck and a D6 rolled. On a 3+, the controlling player deploys them. On a 1-2, the enemy player deploys them.
- Unless instructed otherwise by the scenario, Reinforcements are deployed on any battlefield edge, not within 6" of an enemy fighter.

SNEAK ATTACKS

In some scenarios, the defender may not initially be aware of the presence of the attacker. In these scenarios, the following rules are used:

SENTRIES

Sentries are deployed as described in the scenarios. Sentries never gain Ready markers before the alarm is raised:

- When it is the defender's turn to activate a fighter, they shuffle together the Fighter cards for their sentries into a deck and randomly draw one, returning it after the activation is complete. Note that a sentry can be activated several times in the same turn in this way.
- Once the attacker has activated their last fighter, the defender activates one more sentry and then the Activation phase ends.
- When a sentry is activated, both players roll a D6. If the rolls are the same, the sentry turns to face a random direction determined by a scatter dice and the defending player makes one Move (Simple) action with them. If the rolls are not the same, the player who rolled the highest can make one Move (Simple) action with the sentry.
- Once the sentry has moved, the player who moved them will decide which way they are facing.

Sentries may open or close any door within 1" of them before or after making their Move action.

SPOTTING ATTACKERS

After a sentry has moved, roll 2D6. If there are any attackers within that many inches of any sentry and within their vision arc, they may be spotted. Roll a D6 and consult the table below, subtracting 1 from the result if the attacker is Prone:

Attacker Position	Dice Roll
Within 3", regardless of the sentry's facing	2+
In the open, regardless of the sentry's facing	2+
Partial cover and more than 3"	4+
Full cover and more than 3"	6+

If an attacker moves to Engage a sentry, the attacker is immediately spotted by that sentry.

ALERTED SENTRIES

Should a sentry spot an attacker:

- That sentry immediately gains a Ready marker and their card is not returned to the sentry deck.
- If the sentry is Engaged when they gain a Ready marker, they may make Retaliation attacks.
- If the sentry is not Engaged, make an Initiative check for the sentry. If it is passed, they can immediately make a ranged attack against the spotted enemy fighter.

RAISING THE ALARM

The alarm is raised if:

- Any sentries have a Ready marker when it is the defender's turn to activate a fighter.
- If an attacker fires a ranged weapon, roll 2D6 and add the weapon's Strength after the attack has been resolved. If the weapon has the Blast trait, add 2 to the result. If the total is 10 or more, the alarm is raised.
- From the fifth round onwards, if the attacker rolls a 1 or 2 for their Priority roll, the alarm is raised.

Once the alarm is raised, all sentries immediately gain Ready markers, the Sentries rules are no longer used, and the defender's fighters follow all the normal rules.

HOME TURF ADVANTAGE

If a scenario indicates that one gang has the Home Turf Advantage, they gain the following benefits:

- When making a Bottle test, roll 2D6 and discard the highest.
- Fighters add 1 to the result of any Rally tests.

PITCH BLACK

Some battles may be fought across battlefields plunged into darkness. If both players agree, the following special rules may be used to represent this.

All fighters are subject to the Hidden condition unless they are wearing a Refractor field, are subject to the Blaze condition, or become Revealed (see below).

Ranged attacks may not be made against targets more than 3" away unless the target has replaced the Hidden condition with the Blaze condition or Revealed condition (see below), or is wearing a Refractor Field. Fighters with photo goggles or infra- scopes extend this range to 12". In addition, models may not make a Charge (Double) action against enemies who they cannot see (for example, their target must be within 3" or have a Blaze or Revealed marker on them, or be wearing a Refractor Field).

If any fighter subject to the Hidden condition makes a ranged attack (with the exception of weapons that have the Silent Weapon Trait), or makes a close combat attack using a weapon with the Power trait, remove from them the Hidden condition and replace it with the Revealed condition. In the End phase of each turn, Revealed fighters become Hidden once more unless they are also subject to the Blaze condition.

LOOT CASKETS

There will always be at least two loot caskets placed on any battlefield, as described previously, but many scenarios include far more. Loot caskets can contain anything from food supplies to valuable munitions – their exact contents will not be known until they are opened. Standing and Active fighters within 1" of a loot casket may perform actions to open or carry a loot casket, as described **on page 21**.

OPENING LOOT CASKETS

If a loot casket is opened by a fighter, roll a D6 on the table below to determine its contents:

D6	Result
1	**Dangerous Goods:** The loot casket has been booby trapped. Replace it with a Frag trap (**see page 63**).
2-3	**Nothing Much:** The casket contains some sundry items of small value that someone will have a use for. Add D6 credits to the gang's Stash.
4-6	**Ammo Cache:** The loot casket contains a number of commonly used ammo clips, weapon parts and loose munitions. Replace the loot casket with an Ammo Cache.

AMMO CACHE

Before an Ammo check is made for any fighter within 1" of an ammo cache, the controlling player can declare that the fighter will ransack the ammo cache. Add 2 to the result of the Ammo check. Additionally, a fighter with a weapon with the Scarce trait may ignore that trait if they are within 1" of an ammo cache. However, should a natural 6 be rolled in either case, the ammo cache is exhausted and removed from play.

THE BEAST'S LAIR

Dangerous creatures lurk in the underhive, ready to prey on careless gang fighters. If both players agree, the following special rules may be used to represent the presence of such a creature.

After both gangs have been deployed, the defender, or the winner of a roll-off (if there is no defender), may deploy a Beast's Lair (such as the one found in the Necromunda: Underhive boxed set or something similar, modelled on a 32mm base) anywhere on the battlefield that is not within 6" of any fighter.

If any fighter ends their activation within 6" of the Beast's Lair, they risk rousing the beast within. To see if the beast is roused, roll a D6. If the result is a 6, or if the result is higher than the number of inches between the fighter making the test and the Beast's Lair, the fighter is immediately attacked by the beast. The beast has the following profile:

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

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Beast's tentacles	E	6''	-	-	S	-2	3	-	Knockback, Melee, Versatile

The Beast's Lair is not a fighter. It is always considered to be Standing and can never become Prone or be moved by any means. Fighters can move within 1" of the Beast's lair and may move into base to base contact with it without needing to perform a Charge (Double) action. Fighters can attack the Beast's Lair with ranged or close combat attacks. If the Beast's Lair is reduced to 0 Wounds, it is removed from play.

DESIGNER'S NOTE:

CAMPAIGN REWARDS IN UPRISING CAMPAIGNS VERSUS OTHER CAMPAIGNS

Each scenario provides rewards, such as experience, credits or reputation for the gangs playing it. At the end of the game players should consult the scenario and see if they qualify for any of its rewards, adding them to their gang rosters if they do. When using any of the scenarios in this book, some of the rewards might need to be altered depending on the type of campaign being played.

In a Dominion Campaign these scenarios will work as written, with the winner either taking a territory from their opponent or keeping hold of one if under attack. In a Law or Misrule Campaign, reputation is earned as normal and contributes either to the gang's Law Reputation or Misrule Reputation.

In an Uprising Campaign, if the scenarios are played during the Damnation phase, then any credit rewards are ignored. Instead, players will gain 1 portion of Meat for each enemy fighter they took Out of Action, and 1 Scavenging roll if they are the winner. In a scenario using loot counters or loot caskets, each one of these is also worth 1 Scavenging roll to the gang who claims it.

ZONE MORTALIS SCENARIOS
SCENARIO 1: TUNNEL SKIRMISH

The stakes are high when two gangs face-off in unclaimed turf, fighting for control of the surrounding area.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of four or six Zone Mortalis Tiles

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (6) method if the battlefield consists of four tiles or Custom Selection (10) if the battlefield consists of six tiles.

TACTICS CARDS

Each player may select two Gang Tactics cards.

If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference

DEPLOYMENT

This scenario uses the standard rules for Deployment.

OBJECTIVE

Each gang's aim is simple: take out as many of the enemy as possible! Each gang scores points for each opposing fighter that goes Out of Action or flees the battlefield. They score three points for a leader, two points for a Champion and one point for any other fighter.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

If one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw

REWARDS (CAMPAIGNS ONLY)

CREDITS

The gang that has the most points receives 2D6X10 Credits. The loser receives D3X5. In the case of a draw, both gangs receive D6X10.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

REPUTATION

- The gang that the most points gains 2 Reputation.
- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 2: THE TRAP

Although gangs usually prefer a fair fight, there are times when an enemy just needs taking down.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. in a campaign, the player who choose this scenario is the attacker. In a skirmish, players roll off and the winner decide whether they will attack or defend.

BATTLEFIELD

In this scenario, the defender places the first tile. This tile marks the centre of the battlefield. Players then take turns placing four more tiles, two each, adjacent to the first tile, forming a cross. In this scenario, the defender may place all the barricades.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

TACTICS CARDS

The attacker can choose two Tactics cards. The defenders shuffles their Tactics cards deck and draw two cards at random

If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference

DEPLOYMENT

The defender sorts their Fighter cards (however they wish) into piles of two or more, each pile representing a group of defenders. The defender then chooses one group and sets up one of its fighters in the centre of the central tile, then sets up the rest of the fighters in that group within 2" of the first.

Then the attacker sets up their entire crew. Fighters can be deployed within 6" of the edge of the battlefield, on any of the outer tiles, however they wish.

Finally, the defender sets up the rest of their crew. First they nominate a group, then roll a D6. On a 1-5, the fighters in that group must be set up within 2" of the fighters already deployed in the central tile. On a roll of 6, they may be set up anywhere on the battlefield that is not within 2" of an enemy fighter.

SURPRISE ATTACK

The defender rolls a D6 and adds 1 to the result for each fighter they were able to set up outside their deployment zone. If the result is 7 or higher, they automatically take the Priority marker in the first round. Otherwise, the attacker automatically takes it instead.

Additionally, during the first round, make a Cool check for each fighter when they are activated. If the check is failed, the fighter can only make one action in this round, instead of two.

OBJECTIVES

The attackers are attempting to take out as many of the defenders as possible; the defenders are trying to either return the favour or escape. Both gangs score 3 points for a Leader, 2 points for a Champion and 1 point for any other fighter that is taken Out of Action

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus points.

VICTORY

If one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw

REWARDS (CAMPAIGNS ONLY)

CREDITS

The gang that scored the most points receives D6X10 Credits. The loser receives D3X5. In the case of a draw, both gangs receive D3X10.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

REPUTATION

- The gang that the most points gains 2 Reputation.
- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 3: FORGOTTEN RICHES

Sometimes, just the rumour of a newly discovered tunnel sprawl packed with discarded riches attracts looters.

BATTLEFIELD

This scenario uses the standards Battlefield Set-p rules and consists of seven Zone Mortalis tiles. The winner of a roll-off places the first tile. The first tile placed marks the centre of the battlefield. Players then take turns placing the six more tiles, three each, adjacent to the first tile.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (X) method. However the number of fighters available is determined by rolling 2D6 on the table below:

2D6	Maximum Crew Size
2-3	5
4-5	6
6-8	7
9-10	8
11-12	9

TACTICS CARDS

Each player may select three Gang Tactics cards.

If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference

DEPLOYMENT

The winner of a roll-off places a loot casket on the central tile. Players then take turns to place a loot casket in any tile that does not already contain one. Loot caskets must be placed at least 6'' from any other loot caskets on the board. Players take turns doing this until five have been set up. Loot caskets cannot be set up in areas that are cut off from the rest of the map (for example, the small areas in the bottom corners)

Once all of the caskets have been set up, the players roll off again. The winner picks one of the numbered tiles that does not contain a loot casket to be their territory, then sets up their entire crew on that tile, within 3'' of the edge of the map. The other player then does the same on the other remaining numbered tile – if the two tiles are adjacent, they cannot set up any of their fighters within 6'' of an enemy.

OBJECTIVES

Both gangs are attempting to get away with as much lot as they can carry and prevent their enemies from doing the same. Each gang scores 1 point for each enemy fighter that goes Out of Action. In addition, each gang scores 2 points for each loot casket secured (not including ammo caches on their starting tile and within 3" of the board edge when the battle ends.

HORRORS IN THE DARK

Finding such a sizeable stash of untouched loot should have been suspicious, and sure enough this seems to be the hunting ground for one or more unknown, mutated monstrosities.

When a fighter is activated, and they are not within 8'' of any other fighters (from either side), roll a D6 on the following table:

D6	Result
1	The fighter suffers a Strength 6 hit, with an AP of -1 and a Damage of 2. If they are Seriously Injured as a result, they are dragged away into the darkness and taken Out of Action.
2-3	A nightmarish creature emerges from the shadows, seeking easy prey. The fighter cannot make any actions this turn as they are too busy driving the creature away.
4-5	The fighter hesitates, hearing a noise in the darkness. They can only make one action this turn.
6	The fighter goes unnoticed and can act normally

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus points.

FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. The winning gang claims any loot caskets left on the battlefield at the end of the battle

VICTORY

If one gang has secured more loot caskets than the other at the end of the battle, they are victorious. If both gangs have secured the same number, or if neither gang has secured any loot caskets, the battle ends in a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Gangs earn D6X10 credits for each loot casket they secured at the end of the battle.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

REPUTATION

- The gang that secured the most loot caskets gains 2 Reputation.
- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 4: THE MARAUDER

Starting a fight in an enemy's territory takes guts. Winning it builds a gang's reputation!

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a Skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of six Zone Mortalis tiles.

CREWS

The attacker uses the Custom Selection (6) method to choose their crew. The defender uses the Random Selection (D3+2) method. After the defender has dealt out their starting crew, the rest of their deck is set to one side to form their Reinforcements Deck

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment.

OBJECTIVES

Each gang scores 1 point for each enemy fighter that goes Out of Action. In addition, the attackers have a special objective, determined by rolling a D3 on the table below:

D3	Result
1	**Bushwhack**: The attacker scores one additional point for each enemy Champion taken Out of Action, and two additional points if the enemy Leader is taken Out of Action.
2	**Scrag**: After deployment, the attacker nominates one enemy fighter in the enemy's starting crew. If this fighter is taken Out of Action, the attackers score one extra point, two if the enemy fighter was taken out by a Coup De Grace section.
3	**Mayhem**: Once an attacking fighter has Seriously Injured an enemy fighter, the attacking fighter can leave the battlefield – if they end an action within 1" of either short edge of the battlefield, they are removed from play and the attacker scores 1 point and counts as being Out of Action from now on for the purposes of Bottle tests.

If the attackers bottle out, they cannot score any more points for the above objectives.

SPECIAL RULE: DESPERATION

In this battle, the defenders automatically pass any Bottle tests. The defender may still voluntarily bottle out.

REINFORCEMENTS

At the start of each End phase, the defender rolls a D3 and receives that many Reinforcements. In this scenario, Reinforcements are deployed by the controlling player anywhere that is within 1" of the edge of the battlefield and not within 12" of an attacking fighter.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus points.

VICTORY

If one gang has scored more points than the other at the end of the battle, they are victorious. If both gangs have scored the same number of points, the battle ends in a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

The gang that scored the most points receives D6X10 credits. The loser receives D3X5 credits. In the case of a draw both gangs receive D3X10 credits.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

REPUTATION

- The gang that scored the most points gains 2 Reputation.
- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 5: SNEAK ATTACK

A gang that really wants to make itself known may raid deep into an enemy territory hoping to steal goods and defile something sacred.

ATTACKER AND DEFENDER

This scenario uses the Sneak Attack rules. In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of seven Zone Mortalis tiles. The defender places the first tile. This tile marks the centre of the battlefield. Players then take turns placing six more tiles, three each, adjacent to the first tile.

CREWS

The attacker uses the Custom Selection method to choose their crew. The defender starting crew are their sentries. They use the Random Selection (5) method, but before drawing their crew, they can declare any number of fighters unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the starting crew has been drawn, then the rest are returned to the deck after the starting crew has been drawn, then the rest of the deck is set to one side to form their Reinforcements deck.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

TACTICS CARDS

The attacker can choose up to three Tactics cards. The defender shuffles their deck and draws two cards from it at random – however, they cannot be played until the alarm has been raised.

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender sets up their sentries anywhere on the battlefield, and a gang relic anywhere within 6" of the battlefield. The attacker then sets up each of their fighters entirely within 4" of any edge of the battlefield and must be within 4" of another member of the crew. The attacker is free to use all edges.

OBJECTIVES

The attacker is trying to defile a gang relic important to the defenders. The defenders are trying to stop them

GANG RELICS

The defender sets up a gang relic. This can be a generic token or a small terrain feature. Add 2 to the result of any Cool checks and Leadership checks made for friendly fighters within 6" of the gang relic.

DEFILE THE RELIC

If any enemy fighter is able to get within 1" of the defender's gang relic, they can make a Defile Relic (Double) action.

Once a Relic has been defiled it no longer offers any bonuses to Cool checks and Leadership checks, and cannot be defiled again. In a campaign, a fighter who defiles a Relic gains D3 XP.

REINFORCEMENTS

At the start of each End phase, the defender rolls a D3 and receives that many Reinforcements. In this scenario, Reinforcements are deployed by the controlling player anywhere that is within 1" of the edge of the battlefield and not within 12" of an attacking fighter.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario. Additionally, the leader of the winning gang is considered to have defiled the losing gang's relic.

VICTORY

If the defender has any fighters on the battlefield – not including Seriously Injured fighters – at the end of the battle, and their gang relic has not been defiled, they are victorious.

If the attacker has any fighters on the battlefield – not including Seriously Injured fighters – at the end of the battle, and the defender's gang relic has been defiled, they are victorious.

Any other result is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

If the attacker defiles the defender's Relic it gains D6X10. Otherwise, it gains D3X10 credits.

If the defender's Relic was not defiled, it gains D6X10 credits. Otherwise, it gains D3X10 credits.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains an additional 1 XP (regardless of whether they took part in the battle or not). In the case of a draw, neither Leader gains this bonus.

REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If the defender's relic was defiled, the defender losses 2 Reputation and the attacker gains 2 Reputation
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 6: SMASH & GRAB

One gang is moving valuable merchandise for a Guilder contact. The other gang wants the loot!

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the person who chose this scenario is the attacker. In a skirmish, players roll off and the winner deciders whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules and consists of six Zone Mortalis tiles.

CREWS

The attacker uses the Custom Selection (10) method to choose their crew. The defender uses the Random Selection (D6+3) method.

BATTLEFIELD

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment.

Additionally, the defender sets up five loot crates within their deployment zone, at least 4" away from the edge of the battlefield. Without the attacker seeing, three are set up with the ammo side facing up, one will be set up with the blank side facing up, and one will be set up with the blank side facing up and a frag trap inside. All are set up with the lids on, keeping the contents secret until opened.

OBJECTIVES

The attackers want to steal the Guilders' loot crates. The defender is determined to drive off the attacker empty-handed.

SPECIAL RULE: LOOT CASKET

The defender cannot open any loot caskets, they will not be paid for any that are tampered with.

If the attacker opens a loot casket, do not roll to see what the contents are. Instead, remove the lid. If ammo is showing, this is an ammo casket/ If nothing is showing, the casket has no value. If it contains a frag trap, the trap is triggered immediately and the casket removed from play.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. If the attacker wins in this way, they earn rewards for the remaining loot caskets with no risk of detonating a frag trap. If the defender wins in this way, they gain rewards for unopened loot caskets at the end of the battle.

VICTORY

The attacker wins if, at the end of the battle, they have opened more loot caskets containing ammo than are left unopened on the battlefield. Otherwise, the defender wins.

REWARDS (CAMPAIGNS ONLY)

CREDITS

The attacker gains D6X10 credits for each lot casket they open that contains ammo.

The defender gains 2D6X10 credits for each loot casket which contained ammo that was not opened

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If at least two loot caskets which contained ammo were opened by the attackers, their Leader gains an additional 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- The defender loses 1 Reputation and the attacker gains 1 Reputation for each loo casket which contained ammo the attacker opened.
- If the attacker opened a loot casket that contained a frag trap, they lose 1 Reputation.
- If either gang bottled out, they lose 1 Reputation.

SECTOR MECHANICUS SCENARIOS
SCENARIO 1: STAND-OFF

Two gangs meet in neutral territory and a firefight ensues.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Custom Selection (10) method.

TACTICS CARDS

Each player may select two Gang Tactics cards.

If, during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment.

OBJECTIVES

Each gang's aim is simple: take out as many of the enemy as possible! Each gang scores points for each opposing fighter that goes Out of Action or flees the battlefield. They score 3 points for a Leader, 2 points for a Champion and 1 point for any other fighter.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

If one gang has fighters on the battlefield at the end of the battle, they are victorious. If neither gang has fighters, the battle ends in a draw.

REWARDS (CAMPAIGN ONLY)

CREDITS

The gang that scored the most points receives D6X10 credits. The loser receives D3X5 credits. In the case of a draw, both gangs receive D6X5 credits.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- The Leader of the gang that scored the most points gains 1 XP (regardless of whether they took part in the battle or not). – in the case of a draw, neither Leader gets this bonus.

REPUTATION

- The gang that scored the most points gains 2 Reputation.
- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 2: LOOTERS

A gang launches an all-out attack on a rival's home turf in the hope of raiding their stash.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection method, while the defender uses the Random Selection (D3+4) method. After the defender has dealt out their starting crew, the rest of their deck is set to one side to form their Reinforcements deck

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards from it at random.

If during the pre-battle sequence one player's Gang Rating is less that their opponent's then they may randomly draw an additional Tactics Card for each full 100 credits of difference

DEPLOYMENT

The defender places up four loot caskets anywhere on the battlefield. Then they set up their crew. Each fighter must be within 3" of one of the loot caskets.

The attacker then picks one edge of the battlefield – this is their escape route. They set up their entire crew within 6" of that edge.

OBJECTIVES

The attackers are attempting to secure the four loot caskets and move them off via their escape route. The defenders are attempting to stop them. The caskets are valuable whether or not they have been opened, even if they have been converted into an ammo cache – however, if the ammo cache is exhausted it cannot be claimed by the attacker. Note that only those four loot caskets can be claimed; any others that are introduced cannot be claimed.

CLAIMING CASKETS AND ESCAPING

If one of the four loot caskets (or ammo caches) is within 1" of the escape route at the start of any End phase, it is claimed and removed from the battlefield. In addition, any attacking fighters within 1" of the escape route at the start of any End phase can escape (even if they are Seriously Injured) if the controlling player wishes – they are removed from the battlefield and count as being Out of Action from now on for the purposes of Bottle tests.

If the attacking gang bottles out, they can no longer claim loot caskets, but fighters can still escape.

REINFORCEMENTS

At the start of each End phase, the defender receives Reinforcements. One random fighter arrives at the start of the first End phase, two at the start of the second End phase, and so on.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario and may claim all the loot caskets.

VICTORY

The attacker wins if, at the end of the battle, they have claimed more caskets than there are left on the battlefield. Otherwise, the defender wins.

REWARDS (CAMPAIGN ONLY)

CREDITS

Roll a D3 for each casket that was claimed by the attackers, and multiply the result by 10. That many credits are moved from the defender's Stash to the attacker's Stash (note that the attacker's gains cannot exceed the defender's losses).

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If at least two caskets were claimed by the attackers, their Leader then earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- The attackers gain 1 Reputation for each loot casket that they claimed. The defenders gain 1 Reputation for each loot casket still on the battlefield when the battle ends. If all four loot caskets were claimed by the attacker, the defenders lose 2 Reputation; if all four were still on the battlefield, the attackers lose 2 Reputation.

SCENARIO 3: AMBUSH

A gang sets a trap for their rivals, hoping to catch them unawares...

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules, with the following exceptions:

No large terrain can be placed within 12" of the centre of the battlefield. Scatter terrain can still be placed in this area, however in this scenario the defender may place all of the scatter terrain. The defender's deployment zone is anywhere within 6" of the centre of the battlefield

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection method, while the defender uses the Random Selection (D3+5) method.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender goes through the fighters in their crew one at a time, in an order of their choosing, rolling a D6 for each. On 1-5, they set up that fighter in their deployment zone. On a 6, the fighter is set aside.

The attacker then sets up their crew anywhere on the battlefield. Attacking fighters must be set up at least 12" away from any defenders, or at least 6" away from any defenders if no defenders can draw a line of sight to them.

After the attackers have set up, the defender sets up any of their fighters who were previously set aside. These fighters can be set up anywhere on the battlefield, as long as they are not Engaged with an enemy fighter.

OBJECTIVES

The attackers are attempting to take out as many of the defenders as possible; the defenders are trying to either return the favour, or escape.

SURPRISE ATTACK

The attackers take the Priority marker in the first round of the game. In addition, before activating their first fighter in the first round, the attacker rolls a D3 – they can activate that many fighters before the defender activates their first fighter.

Additionally, during the first round, make a Cool check for each fighter when they are activated. If the check is failed, the fighter can only make one action this round instead of two.

SLIPPING THE NET

Any defending fighter that is within 1'' of an edge of the battlefield at the start of the End phase can escape if their controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests. In a campaign, each defender who escapes in this way earns 1 XP.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

The attacker wins if, at the end of the battle, more defenders were taken Out of Action than escaped – defenders that fled the battlefield do not count. Otherwise, the defender wins.

REWARDS (CAMPAIGN ONLY)

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If none of the defenders escaped, the attacker's Leader earns 1 XP (regardless of whether they took part in the battle).

REPUTATION

- If more defenders went Out of Action than escaped, the attackers gain 1 Reputation. If more defenders escaped than went Out of Action, the defenders gain 2 Reputation.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 4: BORDER DISPUTE

A disagreement over contested ground escalates into a full-blown engagement.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

Both players use the Random Selection (D3+3) method. After dealing out their starting crew, the rest of each player's deck is set to one side to form their Reinforcements deck.

TACTICS CARDS

Unless one player has a lower Gang Rating than their opponent, as follows, neither player has any Tactics cards at the start of the battle. Instead, at the start of each round after the first, each player draws a random Tactics card from their deck, building a deck of cards as they progress and using them as they wish during the game.

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment, with the following exceptions:

The players roll off and the winner picks one half of the battlefield to be their turf, then draws a card at random from their starting crew and sets up that fighter in their turf, 1" away from the centre of the battlefield. The other player then does the same in the opposite half of the battlefield (their turf).

Then, starting with the player that set up the first fighter, the players take turns setting up the remaining fighters in their starting crew using the standard rules for deployment.

Finally, each player places a gang relic in their own turf. This can either be a generic token or a small terrain feature. The gang relic must be set up at least 5" away from any edge of the battlefield.

OBJECTIVES

Each gang is seeking to secure their Turf and drive off the other gang – and the best way to do this is to defile the other gang's relic.

GANG RELICS

Both gangs set up a gang relic.

Add 2 to the result of any Cool checks and Leadership checks made for friendly fighters within 6" of the gang relic.

DEFILING A RELIC

If an enemy fighter is able to get within 1" of an enemy gang's gang relic, they can make a Defile Relic (Double) action.

Once a relic has been defiled, it no longer offers any bonuses to Cool checks and Leadership checks, and cannot be defiled again. In a campaign, a fighter who defiles a relic gains D3 XP.

REINFORCEMENTS

At the start of each End phase, each player rolls a D3 and receives that many Reinforcements. These are deployed one at a time, starting with the player that has the Priority marker and alternating until all Reinforcements are deployed

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If a gang voluntarily Bottles out and flees the battlefield, their opponent automatically wins. Additionally, the Leader of the winning gang is considered to have defiled the losing gang's gang relic.

VICTORY

If one gang has fighters on the battlefield at the end of the battle – not including Seriously Injured fighters – at the end of the battle, and their gang relic has not been defiled, they are victorious. If both gangs' gang relics have been defiled, the battle ends in a draw.

REWARDS (CAMPAIGN ONLY)

CREDITS

If a gang's relic was not defiled, it gains D6x10 credits. Otherwise, it gains D3x10 credits.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If one gang had fighters on the battlefield at the end of the battle, their Leader then earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If one gang's Relic was defiled and the other was not, the gang with the defiled Relic loses 2 Reputation and the other gang gains 2 Reputation.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 5: SABOTAGE

A gang sneaks onto a rival's turf, hoping to put one of their territories out of commission.

ATTACKER AND DEFENDER

This scenario uses the Sneak Attack Rules. In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

THE TARGET

In a campaign, the attacker chooses their target – either one of the other gang's Special Territories, or their Turf in general. They must decide this before the battlefield is set up.

BATTLEFIELD

The defender places a piece of terrain, which should be at least 2" square, to represent the attacker's target. It is recommended that this is set up as close to the centre of the battlefield as possible. Then, the battlefield is set up using the standard Battlefield Set-up rules.

DESIGNER'S NOTE: ADDING SOME FLAVOUR

This scenario is a good opportunity to put together some themed terrain, based on the territory that the attackers are targeting. For example, players could create an Underhive medical centre to represent a Friendly Doc, or a servitor-drawn trader caravan representing a Guilder contact. For something more wide-ranging, such as a Settlement or Spore Cave, it could be assumed that the entire battle takes place within the territory – so the target could be something that the territory relies on, such as a plasma generator or refinery.

CREWS

The attacker uses the Custom Selection method to choose their crew. The defender's starting crew are their sentries. They use the Random Selection (5) method, but before drawing their crew, they can declare any number of fighters unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the starting crew has been drawn, then the rest of the deck is set to one side to form their Reinforcements deck.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

TACTICS CARDS

The attacker can choose up to three Tactics cards. The defender shuffles their deck and draws two cards from it at random – however, they cannot be played until the alarm has been raised.

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender sets up their sentries anywhere on the battlefield. The attacker then sets up each of their fighters within 2'' of any edge of the battlefield, and if free to use all edges.

OBJECTIVES

The attackers are attempting to destroy their target and deal a blow to their target's territory. The defenders are trying to stop this at all costs!

DESTROYING THE TARGET

The target has a Toughness of 6 and a 5+ save roll. As it is large and stationary, any Ranged attacks made against it have a +2 modifier to the hit roll, and any close combat attacks hit automatically. If the target suffers 4 Wounds, it is destroyed.

In a campaign, any attacking fighter who wounds the target gains 1 XP for each Wound they cause, plus 1 if they destroy it.

TAKING FLIGHT

Once the attackers have destroyed the target, they can disappear back into the shadows. Any attacking fighter that is within 1'' of an edge of the battlefield at the start of the End phase can take flight if the controlling player wishes, even if they are Seriously Injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

REINFORCEMENTS

In the round that the alarm is raised, and in each subsequent round, D6 Reinforcements arrive until the entire gang has arrive.

ENDING THE BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

VICTORY

The attacker wins if, at the end of the battle, they have destroyed the target and fewer than half of their crew have been taken Out of Action. If they have not destroyed the target, the defender wins. Otherwise, the battle ends in a draw.

REWARDS (CAMPAIGN ONLY)

CREDITS

If the attackers destroyed the target, they gain D6x10 credits. If they do not, the defender gains D6X10 credits.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If the target was destroyed, the attackers Leader earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- Each gang gains 1 Reputation if this was their first battle against this opponent.
- If the attackers destroyed the target, their Reputation increases by 3 and the defender's Reputation decreases by 1.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 6: RESCUE MISSION

With one of their number in the hands of their rivals, a gang launches a daring rescue...

ATTACKER AND DEFENDER

This scenario uses the Sneak Attack rules. In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

THE TARGET

In a campaign, this scenario can only be played if one or more of the attacker's fighters has been captured by the defender. These fighters are the Captives. In a skirmish battle, the attacker picks one of their fighters at random to act as the Captive.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

The attacker uses the Custom Selection method to choose their crew. The defender's starting crew are their sentries. They use the Random Selection (5) method, but before drawing their crew, they can declare any number of fighters unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the starting crew has been drawn, then the rest of the deck is set to one side to form their Reinforcements deck.

TACTICS CARDS

The attacker can choose up to three Tactics cards. The defender shuffles their deck and draws two cards from it at random – however, they cannot be played until the alarm has been raised.

If, during the pre-battle sequence, one player's Gang Rating is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

CAPTIVE FIGHTERS

Captive fighters never gain Ready markers, and cannot be activated or attacked by either player.

Non-Captive attackers can make the following action:

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

In addition, in the End phase of each round, the attacking player may declare that one or more Captives will attempt to escape their bonds. For each Captive that does so, roll 2D6 and add their Strength. On a 13 or more, they break loose and are freed; on a 6 or less, however, they injure themselves and suffer a Flesh Wound.

Freed Captives gain a Ready marker in the following Priority phase and can be activated as normal from then on. Their rescuers immediately return their equipment to them.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

DEPLOYMENT

The defender sets up their sentries and Captive(s) anywhere on the battlefield. The attacker then sets up each of their fighters within 2" of any edge of the battlefield, and is free to use all edges.

OBJECTIVES

The attackers are attempting to rescue the Captive(s) – preferably without the defender noticing.

TAKING FLIGHT

Once the attackers have freed their Captive(s) they can disappear back into the shadows. Any attacking fighter that is within 1'' of any edge of the battlefield at the start of the End phase can take flight if the controlling player wishes, even if they are Seriously injured. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

REINFORCEMENTS

In the round that the alarm is raised, and in each subsequent round, D6 Reinforcements arrive until the entire gang has arrived.

ENDING BATTLE

If either gang has no fighters left on the board at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario and the Captive is Freed.

VICTORY

The attacker wins if, at the end of the battle, all of their fighters held Captive were freed and have taken flight. If no Captives took flight, the defender wins. Otherwise, the game is a draw.

REWARDS (CAMPAIGN ONLY)

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If a Captive is freed and takes flight, they earn 1 XP.
- If all of the Captives were freed and took flight, the attacker's Leader earns 1 XP (regardless of whether they took part in the battle or not).

REPUTATION

- For each Captive that was freed, the attacker gains 2 Reputation and the defender loses 1 Reputation.
- If either gang bottled out, they lose 1 Reputation.

NARRATIVES SCENARIOS

SCENARIO 1: LAST STAND

The Guilders are gunning for a gang and will take them down at any cost !

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

The attacker uses Custom Selection (D3+6) to choose their crew – the remainder of their Fighter cards become their Reinforcement deck. The defender uses Random Selection (D3+5) to choose their crew.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender deploys their entire crew within 6" of the centre of the board. Then the attacker deploys their entire crew within 2" of any board edge – the attacker's fighters need not be set up together and can be spread out to surround the defenders if they wish

OBJECTIVES

The defender must hold out as long as they can, while the attacker must wipe them out.

SPECIAL RULE: OUTNUMBERED

The attacker has assembled a large assault force to bring down the defender and will stop at nothing to take them out. At the end of the first round, and each round thereafter, the attacker may bring on D6 Reinforcements, using the rules for Reinforcements **on page 327**. Additionally, when one of the attacker's fighters goes Out of Action, instead of rolling on the Lasting Injury table, remove the model from the battlefield and place their fighter card in the Reinforcement deck – allowing them to return to the battle later. Fighters returned in this way are considered to be fresh combatants and any Conditions they may have been subject to when removed no longer apply.

REINFORCEMENTS

At the start of each End phase, the attacker receives D6 Reinforcements.

ARBITRATING THE SCENARIO

If this is an Arbitrated scenario, the Arbitrator can take on the role of the attacker, and create their own gang of watchmen or hired thugs using roughly the same credits total as the defender's gang. Alternatively, this scenario can be run as a multi-player game, with two or more gangs, possibly with the aid of the Arbitrator's own watchmen, attacking the defender. If this is a multi-player game (and the total Rating of the combined attacking gangs is at least double that of the defender's), do not use the Outnumbered special rule.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

If the defender has any fighters on the battlefield (who are not Prone and Seriously Injured or Broken) by the start of round seven then they are the winner. Otherwise, the attacker is victorious.

REWARDS (CAMPAIGN ONLY)

The rewards for this scenario depend upon how long the defenders were able to hold out before being wiped out or fleeing the battlefield:

Round	Defender	Attacker
1-2	-3 Reputation, 0 credits	+3 Reputation, 2D6x10 credits
3-4	+1 Reputation, D3x10 credits	+2 Reputation, D6x10 credits
5-6	+2 Reputation, D6x10 credits	+1 Reputation, D3x10 credits
7+	+3 Reputation, 2D6x10 credits	-3 Reputation, 0 credits

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- Defending fighters (who are not Seriously Injured or Broken) still on the battlefield by round seven gain an additional D3 XP.

SCENARIO 2: ESCAPE THE PIT!

Gangs are looting the depths of the hive when ancient machinery grinds to life.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

After the battlefield is set up, the players should mark the centre point of the battlefield – this is the elevator or ladder that marks the escape point for the scenario and can be represented by an appropriate piece of scenery. If the battle is being fought over Sector Mechanicus terrain, and an appropriate piece of terrain is available, the escape point should be on an elevated platform – the higher the better!

CREWS

Both players use the Random Selection (D3+4) to choose their crew.

TACTICS CARDS

Each player may select two Gang Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

Before deploying their crews, players alternate placing loot caskets on the board, rolling off to see who will place the first casket. Loot caskets may be placed anywhere on the board at least 8" from any edge, 8" from an already deployed loot casket and 12" from the escape point. The players then roll off again, with the winner deploying first, choosing any board edge and putting down their entire crew within 6" of the edge. The other player then sets up their entire crew on the opposite board edge within 6" of the edge.

OBJECTIVES

The gangs are trying to grab as much loot as they can and then escape the battlefield via the escape point at its centre.

ARBITRATING THE SCENARIO

If this is an Arbitrated Scenario, the Arbitrator might like to choose when the walls close in, rather than rolling randomly. In addition, the Arbitrator can introduce creatures also trying to escape the closing walls. At the start of each round, the Arbitrator can place a Beast's Lair anywhere on the table to force fighters to risk its attacks or find an alternative route to the escape point. If the Arbitrator has any appropriate monsters in their collection, they could also introduce these, giving them profiles and having them also making for the escape point.

SPECIAL RULE: THE WALLS ARE MOVING!

Ancient machinery is slowly shrinking the battlefield as chambers are sealed and walls come grinding together. At the start of round three, the player with priority should roll a D6 – on a 3+, the walls close in. If battling over Zone Mortalis terrain, randomly select one of the edge-most tiles and remove it from the board (note that the tile with the escape point is always the last tile to be removed). If battling over Sector Mechanicus terrain, randomly choose a board edge and remove all terrain within 6" of both this edge and the opposite edge – these areas are now no longer part of the battlefield.

Fighters caught on a removed tile or in a vanishing part of the battlefield should make an Initiative check. If they pass, move them to the nearest tile or part of the board that is still part of the battlefield, otherwise they are taken Out of Action. Continue rolling at the start of each round to see if the walls close in until the scenario ends or there are no more tiles or battlefield left.

ESCAPING THE BATTLEFIELD

A fighter that is within 1" of the escape point may leave the battlefield at the start of any End phase, even if they are Seriously injured. Fighters that have escaped are removed from the table and take no further part in the battle. They are removed from the battlefield, and count as being Out of Action from now on for the purposes of Bottle tests.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately. The battle also ends if, at the start of any round, the walls close in to their fullest, leaving no battlefield to fight over!

FLEEING THE BATTLEFIELD

If one gang voluntarily Bottles out and flees the battlefield, their opponent automatically wins the scenario. The winning gang claims any loot caskets left on the battlefield at the end of the battle.

VICTORY

The gang that carried the most loot caskets off the battlefield via the escape point is the winner (if both gangs recovered the same amount then the winner is the player who moved the most fighters off the table via the escape point) – otherwise the game is a draw.

REWARDS (CAMPAIGN ONLY)

CREDITS

Each loot casket taken off the table via the escape point adds D3x10 credits to the gang's Stash.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- Any fighter that moves off the table via the escape point earns 1 XP, and if they are carrying a loot casket they earn an additional 1 XP.

REPUTATION

- Each gang gains 1 Reputation if at least one of their fighters moves off the table via the escape point.
- Each gang earns an additional 1 Reputation for each loot casket they carry off the table.

SCENARIO 3: DOWNTOWN DUST-UP

Rival gangs fight it out for control of a settlement and its people.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

DESIGNER'S NOTE: SETTING UP THE BATTLEFIELD

This scenario represents gangs fighting it out in the middle of a crowded settlement; perhaps in the tunnels of a drinking hole, a shanty town main street or an underhive marketplace. If the players have any appropriate settlement scenery (such as saloon tables, market stalls or shanty dwellings), they can set up the battlefield to represent one of these locales.

CREWS

Players use the Random Selection (D3+4) to choose their crew – representing two crews that have stumbled into each other while letting the locals know who is in charge.

TACTICS CARDS

Each player may select two Gang Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

Players roll off to see who deploys first. Players alternate placing their fighters anywhere on the battlefield, provided that they are at least 6" from an already deployed fighter (either friend or foe).

The players should then place D6+6 Hive Dwellers (represented with appropriate models or counters), taking turns to place one anywhere on the battlefield at least 6" from the edge.

OBJECTIVES

The players' goal is to run their opponent's gang out of town, without getting too many of the locals caught in the crossfire.

ARBITRATING THE SCENARIO

If this is an Arbitrated scenario, the Arbitrator controls the hiver dwellers. After the players have deployed all of their fighters, the Arbitrator can place D6+6 Hive Dwellers anywhere on the battlefield. Whenever the actions of the fighters would cause a Hive Dweller to activate, instead of rolling a dice, the Arbitrator chooses what the Hive Dweller's reaction will be.

If the Arbitrator wants to make the scenario more challenging for the players, they might even create a Guilder Watchmen gang to show up on round three and try to restore order – or just crack some heads!

SPECIAL RULE: HIVE DWELLERS

This scenario should include D6+6 Hive Dwellers, deployed as described below and as detailed **on page 266**.

For all intents and purposes, the Hive Dwellers are treated like fighters and use the rules for movement, stray shots, being Engaged and pinning as normal. However, if they are reduced to 0 wounds, they are automatically taken Out of Action without rolling any Injury dice.

Hive Dwellers do not activate normally and instead react to the actions of nearby fighters. Hive Dwellers are triggered by the following actions:

- A fighter makes a Shoot action within 12"
- A fighter makes a Fight action within 6"
- A Blast marker is placed (after scatter) within 6"
- A fighter or hiver is hit by a ranged attack within 6"

After working out the effects of the action that triggered the Hive Dweller, roll a D6 on the table below. Note that if there is more than one Hive Dweller triggered by the action, roll a separate D6 for each one:

D6	Result
1-2	**Damn Gangers messing up my Town!** The local pulls a gun and takes a single Shoot action with a stub pistol at the nearest fighter (even if they didn't trigger the local).
3-4	**OK, take it Easy Fella:** The local stands their ground, taking no action.
5-6	**I'm getting outta here!** The local legs it, becoming Broken (they may rally in the End phase as normal by passing a Cool check).

During the End phase, players should take turns moving the Hive Dwellers. Roll the Scatter dice for each one – on a hit, the player moves the Hive Dweller its full Move in a direction of their choice, otherwise they move it a full Move in the direction indicated (stopping if it contacts terrain or comes within 1" of another model).

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

A gang is the winner if it is the only one with any fighters left on the battlefield and no more than half the Hive Dwellers have been taken Out of Action or are Broken – otherwise, it is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Hive authorities don't like it when people start shooting bystanders and the Guilders inevitably demand recompense for damage done to their holdings.

For every Hive Dweller a gang was responsible for sending Out of Action, they must pay D3x10 credits – if they can't pay, or won't pay, they instead lose D3 Reputation.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If, at the end of the battle, at least half of the Hive Dwellers are not Out of Action or Broken, the victorious gang's fighters that participated in the battle each gain an additional 1 XP – if no locals are Out of Action or Broken, increase this to 2 XP.

REPUTATION

- Each gang that took part in the battle gains 1 Reputation (the Hive Dwellers will at least remember their name).
- If the gang is the only one with fighters left on the battlefield, and no more than half of the hivers have been taken Out of Action or are Broken, it gains D3+1 Reputation.

SCENARIO 4: SHOOT-OUT

The Quick and the Dead!

BATTLEFIELD

The battlefield for this scenario represents a long tunnel, settlement main street or narrow gantry. For Zone Mortalis battlefields, use three tiles to create a straight corridor, with a clear line of sight from one side to the other. For Sector Mechanicus battlefields, the table size should be roughly 36" long and 12" wide, with no terrain that blocks line of sight from one short end to the other.

CREWS

Both players use the Random Selection (D3+1) method to choose their crew.

TACTICS CARDS

Neither side uses Tactics cards for this scenario.

DEPLOYMENT

Players roll off to see who deploys first, placing all of their fighters 10" from one short edge of the battlefield, on ground level and within 1" of at least one other friendly fighter. Both crews should have line of sight to each other.

SPECIAL RULE: QUICK DRAW

Fighters are considered to have their weapons holstered or stowed as they stalk toward their adversaries, both sides waiting to see who will draw first.

When a fighter activates, make a Cool test for them – if they fail, place a generic marker on their Fighter card to represent their nerve starting to crack (the number of failed Cool tests can also be represented by a dice). As soon as one crew has failed a total of six Cool tests, they go for their guns (see below)!

Until one side draws and starts shooting, the only action a fighter may take during their activation is a single Move (Simple) action. This move must be taken toward the opposing crew, may be no more than 3", and may not take the fighter into cover. If their movement would take a fighter closer than 4" to an enemy fighter, they take no action instead.

When a crew's fighters go for their guns, all fighters on the board become Ready, then each player makes an Initiative test for each of their fighters – adding +1 if they are using a weapon with the Sidearm trait and subtracting -2 if they are using an Unwieldy weapon. Fighters that passed the test activate in order of their Initiative, from lowest to highest. Those that are tied go at the same time (for example, I2+ goes first, followed by I3+, etc). Then, those that failed the test activate in order of their Initiative characteristic, from lowest to highest. Those that are tied go at the same time. For fighters activating simultaneously, players should work out any Shooting actions before any Move or Charge actions. Once the quick draw has been worked out, the following rounds are played as normal.

OBJECTIVES

Both gangs are trying to keep their cool, hoping nerves don't cause them to make fatal mistakes.

ARBITRATING THE SCENARIO

The Arbitrator can use this scenario to represent a Bounty Hunter having a showdown with their prey. In a one on one game, the Arbitrator takes the place of one of the players, creating a Bounty Hunter and two Hive Scum to accompany them and selecting one of their opponent's crew as the fighter with the bounty on their head. In a multi-player game, the Arbitrator takes one Bounty Hunter and two Hive Scum for every gang they are facing, and chooses a fighter from each opposing crew to have a bounty on their head.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

A gang is the winner if it is the only one with any fighters left on the battlefield at the end of the battle.

REWARDS (CAMPAIGNS ONLY)

CREDITS

The winning gang gains D6x5 credits for each enemy fighter taken Out of Action, representing the pockets of fallen foes being rifled through.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- Any fighter that didn't fail a Cool test before the shooting started gains an additional 1 XP.

REPUTATION

- Each gang that took part in the battle gains 1 Reputation
- The gang that drew second (i.e., did not fail six Cool tests) gains a number of Reputation equal to the difference between the number of Cool tests they failed and six (for example, a gang that failed three Cool tests would gain 3 Reputation).

SCENARIO 5: CARAVAN HEIST

A gang makes a daring raid against a Guilder caravan.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a Skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set- up rules. However, the battlefield must be set up in such a way that the caravan can travel from where it is deployed to the opposite edge of the battlefield. There can be no structures or impassable terrain completely blocking its path.

CREWS

Both players use the Custom Selection (10) method to choose their crew.

TACTICS CARDS

Each player may select two Gang Tactics cards. If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender deploys first, placing the caravan (see opposite) so that it is touching one of the edges of the battlefield. They then place their fighters so that they are on the caravan or within 12" of the caravan. The attacker then sets up their fighters within 6" of any board edge, except the one the caravan is touching.

OBJECTIVES

The attacker wants to steal the Guilders' loot. The defender is determined to drive off the attacker empty handed.

DESIGNER'S NOTE: GUILDER CARAVANS

Creating your own caravan can be a fun modelling project. Guilder caravans come in all shapes and sizes, and can be tracked behemoths, large-tyred all-terrain vehicles, huge mutie pack animals or even rattling scrap-wagons dragged along by teams of slaves. If there are weapons modelled on the caravan, players may allow fighters riding the caravan to operate them by taking a Shoot action (ignore the Unwieldy trait for mounted weapons).

ARBITRATING THE SCENARIO

In this scenario, the Arbitrator can either run a gang tasked with defending the caravan, or make up a gang of Guilder Watchmen to work alongside the defending gang. The Arbitrator can also take control of the caravan itself, deciding where it moves.

SPECIAL RULE: THE CARAVAN

The target of the attacker's heist is a Guilder caravan traversing this stretch of the underhive on its way to the great cargo yards far uphive. The caravan can be represented by a large token or marker, or any suitable vehicle model in the players' collection.

At the start of each round, before rolling for Priority, the defender moves the caravan up to 6" toward the edge of the battlefield opposite its starting position. While the caravan must avoid structures and impassable terrain and remain on ground level, it is not slowed or stopped by anything. Fighters on the caravan are moved with it, while fighters in its path are moved the minimum distance necessary to avoid the caravan's advance – any obstacles that are run over by the caravan are removed.

The caravan cannot be attacked, blocks line of sight and provides partial cover to fighters riding on it (they are considered to be crouched down behind piles of goods or firing from hatches).

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

SPECIAL RULE: GUILDER HIRED GUNS

As Guild appointed protectors of the caravan, the defender's gang wouldn't dare run off, and so need not take Bottle tests for this scenario. They may, however, voluntarily bottle out and flee the battlefield to prevent catastrophic losses. Additionally, if the defender is missing fighters due to injuries in a campaign, they may hire free of charge sufficient Hive Scum to even the odds. For example, if the defender has ten fighters in their gang, but three are currently In Recovery, the defender may hire three Hive Scum for free.

ENDING THE BATTLE

The battle ends when either the caravan reaches the far table edge, or if either gang has no fighters left on the battlefield at the end of any round.

FLEEING THE BATTLEFIELDS

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. If the attacker wins in this way, they may place D3 extra Loot counters on the Fighter card of each fighter in their crew that is not Prone and Seriously Injured or Out of Action at the end of the battle.

VICTORY

The attacker wins if they can gather ten Loot markers; otherwise the defender is the winner.

REWARDS (CAMPAIGN ONLY)

CREDITS

At the end of the battle the attacker counts up the number of Loot markers they have, discarding those on fighters that went Out of Action, but counting those on fighters that fled the battlefield. For each Loot counter, add D6x10 credits to the gang's Stash. The defender's gang receives D6x10 credits regardless of the outcome, with a bonus 3D6x10 credits if the attacker recovered less than five Loot counters.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- Any fighter that gathered a Loot marker and did not go Out of Action gains 1 XP.
- Any defending fighter that took an enemy fighter carrying one or more Loot markers Out of Action gains 1 XP.

REPUTATION

- Each gang that took part in the battle gains 1 Reputation.
- If the attacker took ten or more Loot counters, they gains D3+1 Reputation.
- If the defender moved the caravan off the far battlefield edge before the attacker could gather ten Loot counters, then their gang gains D3+1 Reputation.

SCENARIO 6: GHAST HARVEST

Gangs scour the underhive for raw ghast.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

Both players use Custom Selection (D3+4) to choose their crew.

SPECIAL RULE: HARVESTING SPOOK

Something is not quite right about this place. Fighting in a dome full of unrefined ghast can do weird things to a fighter, not to mention the dangers of harvesting it. After setting up the battlefield, players should take turns (starting with the player who has priority) to place four ghast deposits. A ghast deposit can be represented using suitable obstacle-sized terrain features (such as the Warhammer 40,000 Shardwrack Spines Deathworld terrain). The entire terrain feature counts as a marker for purposes of harvesting.

A Standing and Active fighter that is in base contact with a ghast deposit may make a Harvest Ghast (Double) action. Make an Intelligence test for the fighter – if they pass, place a Loot marker on their card to represent a bag of unrefined ghast. After successfully harvesting, roll a D6. On a 6+, the ghast deposit is exhausted and removed from the battlefield. If a fighter goes Out of Action, any Loot markers they have are discarded.

When a fighter attempts to harvest ghast (whether they were successful or not), make a Toughness test for them, adding 2 if they are wearing a respirator. If they fail, or simply choose to eat some of the unrefined ghast they are harvesting, roll a D6 on the table below:

D6	Result
1-3	**Oh God! Oh God! Oh God! -** The fighter is activated again immediately, but is controlled by your opponent.
4-5	**It's like the Universe is in my Mind! -** The fighter becomes a psyker (**see page 50**) and gains the Unsanctioned Psyker skill for the rest of the battle. They gain a random Wyrd Power (see opposite). If they already are a psyker and have a Wyrd Power, this result has no effect.
6	**Today, I am the Emperor! -** The fighter adds 2 to all dice rolls for the remainder of the battle. Additionally, the fighter becomes a psyker (**see page 50**) and gains the Unsanctioned Psyker skill for the remainder of the battle. They gain a random Wyrd Power (see opposite). If they already are a psyker and have a Wyrd Power, this result has no effect.

TACTICS CARDS

Each player draws two Gang Tactics cards at random from their decks. When playing these cards, the player should roll a D6. On a 4+, the card takes effect as normal, otherwise it has no effect, is discarded, and the player draws another random card from their deck to replace it.

DEPLOYMENT

This scenario uses the standard rules for deployment.

OBJECTIVES

The gangs are out to gather as much unrefined ghast as possible, and take out any enemy fighters that get in their way.

WYRD POWERS

Fighters that become a psyker during this battle follow all of the rules for psykers (**see page 50**). To determine the fighter's Wyrd Power, roll a D6 on the table below. A fighter may only ever have one Wyrd Power from this table:

D6	Power
1	**Telekinesis – Assail (Basic):** Immediately make a ranged attack against an enemy fighter or an obstacle within 12" and line of sight. If hit, move the enemy D3" in any direction.
2	**Pyromancy – Flame Blast (Basic):** Continuous Effect: For as long as this Wyrd Power is maintained, one ranged weapon carried by this fighter gains the Blaze trait.
3	**Chronomancy – Freeze Time (Double):** All fighters, friend and foe, within 12", may only take a single action when activated for the remainder of this round
4	**Technomancy – Weapon Jinx (Simple):** Choose an enemy fighter within 18" of this fighter. The enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter.
5	**Telepathy – Terrify (Double):** Choose an enemy fighter within 18" of this fighter. The enemy fighter must make a Nerve test with -3 to the roll or become subject to the Broken condition.
6	**Biomancy – Quickening (Basic):** Continuous Effect: For as long as this Wyrd Power is maintained, increase this fighter's M by 3 and their WS, BS and I by 1 (to a maximum of 2+).

ARBITRATING THE SCENARIO

The Arbitrator can add defences, sentries and locked doors to the scenario, so that the area represents one of Lord Helmawr's ghast farms. The Arbitrator should place the ghast deposits and may place more than four, making sure to put them behind locked doors. Appropriate models can then be set up to represent point defence turrets – count these as either heavy stubbers or heavy bolters with BS 5+, T5 and 2 Wounds. Defence turrets have the Overwatch skill and always count as being Standing and Active and subject to the Ready condition.

Sentries can be added, either pitting the Arbitrator's watchmen against a single gang, or as an additional challenge for the fighting gangs. This allows the Arbitrator to set up using the Sneak Attack rules.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. The winner may place D3 extra Loot counters on the Fighter card of each fighter in their crew that is not Prone and Seriously Injured or Out of Action at the end of the game, without any risk of them being affected by the unrefined ghast.

VICTORY

The gang with the most Loot markers at the end of the battle is the winner – otherwise the game is a draw.

REWARDS (CAMPAIGN ONLY)

CREDITS

Each Loot marker carried by a fighter that didn't go Out of Action adds D6x10 credits to the gang's Stash. Alternatively, gangs may hang onto any or all of their ghast for use in future battles. For each Loot marker not converted into credits, record one bag of unrefined ghast in the gang's Stash. A bag of unrefined ghast may be given to any fighter during the Distribute Equipment step of the post-battle sequence of any game.

During any activation, a fighter with a bag of unrefined ghast may consume it as a simple action, rolling on the Harvesting Ghast table to see what happens.

EXPERIENCE

- Each fighter that took part in the battle gains 1 XP.
- A fighter that harvested at least one bag of unrefined ghast and didn't go Out of Action gains 1 XP.
- The first successful use of a Wyrd Power also awards a fighter 1 XP.

REPUTATION

- Each gang that took part in the battle gains 1 Reputation.
- If a gang successfully harvested five or more bags of unrefined ghast, they gain an additional 3 Reputation.

SCENARIO 7: ARCHAEO HUNTERS

Gangs fight over ancient technology deep in the underhive.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

Both players use Custom Selection (D3+7) to choose their crew.

TACTICS CARDS

Each player can choose two Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment

OBJECTIVES

The gangs are trying to crack open a vault they believe to contain an archaeo-hoard before their rivals.

SPECIAL RULE: THE AUTOMATA

Gangs are hunting for a rumoured archaeo-hoard – but to find it, and crack it open, they need to use an abandoned mining automata. After setting up the battlefield, randomly select one of the edges that is not part of either player's deployment area. Place a door on this edge as close to the midpoint as possible. This is the entrance to the vault. Next, place a marker or suitable model in the centre of the battlefield to represent the automata. The automata has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	5+	5	5	5	6+	3	12+	2+	6+	10+

The automata is equipped with light carapace armour and is armed with a meltagun and a heavy rock cutter. The automata cannot be Pinned.

At the start of the battle, the automata is in a powered-down state. To power up the automata, a fighter from either gang that is within 1" of it can perform a Power Up (Simple) action. The fighter makes an Intelligence check and, if passed, the automata becomes powered up. Once powered up, the automata immediately becomes Ready and will act as a part of the gang who powered it up until it powers down.

In the End phase, the automata returns to a powered down state.

Only the automata can open the vault. If the automata is powered up and activates within 1" of the door to the vault, it can perform a Destroy Door (Double) action. Thereafter, fighters from either gang may move off the table and into the vault via the doorway.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, including fighters that have entered the vault, the battle ends immediately.

FEEING THE BATTLEFIELD

If one gang voluntarily bottles out and flees the battlefield, their opponent automatically wins the scenario. The winner gains an additional D6x10 credits for each of their fighters that are still on the battlefield and not Seriously Injured at the end of the battle.

VICTORY

The gang with the most fighters in the vault at the end is the winner. If both players have the same number of fighters in the vault, or there are no fighters in the vault, the game is a draw.

ARBITRATING THE SCENARIO

The Arbitrator can take control of the automata, or introduce more than one automata, to make the scenario more challenging. An Arbitrator- controlled automata begins the scenario powered up, and fighters must move into base contact with them and make Intelligence tests to take control of them for a round. Unless controlled by a gang, each automata will fight to defend the vault. The Arbitrator can also include a variety of automata, armed with different weapons or with differing profiles.

REWARDS (CAMPAIGNS ONLY)

CREDITS

A gang adds D6x10 credits to their Stash for each fighter in the vault at the end of the battle.

EXPERIENCE

- Each fighter that took part in the battle gains 1 XP.
- Fighters gain an addition 1 XP if they entered the vault.
- In an Arbitrated scenario, fighters that send an automata Out of Action gain D3 XP

REPUTATION

- Each gang that took part gains 1 Reputation.
- The gang with the most fighters in the vault at the end gains an additional D3 Reputation.

SCENARIO 8: ESCORT MISSION

Gangs fight over the fate of an uphive agent.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set- up rules.

CREWS

The attacker uses the Custom Selection (D3+5) method to choose their crew. The defender uses the Random Selection (D3+7) method to determine their crew. The remainder of the attacker's deck is set to one side to form their Reinforcements deck. The agent is an addition to the defender's crew.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment.

OBJECTIVES

The defender is trying to guide an uphive agent to safety. The attacker is trying to prevent this.

SPECIAL RULE: THE AGENT

The agent can be represented by any appropriate model in your collection and, if possible, should look suitably different to the rest of your gang, so that the attacker can clearly tell it apart. For the duration of the game, the agent is considered to be part of the defender's crew, and uses the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	5+	4+	3	3	2	4+	1	7+	6+	7+	7+

The agent is equipped with mesh armour and a displacer field and is armed with a laspistol.

SPECIAL RULE: EXTRACTION

The defender's goal is to get the agent to the extraction point, and protect them until they can make their escape. Once the agent has reached the board edge closest to the attacker's deployment area, in the End phase, the defender rolls a D6. On a 5+, the agent has been extracted and the game ends. If the agent is not extracted, roll again in each subsequent End phase, adding a cumulative +1 each time (i.e., the second roll for extraction will be on a 4+, then a 3+, etc).

ARBITRATING THE SCENARIO

In a game that pits the Arbitrator against one or more players, the Arbitrator takes control of the agent and creates an extraction team to ferry them to safety. Use the guidelines for creating watchmen gangs to represent a Guilder hit squad sent to protect the agent.

Alternatively, the powerful organisation that the agent works for might send a potent bodyguard to defend their interests, and the Arbitrator could create a small group of elite Bounty Hunters to protect the agent.

REINFORCEMENTS

During the End phase of the second round, and each round thereafter, one random Reinforcement will turn up for the attacker.

ENDING THE BATTLE

The battle ends when the agent has been extracted from the battlefield, or if they have been taken Out of Action. Otherwise, if either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario.

VICTORY

If the agent is extracted, the defender wins. Otherwise, the attacker is victorious.

REWARDS (CAMPAIGN ONLY)

CREDITS

If the defender extracts the agent, add D6x10 credits to their Stash.

If the attacker takes the agent Out of Action, add D6x10 credits to their Stash.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If a fighter takes the agent Out of Action, they earn D3 XP.

REPUTATION

- If the defender extracts the agent, they gain D3 Reputation.
- If the attacker takes the agent Out of Action, they gain D3 Reputation.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 9: FIGHTER DOWN

A gang searches for a lost companion before the underhive gets them for good!

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a Skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

Both players use the Random Selection (D3+2) method to choose their crew, with the exception that the attacker randomly chooses one of their Gangers or Juves to be the wounded fighter (as follows) before choosing the rest of their crew. The remainder of each player's gang is held off the table as Reinforcements.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment. The attacker should place the wounded fighter face-down within 8" of the centre of the board.

OBJECTIVES

The attacker wants to recover their wounded comrade. The defender has other plans for the fallen fighter.

SPECIAL RULE: THE WOUNDED FIGHTER

For the purposes of this scenario, the wounded fighter is considered to have suffered a Serious Injury, one which they cannot recover from – do not roll to see if they recover in the End phase as you would normally. Instead, they remain Seriously Injured until they either go Out of Action or are carried off the board. They may still make Crawl (Double) actions as normal.

The wounded fighter may be taken Out of Action with the Coup de Grace action as normal. Friendly fighters may make the Carry (Double) action if they activate within 1" of the wounded fighter, allowing them to move up to their movement and taking the wounded fighter with them. If the wounded fighter begins their activation within 1" of the board edge closest to the attacker's deployment area, they may move off the board.

SPECIAL RULE: CARRION CREATURES

In the underhive, there are countless predators skulking in the shadows – all on the lookout for easy prey. Carrion Creatures represent mutated rats, murder-pedes, rust vultures and other vile creatures.

Use the following profile to represent these critters:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	5+	6+	3	3	1	3+	1	9+	7+	9+	11+

Carrion creatures may be armed with various beaks, claws, mandibles and so forth, but they count as being unarmed and make unarmed attacks.

Carrion creatures can be represented by any suitable models. After the wounded fighter and both gangs have been deployed, the player with Priority rolls D6+3 to find out how many carrion creatures are present. Players then take turns, starting with the player with Priority, to place these creatures on the battlefield at least 12" from any fighters – including the wounded fighter. In each End phase, players take turns moving the carrion creatures, starting with the player that has Priority. Any carrion creature that ends its movement in contact with a fighter will make a Melee (Basic) action against it – after this action has been resolved, move the creature D3" directly away from the fighter. The fighter may not make Reaction attacks.

REINFORCEMENTS

During the End phase of the second round, and each round thereafter, D3 random Reinforcements will turn up for each gang. In this scenario, Reinforcements are deployed by the controlling player anywhere that is within 1" of the edge of the battlefield and not within 12" of an attacking fighter.

ARBITRATING THE SCENARIO

If this is an arbitrated scenario, the Arbitrator can take control of the carrion creatures or introduce their own underhive predators. The Arbitrator may also place the creatures anywhere on the board, and may even opt to keep secret what the carrion creatures are, marking their position with tokens and only revealing what they are when they come within 3" of a fighter.

Alternatively, the Arbitrator might take on the role of the defender, creating a cannibal cult that is hunting for the wounded fighter. The Arbitrator may even wish to model a cannibal cult using the Chaos Cultist page 125.

ENDING THE BATTLE

The battle ends when the wounded fighter is either taken Out of Action or escapes the board. If either player has no fighters on the board at the end of a round, the game also ends.

VICTORY

If the wounded fighter is taken Out of Action, then the defender is victorious. Otherwise, the attacker is the winner.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- If a fighter takes the wounded fighter Out of Action, they earn 1 XP.

REPUTATION

- The attacking gang earns D3 Reputation if they get the wounded fighter off the board.
- The defender gains 1 Reputation if they take the wounded fighter Out of Action.
- If either gang bottles out, they lose 1 Reputation.

SCENARIO 10: MURDER CYBORG

A Cyborg Assassin is masquerading as a ganger.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

Both players use the Custom Selection method to choose their crew.

TACTICS CARDS

Each player may select two Gang Tactics cards.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

This scenario uses the standard rules for deployment.

SPECIAL RULE: THE CYBORG

Until the assassin is placed on the board, whenever a fighter suffers a wound as a result of a hit from a weapon with a Damage characteristic other than '-', the owning player should roll a D6. On a 5+, the cyborg assassin is revealed.

Remove the wounded fighter from the board (they do not count as having been Seriously Injured or taken Out of Action) and replace them with an appropriate model to represent the cyborg assassin.

The assassin uses the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	2+	4	5	3	4+	3	8+	3+	5+	8+

WEAPONS: two bolt pistols (with las-projectors), shotgun (with execution shells)

WARGEAR: carapace armour, displacer field, frag grenades, krak grenades

SKILLS: Fast Shot, Gunfighter, Iron Jaw

The assassin is unaffected by the Coup de Grace action and treats any Out of Action results on the injury dice as a Serious Injury instead. While Seriously Injured, the cyborg does not roll Injury dice in the End phase. Instead, they will recover (suffering a Flesh Wound as normal) if they can roll equal to or less than their Toughness value. Once the assassin reaches 0 Toughness, as a result of Flesh Wounds, it cannot recover – though it may still make a **Crawl (Double) action** – and can now be removed from the board with a Coup de Grace action.

The cyborg assassin ignores the effects of the Flash, Gas and Toxin traits and cannot be Pinned. The cyborg assassin may be subject to the Blaze condition, but unlike other fighters, it may still perform actions.

OBJECTIVES

Unknown to the gangs, an augmented hive assassin is operating in secret from contested territory. Masquerading as a member of one gang, an otherwise unremarkable skirmish between rivals becomes a battle for survival when the assassin is revealed.

SPECIAL RULE: THE CYBORG'S MISSION

When the cyborg is first revealed the player with Priority should roll a D6 on the following table to find out what its mission is. The player who has Priority controls the cyborg as if it were one of their fighters, although it must follow its directives as detailed below. The assassin never counts as a friendly model for either gang.

CYBORG'S MISSION

D6	Result
1-2	**Extermination Directives:** The cyborg must kill everyone. If it is Engaged, it take Fight actions, if not, it will target the closest model with a Shoot action. If it can see more than one model, it must divide its Shoot actions between them as evenly as possible, starting with the closest model and moving outward (it must take Cool tests as normal to target models other than the closest). If it cannot see any models, it must move toward the nearest model.
3-4	**Decapitation Subroutines:** The cyborg must kill the Leaders. The assassin acts as above. However, it will only target Leader models, only fighting other models if they are either Engaged with it, or blocking its path to a Leader.
5-6	**Preservation Protocols:** The cyborg must return to its masters. When the assassin is revealed, the player who has Priority picks a point on the board edge farthest from the assassin – this is the cyborg's escape point. If the assassin ends any round in base contact with the escape point, it is removed from the board. While escaping, during each activation, the cyborg must make at least one Move action that takes it closer to the escape point if possible, though it can shoot at the closest targets as detailed above, at the controlling player's discretion.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

If, at the end of the round, the cyborg has been removed from the board, the game also ends.

ARBITRATING THE SCENARIO

For an especially challenging encounter, the Arbitrator can run a Rise of the Servitors scenario, with the Arbitrator running a force of servitors and Cyborg Assassins against one or more players' gangs. Using appropriate models in their collection, the Arbitrator should place a number of servitors on the board, using the Hive Dwellers rules, for example, equal to at least three times the number of opposing fighters. The Arbitrator can only take Move actions with the servitors as they go about their pre-programmed duties. The attackers' mission is to find the three Cyborg Assassins posing as servitors. When a servitor is taken Out of Action, roll a D6. On a 4+, they become a Cyborg Assassin as above, and roll to see what their mission is. Once three Cyborg Assassins have been revealed, no more are added to the board. The Arbitrator can make Attack actions with any servitors that activate within 12" of a Cyborg Assassin as the Assassin overrides their simple machine functions for its own ends.

VICTORY

The player who destroyed the cyborg assassin is the winner. If neither player destroyed the cyborg, then the game is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Taking out the assassin nets the gang a healthy bounty. The gang that delivered the Coup de Grace to the assassin gains 3D6x10 credits.

EXPERIENCE

- Fighters that took part in the battle gain 1 XP.
- Any fighter that inflicted a wound on the cyborg earns 1 XP.

REPUTATION

- The gang that delivered the Coup de Grace on the cyborg gains D3 Reputation.
- If either gang bottles out, they lose 1 Reputation.

SCENARIO 11: THE HIT

A gang sneaks into enemy territory to take out a leader.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a Skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

The attacker uses the Custom Selection (D3+5) method to choose their crew. The defender's crew includes their Leader, while the rest of their crew is determined using the Random Selection (D3+5) method. The remainder of the defender's gang is then held off the table as Reinforcements.

TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

DEPLOYMENT

The defender deploys first, placing their Leader and two other fighters within 12" of the centre of the battlefield. Then, the defender rolls a D6 for each of the remaining fighters in their crew. On a 5+, the defender may place them anywhere on the board – otherwise they must deploy within 8" of the Leader. The attacker then deploys their fighters within 2" of any battlefield edge and at least 6" from any enemy models.

OBJECTIVES

The attacker wants to remove an enemy gang leader. The leader of the defending gang has other thoughts!

REINFORCEMENTS

During the End phase of the second round, and each round thereafter, one random Reinforcement will turn up for the attacker.

SPECIAL RULE: THE TARGET

The attacker is gunning for the defender's Leader and has sent in a team to get the job done – but they had best be quick before the rest of the enemy gang show up to stop them! In this scenario, the attacker has Priority for the first round. In the first round, the defender's fighters may only take a single action each during their activation.

ENDING THE BATTLE

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

If the defender's Leader is Seriously Injured or taken Out of Action, the attacker is victorious. Otherwise, the defender is the winner.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- Any attacking fighter that wounds the defender's Leader earns D3 XP.
- If the defender's Leader is not Seriously Injured or Out of Action at the end of the game they gain D3 XP.

REPUTATION

- The attacker gains D3 Reputation if the defender's Leader is Seriously Injured. If the defender's Leader is taken Out of Action, they earn D6 Reputation instead.
- If the defender's Leader is still on the board at the end of the game, their gang gains D3 Reputation.
- If either gang bottles out, they lose 1 Reputation.

ARBITRATING THE SCENARIO

Sometimes a gang leader will cross the wrong people and get a bounty put on their head. The Arbitrator can use this scenario to represent an assassin squad sent after the player's Leader, or if it is played as part of a campaign it could represent retribution from one of the uphive noble houses for the gang leader's misdeeds. The Arbitrator can create a watchman hit squad or assassin gang. Alternatively, the forces gunning for the Leader might unleash a nest of murder servitors or monsters to take them out, allowing the Arbitrator to draw upon any models in their collection when creating the attacking crew.

SCENARIO 12: THE GAUNTLET

Get ready to run !

RUST TOWN RUN

For those who think the horror-infested depths of the underhive aren't dangerous enough – there's the Rust Town Run! This special scenario utilises the Necromunda Badzone Delta-7 tile set to create a twisting maze of death – pitting runners against hunters as one player tries to guide their gangers to glory, while the other tries to knock them into giant fans and blazing furnaces!

The Rust Town Run is legendary among the underhive inhabitants of Hive Primus. Every sump-scraper, dome runner and ripper herder has heard the tales of Bald Bryen's path of perils, and when news spreads of a gang willing to take on the Mayor of Rust Town's maze, hivers flock to see the action. Spectators cram themselves into vent shafts and drain irises, or gather around flickering pict-screens for a good view of the action. Fistfuls of scrip change hands as they bet on the runners, getting good odds on who is most likely to be eviscerated or the number of Juves who fall into the grinder. For a gang, the run is a chance to prove their worth and win glory for their House, plus maybe even snag one of Bald Bryen's 'chrono crystals' – rare gems worth a Guilder's ransom in creds.

Of course the Rust Town Run is more than just a dungeon of deadly perils and when a gang takes up the challenge, the call goes out for skilled killers to oppose them. There is no shortage of gangers willing to don the mantle of one of Bryen's hunters, the chance to stop a run in its tracks almost as prestigious as completing one.

No one knows for sure when Bald Bryen's Rust Town Run started or where the crazed mayor got the idea, though more than one Guilder has made the comparison between the Rust Town Run and stories of Helmawr's Gauntlet. When the great wheels of industry complete their long and prodigious revolution, Helmawr's scriveners descend upon the Clan Houses to count the fruits of their labour and measure it against the hive tithe quotas. When these vast tallies are reckoned, one House stands at the top of the production output and another at the bottom. In his beneficence, Helmawr allows the lowly House a chance to reclaim its honour by sending its champions to complete his Gauntlet – a maze of punishment chambers designed to torment both mind and body. The other Houses can send their own champions to see that the lowly House stays in its place, and so take on a role not unlike Bald Bryen's hunters. If the lowly House can defeat Helmawr's Gauntlet then the Lord of Necromunda might grant them his forgiveness and a measure of the top House's output – all the more reason for the other Houses to make sure they fail. So it is for the Rust Town Run, and if a gang can win their way through, their fortunes will swell, almost always at the expense of the gang that failed to stop them.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker (known as the runners) and the other is the defender (known as the hunters). In a campaign, the player who chose this scenario is the attacker. In a skirmish, players should roll off and the winner decides whether they will attack or defend.

SPECIAL RULE: FROM THE SHADOWS

Bald Bryen likes to make sure the odds are stacked against the runners, and the Gauntlet is filled with hidden tunnels and hatches only the hunters have access to. At the start of the battle, the defender can set up their crew of hunters anywhere on the battlefield (with the exception of the Unlit Crossroad tile) or can choose to have them Lurking in the Shadows. Fighters that are Lurking in the Shadows take no part in the battle until they are deployed. When it is the defenders' turn to activate a fighter, they can choose to either:

- Pass (taking no action).
- Activate a Ready fighter as normal.
- Move a fighter that is Lurking in the Shadows onto the battlefield (placing it anywhere on the battlefield at least 3" from an enemy fighter).
- Remove a Standing and Active or a Prone and Pinned fighter from the battlefield to Lurk in the Shadows once more.
- When a fighter that was Lurking in the Shadows is placed on the battlefield, they are not given a Ready marker; they are considered to have use their activation to enter the Gauntlet. At the beginning of the following round, the fighter is given a Ready marker and may be activated to take actions as normal.

SPECIAL RULE: SOMETHING TO PROVE

Once the run begins, it is all or nothing! In this scenario neither side need to make Bottle tests. However, if at the start of any round, half of the attacker's Crew (rounding fractions up) are Seriously Injured or Out of Action, the attacker may voluntarily bottle out.

CREWS

The attacker uses Custom Selection (D6+4) to choose their crew of runners. The defender uses Random Selection (D3+4) to choose their crew of hunters.

DEPLOYMENT

The attacker deploys first, placing their crew of runners anywhere within 6" of the centre of the Unlit Crossroad tile. The defender then deploys their crew of hunters as described by the From the Shadows special rule above. The attacker has priority for the first round.

BATTLEFIELD

The Gauntlet has been set up by Bald Bryen so it is especially dangerous for the runners taking part (not to mention entertaining for the paying spectators). The battlefield is set up as shown on the map below, using the Badzone Delta-7 tiles: Once the tiles have been placed, four doors are added as follows:

1. One double door on the Unlit Crossroad tile, in the lit gap closest to the bridge tile.
2. One single door on the Ventilation Turbine tile, where the one square gap is between wall and tile edge closest to the bridge.
3. One double door on the Ventilation Turbine tile where the hazard stripes are.
4. One double door at the entrance to the vault on the Secure Vault tile.

Finally, a single loot casket should be placed in the Vault (the grey room).

After the doors have been placed, the defender may add up to four barricades anywhere on the battlefield.

At the beginning of the battle, all doors are closed but not locked, with the exception of the Vault door which is of course locked!



TACTICS CARDS

The attacker can choose two Tactics cards. The defender shuffles their Tactics cards deck and draws two cards at random.

If during the pre-battle sequence the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference

OBJECTIVES

The attacker's objective is to break into the Vault and open the loot casket (retrieving the chrono crystal). The defender's objective is to stop all the runners by taking them all Out of Action.

ENDING THE BATTLE

The battle ends either when one of the runners opens the loot casket in the Vault, or if at the start of any round all of the fighters in either crew have gone Out of Action.

VICTORY

If the attacker claimed the chrono crystal, they are the winner. Otherwise, the defender is the winner.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Both sides are assumed to be involved in gambling over the outcome of the run and so both gangs will get 10 credits for each opposing Ganger or Juve taken Out of Action, 20 for each opposing Champion taken Out of Action and 40 if the opposing Leader is taken Out of Action. The attacker can also sell the chrono crystal (if they get it) for 2D6x20 credits, or hold onto it as it might be useful at some point in the future…

EXPERIENCE

- Each fighter who took part in the battle earns 1 XP.
- All fighters in the defender's crew gain an additional
- 1 XP for each attacker they take Out of Action.
- All fighters in the attacker's crew gain D3 XP if they reach the Vault tile.

REPUTATION

- Each gang gains 1 Reputation simply for taking part.
- The defender gains 1 additional Reputation if they win, while the attacker gains 3 additional Reputation if they are the winner.

SCENARIO 13: MONSTER HUNT

A bounty has been posted for a massive underhive beast

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. Players use Random Selection (D3+7) to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment.

TACTICS CARDS

Each player may choose two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional card for each full 100 credits of difference.

SPECIAL RULE: THE SUMP HORROR!

The gangs are trying to bag a massive Sump Horror (as well as scrag each other), though first they must flush the creature out. The Sump Horror is attracted to wounded prey. Whenever a fighter suffers a Flesh Wound or is Seriously Injured, the player whose fighter was injured places a Beast's Lair marker (or similar token) within D6" of their fighter. These markers follow all of the rules for the Beast's Lair (see page 329), with the exception that they cannot be targeted by Shooting actions from more than 6" away.

Once six markers have been destroyed, the Sump Horror will emerge. Replace the final destroyed marker with a large token or appropriate model. The Sump Horror has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
3''	5+	6+	7	6	8	4+	4	9+	2+	6+	12+

The Sump Horror has a 5+ save, cannot be Pinned, and its attacks are Strength 7 and inflict 2 Damage with a save modifier of -3. Coup de Grace actions cannot be taken against the monster. At the start of the End phase of each round, the Sump Horror fights any fighters in base contact, or if there are no fighters in base contact, it moves, or charges (if in range) toward the nearest fighter.

ARBITRATING THE SCENARIO

The Arbitrator controls the Sump Horror in an Arbitrated scenario, and can place Beast's Lair markers anywhere on the board at the start of the round. When the Sump Horror emerges, the Arbitrator moves and fights with it at the start of the End phase. Alternatively, the Arbitrator could include multiple creatures (choosing appropriate models and giving them profiles) instead of using the Sump Horror rules. These creatures wander the battlefield attacking gangers in the End phase, with the gang that can take out the most creatures being the winner.

ENDING THE BATTLE

The battle ends when either the Sump Horror is killed or one gang has no fighters left on the board.

VICTORY

If the gang that killed the Sump Horror is the winner, otherwise the scenario is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

The gang that slew the Sump Horror can claim the bounty and add 3D6x10 credits to its Stash.

EXPERIENCE

- Each fighter that took part in the battle gains 1 Experience.
- Fighters gain an additional 1 Experience if they destroyed a Beast's Lair maker.
- The fighter that deals the killing blow to the Sump Horror gains D6 Experience.
- In an Arbitrated scenario, fighters that send a monster Out of Action gain D3 Experience.

REPUTATION

- Each gang that took part gains 1 Reputation.
- The gang that killed the monster earns D6+1 Reputation.

ALTERNATIVE MONSTER:

Andy Hoare suggested that you could replace the rules for the Sump Horror with an Ambull. A word of warning, though – he advised that only the most experienced gangs should risk doing so. As you've just seen, the Ambull doesn't mess about! Alternatively, your arbitrator could lend you a helping hand… you'll likely need it!

AMBULL

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	3+	6+	6	6	7	4+	4	6+	2+	6+	12+

	Rng		Acc						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Enormous Claws	-	E	-	-	6	-3	2	-	

SKILL: Infiltrate, Unstoppable

WARGEAR: Chitin armour (3+)

BOREWYRM INFESTATION

An Ambull may be accompanied by Borewyrms, its larvae.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	6+	3	4	2	3+	3	5+	7+	9+	11+

	Rng		Acc						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Vicious Jaws	-	E	-	-	3	-	1	-	Rending

SKILL: Infiltrate, Evade

WARGEAR: Chitin armour (4+)

BADZONES SCENARIOS

Fighting in the wilds of the Badzones brings its own perils and only the toughest gangs regularly traverse them looking for trouble. However, despite the dangers, there are plenty of rewards to be claimed for a bold gang, such as delving into the heart of an overgrown fungal wilderness, riding an ancient conveyor down into the abyss to find lost riches or claiming a tollway between two settlements and shaking down travellers for coin. Wherever a gang goes looking for creds, they'd better be prepared to accept that their rivals might be ready to fight them for anything they find.

The following scenarios incorporate the themes of the Badzones, such as carnivorous plantlife, roving bands of zombies, toxic rivers and lost domes. They can be used with or without the Badzones Environments and Events tables, though most are well suited to the kinds of hazardous elements these introduce. Some of the scenarios, such as the Manufactorum Raid especially, are intended to showcase the additional terrain rules for Industrial Terrain detailed **on page 30**.

DESIGNER'S NOTE: BADZONES ENVIRONMENTS

Many of the Badzones Environments, such as the Sump Sea or the Stygian Depths, can have a big impact on how a scenario plays out. Sometimes, this will mean a little bit of planning on the part of the players to decide how the hazardous environment fits in with the scenario and how they set up the battlefield. For instance, when playing the Toll Bridge scenario over a Sump Sea, the bridge is most likely a central gantry between two structures and the 'river' below it represents an especially deep part of the sea or an especially toxic one. In scenarios which use specific terrain or markers, such as the Manufactorum Raid or Fungal Horror, if an area of the board is impassable or hazardous, such as the ground in Stygian Depths, then the terrain or markers should be put in places where the fighters can reach and interact with them.

SCENARIO 1: ESCAPE THE BADZONE

Two crews must escape the Badzone.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described **on page 325**. Additional guidelines might apply depending on the kind of Badzone Environment that the gangs are traversing. After setting up terrain, players take turns placing four loot caskets anywhere on the battlefield at least 8" from any board edge.

CREWS

This scenario uses the standard rules for choosing a crew, as described **on page 326**. Both players use the Custom Selection (10) method to choose their crews.

DEPLOYMENT

This scenario uses the standard rules for deployment **from page 327**.

A PATH TO SAFETY

Both gangs are attempting to find a path through the Badzone, while stopping the other from doing the same. Use the Badzones Events table (**see page 307**) or Badzones Environments Events cards to determine the Environment that the scenario is taking place in and adjust the battlefield depending on the guidelines. Each gang must get its fighters off the board edge closest to their opponent's deployment area.

If in the End phase a fighter is within 1" of their opponent's board edge and not Engaged, they may be removed from the battlefield and count as having escaped the Badzone. Fighters within 1" of a loot casket may choose to take the casket with them when they leave the board. Fighters removed in this way are ignored for the purposes of making Bottle tests (i.e., they do not count as part of the crew size but also do not count as having been taken Out of Action).

DANGEROUS GROUND

The battle is taking place in an especially hostile Badzone. For the duration of the game, Badzone Events are discarded after they have been in play for one round even if their Discard Trigger is not rolled (**see page 307**).

ARBITRATING THE SCENARIO

If this is an Arbitrated scenario, the Arbitrator can take control of the Environment and Events. The Arbitrator begins by choosing an Environment they want the game to take place in and setting up the board to match. This could mean creating a broken gantry network over a Sump Sea or a Carnivorous Plant-choked tunnel network with only a few safe paths from one side to the other. Then, as the game progresses, the Arbitrator chooses Events to introduce, rather than them being chosen at random. This allows the Arbitrator to swing the battle from one side to the other or foil both players' plans by having toxic fogs descend, swarms of rats appear or sudden shutdowns locking doors and putting out the lights, just when the gangs think they might be on the verge of victory.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends. If one player's gang bottles out and flees the battlefield and their opponent gang's does not then any of their opponent's remaining fighters count as having escaped the Badzone.

VICTORY

The gang with the most fighters who escaped the Badzone is victorious. If both gangs had an equal amount of fighters escape the Badzone then the game is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

Each loot casket a gang carries off the board adds 2D6x10 credits to their Stash.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP. Any fighter who escapes the Badzone earns 1 XP.

REPUTATION

- If at least half of a gang's crew escaped the Badzone, they gain D3 Reputation.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 2: MANUFACTORUM RAID

A raid against a rival House's manufactorum.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described **on page 325**, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

CREWS

This scenario uses the standard rules for choosing a crew, as described **on page 326**. The attacker uses the Custom Selection method to choose their crew. The defender uses the Random Selection (D3+5) method to choose their crew. Any defending fighters not on the board at the start form the defender's Reinforcements.

DEPLOYMENT

This scenario uses the standard rules for deployment **from page 327**.

BOMBS

The attacker's crew are carrying a collection of homemade explosives to blow up machinery vital to the rival House. After both crews are deployed, the attacker should place three markers on the table (suitably industrial-looking terrain or tiles are especially appropriate locations to place these). Each marker must be at least 16" from the attacker's deployment area and no closer than 12" to another marker. These are the points where the attacker must plant their bombs.

Any fighter in the attacker's crew makes the **Plant Bomb (double) action** if they are in base contact with one of the markers to plant a bomb. Players should indicate that the bomb has been planted by flipping over the marker or placing a frag trap or similar marker on it. Once the bomb has been planted, it remains on the table until the end of the game. Place a dice next to the bomb with the number 1 face-up – this is its counter.

During the End phase, the attacker rolls a D6 for each bomb, adding the result on its counter to the roll. On a 7+, the bomb explodes, otherwise increase the number on its counter by 1. If the bomb explodes, count it as if it were a frag trap (**see page 71**), except it has a Strength of 6 and inflicts D3 Damage.

Defending models may try to disarm bombs once they have been planted. To disarm a bomb, a fighter must be in base contact with it and make the **Disarm Bomb (Double) action** and pass an Intelligence check. A disarmed bomb must be rearmed by an attacker following the same procedure as planting a bomb, and has its counter reduced to 1. If the Intelligence check to disarm a bomb fails and is also a double, then it explodes, as detailed above.

FUNCTIONING MANUFACTORUM

The Industrial Terrain in this scenario is fully functioning. When seeing if a piece of Industrial Terrain activates, or is activated, this occurs on a 3+ rather than a 6 (see Smokestacks, **page 34**).

REINFORCEMENTS

The defender use Reinforcements (**see page 327**). At the end of the second round, and each round thereafter, D3 random fighters will arrive in the End phase.

ARBITRATING THE SCENARIO

Manufactorums are often heavily fortified as they are the lifeblood of a House's wealth. In this scenario, the Arbitrator can take on the role of the defender, creating a factory militia to defend the machinery. Militias can be created using the guidelines for Watchmen gangs found page 266.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If during the pre-battle sequence the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends. The game also ends if all three bombs explode.

VICTORY

If the bombs all go off, the attacker is the winner, otherwise the defender is victorious.

REWARDS (CAMPAIGNS ONLY)

CREDITS

If the defender wins, they get paid for the successful defence and they can add 2D6x10 credits to their Stash.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP. Any attacking fighter that successfully plants or rearms a bomb earns 1 XP.
- Any defending fighter that successfully disarms a bomb earns D3 XP.

REPUTATION

- If all of the bombs go off then the attacker earns D3 Reputation.
- If none of the bombs explode then the defender gains D6 Reputation. If only one or two of the bombs explode, the defender earns D3 Reputation instead.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 3: THE CONVEYER

A battle between gangs as they descend through the hive.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This may either be played as a Zone Mortalis or a Sector Mechanicus game. When setting up the board, the defender begins by placing a tile of their choice or a piece of terrain roughly 12" in diameter in the centre of the table. This tile or piece of terrain is the platform. The attacker then sets up the rest of the board around the platform. After setting up the terrain, the attacker places four loot caskets or markers on the battlefield within 12" of the edges of the platform.

CREWS

This scenario uses the standard rules for choosing a crew, as described **on page 326**. Players use the Custom Selection (10) method to choose their crew.

DEPLOYMENT

The defender deploys all of their fighters on the platform. The attacker deploys their crew anywhere on the table at least 16" from the platform.

THE PLATFORM

In each End phase, the defender rolls a dice to see if the platform moves. Roll a D6, adding a cumulative +1 to the result for each turn the platform has remained stationary. On a 6+, the platform moves. When the platform moves, remove any tiles or terrain from the board with the exception of the platform. Fighters not on the platform are removed from the board and any conditions on them are removed, though they do not count as having gone Out of Action. The attacker now sets up the table around the platform in any configuration they choose, placing four new loot caskets or markers (as detailed in the Battlefield section of this scenario) and deploys any of their fighters (with the exception of any on the platform and any that have been taken Out of Action) within 12" of the platform.

CHANGING ENVIRONMENTS

If players are using the Badzones Environments and Events, each time the platform moves, randomly choose a new Environment for the battlefield. If the Dome Collapse Event is generated, the Platform immediately moves (as detailed above). Conversely, while the Shutdown Event is in play, do not test to see if the platform moves.

ARBITRATING THE SCENARIO

In this scenario, the Arbitrator could take on the role of the attacker creating a gang of watchmen, cultists or similar foes to oppose the defender – perhaps the platform is passing through a region controlled by a Genestealer Cult, or an area infested with sump spiders, the creatures drawn to the prey slowly descending through their lair. The Arbitrator, either as the attacker or Arbitrating a game between players could also control the environments that the platform passes through, designing specific battlefields beforehand to create the most interesting or challenging levels possible. These can be based on the Badzones Environments or of the Arbitrator's own devising.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends if either there are no defenders left on the board, or the players have played nine complete rounds.

VICTORY

If the defender has no fighters on the board at the end of a round, the attacker is the winner. If the players play all nine rounds, the defender is victorious.

REWARDS (CAMPAIGNS ONLY)

CREDITS

If the defender wins, each loot casket or marker on the platform at the end of the game adds D6x10 credits to their gang's Stash.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP. Any attacking fighter that is on the platform when it moves earns 1 XP.
- Any defending fighter still on the platform at the end of the game gains 1 XP.

REPUTATION

- The attacker gains D3 Reputation if the game ends before round nine.
- The defender earns D3 Reputation if all nine rounds are played.

SCENARIO 4: FUNGAL HORROR

Gangs fight to survive a rapidly growing jungle.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, as described **on page 325** and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

CREWS

This scenario uses the standard rules for choosing a crew, as described **on page 326**. Players use the Custom Selection (10) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment **from page 327**.

GROWING HORROR

The battlefield is rapidly becoming overgrown by a fungal horror, and with each round, the Carnivorous Plant spreads. At the beginning of the game, place a marker in the centre of the board – if playing a Zone Mortalis game, choose the central-most tile. This marker represents the fungal horror and can be a token, piece of themed terrain or anything else appropriate. The marked tile, or the area within 12" of the marker, is overgrown with writhing questing vines, and any fighters either beginning or ending their activations in it risk being coated in flesh-eating spores – treat this the same as catching on fire just as if they had been hit by a weapon with the Blaze Trait. In addition, due to clouds of spores, line of sight though overgrown areas is limited to 6", and fighters within the area may not take more than one Move action during their activation unless they are equipped with a respirator. Fighters that are Seriously Injured in overgrown areas go Out of Action.

In each End phase, there is a chance that the fungal horror will spread. The player with Priority should roll a D6 for each Fungal Horror marker already on the board. On a 4 or more, the player then rolls a Scatter dice to determine the direction that the horror spreads in. In a game of Zone Mortalis, the closest tile to the marker in the direction indicated becomes overgrown – place a new marker on it. In a game of Sector Mechanicus, place a new marker 12" from the existing marker. If this would cause the marker to be placed off the board, place it in contact with the board edge instead.

ARBITRATING THE SCENARIO

In an Arbitrated scenario, the Arbitrator can take on the role of the fungal horror as it tries to spread throughout a dome, facing off against one or more players and their gangs. Use the rules "Growing Horror" for the spread of the fungal horror, but instead of markers representing the centre of overgrown area, use Carnivorous Plants instead (see page 38), thus when the fungal horror spreads to a new area, fresh Carnivorous Plants will spring up. The players must attempt to contain the spreading horror, destroying the plants (see page 39) before they overwhelm the board. For an additional challenge, when each new Carnivorous Plant is placed, set up D6 carrion-eaters within 6" of it (profiles for carrion-eaters can be found on page 356). These beasts will then attack the gangs as they desperately try to escape the spreading fungal horror.

TACTICS CARDS

Each player may choose two random Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends. The game also ends if there are nine or more Fungal Horror markers on the board at the start of the End phase.

VICTORY

If one gang has fighters on the board at the end of the game, they are the winner. Otherwise, the game is a draw.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.

REPUTATION

- If one gang has fighters on the board at the end of the game, they earn D3 Reputation.
- If either gang bottled out, they lose 1 Reputation.

SCENARIO 5: TOLL BRIDGE

Gangs fight over a vital bridge in the underhive.

BATTLEFIELD

This scenario uses the Battlefield set-up guidelines, as described **on page 325** and may either be a Zone Mortalis or a Sector Mechanicus battlefield. When creating the battlefield, players should leave a 12" wide corridor with no terrain or tiles down the middle of the board – this is the toxic river. The river can be represented either by a gap, or a suitable piece of scenery. Only a single bridge crosses the river, which can be represented by a gantry or similar piece of narrow long terrain – this is the toll bridge.

CREWS

This scenario uses the standard rules for choosing a crew, as described **on page 326**. Players use the Custom Selection (10) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment **from page 327**. Crews must start the game on opposite sides of the river.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total Credits value of fighters in one player's starting crew is less than their opponent's, then they may randomly draw an additional Tactics card for each full 100 credits of difference.

THE TOXIC RIVER

The two gangs are fighting to control a valuable toll bridge spanning a toxic river. Fighters cannot voluntarily enter the river, and its sludgy waters are so dangerous that those who fall into the river are immediately taken Out of Action. If both players choose, they can add flotsam and jetsam to the river, represented by barrels, face-down barricades, loot caskets or even ramshackle boats if they have these in their terrain collection. These pieces of debris can be spread out across the river within a few inches of each other or collected along the edges of the river.

Fighters can use debris to cross the river, leaping from one to the other, or as a makeshift boat, standing on the piece of debris and moving it up to their Strength in inches as a **Row (Double) action.** In both cases, at the end of their activation, they must make an Initiative check to see if the debris they are standing on capsizes or sinks. If they fail, they fall into the river. Fighters who become Pinned or Prone while standing on debris must also make an Initiative check to see if they fall into the river.

ARBITRATING THE SCENARIO

In a game that pits the Arbitrator against one or more players, the Arbitrator can take on the role of the defender of the bridge. The bridge itself might be fortified with barricades, or perhaps even a powerful brute or monster acting as its guardian. Meanwhile, a gang of Guilder Watchmen (**see page 266**) might be covering the river from the far bank, protecting the Guild of Coin's interests. In this kind of scenario, the players are attempting to get across the river at all costs, either clearing the bridge or using crude boats to brave its toxic depths, and every fighter who reaches the far side can escape off the enemy board edge to earn their gang D6x10 credits.

THE BRIDGE

The bridge over the toxic river uses an ancient mechanism to swing open or closed. At the beginning of the battle, its ends are connected to the shore and it spans the river. In the End phase of the third round, and each round thereafter, roll a D6. On a 5, the bridge pivots 90 degrees to the right, while on a 6 it pivots 90 degrees to the left. On any other result, the bridge remains stationary.

When the bridge pivots, fighters within 1" of its ends must make an Initiative check or fall from the bridge – if the ends were touching the shore before it moved, fighters fall onto the shore and become Prone, otherwise they fall into the river and are taken Out of Action.

If their gang has failed a Bottle test, fighters on the bridge do not need to make Cool tests to see if they flee the battlefield – provided that the bridge is not connected to the shore, they have nowhere to go! However, as soon as the bridge connects to the shore, they must make tests as normal.

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends. The game also ends if, after the end of the third round, one gang has at least one fighter within 12" of the centre of the bridge and their opponent does not.

VICTORY

If only one gang has fighters on the board at the end of the game or they are the only gang with fighters within 12" of the centre of the bridge, they are the winner – otherwise the game is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

The gang who won the scenario, and thus claimed the bridge, adds 3D6x10 credits to their Stash.

EXPERIENCE

- Each fighter that took part in the battle earns 1 XP.
- Any fighter that crossed the river earns D3 XP.

REPUTATION

- Each gang gains 1 Reputation for taking part in the battle.
- The gang who won the scenario earns an additional D3 Reputation.

UPRISING SCENARIOS

When subversive forces take control of a hive city, the ancient structures of Necromunda begin to break down. Only too late do citizens realise the yoke Lord Helmawr placed around their necks was not just a means of control, but intended to shield them against something much worse. As civil unrest increases in bloody tempo to the sound of gunfire and screams, the rules of warfare observed by the Great Houses cease to apply. Isolated and attacked from all sides, gangs and hive dwellers face a new struggle, one of simple survival.

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

CHOOSING A SCENARIO

Players can include any of the scenarios in this section when Determining a Scenario if either player has the option to choose any scenario. Alternatively, if players want a degree of randomness or they are playing a Skirmish game then they can instead make a D36 roll on the table below. A D36 roll is when a D3 is rolled as the 10s and a D6 is rolled as the 1s; for instance if the D3 roll was 2 and the D6 roll was 3 then the result would be 23.

D36	Result
11	Show of Force
12	Hit and Run
13	Search and Destroy
14	Meat Harvest
15	Propaganda
16	Scavenge
21	Public Execution
22	Takeover
23	Hunt them Down
24	Ritual
25	Blood Rites
26	Slaughter
31	Meeeeeeeeeat!
32	Daemonic Possession
33	Meat for the Grinder
34	Urban Renewal
35	War in the Shadows
36	End Times

UPRISING SCENARIO 1: SHOW OF FORCE

The enemy gang must be crushed without mercy!

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses Custom Selection (D3 + 7) method to choose their crew. The defender uses the Random Selection (D3+5) method to determine their crew. The remaining fighters in the attacker's gang are held off the table as Reinforcements.

DEPLOYMENT

Players place their Leaders within 6" of the centre of the board. Use Priority to determine the order in which the Leaders are placed. Each player then takes turns placing their fighters anywhere on the board, at least 12" from a Leader and 6" from any already deployed fighter (friend or foe).

SHOCK AND AWE

The attacker is seeking to make an example of their enemies and the best way to do that is with a substantial body count – ideally where their comrades can witness the price of heresy. Every defender taken Out of Action is worth 1 Victory point or 2 Victory points if they were taken Out of Action within 6" of another member of the defender's crew.

BACK INTO THE SHADOWS

The defender has been brought to battle before they are ready and must escape before they are all wiped out – hopefully taking some of their foes down in the process. The edge of the battlefield opposite the defender's deployment zone is their escape area. In the End phase, if a defender is within 2" of the escape area, and they are not Engaged then they may be removed from the battlefield. Fighters removed in this way do not count as having been taken Out of Action, though are also not counted as part of the crew when making Bottle tests.

Each fighter who escapes the battlefield is worth 1 Victory point for the defender. In addition, every fighter taken Out of Action is worth 1 Victory point.

REINFORCEMENTS

The attacker can use Reinforcements (see page 327). At the end of the second round, and each round thereafter, one random fighter will arrive in the End phase.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

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

VICTORY

The gang who scored the most Victory points (see under **Shock and Awe**) is the winner. If both gangs have the same number of points and the battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS (MOST CAMPAIGNS)

CREDITS

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

EXPERIENCE

- Each fighter who took part in the battle earns 1 Experience point.
- Each defender who escapes the battlefield earns 1Experience point.

REPUTATION

- The victorious gang gains D3 Reputation.
- If either gang bottled out, they lose 1 Reputation.

REWARDS (UPRISING CAMPAIGN)

CREDITS (INSURRECTION PHASE ONLY)

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

STARVATION (DAMNATION PHASE ONLY)

- The gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGE (DAMNATION PHASE ONLY)

- The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

- Each fighter who took part in the battle earns 1 Experience point.
- Each defender who escapes the battlefield earns 1Experience point.

REPUTATION

- The victorious gang gains D3 Reputation.
- If either gang bottled out, they lose 1 Reputation.

UPRISING SCENARIO 2: HIT AND RUN

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

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses Custom Selection (D3 + 7) method to choose their crew. The defender uses the Random Selection (D6+7) method to choose their crew. The attacker uses the Custom Selection (D3+7) method to determine their crew.

DEPLOYMENT

The defender deploys their entire crew within 6" of the centre of the battlefield. After the defending crew has been set up, the attacker sets up their fighters anywhere on the battlefield at least 8" from any enemy models.

MAKE THEM PAY

Both sides are looking to cut down as many enemies as possible. A gang scores 1 Victory point for each enemy fighter taken Out of Action, and an additional 2 Victory points if the enemy gang's Leader is taken Out of Action.

I HAVE A SENSE OF FOREBODING

Only a fool wanders the hive wilderness without being on the lookout for danger. After both crews have been deployed, the defender checks to see if any of their fighters have line of sight to any attacking fighters. If a defending fighter can see an enemy model, make a Spotting check for them by rolling equal to or higher than the fighter's Intelligence with the following modifiers applied to the dice roll:

MOdifier	Spotting Check
-1	The enemy fighter is in Partial Cover
-2	The enemy fighter is in Full Cover
-2	The enemy fighter is more than 12" away

If they successfully spot the enemy model, they may make a single Shoot or Move action. If there is more than one fighter in the defender's crew with line of sight to an enemy model, the defending player may choose the order in which the Spotting checks are made. Fighters may only make a single Spotting check regardless of the number of enemy models they can see.

BUTCHER AND BOLT

The attackers are trying to inflict as much damage as they can without being drawn into a protracted firefight. In this scenario, attacking fighters may make the **Vanish (Double) action:**

VANISH (DOUBLE) ACTION: This action may only be made if the fighter is out of line of sight of any enemy fighters and at least 6" from any Active enemy fighters. Make an Intelligence check for the fighter. If successful, remove the fighter from the battlefield. Fighters removed in this way do not count as having been taken Out of Action, though do not count for Bottle tests.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

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

VICTORY

The gang who scored the most Victory points is the winner. If both gangs have the same number of points and the battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS (NON-UPRISING CAMPAIGNS)

CREDITS

- The attacker adds D6x10 credits to their Stash for each enemy fighter taken Out of Action.

EXPERIENCE

- Each fighter who took part in the battle earns 1 Experience point.
- Each defender who takes an enemy leader Out of Action earns 1 Experience point.

REPUTATION

- The victorious gang gains D3 Reputation.
- If either gang bottled out, they lose 1 Reputation.

REWARDS (UPRISING CAMPAIGN)

CREDITS (INSURRECTION PHASE ONLY)

- The attacker adds D6x10 credits to their Stash for each enemy figjter taken Out of Action.

STARVATION (DAMNATION PHASE ONLY)

- The gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGE (DAMNATION PHASE ONLY)

- The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

- Each fighter who took part in the battle earns 1 Experience point.
- Each defender who takes an enemy leader Out of Action earns 1 Experience point.

REPUTATION

- The victorious gang gains D3 Reputation.
- If either gang bottled out, they lose 1 Reputation.

UPRISING SCENARIO 3: SEARCH AND DESTROY

Gangs seek to clear an area of their enemies.

BATTLEFIELD

This scenario uses the Battlefield Set-up rules.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection (10) method to choose their crew. The defender uses the Random Selection (D3+3) method to determine their crew. The remaining fighters in the defender's gang are held off the table as Reinforcements.

DEPLOYMENT

This scenario uses the standard rules for deployment.

SWEEP AND CLEAR

Divide the battlefield into four equal-sized areas. A weapon cache has been hidden in each area and must be discovered and either destroyed by the attacker or recovered by the defender. At the start of each round, a player may declare that one or more of their fighters are searching one or more areas. For a fighter to be eligible to search an area, they must be in the area to be searched, Standing and Active, and more than 6" from any board edge. Fighters selected to search lose their Ready status and may not be activated this round.

In the End phase, a player rolls for each area their fighters are searching to see if they have found something. If both the attacker and defender are searching the same area then the gang with Priority searches first. Roll a D6 for each searching fighter in an area being searched, provided the fighter is still Standing and Active. On a 5 or 6, the cache has been found. When a weapon cache is revealed, place a loot casket on the battlefield next to the fighter who found it.

WEAPON CACHES

Once a weapon cache has been found, it must either be carried off the battlefield by the defender or safely destroyed by the attacker. A defender who moves a cache into their deployment zone may remove it from the battlefield in the End phase, provided that they are Active. Caches moved off the battlefield are worth 2 Victory points to the defender.

An attacking fighter may attempt to destroy any one cache they are in base contact with as a Double action. Make an Intelligence check for the fighter, adding 1 to the dice result for each friendly fighter within 2". If successful, the cache is destroyed and the attacker earns 1 Victory point.

In addition to the rules above, weapon caches also count as loot caskets (see page 122 of the Necromunda Rulebook).

REINFORCEMENTS

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

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when all the weapon caches have been moved off the battlefield or have been destroyed, or if only one gang has fighters remaining on the battlefield.

VICTORY

The gang who scored the most Victory points (see previously) is the winner. In the case of a tie, if this battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS (NON-UPRISING CAMPAIGNS)

CREDITS

The attacker adds D3x10 credits to their stash for each weapon cache they successfully destroy.

The defender adds D6x10 credits to their stash for each weapon cache they successfully remove from the battlefield.

EXPERIENCE

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

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

Each defender who removes a Weapon Cache from the battlefield earns D3 Experience points.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

REWARDS (UPRISING CAMPAIGNS)

CREDITS (INSURRECTION PHASE)

The attacker adds D3x10 credits to their stash for each weapon cache they successfully destroy.

The defender adds D6x10 credits to their stash for each weapon cache they successfully remove from the battlefield.

STARVATION (DAMNATION PHASE)

The gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

SCAVENGING (DAMNATION PHASE)

The gang adds one Scavenging roll to their Stash for each weapon cache they successfully destroy.

The defender adds two Scavenging rolls to their Stash for each weapon cache they successfully remove from the battlefield.

EXPERIENCE

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

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

Each defender who removes a Weapon Cache from the battlefield earns D3 Experience points.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

UPRISING SCENARIO 4: MEAT HARVESTING

Meat for the grinder!

BATTLEFIELD

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

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend. If only one player has a Corpse Grinder, Helot Chaos Cults or Chaos Corrupted gang then they are the attacker regardless of who chose the scenario.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the Necromunda Rulebook. Both attacker and defender use the Random Selection (D3+2) method to choose their crew. The remaining fighters in both gangs are held off the table as Reinforcements as described on page 119 of the Necromunda Rulebook.

DEPLOYMENT

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

A BLOODY HARVEST

The attacker is out on the search for fresh meat. After both crews have deployed, place 12 Hive Dwellers (see page 63) on the battlefield. Starting with the attacker, both players take turns placing the hivers anywhere on the battlefield more than 8" away from a board edge. Hivers do not have a profile – as they are unarmed shell-shocked survivors of the uprising merely trying to get to safety – but they can be affected by some weapons.

If a Blast marker or a template touches a hiver, roll a D6. On a 5 or 6, remove the hiver from the battlefield, otherwise they are unharmed.

If a hiver is hit by a ranged attack, roll a D6. On a 5 or 6, remove the hiver from the battlefield, otherwise they are unharmed.

If a hiver is hit by a Melee attack, roll a D6. On a 3, 4, 5 or 6, remove the hiver from the battlefield, otherwise they are unharmed and are moved D6" directly away from the attacker. Hivers removed from the battlefield in this way by an attacking fighter count as being harvested.

In each End phase, roll a Scatter dice for each hiver who is more than 2" from any defenders. Move the hiver 2D6" in the direction indicated by the dice, coming to a halt if they contact impassable terrain or come within 1" of a fighter.

Each hiver who is harvested is worth 1 Victory point to the attacker's gang.

SALVATION FOR THE WORTHY

The defender is attempting to guide the hivers to safety before the attacker's gang harvests them for Meat. In this scenario, the defender's fighters can use the Shepherd (Basic) action.

SHEPHERD (BASIC) ACTION: Make a Leadership check for the fighter. If successful, any hivers within 8" immediately move 2D6" directly toward the fighter. In the End phase, any hivers in the defender's deployment zone and also within 2" of a defending fighter may be removed from the battlefield. Each hiver removed from the battlefield is worth 2 Victory points to the defender.

DESIGNER'S NOTE: HIVE DWELLERS

Hive dwellers represent the common populace of the hive who have been thrown together by the uprising and are desperately trying to survive. The scenario has been designed so that these survivors can be represented by tokens, dice or other markers depending on what the players have to hand. However, players might also choose to use appropriate models from their miniatures collections to represent these disparate souls, or even convert their own from the large range of Citadel miniatures.

REINFORCEMENTS

Both the attacker and defender use Reinforcements (see page 119 of the Necromunda Rulebook). At the end of the second round, and each round thereafter, a random fighter for each gang will arrive in the End phase.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when all the hivers have been removed from the battlefield or only one gang has fighters remaining on the battlefield.

VICTORY

The gang who scored the most Victory points (see previously) is the winner. If both gangs have the same number of points and the battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS (NON-UPRISING CAMPAIGNS)

CREDITS

The attacker adds D3x10 credits to their stash for each hive dweller harvested.

The defender adds D6x10 credits to their stash for each hive dweller guided to safety.

EXPERIENCE

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

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation

REWARDS (UPRISING CAMPAIGNS)

CREDITS

The attacker adds D3x10 credits to their stash for each hive dweller harvested.

The defender adds D6x10 credits to their stash for each hive dweller guided to safety.

STARVATION (DAMNATION PHASE)

A gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action.

The attacker adds one portion of Meat to their Stash for each hive dweller harvested.

SCAVENGING (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

The defender adds one Scavenging roll to their Stash for each hive dweller guided to safety.

EXPERIENCE

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

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation

UPRISING SCENARIO 5: PROPAGANDA

Gangs seek to sway the other gangers to their cause.

BATTLEFIELD

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

CREWS

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

DEPLOYMENT

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

HEARTS AND MINDS

As the hive descends into madness, both sides seek to turn gangers and gangs to their cause. The players should select 12 fighter models to represent Houseless Gangers (see page 65). After both crews have deployed, players take turns, starting with the player who has priority, placing these models anywhere on the battlefield more than 12" from an edge or within 3" of another fighter.

Both gangs are trying to turn the Houseless Gangers to their cause and then use them against their foes. In this scenario each player's fighters can use the **Coerce (Basic) action:**

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

DON'T BELIEVE THEIR LIES

Once a Houseless Ganger has chosen their side, it's unlikely they will change sides again… though not impossible. A fighter may make a **Coerce (Basic) Action** against an enemy Houseless Ganger. If the fighter's Leadership check is successful then the other player should make a Willpower check for their Houseless Ganger, adding 1 to the dice result for each friendly fighter within 3" of the Houseless Ganger. If the Houseless Ganger passes their Willpower check, they may immediately take a free **Shoot (Basic) action** at the fighter who tried to coerce them. If the Willpower check was failed then the Houseless Ganger becomes part of the coercing fighter's gang as normal and loses any Readied marker if they have one.

Houseless Gangers can be turned from one side to the other multiple times during a battle.

DESIGNER'S NOTE: HOUSELESS GANGERS

Houseless Gangers are loners and orphans from other gangs and can be represented by any appropriate model – players may choose to use the portions of their gangs who have been left out of the scenario. For simplicity, Houseless Gangers should use the following profile:

HOUSELESS GANGER

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

WEAPONS AND WARGEAR: AS MODEL

Houseless Gangers are armed and equipped as depicted on their models, and both players should take a moment at the beginning of the game to agree on what weapons and wargear each Houseless Ganger is carrying. Remember that both gangs have a chance of taking control of the Houseless Gangers and so the inclusion of heavily armed models is entirely reasonable provided both players accept these more deadly fighters might be used against them.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

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

VICTORY

If only one gang has any fighters left on the battlefield at the end of the battle, that gang is the winner. If neither gang has fighters left on the battlefield at the end, the battle ends in a draw.

REWARDS (NON-UPRISING CAMPAIGNS)

CREDITS

Both gangs add D3x10 credits to their stash for each Houseless Ganger under their control at the end of the game.

EXPERIENCE

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

A fighter who successfully coerces a Houseless Ganger away from the opposing gang earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

REWARDS (UPRISING CAMPAIGNS)

CREDITS (INSURRECTION PHASE)

Both gangs add D3x10 credits to their stash for each Houseless Ganger under their control at the end of the game.

STARVATION (DAMNATION PHASE)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action.

SCAVENGE (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

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

A fighter who successfully coerces a Houseless Ganger away from the opposing gang earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

UPRISING SCENARIO 6: SCAVENGE

Desperate for supplies, gangs loot the battlefield.

BATTLEFIELD

This scenario uses the Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew. Both gangs use the Custom Selection (D3+7) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment.

LOOTING THE BATTLEFIELD

Gangs are out for loot and will steal anything that's not nailed down – and some things that are! Players should roll 2D6 to determine the number of lootable objects. These can be loot caskets, barrels, consoles or any other small pieces of terrain. Players then take turns placing these objects on the battlefield, starting with the player who has Priority. Loot objects must be at least 6" from a board edge, and at least 3" from a battlefield object. .

A fighter within 1" of a loot object can make a L**oot (Double) action** to see if it contains anything useful. Roll a D6. On a 4, 5 or 6, the fighter finds something useful and their gang gains 1 point of loot. On a 1, the fighter has discovered a booby trap and the loot object explodes like a frag trap (**see page 71**). Regardless of the result of the roll, once a loot object has been interacted with, remove it from the battlefield.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when there are no more loot objects on the table or only one gang has fighters remaining on the battlefield.

VICTORY

The gang that gathered the most loot points (see Looting the Battlefield) is the winner. If both gangs have the same number of points and the battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS (NON-UPRISING CAMPAIGNS)

CREDITS

Gangs add D3x10 credits to their stash for each point of loot they have.

EXPERIENCE

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

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

REWARDS (UPRISING CAMPAIGNS)

CREDITS (INSURRECTION PHASE)

Gangs add D3x10 credits to their stash for each point of loot they have.

STARVATION PHASE (DAMNATION PHASE)

A gang adds one portion of Meat to their Stash for each enemy fighter taken Out of Action

SCAVENGE (DAMNATION PHASE)

Gangs add one Scavenging roll to their Stash for each point of loot their have.

EXPERIENCE

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

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

UPRISING (RESCUE) SCENARIO 7: PUBLIC EXECUTION

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

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend. If only one player has a Corpse Grinder, Helot Chaos Cults or Chaos Corrupted gang then they are the attacker regardless of who chose the scenario.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection (D3+7) method to choose their crew. The defender uses the Random Selection (D3+5) method to determine their crew. The remaining fighters in the defender's gang are held off the table as Reinforcements as described on page 119 of the Necromunda Rulebook.

DEPLOYMENT

The defender deploys their crew first, starting by placing the prisoner (see The Prisoner) in the centre of the battlefield, and then their fighters within 6" of the prisoner. The attacker then deploys their crew within 2" of any battlefield edge.

EXECUTION CLOCK

The attacker only has a short time before the prisoner meets their end. Place a D6 next to the prisoner or on the edge of the battlefield with the number six face-up. This dice represents the Execution Clock and counts down the prisoner's last moments.

In the End phase of any round, the clock is temporarily halted until the next End phase if:

- The attacker has at least one Standing and Active fighter within 3" of the prisoner.
- No fighter in the defending gang can draw a line of sight to any fighters in the attacker's gang.
- One of the attacking fighters is in possession of and able to use a chrono crystal (**see page 72**).

In the End phase of a round in which the clock was not temporarily halted, turn the dice to reduce the number shown by one for each of the following:

- IF the defender has at least one Active fighter within 3" of the prisoner.
- If one or more defenders were taken Out of Action this round.If the defending gang's Leader was taken Out of Action.

When the dice would count down to 0 or less, roll an Injury dice for the prisoner. On any result other than a Flesh Wound, they are removed from the battlefield and the execution is successful. On a result of a Flesh Wound, they are taking their time to die. Roll for them again in the following End phase, adding another Injury dice to the roll for each round they have been dying.

THE PRISONER

The prisoner is well-restrained and consigned to their fate. A prisoner can be represented by a token or any appropriate model in either players' collection. Until freed by the attacker, the prisoner takes no part in the battle, cannot be targeted by attacks and is unaffected by area effect attacks such as Blast makers. An attacking fighter may free the prisoner as a Double action if they begin their activation within 1" of them. Once freed, the prisoner will attempt to flee the battlefield. Once the prisoner has been freed, the Execution Clock rules no longer apply – the prisoner has slipped the noose!

In the End phase, the attacker moves the prisoner 3D6" toward the nearest board edge, remaining at least 1" away from enemy fighters. The fleeing prisoner counts as a fighter for all purposes and can be targeted by the defending gang (use the Ganger, or equivalent, profile from your gang's House List). The prisoner never gains a Ready marker and will flee again in each End phase as detailed above. As soon as the prisoner reaches the board edge, remove them from the table.

REINFORCEMENTS

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

DESIGNER'S NOTE: RESCUING GANGERS

If the attacker chooses, this scenario can be played in place of the Rescue Mission scenario (see page 134 of the Necromunda Rulebook) to recover a fighter who has been Captured. The prisoner is replaced with the Captured fighter. If they are freed, they do not automatically flee the battlefield; instead they become Ready and join the attacker's crew armed with the weapons on their Fighter card (it can be assumed the attackers brought some extra guns with them).

If the attacker does not manage to save the Captive fighter, however, they are removed from the attacker's gang roster just as if they had been Sold to the Guilders or Disposed of.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when the prisoner is removed from the battlefield or only one gang has fighters remaining on the battlefield.

VICTORY

If the prisoner was executed then the defender wins, if the prisoner escaped the battlefield, the attacker is victorious. If the prisoner was still on the battlefield at the end of the battle and the battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS (NON-UPRISING CAMPAIGNS)

CREDITS

The attacker adds 2D6x10 credits to their gang's stash if they successfully save the prisoner.

The defender adds D6x10 credits to their gang's stash if they successfully execute the prisoner.

EXPERIENCE

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

The fighter who frees the prisoner earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

REWARDS (UPRISING CAMPAIGNS)

CREDITS (INSURRECTION PHASE ONLY)

The attacker adds 2D6x10 credits to their gang's stash if they successfully save the prisoner.

The defender adds D6x10 credits to their gang's stash if they successfully execute the prisoner.

STARVATION (DAMNATION PHASE)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action.

SCAVENGE (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

The fighter who frees the prisoner earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

UPRISING SCENARIO 8: TAKEOVER

By order of Lord Helmawr, I seize this territory!

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines, with the exception of placing three landmarks (see below).

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection (10) method to choose their crew while the defender uses the Random Selection (10) to select their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment with the exception of the Surprise Assault rule (see below).

SURPRISE ASSAULT

The attacker is making a prepared assault against the defender's territory. In this scenario the attacker always deploys first.

LANDMARKS

In this scenario the attacker is attempting to capture a number of key points – or landmarks – to take control of the local area. When setting up the table the defender should designate three landmarks. This can be any point on the battlefield, and can be represented by either a token or piece of terrain. Landmarks should be placed no further than 18" from the centre of the battlefield and no closer than 12" to another landmark (if the landmark is a piece of terrain, measure these distances from its centre). Landmarks cannot be placed within or surrounded by impassable terrain.

At the beginning of the battle the defender is considered to control all landmarks. For the attacker to take control of a landmark, they must have more fighters than the defender within 3" of the landmark (or 3" of the landmark's centre point if it is a piece of terrain) in the End phase. Once a landmark has been captured, it remains in the control of the attacker.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle finishes at the end of round 10, at the end of any round in which the attacker has captured all three landmarks, or if at the start of any round only one gang has fighters remaining on the battlefield.

VICTORY

If the attacker captures all three landmarks or there are only attacking fighters left on the battlefield at the end of any round, the attackers are victorious, otherwise the defender wins.

REWARDS (NON-UPRISING CAMPAIGNS ONLY)

CREDITS

The attacker adds D6x10 credits to their gang's stash for each landmark they capture.

The defender adds 2D6x10 credits to their gang's stash if they are the winner.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

A fighter who participates in the capture of a landmark earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation

REWARDS (UPRISING CAMPAIGNS ONLY)

CREDITS (INSURRECTION PHASE)

The attacker adds D6x10 credits to their gang's stash for each landmark they capture.

The defender adds 2D6x10 credits to their gang's stash if they are the winner.

STARVATION (DAMNATION PHASE)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action.

SCAVENGE (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

A fighter who participates in the capture of a landmark earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation

UPRISING SCENARIO 9: HUNT THEM DOWN

Run for your lives!

BATTLEFIELD

This is a Zone Mortalis scenario. The attacker sets up the battlefield by placing Zone Mortalis tiles so that it is two tiles wide and three tiles long. When setting up the tiles, it should be possible for fighters to traverse the battlefield from one short edge to the other.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the Necromunda Rulebook. The defender use the Random Selection (D3+3) method to choose their crew. The attackers uses the Custom Selection method to choose their crew, however, their fighters will enter the battlefield as detailed in the Relentless Hunters rules (see below)

DEPLOYMENT

At the beginning of the game the defender deploys their fighters in base contact with either short battlefield edge. The edge they choose is known as the Trailing edge, while the opposite short edge is known as the Leading edge (see the Freedom Road rule). The attacker does not deploy any fighters on the table at the start of the game.

FREEDOM ROAD

The defenders have been discovered trying to sneak through the attackers' turf and now must make their escape. In the End phase if there is a defending fighter within 2" of the Leading edge, the two tiles closest to the Trailing edge are removed. Attacking fighters on these tiles are placed to one side, and may return using the Relentless Hunters rule. Defending fighters on these tiles are considered to have gone Out of Action and, in a campaign game, a single roll on the Lasting Injuries table is made.

The attacker then places two tiles in contact with the Leading edge, effectively extending the battlefield but maintaining the battlefield's two tile width and three tile length. These do not need to be the two tiles that have just been removed, but the tiles chosen and the way they are placed must still allow fighters to traverse them, as described previously. The attacker can then set up doors and terrain on these tiles. These tiles now contain the Leading edge, while the edge furthest from them becomes the new Trailing edge.

RELENTLESS HUNTERS

The attackers have discovered enemies in their territory and are going to make them pay! At the beginning of the second round, the attacker rolls D3+3 and randomly chooses that many fighters from their fighter deck. These are placed in contact with the defender's edge of the battlefield, though may not be placed in base contact with an enemy fighter. These fighters gain Ready tokens and may activate as normal. At the start of each round thereafter the attacker may place D3 additional fighters on the battlefield until their entire gang has been deployed. These can be placed either in contact with the defender's edge of the battlefield or any edge of the battlefield within 8" of an already deployed friendly fighter.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends at the end of round 9 or if at the start of any round only one gang has fighters remaining on the battlefield.

VICTORY

If at the end of any round there are only attacking fighters left on the battlefield, the attacker is victorious, otherwise the defender wins.

REWARDS (NON-UPRISING CAMPAIGNS ONLY)

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

An attacking fighter who takes one of the defender's fighters Out of Action earns 1 Experience point.

Any defending fighter on the battlefield at the end of the game earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

REWARDS (UPRISING CAMPAIGNS ONLY)

STARVATION (DAMNATION PHASE)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action.

SCAVENGE (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

An attacking fighter who takes one of the defender's fighters Out of Action earns 1 Experience point.

Any defending fighter on the battlefield at the end of the game earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

UPRISING SCENARIO 10: RITUAL

A tear in the veil.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend. If only one player has a Corpse Grinder, Helot Chaos Cults or Chaos Corrupted gang then they are the defender regardless of who chose the scenario.

CREWS

This scenario uses the standard rules for choosing a crew,. The attacker uses the Custom Selection (10) method to choose their crew while the defender uses the Random Selection (10) method to choose their crew.

DEPLOYMENT

The defender deploys their fighters anywhere within 12" of the centre of the battlefield. The attacker then deploys their fighters in base contact with any edge of the battlefield.

RITUAL LEADER

After deploying their fighters, the defender chooses one of their fighters to be the Ritual Leader – this can be any member of their crew. The Ritual Leader must not be disturbed if they are to complete the ritual and as long as they are the leader, they will not activate and can take no actions. If the Ritual Leader is Seriously Injured or taken Out of Action, the defender can nominate a different fighter as the Ritual Leader at the start of the following round.

DAEMONIC ENERGIES

As the ritual nears completion, daemonic energies begin to ravage the battlefield. In the End phase if there is an Active Ritual Leader on the battlefield, the defender places a Ritual token. As soon as there is at least one Ritual token in play, the defender then rolls on the Daemonic Ritual table below, adding the number of Ritual tokens to the result. Note that the results on the ritual table are cumulative – so for instance, if the Dancers on the Threshold result was generated, then the Screams from the Beyond and the Tendrils of Madness effects would also be applied.

DAEMONIC RITUAL

D6 + Ritual	Result
3 or less	**The Veil Weakens**: Eerie noises and ethereal lights fill the battlefield but otherwise there are no additional
4-6	**Tendrils of Madness:** All fighters on the battlefield, with the exception of the Ritual Leader gain the Insanity condition (**see page 22**).
7-9	**Screams from the Beyond:** All fighters suffer a -2 penalty to Willpower and Cool checks, and group activations cannot be taken.
10-12	**Dancers on the Threshold**: Randomly select one of the fighters on the battlefield. This fighter becomes possessed by a Daemon (**see Deamonic Possession scenario, page 396**).
13+	**The Warp Vomits Forth:** All attackers on the battlefield must make a Willpower check. Those that fail must roll an Injury dice and apply the results. The game then ends.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends if a The Warp Vomits Forth result is rolled on the Daemonic Ritual table. The game also ends if at the start of any round one side has fighters on the battlefield and their opponent does not.

VICTORY

If the defender generates a The Warp Vomits Forth result on the Daemonic Ritual table, they are victorious. Alternatively, if at the start of any round one side has fighters on the battlefield and their opponent does not then they are the winner.

REWARDS (NON-UPRISING CAMPAIGNS ONLY)

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Any fighter still on the battlefield at the end of the game earns 1 Experience point.

Any fighter who destroys a Daemon earns D3 Experience points.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation

REWARDS (UPRISING CAMPAIGNS ONLY)

STARVATION (DAMNATION PHASE)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action.

SCAVENGE (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Any fighter still on the battlefield at the end of the game earns 1 Experience point.

Any fighter who destroys a Daemon earns D3 Experience points.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation

UPRISING SCENARIO 11: BLOOD RITES

A dark offering for the gods.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend. If only one player has a Corpse Grinder, Helot Chaos Cults or Chaos Corrupted gang then they are the attacker regardless of who chose the scenario.

CREWS

This scenario uses the standard rules for choosing a crew. The attacker uses the Custom Selection (10) method to choose their crew while the defender uses the Random Selection (D3+3) method. The defender's remaining fighters are held off the table as Reinforcements as described on page 119 of the Necromunda Rulebook.

DEPLOYMENT

This scenario uses the standard rules for deployment.

SACRIFICES

The attacker is seeking to stain the ground with a blood offering. When a fighter is taken Out of Action, roll on the Lasting Injuries table as normal, but do not remove them from the battlefield. Instead they are placed face-down if they were not already and become a 'downed fighter'. The fighter is still considered to have been taken Out of Action and will no longer gain Ready markers or be able to take actions for any reason. Fighters can move downed fighters with a **Drag (Double) action**, moving both themselves and the downed fighter up to their Movement value.

Attacking fighters in base contact with a downed fighter can take the **Blood Ritual (Double) action.** Each time this action is taken, the attacker gains a Blood token (this can be represented by a dice or appropriate marker). The downed fighter must then immediately make a Toughness check. If this check is passed, the downed fighter remains on the battlefield, otherwise remove the fighter.

REINFORCEMENTS

The defender uses Reinforcements (see page 119 of the Necromunda Rulebook). At the end of the second round, and each round thereafter, a random fighter will arrive in the End phase.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends at the end of round 9 or if at the start of any round only one gang has fighters remaining on the battlefield.

VICTORY

If the attacker has 5 or more Blood tokens when the battle ends, or if at the end of any round there are only attacking fighters left on the battlefield, the attacker is victorious. Otherwise, the defender wins.

REWARDS (NON-UPRISING CAMPAIGNS ONLY)

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Any attacking fighter who generates a Blood token earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

REWARDS (UPRISING CAMPAIGNS ONLY)

STARVATION (DAMNATION PHASE)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action.

SCAVENGE (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Any attacking fighter who generates a Blood token earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

UPRISING SCENARIO 12: SLAUGHTER

Hack, savage, murder, kill!

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

CREWS

This scenario uses the standard rules for choosing a crew. Both players use the Random Selection (D3+7) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment.

BLOODLUST

Daemonic fury saturates the battlefield, driving fighters insane with bloodlust. All ranged attacks suffer a -2 to hit in addition to any other modifiers. In addition, after a fighter declares they are making a ranged attack action, they must make a Willpower, check. If the check is successful they may take the action as normal. However if it fails, the action is wasted and no ranged attack is made.

Whenever a fighter activates, they must roll 2D6 and add their Strength. If the result is 10 or more, they must either charge the nearest enemy (if possible) or use both their actions to get as close as possible to the nearest enemy. If the result is 14 or higher, they will charge the closest fighter (friend or foe) and attack them. If there is no one within their charge range, roll an Injury dice for them instead and apply the results.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends if at the start of any round only one gang has fighters remaining on the battlefield.

VICTORY

If at the start of any round one gang has fighters left on the battlefield and their opponent does not then they are the winner.

REWARDS (NON-UPRISING CAMPAIGNS ONLY)

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Any fighter who takes an enemy Out of Action with a melee weapon earns 1 Experience point.

Each fighter still on the battlefield at the end of the game earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

REWARDS (UPRISING CAMPAIGNS ONLY)

STARVATION (DAMNATION PHASE)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action.

SCAVENGE (DAMNATION PHASE)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Any fighter who takes an enemy Out of Action with a melee weapon earns 1 Experience point.

Each fighter still on the battlefield at the end of the game earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

MULTI-PLAYER SCENARIOS
SCENARIO 1: GANG MOOT

A gang parlay gets bloody!

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules.

CREWS

This scenario uses the standard rules for choosing a crew, with the exception that players must include their Leader in their crew. The rest of their crew is created using Random Selection (D3+5).

TACTICS CARDS

Each player should shuffle their Tactics Card deck and randomly draw two cards.

DEPLOYMENT

Players place their Leaders within 6" of the centre of the board. Use Priority to determine the order in which the Leaders are placed. Each player then takes turns placing their fighters anywhere on the board, at least 12" from a Leader and 6" from any already deployed fighter (friend or foe).

OBJECTIVES

The gangs are meeting to hammer out a treaty or settle some other kind of business – when suddenly, someone goes for a gun!

SPECIAL RULE: PARLAY

At the start of the game, only the Leaders are Ready, all other fighters are unaware that their allies are about to become enemies. When a fighter makes any Shoot action (unless their weapon has the Silent trait) all other fighters within 12" that are not Ready can make an Intelligence test. Those that pass immediately become Ready. Fighters attacked in close combat or hit with a shooting attack also become Ready (as long as they survive). In the End phase, each player may move their fighters that are not Ready 6" in any direction.

ARBITRATING THE SCENARIO

The Arbitrator can field their own gang of watchmen to add to the carnage, the Leader of the watchmen might be taking part in the parley or adjudicating it.

Alternatively, the commotion of the moot going south might summon lawmen, and they could turn up using the Reinforcement rules with a mission to arrest the Leaders and make them pay for disturbing the peace.

ENDING THE BATTLE

If only one gang has fighters left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

One gang wins if, at the end of the battle, their Leader is still on the battlefield and is not Seriously Injured. Any other result is a draw between all of the participants.

REWARDS (CAMPAIGN ONLY)

EXPERIENCE

- Each fighter gains 1 XP for taking part, and an additional 1 XP for each enemy fighter that they take Out of Action. The last Leader on the board gains D6 XP.

REPUTATION

- Each gang gains 1 Reputation for showing up, plus 2 extra Reputation if one of their fighters takes an enemy Leader Out of Action.
- The gang whose Leader is the last Leader standing earns an additional 3 Reputation.

SCENARIO 2: PITFIGHT

Chosen champions fight for the honour of their gang.

BATTLEFIELD

This scenario uses the standard Battlefield Set- up rules. It is advisable to make the battlefield no larger than 24" x 24" – alternatively, players can use the interior of the Necromunda: Underhive box to represent a deadly fighting pit.

CREWS

Each player chooses one of their Champions.

TACTICS CARDS

Each player may choose one Tactics card from their deck.

DEPLOYMENT

Players take turns placing their Champions in contact with one of the battlefield edges and at least 12" from an already deployed Champion.

OBJECTIVES

Champions have been selected to fight for their gang's honour. The last Champion standing will be declared victorious.

SPECIAL RULE: IT'S ONLY A SCRATCH !

No one likes a quick fight, and the Champions know that they need to put on a show with lots of blood. For this scenario, fighters ignore Flesh Wound results on the Injury dice and treat Seriously Injured results as Flesh Wounds instead. Fighters cannot take the Coup de Grace action – no easy deaths!

SPECIAL RULE: ROUND ONE…

Pitfights have rules... after a fashion. For the first two rounds, no Ranged weapons or Grenades may be used. In rounds three and four, no Ranged weapons with the Unwieldy trait or Grenades may be used. From round five onwards, all weapons may be used.

ARBITRATING THE SCENARIO

The Arbitrator can act as arena overseer, setting up the battlefield and controlling its perils. In addition to the placement of doors, gantries and barricades, during the End phase, the Arbitrator can add pitfalls, frag or melta traps, ducts or other features to the battlefield.

ENDING THE BATTLE

The battle ends when only one Champion remains on the battlefield. If, at the end of any round, all of the Champions have gone Out of Action, the battle will end.

VICTORY

The gang with the last Champion standing is the winner. If there are no Champions left at the end of the game, it is a draw between all the participants.

REWARDS (CAMPAIGN ONLY)

CREDITS

The victorious Champion wins D6x5 credits for each other Champion that took part in the fight.

EXPERIENCE

- Each Champion gains 1 XP for taking part, and an additional 1 XP for each enemy they take Out of Action. The victorious Champion gains D3 XP.

REPUTATION

- Each gang gains 1 Reputation for showing up, plus 2 extra Reputation if their Champion survives to round six.
- The gang whose Champion wins earns an additional 4 Reputation.

UPRISING MULTI-PLAYER SCENARIOS

Sometimes multiple gangs meet to settle their differences at the same time. This could be because they are abiding by the unwritten laws of the underhive and offering up chosen champions to fight for their honour, or because external forces have thrown fighters from different gangs together, and they must now fight to survive (as well as each other). Sometimes it is simple dumb luck that sees several gangs converge on the same prize at the same time or blunder into each other in the dark. In these instances gang skirmishes can turn rapidly into pitched battles, with firepower to rival any battlefield in the 41stMillennium. The only thing that can be sure is any confrontation between multiple gangs will be a bloody and brutal affair.

These scenarios focus on the influence of dark powers and the savage nature of cults on Necromunda, in which gangs may find themselves struggling to survive or simply joining in on the mayhem.

DESIGNER'S NOTE: SETTING UP MULTI-PLAYER GAMES

Multi-player games can be a great way to kick off a Necromunda campaign, or bring one to a close. These kinds of games are also a good way to introduce new players and gangs into existing campaigns, as it allows weaker gangs and more inexperienced players to fight it out without being the sole focus of their opponent. When setting up a multi-player game, the Arbitrator should consider the relative strengths of the different gangs involved, and potentially adjust the scenario to suit. This could mean placing the strongest gangs in the most exposed place on the battlefield – or farthest from the objective – or even having the stronger gangs randomly select their crews while the weaker gangs get to choose their fighters.

UPRISING MP SCENARIO 1: MEEEEEEEEEAT!

A group of survivorsis surroundedby crazedcannibals!

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines,.

CREWS

This scenario uses the standard rules for choosing a crew,. Players use the Random Selection (D3) method to choose their crew.

DEPLOYMENT

The players deploy their crews within 12" of the centre of the battlefield, starting with the player who has priority.

After each player has deployed their crew, players take turns placing Cannibals on the battlefield – once again starting with the player with priority. Cannibals can be represented by tokens or any suitable models (Warhammer Age of Sigmar Crypt Ghoul models are particularly appropriate). At the start of the game there should be three times as many Cannibals as there are other fighters. When placing Cannibals, they must be placed within 6" of a battlefield edge

CRAZED CANNIBALS

Fighters from several gangs find themselves thrown together in the midst of a cannibal feeding frenzy! Cannibals have the following profile

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6”	4+	5+	3	4	1	4+	1	9+	4+	6+	10+

WEAPONS AND WARGEAR: Claws and Teeth (count as unarmed attacks)

SKILLS: True Grit, Unstoppable, Nerves of Steel

SPECIAL RULES

Cannibals are treated as fighters in all respects. However they will only activate in the End phase and cannot choose not to use their skills if able. In the End phase players take turns controlling each Cannibal, starting with the player who has priority. Cannibals can take any action normally allowed to a fighter, though must adhere to the following rules:

- They must charge a fighter controlled by one of the players if they are able
- If they are Engaged they must take Fight actions

If neither of the above apply, they must use their actions to move toward the closest fighter controlled by one of the players.

Players should keep track of how many Cannibals their fighters take Out of Action as this may be a victory condition.

DRAWN TO THE SCENT OF DEATH

As the battle progresses, more and more Cannibals are drawn to the fight by the smell of blood. At the start of the End phase, before moving any Cannibals, players take turns placing D3+3 Cannibals anywhere within 6" of the edge of the battlefield, starting with the player who has priority. These Cannibals cannot be placed within 1" of an already deployed fighter, though they may activate this round as normal.

TACTICS CARDS

The defender may choose two Tactics cards from their Tactics deck. The player or players with the lowest total crew rating may draw an additional random Tactic card.

ENDING THE BATTLE

The battle ends at the end of round 9, or if at the start of any round only one gang has fighters remaining on the battlefield.

VICTORY

If only one gang has fighters on the battlefield at the end of the battle, they are the winner. Otherwise, the winner is the gang who took the most Cannibals Out of Action.

REWARDS (CAMPAIGNS ONLY)

STARVATION (UPRISING DAMNATION PHASE ONLY)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action

SCAVENGE (UPRISING DAMNATION PHASE ONLY)

The victorious gang may add one Scavenging roll to their Stash..

EXPERIENCE

Fighters that took part in the battle gain 1 Experience point.

Any fighter still on the battlefield at the end of the game gains an additional D3 Experience points.

REPUTATION

Any gang with fighters on the battlefield at the end of the game earns D3 Reputation for their gang.

UPRISING MP SCENARIO 2: DAEMONIC POSSESSION

A Daemon is loose within the hive.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

CREWS

This scenario uses the standard rules for choosing a crew. Each player uses the Random Selection (6) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment.

THE DAEMON

One of the fighters is secretly harbouring a daemonic entity that will manifest fully and take possession of that fighter, before leaping from fighter to fighter to spread havoc and evade destruction.

At the beginning of the battle, before deployment, each player should roll a D6. The player that rolls the lowest (re-rolling ties) has a Daemon hiding within their crew! To determine which fighter harbours the Daemon, that player should shuffle their Fighter cards together and draw one at random.

In the End phase of each round, the player who controls the fighter that harbours the Daemon rolls a D6. On a 5+, the Daemon manifests and takes possession of the fighter. If the Daemon has already manifested, it will leap to another fighter and take possession of them.

When the Daemon leaps to another fighter, it will leap to the closest Standing fighter and immediately take possession of them. If two Standing fighters are equally close, roll a D6 to determine which becomes possessed. Once the Daemon has leapt to another fighter, its previous host becomes subject to the Insanity condition (**see page 22**).

POSSESSED FIGHTERS

Whilst possessed, a fighter improves their Strength, Movement, Attacks and Willpower characteristics by 3. The fighter cannot make use of any ranged weapons they carry but, for as long as the Daemon has possession of the fighter, will become a Psyker (see page 75 of the *Necromunda Rulebook*). The possessed fighter has the Non-Sanctioned Psyker skill and knows the Psychic Vomit Wyrd Power.

Possessed fighters automatically pass any Cool checks they are required to make and cannot be Pinned. Finally, should a possessed fighter become Seriously Injured or be taken Out of Action as the result of a ranged attack, the Daemon immediately leaps to another fighter, as described on page 85.

Psychic Vomit (Basic): Corrupt energy erupts from the possessed fighter's eyes or outstretched hands, engulfing the enemy. Immediately make a ranged attack with the following weapon:

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Psychic Vomit	-	T	-	-	2	-	1	-	Blaze, Template

Creature of the Warp: When rolling on the Perils of the Warp table, a Possessed fighter treats a roll of 9-12 as Warp Surge! – being already possessed by a Daemon, they can not suffer Daemonic Possession.

UNDERHIVE EXORCISM

Should a possessed fighter become Seriously Injured or be taken Out of Action as the result of an attack made by a weapon with the Melee trait or by a **Coup De Grace (Simple) action**, there is a chance the Daemon will be exorcised. Roll a D6. On the roll of a 5 or 6, the Daemon has been exorcised. On any other result, the Daemon immediately leaps to another fighter, as described previously.

BLOOD FOR THE WARP

The Daemon thirsts for the blood of mortals! Each time that the player controlling the Daemon takes an enemy fighter Out of Action, they will score 1 Victory point. The player who exorcises the Daemon scores 6 Victory points.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. The player or players with the lowest total crew rating may draw an additional random Tactics card.

ENDING THE BATTLE

The battle ends immediately once an Underhive Exorcism is performed. Alternatively, if either gang has no fighters

left on the battlefield at the end of any round, the battle ends immediately.

VICTORY

The gang with the most Victory points (see Blood for the Warp) is the winner. If two or more gangs have the same number of Victory points then the gang with the most fighters on the battlefield at the end of the battle is the winner.

REWARDS (CAMPAIGNS ONLY)

STARVATION (UPRISING DAMNATION PHASE ONLY)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action

SCAVENGE (UPRISING DAMNATION PHASE ONLY)

The victorious gang may add one Scavenging roll to their Stash..

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Any fighter who is possessed by the Daemon and still on the battlefield at the end of the game earns D3 Experience points.

The fighter who destroys the Daemon earns D6 Experience points.

REPUTATION

The victorious gang gains D3 Reputation.

If any gang bottled out, they lose 1 Reputation.

UPRISING MP SCENARIO 3: MEAT FOR THE GRINDER

The weak become meat.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

CREWS

This scenario uses the standard rules for choosing a crew. Each player uses the Custom Selection (3) method to choose their crew. However, the three fighters they choose must be the three members of their gang with the lowest cost.

DEPLOYMENT

This scenario uses the standard rules for deployment.

DESPERATION

To prove their worth in a society turned even more savage and ruthless, the weakest members of the gang must fight it out. For this initiation the fighters are desperate to prove themselves and will go to great lengths to stay in the fight. For the duration of this scenario all fighters are considered to have the True Grit, Iron Jaw and Unstoppable skills if they do not already possess them. In addition, fighters may use weapons not normally allowed to them (see Scavenged Weaponry).

SCAVENGED WEAPONRY

Fighters in this scenario begin the game without any of their weapons or wargear – these are considered to be safely back in the gang's Stash. Instead they must scavenge weapons from the battlefield. After both sides have deployed their crews, but before the first round begins, each player takes turns – starting with the player who has priority – to place two loot caskets or tokens on the battlefield. These caskets or tokens cannot be placed within 10" of a fighter or within 4" of another casket or token.

A fighter in base contact with one of these caskets or tokens can take a **Loot (Basic) action** to remove it to gain a random weapon. Roll on the table below to see what kind of weapon it is. If a fighter with a weapon is taken Out of Action, make a note of what weapon they were carrying and place a marker on the spot they were killed on. Other fighters may then pick up this weapon with a **Loot (Basic) action**.

SCAVENGED WEAPONS

2D6	Weapon
2	Heavy Stubber
3	Flamer
4	Autogun
5	Shotgun with Solid and Scatter ammo
6	Autopistol
7	Stub Gun
8	Axe
9	Stiletto Knife
10	Sword
11	Power Axe
12	Heavy Rock Cutter

Note: Scavenged Weapons are of the poorest quality and are considered to have automatically failed an Ammo check after they are used, regardless of the result of the Firepower dice.

DESIGNER'S NOTE: SCAVENGED WEAPONS

To help remember which fighters are armed with which scavenged weapons, players can replace their models with those carrying appropriate equipment. Alternatively, if players have spare weapons from their bits box, these could be placed on or next to the fighter's base to denote they are carrying the weapon. Spare weapons can also be left on the battlefield in place of a marker if the fighter is killed, allowing other fighters to pick it up.

TACTICS CARDS

Each player may draw two random Tactics cards from their Tactics deck. The player or players with the lowest total crew rating may draw an additional random Tactics card.

ENDING THE BATTLE

The battle ends at the end of any round in which only one gang has fighters left on the battlefield.

VICTORY

If only one gang has fighters left on the battlefield at the end of the battle, they are victorious. If more than one gang has fighters left on the battlefield at the end of the battle and the battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS (IN UPRISING, INSURRECTION PHASE ONLY)

The victorious player can sell off the scavenged weapons (otherwise they are lost) for 2D6x10 credits. These credits are immediately added to their gang's Stash.

STARVATION (UPRISING DAMNATION PHASE ONLY)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action

SCAVENGE (UPRISING DAMNATION PHASE ONLY)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Any fighters that are still on the battlefield at the end of the battle earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If any gang bottled out, they lose 1 Reputation.

UPRISING MP SCENARIO 4: URBAN RENEWAL

Bring it down!

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines. When setting up the battlefield, players should place a large piece of terrain in the centre of the table. In a game of Zone Mortalis, this piece of terrain can be represented by a pillar or similar piece of hive structure. This piece of terrain is known as the Structure.

CREWS

This scenario uses the standard rules for choosing a crew. Players use the Custom Selection (6) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment.

DESTRUCTIBLE TERRAIN

In this scenario the gangs are attempting to be the first to bring down a dome, ideally while causing lots of damage to their rivals. Fighters can attack the Structure with either ranged or melee attacks just as if it were another fighter. Melee attacks automatically hit. Ranged attacks cannot be made against the Structure from further than 12" away as they need to hit precise locations. The Structure has a Toughness of 9 and 10 wounds. When it loses its last wound, it is destroyed and removed from the battlefield.

Once the Structure has been destroyed, the dome will start to collapse and the fighters must run for their lives! In the End phase, if the Structure is destroyed measure out an area 6" from the centre of the battlefield. This area is now counted as impassable terrain and any fighters in this area are removed from the battlefield and must roll an Injury dice. In each subsequent End phase this radius will increase by 6" (i.e. 12", then 18", etc), until the entire battlefield is impassable.

Once the Structure has been destroyed, fighters may move off the battlefield via any edge. Fighters who leave the table in this way count as being Out of Action but do not need to roll on the Lasting Injuries table.

COLLATERAL DAMAGE

Each time the Structure takes damage, the whole battlefield shudders and debris rains down from above. All fighters on the battlefield must make an Initiative check or become pinned (potentially falling if they are within 1" of a ledge). If a natural dice roll of 1 is rolled for this check, the fighter takes a Strength 3 hit in addition to being Pinned.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. The player or players with the lowest total crew rating may draw an additional random Tactics card.

ENDING THE BATTLE

The battle ends once the entire battlefield becomes impassable, or if at the start of any round there is only one gang that has any fighters remaining on the battlefield.

VICTORY

The gang with the most fighters to escape the battlefield is the winner, provided they did at least 1 point of damage to the Structure. If more than one gang had the same number of fighters escape the battlefield, the gang who dealt the most damage to the Structure is the winner. Otherwise, the battle ends in a draw.

REWARDS (CAMPAIGNS ONLY)

STARVATION (UPRISING DAMNATION PHASE ONLY)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action

SCAVENGE (UPRISING DAMNATION PHASE ONLY)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

Each fighter who dealt damage to the Structure earns 1 Experience point.

Each fighter who successfully escaped the battlefield earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

Any gang who had at least one fighter escape the battlefield gains 1 Reputation.

If any gang bottled out, they lose 1 Reputation.

UPRISING MP SCENARIO 5: WAR IN THE SHADOWS

Scouts fight it out to gain a toehold for their gangs.

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

CREWS

This scenario uses the standard rules for choosing a crew. Players use the Custom Selection (1) method to choose their crew. The chosen fighter may not be their Leader or a Champion, and may not have a Wounds characteristic of more than 1. The remaining fighters in each player's gang are held off the table as Reinforcements as described on page 119 of the *Necromunda Rulebook*

DEPLOYMENT

Fighters do not begin the battle on the battlefield, but will move onto the battlefield after the battle has begun using the Forward Scouts rule.

FORWARD SCOUTS

The purpose of the player's starting crew is to act as scouts, infiltrating the battlefield and taking out any enemy scouts they encounter. In the first turn, starting with the player who has priority, each player takes turns placing one of their fighters anywhere on the battlefield. These fighters cannot be placed in base contact with another fighter and must be out of line of sight of all enemy fighters. Once placed, the fighter becomes Ready and may immediately activate and perform a single (Simple) or (Basic) action.

REINFORCEMENTS

Players use Reinforcements as detailed on page 119 of the Necromunda Rulebook. In the End phase of the second round, and each round thereafter, a random fighter will arrive on the battlefield. This fighter must be deployed within 2" of a friendly fighter. Reinforcements cannot be deployed in line of sight of any enemy fighters. If there are no friendly fighters on the battlefield or if there are no places they cannot be placed outside of enemy line of sight then they may not be deployed.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. The player or players with the lowest total crew rating may draw an additional random Tactics card.

ENDING THE BATTLE

The battle finishes at the end of round 10 or if only one gang has any fighters remaining on the battlefield at the end of any round.

VICTORY

The gang with the most fighters on the battlefield at the end of the battle is the winner. If two or more gangs have the same number of fighters on the battlefield at the end of the battle, the gang who Seriously Injured or took Out of Action the most enemy fighters is the winner.

REWARDS (CAMPAIGNS ONLY)

STARVATION (UPRISING DAMNATION PHASE ONLY)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action

SCAVENGE (UPRISING DAMNATION PHASE ONLY)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that took part in the battle earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If any gang bottled out, they lose 1 Reputation.

UPRISING MP SCENARIO 6: ENDTIMES

And so the world ends…

BATTLEFIELD

This scenario uses the Battlefield Set-up guidelines.

CREWS

This scenario uses the standard rules for choosing a crew,. Players use the Custom Selection (10) method to choose their crews.

DEPLOYMENT

This scenario uses the standard rules for deployment.

IT'S THE END OF THE WORLD

The last hours of the hive are at hand and all that remains is for the remaining survivors to battle it out to the bitter end. At the start of each round, players should consult the End Times table and apply the results depending on the round number. All effects are cumulative.

END TIMES

Round	Effect
1-3	**Insanity Reigns:** At the beginning of the round each fighter on the battlefield must make a Willpower check or gain an Insanity marker.
4-6	**4-6 Spontaneous Mutation:** Roll a D6 for any fighter suffering from the Insanity condition and apply the following random characteristic bonus for the duration of the round:

D6	Result
1	+2 Strength
2	+2" Movement
3	+1 Attacks
4	+1 Initiative
5	+2 Toughness
6	+3 Attacks
7+	Daemonic Incursion:When a fighter is taken Out of Action, place the 5" Blast marker on them before removing them from the battlefield. Any fighter touched by this marker becomes possessed by a Daemon (**see page 396**). Note that unlike the Daemonic Possession scenario, these Daemons will not jump between bodies and remain in play until they are exorcised by an Underhive Exorcism or the battle ends.

THE LAST STRATOPLANE

What little hope survives for the gangs is to reach the last stratoplane fleeing the dying hive. In the End phase of round 3, and in each subsequent round, the players should roll a D6. On a 5+ the transport arrives. When it arrives, place a marker in the centre of the table to represent the transport's cargo ramp (alternatively if players have an appropriate aircraft model they could place that on the battlefield instead). Then roll the Scatter dice and move the marker 12" in the direction indicated (moving the marker or model so it is not touching any impassable terrain).

Fighters can embark on the transport, and be removed from the battlefield, if they end their movement in base contact with the marker. Fighters may also disembark the transport by being placed in contact with the marker at the start of any round. A fighter may not both embark and disembark in the same round. In the End phase, a single embarked fighter can make an Intelligence check to make the transport depart. If two or more players have fighters on the transport, each player with at least one embarked fighter must roll a D6 and add the number of their embarked fighters, re-rolling any ties. The player who rolled highest is currently in control of the transport and can choose either to attempt to take off or remain grounded this round.

TACTICS CARDS

Each player may choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when the transport departs or if at the start of any round only one gang has any fighters remaining on the battlefield.

VICTORY

The gang with the most fighters on the transport when it departs is the winner. If more than one gang has the same number of fighters on the transport then the gang with the most surviving fighters on the battlefield is the winner.

REWARDS (CAMPAIGNS ONLY)

STARVATION (UPRISING DAMNATION PHASE ONLY)

A gang will gain 1 portion of Meat for each enemy fighter they took Out of Action

SCAVENGE (UPRISING DAMNATION PHASE ONLY)

The victorious gang may add one Scavenging roll to their Stash.

EXPERIENCE

Each fighter that made it to the transport earns D3 Experience points.

Any fighter who destroys a Daemon earns D3 Experience points.

REPUTATION

The victorious gang gains D6 Reputation.

If any gang has fighters on the transport at the end of the game, they gain D3 Reputation.

BLAZE OF GLORY SCENARIOS
SCENARIO 1: ESCAPE THE HIVE

Having outgrown life in the Underhive, a powerful gang has decided to follow rumours of a more bountiful home amongst the stars. Their many long-time enemies decide that now is their last chance to settle some scores in this exclusive scenario – Escape the Hive.

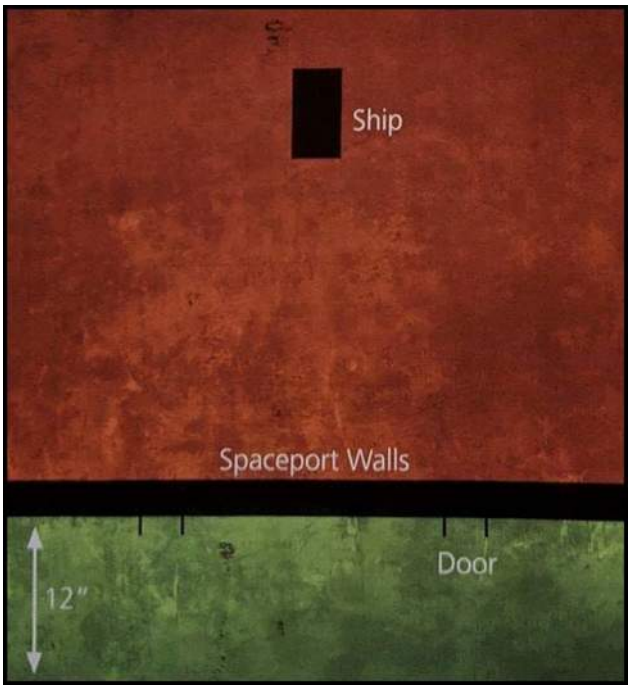
ATTACKERS AND DEFENDERS

In this scenario, the gang going out in a Blaze of Glory is the attacker; the defender is either the Arbitrator or another player or players. This scenario is ideal as a multiplayer game, in which case it is the retiring gang versus everyone else!

BATTLEFIELD

This scenario uses the standard Battlefield Set-up rules for Sector Mechanicus, with key points shown on the diagram below. The spaceport walls should be impossible to cross except by using the two doors (which begin the game locked) and should have access terminals placed next to them on both sides. Ladders can be placed on the inside of the wall to allow defenders to scale onto the top of the walls. The defender then places a ship, represented by a marker on appropriate model, anywhere on the battlefield more than 6'' from a board edge and more than 12'' from Spaceport Walls.

Players then take turns placing other items of terrain as normal, with the exception that the only items that can be placed on the access road are barricades, crates, and the like. No large structures (such as buildings) may be placed within 12'' of the ship.



Access Road

CREWS

The gang going out in a Blaze of Glory uses the Custom Selection method using the entirety of their gang, including those In Recovery and Hangers-on. The defender uses Random Selection (10) to choose their crew – these are the Lookouts. If playing a multiplayer game, each defender uses the Random Selection (5) to choose their crew instead. The rest of the defender's crew is set to one side to form their Reinforcements. See below for guidelines on choosing the defender's crew.

TACTICS CARDS

The attacker can choose up to two Tactics cards.

DEPLOYMENT

The defender sets up the Lookouts anywhere on the battlefield more than 12'' from the access road and more than 3'' from an already-deployed fighter. The attacker then deploys their entire crew within 3'' of the access road board edge.

STOLEN ACCESS CODE

The attackers have obtained the access code for the starport doors, but there is always an outside chance these are out of date or simply false. When making the Access Terminal (Basic) action to attempt to open a door, the player should roll a D6. On a roll of 1, the codes for that door are of no use and the only way of opening it is by making a Force Door (Basic) action. On a 2+, the codes for that door are good and it is opened without the need to make an Intelligence test.

OBJECTIVES

The attacker is attempting to board the ship and escape Necromunda for a new life somewhere in the stars. The defender is trying to stop them.

REINFORCEMENTS

In the third round, and in each subsequent round, D3 Reinforcements arrive until the defender's entire gang has arrived. In this scenario, Reinforcements are deployed by the controlling player.

SPECIAL RULE: BLASTING OF

A transport ship sits in the hanger, fully fuelled and just begging to be stolen. The only problem is there's an army of defenders in the way and few, if any, of the gang have ever seen a ship before, yet alone know how to pilot one.

Any attacking fighter that is within 1'' of the ship at the start of any End Phase can board the ship if their controlling player wishes, even if they're Seriously Injured. At the start of any round, the defender can pick a fighter that has boarded the ship; make an Intelligence check for that fighter with a -5 modifier, and a +1 modifier for every three additional friendly fighters who have boarded the aircraft. If the check is passed, the ship is powered up and blasts off during the End Phase of that turn.

SPECIAL RULE: HANGER DOORS

From the moment the first ganger boards the ship, the defenders know the situation has slipped outside their control and order the Hanger Doors to close, wishing to capture as many of the thieves alive as they can. The first time an attacking fighter boards, the ship, the closure procedures are activated. During the End Phase, including the round in which the closure procedures were activated, place a token next to the ship, representing the hanger doors beginning to close. Once three tokens have been placed next to the ship, the Hanger Doors are sealed and the ship cannot take off. All fighters who have previously boarded the ship are placed on the battlefield anywhere within 2'' of the ship – they have nothing left to do but fight to the end.

SPECIAL RULE: GUARD IT WITH YOUR LIFE

The defender automatically passes any Bottle tests they have to make for their gang.

ENDING THE BATTLEFIELD

If either gang has no fighters left on the battlefield at the end of any round, the battle ends immediately. The battle also ends immediately if the ship blasts off.

ASSEMBLING THE DEFENDER'S CREW

This scenario is best played as a multiplayer game, with the defenders make up of a (most likely temporary) alliance of the attacker's many enemies.

The defenders have bribed or bullied their way into a position to defend the starport, ensuring that the usual shift of guards is replaced by themselves so as to place their own fighters between attackers and freedom. In this case, the defending side is made up of as many gangs as are available to play, and so the attacker may find themselves seriously outmatched. This is key to the challenge – no one said victory would be easy!

The scenario can also be played with the defenders being a single gang of starport guards, in which case the defending gang can be put together by the Arbitrator or the defending player or players using any gang list available (the Venators list is especially appropriate, however).

VICTORY

The attacker wins if the ship blasts off with one or more of their fighters on board. Otherwise, the defender wins.

REWARDS (CAMPAIGNS ONLY)

There is only one reward – escape. If the attacking gang is victorious, they'll blast off, hoping to evade the guns of the Eye of Selene above Necromunda. If not, the survivors will be hunted down and brought to justice, not matter how far they run. This is the end for the gang, for good or for ill.

PART SEVEN: BESTIARY

EDITOR'S NOTE

This section is a composite of the various arbitrator and non-player characters publsihed in the various Necormunda publications.

HUMAN CHARACTERS

HIVE DWELLERS

Many hivers react badly when strangers show up and start shooting, and it can be tricky to predict just how they will react. In addition to their presence in a Downtown Dust-Up, any number of Hive Dwellers may be introduced into a scenario and deployed by the Arbitrator as they wish. They are controlled by the Arbitrator or a third player, and are activated by them in the End phase, making actions determined by the controlling player, using the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
5''	5+	5+	3	3	1	4+	1	7+	8+	9+	9+

Wargear: Hive Dwellers may be equipped as the Arbitrator wishes, but any weapons they carry should be low quality, cheap items. Autopistols, stubguns, shotguns, clubs, fighting knives and other such Common basic, pistol and close combat weapons are ideal.

UPHIVE/RECIDIVICT/GUILDER AGENT

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	5+	4+	3	3	2	4+	1	7+	6+	7+	7+

Wargear: An agent is usually equipped with mesh armour and a displacer field and is armed with a laspistol.

CRAZED CANNIBALS

Fighters from several gangs find themselves thrown together in the midst of a cannibal feeding frenzy! Cannibals have the following profile

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	4+	5+	3	4	1	4+	1	9+	4+	6+	10+

WEAPONS AND WARGEAR: Claws and Teeth (count as unarmed attacks)

SKILLS: True Grit, Unstoppable, Nerves of Steel

SPECIAL RULES

Cannibals are treated as fighters in all respects. However they will only activate in the End phase and cannot choose not to use their skills if able. In the End phase players take turns controlling each Cannibal, starting with the player who has priority. Cannibals can take any action normally allowed to a fighter, though must adhere to the following rules:

- They must charge a fighter controlled by one of the players if they are able
- If they are Engaged they must take Fight actions

If neither of the above apply, they must use their actions to move toward the closest fighter controlled by one of the players.

HOUSELESS GANGERS

Houseless Gangers are loners and orphans from other gangs and can be represented by any appropriate model – players may choose to use the portions of their gangs who have been left out of the scenario. For simplicity, Houseless Gangers should use the following profile:

HOUSELESS GANGER

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5”	4+	4+	3	3	1	4+	1	8+	7+	7+	8+

WEAPONS AND WARGEAR: AS MODEL

Houseless Gangers are armed and equipped as depicted on their models, and both players should take a moment at the beginning of the game to agree on what weapons and wargear each Houseless Ganger is carrying. Remember that both gangs have a chance of taking control of the Houseless Gangers and so the inclusion of heavily armed models is entirely reasonable provided both players accept these more deadly fighters might be used against them.

UNDERHIVE CREATURES

THE BEAST’S LAIR

Dangerous creatures lurk in the underhive, ready to prey on careless gang fighters. If both players agree, the following special rules may be used to represent the presence of such a creature.

After both gangs have been deployed, the defender, or the winner of a roll-off (if there is no defender), may deploy a Beast’s Lair (such as the one found in the Necromunda: Underhive boxed set or something similar, modelled on a 32mm base) anywhere on the battlefield that is not within 6" of any fighter.

If any fighter ends their activation within 6" of the Beast’s Lair, they risk rousing the beast within. To see if the beast is roused, roll a D6. If the result is a 6, or if the result is higher than the number of inches between the fighter making the test and the Beast’s Lair, the fighter is immediately attacked by the beast. The beast has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
-	4+	-	6	4	3	-	1	-	-	-	-

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Beast’s tentacles	E	6’’	-	-	S	-2	3	-	Knockback, Melee, Versatile

The Beast’s Lair is not a fighter. It is always considered to be Standing and can never become Prone or be moved by any means. Fighters can move within 1" of the Beast’s lair and may move into base to base contact with it without needing to perform a Charge (Double) action. Fighters can attack the Beast’s Lair with ranged or close combat attacks. If the Beast’s Lair is reduced to 0 Wounds, it is removed from play.

HORRORS IN THE DARK

This rule applies in certain scenarios. When a fighter is activated, and they are not within 8’’ of any other fighters (from either side), roll a D6 on the following table:

D6	Result
1	The fighter suffers a Strength 6 hit, with an AP of -1 and a Damage of 2. If they are Seriously Injured as a result, they are dragged away into the darkness and taken Out of Action.
2-3	A nightmarish creature emerges from the shadows, seeking easy prey. The fighter cannot make any actions this turn as they are too busy driving the creature away.
4-5	The fighter hesitates, hearing a noise in the darkness. They can only make one action this turn.
6	The fighter goes unnoticed and can act normally

UNDERHIVE VERMIN

Where a scenario requires there to be Carrion Critters, Necromunda Giant Rats or other similar creatures, you could use any of the following alternatives. Some may be suitable more for certain Environments:

CARRION CRITTERS

Use these rules for generic vermin in the Underhive.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	5+	6+	3	3	1	3+	1	9+	7+	9+	11+

Carrion creatures may be armed with various beaks, claws, mandibles and so forth, but they count as being unarmed and make unarmed attacks. Carrion Critters are **small targets**.

BOREWYRM INFESTATION

Ambull larvae are called Borewyrms. They are carnivorous and in a swarm are no less dangerous than adult Ambulls

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	6+	3	4	2	3+	3	5+	7+	9+	11+

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Vicious Jaws	-	E	-	-	3	-	1	-	Rending

SKILL: Infiltrate, Evade

WARGEAR: *Chitin armour (4+).*

BRAINLEAF ZOMBIES

There are many strange and disturbing things lurking down in the depths of the hive, from brainleaf thralls and sump virus victims, to spider venom madmen and plague zombies. Any of these can be used to represent a zombie horde controlled by the Arbitrator.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
2D6''	5+	6+	3	3	1	6+	1	12+	4+	6+	12+

Weapons: Clubs (or guns used as clubs) or fists and teeth (count as unarmed attacks).

Special Rules

Shambling Movement: Brainleaf Zombies can only take a single action each activation, and move 2D6" when taking a Move action. Should their movement take them into base contact with an enemy, they are considered to have made a Charge action and immediately make an attack.

Resilient: Brainleaf Zombies cannot be Pinned, automatically pass any Cool checks they are required to take and ignore all Injury dice results except Out of Action. A Brainleaf Zombie that has been taken Out of Action is not removed from the board and instead counts as having suffered a Seriously Injured result.

In the Recovery phase, Seriously Injured Brainleaf Zombies stand back up, recovering from their injuries but taking no other action. The only way to remove a Brainleaf Zombie from the battlefield is by making a Coup de Grace action against it while it is Seriously Injured.

Brainleaf Zombies subject to the Blaze condition are not automatically Broken and cannot attempt to put out the fire.

Brainleaf Spread: Enemies taken Out of Action by a Brainleaf Zombie are replaced with a Brainleaf Zombie in the End phase.

At the end of the game, fighters who became Brainleaf Zombies automatically go into Recovery, though suffer no other adverse effects.

GIANT RATS

The Underhive contains a warren of disused and decaying tunnels and sewers that are infested by swarms of rats.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6''	4+	-	3	3	1	3+	1	10+	8+	10+	9+

Giants rats are armed with jaws:

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Rat Jaws	-	E	-	-	3	-	1	-	Melee, Backstab

SPECIAL RULES

Small Target: Necromunda Giant Rats are quick, making them difficult to target in the perpetual gloom of the underhive. Ranged attacks against Necromunda Giant Rats are at -1 to hit. In addition, a Necromunda Giant Rat is never a potential target when working out the effects of a Stray Shot.

Nimble: Necromunda Giant Rats have almost preternatural reflexes, seemingly sensing danger before they strike. A Necromunda Giant Rat has a save of 4+, which is never modified by Armour Penetration.

SUMPKROCS

Some Krocs live in the wild, living in the sump seas and pools of the Underhive.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	-	4	4	2	6+	2	8+	6+	7+	11+

Sumpkrocs are armed with their Ferocious Jaws:

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Ferocious jaws	-	E	-	-	S	-1	1	-	Melee, Rending

Special Rules

Scaly Hide: The Sumpkroc has a naturally scaly and resilient hide, granting it a 5+ save roll.

WILD CANIDS

Dogs are everywhere, some are domesticated, others are not.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	-	3	3	2	6+	2	8+	6+	7+	11+

Equipment: Savage Bite

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Savage Bite	-	E	-	-	S	-2	1	-	Disarm, Melee

Special Rules:

Small Target: Ranged attacks against Wild Canids are at -1 to hit. In addition, a Wild Canid is never a potential target when working out the effects of a Stray Shot.

Loyal Companions: Hive dwellers may be accompanied by Canids; in which case they act as an Exotic Beast owned by a Dweller. While the Canid is Standing and either Active or Engaged and within 3" of its owner, enemy fighters may not make a Coup de Grace action against the owner.

Combat Master: The fighter never suffers penalties to their hit rolls for interference, and can always grant assists, regardless of how many enemy fighters they are Engaged with.

EDITOR'S NOTES: UPDATING THE *OUTLANDERS* BESTIARY

The following vermin update the rules found in the Bestiary of *Outlanders* and the *Necromunda Hardback Compilation* from the game's first addition. These are just a fun inclusion, intended to inspire players and arbitrators to utilise them in their own games. After all, what is Necromunda without the chance to encounter its spiders?

CARRION BATS

These large bats live in the runnels of the Underhive, where they hang upside down in seething colonies. If disturbed they flutter down the runnels in a huge squealing swarm. Carrion bats have ferocious Piranha-like jaws but they live by scavenging meat from the kills made by larger creatures. The bats are drawn by the seem of fresh blood and will flutter down to steal a few mouthfuls of flesh before the rats arrive lo pick a carcass clean. Underhivers are afraid of carrion bats because their bite carries diseases caught from their scrofulous diet including the dreaded zombie plague

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
8''	3+	-	2	2	1	4+	1	10+	8+	10+	9+

Bats are armed with sharp jaws, but they count as being unarmed and make unarmed attacks.

Special Rules

Small Target: Ranged attacks against Carrion are at -1 to hit. In addition, a Bat is never a potential target when working out the effects of a Stray Shot.

Fly: A Carrion Bat ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

Flitter: Fighters attempting to hit a Carrion Bat in close combat suffer a -2 to hit modifier.

Plague: Carrion Bats potentially carry the Plague. A fighter taken out of action by a bat rolls an additional D6 in addition to rolling on the Lasting Injury table. On a 1-3, they roll on the Plague chart:

D6 roll	Result
1	**Clear:** After a few tense days, no symptoms of plague have emerged and the gang member is in the clear.
2-3	**Sickness**: The fighter will be ill for days; the fighter enters in Recovery – even if for Lasting Injury they roll a result which does not include Recovery.
4-6	**Plague**: The gang member is infected and suffers death. The models weapons, armour and equipment is also infected and counts as destroyed.

MILIASAURS

Miliasaurs are hideously mutated and enlarged centipedes which can reach up to two metres in length. They normally live in the darkened recesses and sump-holes that abound in the Underhive. Poisonous, they quickly can reduce all but the largest creatures to a helpless state.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	-	1	3	1	4+	1	10+	8+	10+	9+

Weapons: The Miliasaur attacks with its venomous bites:

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Venomous Bites	-	E	-	-	-	-2	-	-	Melee, Toxin

Special Rules:
Small Target: Ranged attacks against Miliasaurs are at -1 to hit. In addition, a Miliasaur is never a potential target when working out the effects of a Stray Shot.

Clamber: When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

GIANT SPIDERS

Many forms of mutant spiders grow to great size in the Underhive – up to several feet in size. These are so common, they have traditionally been associated with Necromunda and the most famous Imperial Guard regiment recruited on Necromunda are known as the Spiders.

Wolf Spider

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
8''	4+	6+	4	3	1	2+	1	9+	6+	6+	12+

Orb Spider

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	6+	3	3	1	2+	1	9+	6+	6+	12+

Weapons: Wolf Spiders are armed with their viscous jaws. Orb spiders are armed with their webs:

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Venomous Bites (Wolf Spider)	-	E	-	-	-	-2	-	-	Melee, Toxin
Web Spit (Orb Spider)	-	T	-	-	2	-	-	2+	Silent, Template, Web

Special Rules

Clamber – When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

Chitin – Spiders have a 6+ armour save.

Fear – If an enemy makes a Charge action that targets this fighter, they must make a Willpower check before moving. If the check is failed, they cannot move and their action ends immediately

Trail Lines – Both Orb and Wolf Spider mode counts as being equipped with a Grapnel Launcher.

RIPPER JACKS

These are dangerous bat-like creatures which attack by enveloping the heads of their opponents. Unless speedily removed, its victims suffocate or bleed to death.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
8''	5+	-	1	2	1	3+	1	10+	8+	10+	9+

Bats are armed various beaks, claws, mandibles and so forth, but they count as being unarmed and make unarmed attacks.

Special Rules

Small Target: Ranged attacks against Ripper Jacks are at -1 to hit. In addition, a Ripper Jack is never a potential target when working out the effects of a Stray Shot.

Fly: A ripper jack ignores all terrain, may move freely between levels without restriction, and can never fall. It may not, however, ignore impassable terrain or walls, and may not end its movement with its base overlapping an obstacle or another fighter's base.

Flitter: Fighters attempting to hit a Ripper Jack in close combat suffer a -2 to hit modifier.

Envelop: Ripper jacks do not fight in close combat the normal way, instead making the following Envelop attack:

> **Envelop (single):** Roll a D6 for a Ripper Jack; if the roll is lower than the model's initiative, or a roll of 1 in any circumstances, then the Ripper Jack has enveloped its target's head. Models may only be enveloped by one Ripper Jack at a time, though several could attempt to envelop a victim before the rest move onto a new target.
>
> An enveloped fighter becomes ***Enveloped*** – they are prone, and may not move or shoot until he goes out of action or the Ripper Jack is pulled off. IF the victim is engaged in close combat, they count as being Seriously Injured, but may not make Move actions.
>
> Instead, roll 2D6 for the victim when either the victim or the ripper jack activates. If the score is less than or equal to the model's Strength, it has pulled the Ripper Jack off and killed it (remove the Ripper Jack model from play). If the score is greater than the model's Strength then the Ripper Jack remains firmly attached – the victim immediately suffers a S4 hit with no armour save allowed. Models reduced to 0 wounds by a Ripper Jack are automatically taken Out of Action.
>
> During the recovery phase, the model must make the same test, but will not suffer damage. Models may aid friends being attacked by Ripper Jacks. To do so, they must be in base-to-base contact with the victim; they add their strength to that of their companion when working out if the Ripper Jack is removed.

A model may attempt to hit the Ripper Jack in close combat before it Envelops them, or it may disengage if it is not enveloped – in which case, the Ripper Jack may make unarmed Reaction Attacks against the fleeing fighter.

Serious Injuries. If a model is taken out of action by a Ripper Jack, do not roll on the normal Lasting Injuries chart. Instead, roll on the Ripper Jack Injury chart below:

D66 Roll	Injury
11-16	Horrible Scars – The fighter goes into Recovery but gains the Fearsome skill. If they already have it, enemies must roll 3D6 for their willpower test and discard the highest dice rolled.
21-26	Impressive Scars – The fighter goes into Recovery but permanently gains +1 Cool and +1 Ld.
31-35	Grevious Injury
41-46	Eye Injury
51-53	Head Injury
54-56	Enfeebled
61-66	Memorable Death

UNDERHIVE HORRORS

Where a scenario requires there to be a Sump Horror, you could use any of the following horrors. At the start of the End phase of each round, an Underhive Horror, if not controlled by an Arbitrator, fights any fighters in base contact, or if there are no fighters in base contact, it moves, or charges (if in range), toward the nearest fighter. If it cannot see an enemy fighter, it moves towards the closest enemy fighter.

AMBULL

Ambulls are towering bipedal creatures possessed of strength and durability beyond almost any other beast of their size. They make their lairs In subterranean cave networks. They aggressively defend their territory from interlopers and also seek out potent energy sources to consume. On Necromunda, Ambulls are rare and terrifying prospects, which hivers hope to avoid.

Ambulls will be accompanied by 2 Borewyrms.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
6''	3+	6+	6	6	7	4+	4	6+	2+	6+	12+

Weapons: The Ambull attacks with its Enormous Claws

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Enormous Claws	-	E	-	-	S	-3	2	-	Melee

Special Rules

Skills: Infiltrate, Unstoppable

Armour: Chitin armour (3+),

Terror: If an enemy makes a Shoot or Charge action that targets this fighter, they must make a Willpower check before moving, rolling 3D6 and choosing the two lowest dice. If the check is failed, they cannot move and their action ends immediately.

CHAOS SPAWN

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
D6"	?	-	?	?	?	?	?	-	-	-	-

When the Chaos Spawn is added to the gang, fill in a Fighter card for it as normal. For each characteristic value that is shown as a (?), roll a D6 and consult the appropriate column on the following table (roll separately for each such characteristic).

D6	WS	S	T	W	I	A
1	5+	3	4	1	5+	1
2-5	4+	4	5	2	4+	2
6	3+	5	6	3	3+	3

Note that the Movement characteristic is random, determined by rolling a D6 each time the Spawn makes a Move or Charge action, and that a Spawn will move D6" plus D3" when it charges.

EQUIPMENT

A Chaos Spawn carries no weapons and will always make unarmed attacks.

SPECIAL RULES

Warped Monstrosity: Chaos Spawn cannot be Pinned and will never become Broken or Insane. Any Flesh Wound and Serious Injury results on an Injury roll for it are ignored. If one is taken Out of Action, it does not suffer a Lasting Injury – instead, it is automatically restrained during the Wrap-up (as described below).

Mindless Beast: The only actions a Chaos Spawn can make are Move, Charge, Fight and Coup de Grace. It cannot use weapons or equipment of any kind. Any Cool or Willpower checks made for a Chaos Spawn automatically pass, but any Leadership or Intelligence checks automatically fail.

GIGANTIC SPIDER (UPDATED *OUTLANDERS* MATERIAL)

In the deepest depths of the underhive truly monstrous spiders lurk in the eternal gloom. Despite the dangers of these behemoths, hunters seek them out for their meat, venom and jewel like eyes.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5”	4+	6+	5	5	4	4+	3	5+	3+	5+	10+

Weapons: A Gigantic Spider is armed with Venomous Bites, Razor-Sharp Talons, and its Web Spit:

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Web Spit	-	T	-	-	2	-	-	2+	Silent, Template, Web
Venomous Bites	-	E	-	-	-	-2	-	-	Melee, Toxin
Razor-Sharp Talons	-	E	-	-	S+1	-1	1	-	Melee, Rending

Special Rules

Clamber – When the fighter climbs, the vertical distance they move is not halved. In other words, they always count as climbing up or down a ladder.

Chitin – The Gigantic Spider has a 4+ armour save.

Horrifying Scale: The Gigantic Spider counts as having Nerves of Steel

Trail Lines: The model also counts as being equipped with a Grapnel-Launcher

Terror: If an enemy makes a Shoot or Charge action that targets this fighter, they must make a Willpower check before moving, rolling 3D6 and choosing the two lowest dice. If the check is failed, they cannot move and their action ends immediately.

PURESTRAIN GENESTEALER

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6”	4+	6+	4	5	4	3+	4	7+	4+	6+	10+

Wargear: A Purestrain Genestealer may be armed with venomous bites and razor-sharp talons: It also counts as being equipped with a Bio-booster and Photo-goggles.

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Venomous Bites	-	E	-	-	-	-2	-	-	Melee, Toxin
Razor-Sharp Talons	-	E	-	-	S+1	-1	1	-	Melee, Rending

Skills: Dodge, Evade, Nerves of Steel, Rain of Blows

SUMP HORROR

Sump Horrors are monsters of various forms in the underhive – these are deadly and unexpected beasts whose emergence may often spell the end of a gang as it is viciously cut down in the deep dark.

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
3’’	5+	6+	7	6	8	4+	4	9+	2+	6+	12+

Wargear: The Sump Horror has a 5+ save, cannot be Pinned, and its attacks are Strength 7 and inflict 2 Damage with a save modifier of -3.

Special Rules

Terror: If an enemy makes a Charge action that targets this fighter, they must make a Willpower check before moving, rolling 3D6 and choosing the two lowest dice. If the check is failed, they cannot move and their action ends immediately.

Unstoppable Advance: Coup de Grace actions cannot be taken against the monster. At the start of the End phase of each round, the Sump Horror fights any fighters in base contact, or if there are no fighters in base contact, it moves, or charges (if in range) toward the nearest fighter.

POSSESSED HIVER

	M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
Peril Minoris Possessed Hiver	5”	4+	4+	3	3	3	4+	2	5+	5+	6+	9+
Peril Secundus Possessed Hiver	5”	3+	4+	4	4	4	3+	3	5+	4+	5+	9+
Peril Extremis Possessed Hiver	6”	2+	3+	5	5	5	3+	4	5+	3+	4+	9+

Wargear: Daemonic Talons, Bio-booster (representing inhuman resilience to harm), Photo-goggles (representing a preternatural ability to see in low light), Respirator (representing a daemonically imbued resistance to hostile environments).

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Daemonic Talons	-	E	-	-	S	-2	2	-	Cursed, Melee, Rending

Skills: Bull Charge, Catfall, Dodge, Nerves of Steel, Non-Sanctioned Psyker, Rain of Blows

SPECIAL RULES

Daemonic Speed: At the discretion of the controlling player, rather than performing two actions when activated, a Possessed Hiver of any class may instead perform D3 Actions during their Activation.

Peril Extremis: If an enemy fighter wishes to make a Fight (Basic) or Shoot (Basic) action that targets this fighter, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately.

Daemonic Invulnerability: The entity possessing the hiver is a creature of the Warp, almost invulnerable to mundane weapons. It confers much of this invulnerability onto its host. The Possessed Hiver has a save roll which cannot be modified by Armour Penetration. The roll is determined by the class of the Possessed Hiver:

Peril Minoris: 6+ save roll.
Peril Secundus: 5+ save roll.
Peril Extremis: 4+ save roll.

WYRD POWERS

All Possessed Hivers have the following Wyrd powers:

TELEKENESIS

Levitation (Basic), Continuous Effect

PYROMANCY

Daemonic Scouring (Basic): Coruscating balefire erupts from the Possessed Hiver’s eyes or outstretched hands, engulfing the enemy. Immediately make a ranged attack with the following weapon:

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Daemonic Scouring	-	T	-	-	2	-2	1	-	Blaze, Template

Possessed Hivers also have a number of additional Wyrd powers, generated by rolling a D6 on the table below. The number of additional Wyrd powers a Possessed Hiver has is based on their class:

- A Peril Minoris Possessed Hiver has one additional Wyrd power.
- A Peril Secundus Possessed Hiver has two additional Wyrd powers.
- A Peril Extremis Possessed Hiver has three additional Wyrd powers.

D6	Result
1	**Telekenesis - Assail (Basic)**
2	**Pyromancy – Flame Blast (Basic): Continuous Effect**
3	**Chronomancy – Freeze Time (Double)**
4	**Technomancy – Weapon Jinx (Simple)**
5	**Telepathy – Terrify (Double)**
6	**Biomancy – Quikcening (Basic): Continuous Effect:**

XENOS ABOMINATION

The following allows you to create Xenos Abominations for your games by selecting the profile, weapons, skills and special rules to suit almost any model you may wish to use. Players should agree these details prior to the start of the battle. Arbitrators are free to create an Xenos Abomination to suit their needs.

First, choose a profile for the Xenos Abomination from one of the following charts:

PERIL MINORIS XENOS ABOMINATION PROFILES

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6”	3+	6+	2	3	3	4+	2	5+	6+	7+	10+
5”	5+	6+	3	4	2	3+	3	7+	7+	7+	10+
3”	4+	6+	3	3	2	5+	2	5+	5+	5+	4+

PERIL SECUNDUS XENOS ABOMINATION PROFILES

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6”	3+	6+	3	3	4	4+	3	6+	4+	7+	10+
5”	4+	6+	3	4	3	3+	3	7+	5+	7+	10+
3”	4+	6+	4	3	3	4+	3	5+	4+	5+	4+

PERIL EXTERMIS XENOS ABOMINATION PROFILES

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
7”	3+	6+	4	5	5	4+	3	6+	3+	6+	10+
6”	4+	6+	4	5	4	3+	4	7+	4+	6+	10+
5”	4+	6+	5	5	4	4+	3	5+	3+	5+	10+

Once a profile is selected, it is time to choose weapons, Wargear and skills for the Xenos Abomination. How many of each a Xenos Abomination can take depends upon its class:

Type	Weapons	Wargear	Skills
Peril Minoris Xenos Abomination	1	1	2
Peril Secundus Xenos Abomination	2	2	3
Peril Extermis Xenos Abomination	3	3	4

	Rng		Acc						
Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Venomous Bites	-	E	-	-	-	-2	-	-	Melee, Toxin
Razor-Sharp Talons	-	E	-	-	S+1	-1	1	-	Melee, Rending
Writhing Tentacles	E	3”	-	-	S	-1	1	-	Entangle, Melee, Versatile
Shearing Spines and Bony Growths	E	1”	-	-	S+1	-	2	-	Melee, Versatile
Web Shooter	-	T	-	-	2	-	-	2+	Silent, Template, Web

Skills: A Xenos Abomination can choose its skills from the following sets: Agility, Brawn, Combat, or Ferocity.

Wargear: Bio-booster (representing an inhuman resilience to harm), Mesh armour (representing a chitinous or scaly hide), Photo-goggles (representing an ability to see in low light or an acute sense of smell), Respirator (representing a resistance to hostile environments).

CYBERNETICA AND AUTOMATA

MINING AUTOMATA

Sometimes, when gangs are hunting for a rumoured archaeo-hoard they may find an abandoned mining automata. The automata has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
4''	4+	5+	5	5	5	6+	3	12+	2+	6+	10+

Wargear: An automata is equipped with light carapace armour and is armed with a meltagun and a heavy rock cutter.

Special Rules

Imposing: An automata cannot be Pinned.

Powered Down: Unless the Arbitrator decides otherwise, at the start of the battle, an automata is in a powered-down state. To power up the automata, a fighter from either gang that is within 1" of it can perform a **Power Up (Simple)** action. The fighter makes an Intelligence check and, if passed, the automata becomes powered up. Once powered up, the automata immediately becomes Ready and will act as a part of the gang who powered it up until it powers down.

In the End phase, the automata returns to a powered down state.

MURDER CYBORGS

Murder Cyborg assassins secretly infiltrate gangs present for their own missions. In a scenario using these, at the discretion of all players, or on the arbitrator's instructions, there will be an assassin amidst the players. Whenever a fighter suffers a wound as a result of a hit from a weapon with a Damage characteristic other than '-', the owning player should roll a D6. On a 5+, a cyborg assassin is revealed. Remove the wounded fighter from the board (they do not count as having been Seriously Injured or taken Out of Action) and replace them with an appropriate model to represent the cyborg assassin. Each assassin uses the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wp	Int
4''	3+	2+	4	5	3	4+	3	8+	3+	5+	8+

Weapons: Two bolt pistols (with las-projectors), shotgun (with execution shells)

Wargear: Light carapace armour, displacer field, frag grenades, krak grenades

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Bolt pistol with Las Projector	6''	12''	+2	-	4	-1	2	6+	Sidearm, Rapid Fire (1)
Shotgun with Executioner Shells	4''	16''	-1	+1	4	-2	2	6+	Knockback, Limited
Frag Grenades	6''	24''	-1	-	3	-	1	6+	Blast (3''), Knockback
Krak Grenades	6''	24''	-1	-	6	-2	2	6+	-

SPECIAL RULES

Skills: Fast Shot, Gunfighter, Iron Jaw

Cyborg Toughness: An assassin is unaffected by the Coup de Grace action and treats any Out of Action results on the injury dice as a Serious Injury instead. While Seriously Injured, the cyborg does not roll Injury dice in the End phase. Instead, they will recover (suffering a Flesh Wound as normal) if they can roll equal to or less than their Toughness value (*for the purpose of this roll, Flesh Wounds suffered do not count).* .

Once an assassin reaches 0 Toughness, as a result of Flesh Wounds, it cannot recover – though it may still make a Crawl (Double) action – and can now be removed from the board with a Coup de Grace action.

The cyborg assassin ignores the effects of the Flash, Gas and Toxin traits and cannot be Pinned. The cyborg assassin may be subject to the Blaze condition, but unlike other fighters, it may still perform actions.

Cyborg Mission: When the cyborg is first revealed the player with Priority should roll a D6 on the following table to find out what its mission is. The player who has Priority controls the cyborg as if it were one of their fighters, although it must follow its directives as detailed below. The assassin never counts as a friendly model for either gang.

CYBORG'S MISSION

D6	Result
1-2	**Extermination Directives:** The cyborg must kill everyone. If it is Engaged, it take Fight actions, if not, it will target the closest model with a Shoot action. If it can see more than one model, it must divide its Shoot actions between them as evenly as possible, starting with the closest model and moving outward (it must take Cool tests as normal to target models other than the closest). If it cannot see any models, it must move toward the nearest model.
3-4	**Decapitation Subroutines:** The cyborg must kill the Leaders. The assassin acts as above. However, it will only target Leader models, only fighting other models if they are either Engaged with it, or blocking its path to a Leader.
5-6	**Preservation Protocols:** The cyborg must return to its masters. When the assassin is revealed, the player who has Priority picks a point on the board edge farthest from the assassin – this is the cyborg's escape point. If the assassin ends any round in base contact with the escape point, it is removed from the board. While escaping, during each activation, the cyborg must make at least one Move action that takes it closer to the escape point if possible, though it can shoot at the closest targets as detailed above, at the controlling player's discretion.

PART EIGHT: TABLE OF TACTICS CARDS

[B]: From Underhive base set.
[C]: From Cawdor pack.
[DA]: From Dark Uprising box
[D]: From Delaque pack.
[En]: From Enforcer pack.
[E]: From Escher pack.
[G]: From Goliath pack.
[O]: From Orlock pack.
[U]: From Underdog pack.
[V]: From Van Saar pack.
[W]: Web promo card and web downloads

GANG TACTICS

Name	Condition	Description
...Click[B]	Play this card after an enemy fighter completes an attack with a ranged weapon.	The weapon immediately runs Out of Ammo, as if it had failed an Ammo check.
A Good Day[G]	Play at the start of the game after both sides have set up.	Choose a Champion or Leader model in your crew. Tuck this card under that fighter's card. For the duration of the game, Cool checks for other fighters from your gang have a +2 modifier if they are within 3" of the chosen Champion or Leader.
Adrenaline Surge[G]	Play when activating a fighter.	The fighter can make one additional action this turn.
Bait and Switch[W]	Play this card instead of activating a fighter.	Take a Ready marker from any of your fighters and place it on a fighter who has already activated this round.
Battle Madness[E]	Play instead of activating a fighter.	Choose a Broken Fighter from either gang. They immediately make a ranged attack against the closest fighter they can see, friend or foe. If they are in base contact with another fighter, they make close combat attacks instead.
Beast Lure[E]	A fighter can spend an action to play this card.	Place the Beast's Lair marker within 3'' of this fighter. Then, they can move up to D6''. If they end the action within 6'' of the lair, there is a chance they will be attacked as normal.
Beast Repellent[U]	Play this card when activating a fighter.	For the duration of this fighter's activation, they do not risk rousing the Beast, regardless of how close they are to the Beast's Lair.
Blackout[E]	Play this card at the start of any round.	For the duration of this round, ranged attacks have an additional -1 modifier if made against targets between 6'' and 12'' away, or a -2 modifier if made against targets more than 12'' away. Attackers using an infra-scope or photo goggles, or targeting a fighter with a Blaze marker, ignore these penalties.
Blazing Fury[E]	Play this card when activating a fighter.	For the duration of this fighter's turn, the Shoot action is treated as Simple rather than Basic.
Blood Debt[B]	Play this card when one of your fighters is taken Out of Action by an enemy fighter's attack.	For the rest of the battle, add 1 to the result of any hit rolls for fighters from your gang when they target the attacker. Tuck this card under the attacker's Fighter card as a reminder.
Breach and Clear[En]	Play after a friendly fighter makes an Operate Door (Simple) action or successful Force Door (Basic) action.	The fighter may immediately make a free Shoot (Basic) action.
Bullet Magnet[U]	Play this card when a fighter fires a weapon with the Rapid Fire trait.	Add 1 to the number of hits rolled on each Firepower dice.
Burst of Courage[E]	Play this card when making a Cool check for a fighter.	The fighter automatically passes the check, and any more Cool checks they are required to make until the end of the round.
Chain Attacks[E]	Play when a fighter takes an enemy Out of Action with a Melee attack.	The activating fighter can move up to D6'' and make a Fight Basic action. Their activation then immediately ends.
Close to Retirement[En]	Play at the start of any round.	Until the End phase of this round, your opponent's Leader suffers a -2 modifier to any Cool checks they must make. If your opponent's Leader is not available for this battle, discard this card.
Combat Drugs[V]	Play when a fighter makes a melee attack.	For the duration of this turn, the fighter gains D3 additional attacks. However, should the fighter gain the full 3 additional attacks, they will automatically suffer a Flesh Wound at the end of their activation.
Counter-Assault[U]	Play this card when one of your fighters makes a Reaction attack.	The fighter's Reaction attacks are made at +1 to Hit. In addition, they automatically pass the Initiative check required to make Reaction attacks against disengaging enemy.

Crossfire[E]	Play this card when a fighter makes a ranged attack against a target who has already been shot at by a friendly fighter.	The hit roll succeeds automatically.
Cut Their Supply[En]	Play at the start of the game after both sides have deployed.	Choose a weapon possessed by an enemy fighter. For the duration of the game, this weapon loses the Plentiful trait if it has it, and gains the Scarce trait if it doesn't have it.
Dangerous Footing[V]	Play when your opponent activates a fighter.	Immediately place a Pitfall Crater marker beneath the fighter. The fighter must take an Initiative test. If the test is passed, the fighter makes a Move action to safety and their activation continues. If the Initiative test is failed, the fighter falls into the crater and is immediately taken Out of Action. The pitfall Crater remains in place for the duration of the battle.
Deadlock[G]	Play this card at the start of any round. **Note: Zone Mortalis only.**	Choose a closed door anywhere on the board. For the duration of this round, the door cannot be opened in any way.
Death Trap[C]	Play this card when an enemy fighter makes an Operate Door action to either open or close a door. **Note: Zone Mortalis only.**	The fighter must test to see if they are struck by the door, as if they were standing in a doorway when the door is closed.
Dedicated to Duty[En]	Play during the End phase, before you make a Bottle test.	Your gang automatically passes their Bottle test.
Desperate Effort[G]	Play when it is your turn to activate a fighter, but none of your fighters have Ready markers.	Pick one of your fighters and activate them as though they had a Ready marker. At the end of the action, they are Pinned.
Disorienting Shadows[D]	Play at the start of any round, after rolling for Priority.	Nominate D3 fighters on the enemy gang. For the duration of this round, they suffer -1 to their Ballistic Skill and Movement characteristics.
Distraction[G]	Play when your opponent activates a fighter.	The opposite player must make a Willpower check for the fighter. If the check is failed, the fighter can only make one action this turn, instead of two.
Double Time[W]	Play this card when activating a fighter.	This fighter can perform a free Move (Simple) action during its activation. This free action is in addition to its two normal actions.
Double-Fisted[O]	Play when a fighter makes a ranged attack.	For the duration of the ranged attack, the fighter can attack with two ranged weapons, resolving a full attack with each, one after the other. Both must be made against the same target.
Duck and Cover[C]	Play this card when activating a fighter.	This turn, the fighter may make two Fire (Basic) actions, provided they use the same Basic or Pistol weapon for both. After resolving these actions, the fighter may move D3".
Emergency Seal[G]	Play instead of activating a fighter. **Note: Zone Mortalis only.**	Ductways cannot be used for the duration of this round – they are treated as not being on the board at all.
Fall Back[V]	Play this card when activating a fighter.	This fighter may immediately make a Retreat (Basic) action without having to make an Initiative check. Additionally, each enemy fighter that was Engaging them is unable to make any Reaction attacks.
Fearsome Reputation[G]	Play after one of your fighters puts an enemy Out of Action.	For the rest of the game, any nerve checks made for enemy fighters within 8" of them have a -2 modifier.
Fire Discipline[O]	Play this card at the start of the battle, after setting up your gang.	For the duration of the battle, ranged attacks made by your fighters only trigger an Ammo check if the Firepower dice rolls an Ammo symbol **and** the hit roll is a success.
Forward Planning[D]	Play at the start of the game, after both gangs have been deployed.	Choose up to three fighters. These fighters may immediately make a free Move (Simple) action.
Frag Trap[B]	Play this at the start of the battle, when setting up your gang.	Pick any of your fighters to carry the frag trap, and put this card under their Fighter card. Once during the game, the fighter, as long as they are Active, can make this action: **Set Frag Trap (Double)** – Place a Frag Trap marker within 1" of the fighter. Then they can move up to D6". If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a Frag Trap marker where the fighter stood. On a 4+, discard this card.

Got Your Back[(En)]	Play at the start of any round.	Until the End phase of this round, fighters in your gang can provide assists even if they are Engaged with any other fighters from the same gang as the target of the attack. Only one fighter can provide an assist this way for each close combat attack.
Grenade Bouquet[(U)]	Play this card when a fighter makes an attack with a grenade that has a Blast trait.	The fighter may immediately make three attacks with this type of grenade, rather than the usual one. Each of these attacks counts as a miss and so will automatically scatter. Once all three attacks are resolved, the fighter will automatically fail the Ammo check and run out of grenades of that type.
Group Tactics[(B)]	Play this card when it is your turn, before activating any fighters.	Instead of activating one fighter, activate up to three fighters (in the same way as making a Group activation).
Hard Stop[(En)]	Play when one of your fighters becomes Engaged as part of an enemy Charge (Double) action.	Your fighter may immediately make a free Fight (Basic) action, interrupting the opposing fighter's activation.
Having a Bad Day[(E)]	Play at the start of the game after both sides have set up.	Choose a Champion or Leader model in your opponent's crew. For the duration of the game, Cool checks for other fighters from the opposing gang have a -2 modifier while that fighter is within 3'' of the chosen Champion or Leader.
Healthy Paranoia[(G)]	Play when activating a fighter.	For the rest of the battle, the fighter have 360° vision arc.
Hidden Blade[(D)]	Play when a fighter makes a Fight (Basic) action.	The fighter adds D3 to their Attacks characteristic for the duration of this action
Hidden Passage[(B)]	Play this card at the start of your turn, immediately before activating a fighter. **Note: Zone Mortalis only.**	Place an unused Ductway marker anywhere on the board, following the normal rules for placing a ductway.
History of Violence[(D)]	Play during the pre-battle sequence, during Step Five: Choose Crews.	That fighter is unwilling to face your gang in combat and so may not be selected f or this battle. Your opponent must immediately discard that fighter and select another, following the same crew selection method as already used.
Hive Tremors[(W)]	Play at the start of any round.	Every Active fighter on the table must make an Initiative test – any who fail are Pinned. After all fighters have tested, place D3 additional loot caskets anywhere on the table not within 6'' of a fighter. Finally, if the game uses a **Zone Mortalis** scenario, place D3 spare ductways across any walls of your choice. If the game uses a **Sector Mechanicus** scenario, remove D3 ladders of your choice.
Just Add Nails[(G)]	Play when making an attack with a frag grenade, before rolling to hit.	The grenade's Blast (3") trait becomes Blast (5").
Last Gasp[(B)]	Play this card when one of your active fighters is taken Out of Action.	Before the fighter is removed from play, they can immediately make an attack. This is a close combat attack if they are Engaged, otherwise it is a ranged attack. If they are equipped with a grenade that has the Blast trait, and the Blast marker is centred on them, it will not scatter. As soon as the attack has been resolved, the fighter is removed from play.
Last Round[(U)]	Play this card when activating a fighter that has one or more Out of Ammo markers on them.	Choose one of this fighter's ranged weapons that is Out of Ammo. The fighter immediately performs a Shoot (Basic) action with that weapon that will hit automatically. Do not roll an Ammo Dive - the weapon remains Out of Ammo. Weapons with the Rapid Fire (X) trait make only one shot.
Long Arm[(En)]	Play at the start of any round.	Until the End phase of this round, friendly fighters count as having +1 Strength for the purposes of determining the Long range of a grenade.
Look the Other Way[(En)]	Play this card when a sentry spots an attacker.	The sentry does not gain a Ready marker. In addition, you may change the sentry's facing as you wish.
Loose cannon[(En)]	Play when activating a fighter.	Until the End phase of this round, the fighter treats the Shoot action as (Simple) rather than (Basic). However, until the End phase of this round, the fighter suffers a -1 to their Ballistic Skill.
Loud and Clear[(En)]	Play during the pre-battle sequence, during Step 8. Deployment.	Tuck this card under a fighter's card. Until the end of the battle, this fighter has stun grenades.
Lucky Find[(B)]	Play this card when activating a fighter with a weapon that is Out of Ammo.	One of the fighter's weapons is automatically reloaded at the cost of one action – no Ammo check is required.

Lucky Lho-stick Case[G]	Play this card when a friendly fighter fails an armour save.	The fighter can re-roll the armour save, ignoring any negative modifiers (including Armour Piercing).
Lucky Shot[W]	Play this card after making either a hit roll, a wound roll or an injury roll.	You may immediately re-roll all of the dice for the roll you have just made. You must accept the result of the second roll, even if it is worse than the first.
Machine Curse[U]	Play this card instead of activating a fighter.	Choose an enemy fighter. They must immediately make an Ammo check of each of their ranged weapons.
Makeshift Armour[B]	One of your fighters can spend an action to play this card.	Tuck this card under the fighter's card; while it is there, their armour save is treated as one point better than it is. If any save roll for the fighter is a 1 (before modifiers), discard this card after resolving the attack(s).
Makeshift Cover[U]	Play this card at the start of any round.	Place D3 barricades or similar pieces of terrain anywhere on the battlefield within 3" of one of your fighter
Master Switch[O]	Play this card instead of activating a fighter. **Note: Zone Mortalis only.**	Every door on the board that does not have a door terminal either opens or closes. They must all do the same, i.e., this card cannot be used to open some doors and close others.
Melta Trap[B]	Play this at the start of the battle, when setting up your gang.	Pick any of your fighters to carry the frag trap, and put this card under their Fighter card. Once during the game, the fighter, as long as they are Active, can make this action: **Set Melta Trap (Double)** – Place a Melta Trap marker within 1'' of the fighter. Then they can move up to D6''. If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a Melta Trap marker where the fighter stood. On a 4+, discard this card.
Nerves of Steel[V]	Play when a fighter makes a ranged attack.	The fighter may ignore normal Target Priority rules and may instead target any eligible enemy fighter they wish without having to pass a Cool check.
Opening Volley[D]	Play at the start of the game, after both gangs have been deployed.	Choose up to three fighters. These fighters may immediately make a free Shoot (Basic) action. Note that this does not apply if the action would be (Simple) or (Double) for any reason.
Point-Blank Shot[O]	Play this card when a fighter makes a Fight action or a Charge action.	Pick one of the fighter's ranged weapons that does not have the Blast trait or Template trait. For the duration of this turn, that weapon can be used in close combat in the same way as a pistol.
Preemptive Measures[En]	Play at the start of any round, before rolling for Priority.	Up to two of your fighters may immediately make a free Move (Simple) action.
Proper Preparation[E]	Play this card before setting up the gang at the start of the battle.	Pick one of your fighters and put this card under their Fighter's card. For the duration of the battle, this fighter's weapons gain the Plentiful trait unless they already have the Scarce trait, in which case their weapons are counted as not being Scarce.
Quick Time[C]	Play this card when activating a fighter.	Tuck this card under the fighter's card. While it is there, the fighter's Move is increased by 2. In each End phase, roll a D6. On a 1, the card is discarded.
Rapid Fire[V]	Play this card when activating a fighter.	This turn, the fighter may make two Fire (Basic) actions, provide they use the same weapon for both and make no other actions for any reason. However, at the end of their activation, the weapon counts as automatically having failed an Ammo check.
Rapid Healing[W]	Play this card instead of activating a fighter. Choose one of your fighters.	This fighter either recovers one Wound or removes one Flesh Wound.
Reaction Fire[E]	Play when an enemy fighters is activated, before they make their first action.	Pick a fighter from your gang – that fighter can immediately make a Shoot (Basic) action against the activating enemy model, as long as they are in range and line of sight.
Reckless Charge[W]	Play this card when a fighter makes a Charge (Double) action.	The fighter counts as having rolled a 3 on the D3 to determine their maximum charge range.
Rejuve Stimm[U]	Play this card instead of activating a fighter.	Choose any friendly fighter who has suffered at least one Wound. This fighter immediately regains any lost Wounds.
Reload![U]	Play this card in the End phase of any round.	Immediately make a Reload (Simple) action for any or all of your fighters.

Ricochet[G]	Play this card after making an unsuccessful hit roll for a ranged attack that does not have the Blast or Template trait.	Pick another fighter within 5'' of the target, even if they are not visible to the attacker, and roll to hit against them. Do not roll the Firepower dice again.
Rigged Door[B]	Play this card immediately after an enemy fighter makes an action. **Note: Zone Mortalis only.**	Pick any door on the board and either close or open it. If closing a door and there is a fighter standing in the doorway, they must test to see whether they avoid closing door as normal.
Roger That ![En]	Play at the start of any round.	Pick a Ganger with a Ready marker. For this turn only, that fighter is treated as a Champion for the purposes of activating group, in other words, if they are activated, you can activate up to one other fighter within 4'' of them.
Sacrifice[U]	Play this card when a fighter is hit by a ranged attack.	Nominate a friendly fighter within 2" of the fighter who has been hit. The nominated fighter becomes the target of the ranged attack instead.
Secret Cache[O]	Play this card instead of activating a fighter.	Set up an ammo cache anywhere on the battlefield.
Seize the Initiative[V]	Play this card at the beginning of any round, before rolling for Priority.	You immediately take Priority this turn without any dice being rolled.
Service Tunnels[D]	Play when deploying your gang.	One fighter chosen by you from your starting crew gains the Infiltrate skill for the duration of this battle and may be deployed accordingly.
Shield Wall[En]	Play this card instead of activating a fighter.	Tuck this card under a fighter's card. For the remainder of the battle, add 1 to fighter's armour save, and any friendly fighter in base contact with this fighter, to a maximum of 2+, against attack that originate from within this fighter's vision arc.
Slippery[V]	Play this card when activating a fighter.	Put this card under the active fighter's Fighter card. Until the end of the battle, this fighter treats the Crawl Through action as (Basic) rather than (Double).
Snap Fire[C]	Play this card after an enemy fighter completes an attack with a ranged weapon.	A readied fighter in your gang may immediately take a shot at the enemy fighter with a Pistol or Basic weapon. However, they must subtract 1 from the hit roll.
Speedy Recovery[W]	Play this card when making a Recovery test.	One of your fighters can re-roll a single Recovery dice.
Spiked Drinks[D]	Play during the pre-battle sequence, during Step Five: Choose Crews.	Nominate one fighter from your opponent's starting crew. For the duration of this battle, that fighter suffers -1 to their Ballistic Skill, Weapon Skill, and Intelligence, but gains +2 to their Cool.
Spreading Conflagration[U]	Play this card at the start of any round.	For the duration of this round, fighters activating within 3" of a fighter that is subject to the Blaze condition must test to see if they catch fire, just as if they had been hit by a weapon with the Blaze trait.
Stand Firm[W]	Play this card instead of making a Bottle test.	This round, your gang automatically passes its Bottle test.
Steel Fury[O]	Play this card at the start of any round.	For the duration of this round, fighters from this gang count the Fight (Basic) action as a Fight (Simple) action.
Sterner Stuff[O]	Play this card instead of activating a fighter.	Make a Rally check for each Broken fighter in your gang, as though it was the End phase.
Stop Resisting[En]	Play this card when a friendly Standing and Engaged fighter makes a Fight (Basic) action (including as part of a Charge (Double) action).	Until the End phase of this round, enemy fighters cannot make Reaction attacks against this fighter.
Sump Slump[V]	Play at the start of any turn.	Immediately remove D3 Barricades of your choice from anywhere on the board.
Suppressing Fire[E]	Play this card after making an unsuccessful hit roll for a ranged weapon.	The target is Pinned, even though they were not hit by the attacks.
Swift Justice[En]	Play this card when one of your fighters is taken Out of Action by an enemy fighter's attack.	A friendly fighter can immediately make a free Shoot (Basic) action against the attacker.
Tactical Deployment[En]	Play during the pre-battle sequence during Step 5. Choose Crews.	If the scenario uses Random (X) crew selection, you may re-select any fighters of your choice. Shuffle the cards back into your deck and redraw that number of cards. The second draw stands, even if the same fighters are drawn again.

Take the Initiative[W]	Play this card at the start of the round before rolling for Priority	Your gang has Priority this round. If multiple gangs play this card then they must roll off to see who has Priority as normal.
Tech Override[O]	Play this card when a friendly fighter makes an Access Terminal action or Bypass Lock action, or when rolling to see if a friendly fighter triggers a booby trap.	If making an Access Terminal action or Bypass Lock action, the intelligence check is passed automatically. If rolling to see whether a booby trap is triggered, you can choose the result instead of rolling.
They're Everywhere ! [O]	Play this card instead of activating a fighter.	Each enemy fighter who is within 4'' of two or more fighters from your gang must make a Cool check. If the check is failed, the enemy fighter is Pinned.
Thundering Charge[G]	Play when a fighter makes a Charge action, before they move.	Double the fighter's Move instead of adding D3".
Trap Chute[C]	Play when an enemy model crawls through a ductway.	The enemy model is placed by the enemy player within 1" of a randomly chosen ductway with 18" of their current location. If there are no other ductway markers in this then the model is removed for D3 rounds. When they return to play, place them within 1" of the ductway they were crawling through.
Trapped Console[C]	Play this card when an enemy fighter interacts with a console, before the end of the action.	Centre the 3" blast marker on the enemy fighter. All models under the marker suffer a Strength 3, AP -, Damage 1 hit.
Trusty Backup[E]	Play this card when activating a fighter.	Put this card under the active fighter's Fighter card. Until the end of the battle, this fighter has an additional stub gun.
Unstable Energy[U]	Play this card when an enemy fighter armed with a las, plasma or melta weapon of any type makes an attack with that weapon.	For the remainder of this round, all enemy weapons of the same type (las, plasma or melta) gain the Unstable trait if they do not already have it. If they already have the Unstable trait, they gain the Scarce trait.
Vacuum Chamber[C]	Place this card when a door is opened. **Note: Zone Mortalis only.**	All models within 12" of the opening door are immediately moved D6" toward the doorway.
Violent-Minded[O]	Play this card when activating a fighter.	This turn, the fighter can make an additional action (usually three rather than two), as long as at least one of their actions is Shoot or Fight.
What's a few Teeth ? [O]	Play this when a friendly fighter suffers a Flesh Wound.	The Flesh Wound is ignored. Any other effects of the injury still apply.
Wrong Again[D]	Play when one of your fighters is hit by a ranged attack.	Choose any other friendly fighter within range and line of sight of the attacking model. This chosen fighter becomes the new target for the attack, which is resolved as normal.
You ![C]	Play this card when activating a fighter.	Choose an enemy model with line of sight to the fighter you have just activated. For the remainder of the game, any ranged or melee attacks made by this fighter against the nominated enemy gain +1 on the wound roll. The fighter can only make ranged and melee attacks against the nominated enemy until that enemy has been taken Out of Action.
You're coming with Me ![O]	Play when a fighter is taken Out of Action by a close combat attack.	The chosen fighter may make a single close combat attack against the enemy that took them Out of Action. They are then removed from play as normal.

UNDERDOG TACTICS

Underdog Tactics cards are special cards accessible to those gangs who find themselves heavily outmatched by their opponents. A player's gang is classed as an Underdog if their Gang Rating is less than their opponent's, and the different is 400 credits or greater. If a gang is classed as an Underdog, they can use Underdog Tactics in addition to any other Gang Tactics cards they have access to. Underdog Tactics cards are shuffled into a separate card deck known as the Underdog deck. The Underdog player may draw one Underdog card instead of drawing two regular Gang Tactics cards.

Name	Condition	Description
Decoy[U]	During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.	If, at the end of the battle, this fighter has been taken Out of Action by an enemy Champion or Leader, this fighter gains D3 Experience points and 2D6x10 credits are added to your gang's Stash.
Giant Killer[U]	Play this card at the start of the battle, before the first round.	For the duration of the battle, all of your fighters gain 1 extra Experience point for taking an enemy fighter Out of Action.
Grateful Trader[U]	Play this card during Step 7 of the pre-battle sequence.	Choose one item of Wargear from the Trading Post, up to a value of 3D6x10 credits with a Rarity of 10 or less. For the duration of this game, you may equip one of your fighters with the item. If you win the battle, that fighter may keep the item.
Hard Training[U]	During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.	When the fighter activates for the first time, reveal this card. You may immediately give this fighter one Primary skill and one Secondary skill of your choice. These skills last until the end of the battle.
Miraculous Recovery[U]	Play this card during Step 7 of the pre-battle sequence.	Choose one of your fighters who is in recovery. The fighter makes a sudden recovery and is no longer in Recovery. You may immediately swap this fighter for another fighter in your crew.
Old Wound[U]	Play this card during Step 7 of the pre-battle sequence.	Choose one of your opponent's fighters. This fighter begins the game with a Flesh Wound.
Paid in Full[U]	Play this card during Step 3 of the post-battle sequence.	For each friendly fighter who was taken Out of Action, add D6x10 credits to your gang's Stash.
Secret Stash[U]	Play this card during Step 3 of the post-battle sequence.	If at least one of your fighters survived the battle without going Out of Action, add 3D6x10 credits to your gang's Stash.
Sudden Death[U]	During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.	Should this fighter take and enemy Champion or Leader Out of Action, your gang gains +6 Reputation.
Survivalist[U]	During Step 7 of the pre-battle sequence, tuck this card under the Fighter card of one of your fighters, but do not reveal it to your opponent.	If, at the end of the battle, this fighter has not gone Out of Action or succumbed to their injuries, they gain D6 Experience points.
Wandering Doc[U]	Play this card during Step 5 of the post-battle sequence.	You may make one Medical Escort action without having to pay the Doc's fee of 2D6x10 credits from your gang's Stash.
Welcome Stranger[U]	Play this card during Step 7 of the pre-battle sequence.	Your gang may immediately hire a single Hired Gun worth up to 200 credits for free. This fighter is added to your crew prior to deployment. If no suitable model is available, discard this card and draw another. *Note that this card is included twice in this deck, potentially allowing to Hired Guns to be fielded.*
Welcome Stranger[U]	Play this card during Step 7 of the pre-battle sequence.	Your gang may immediately hire a single Hired Gun worth up to 200 credits for free. This fighter is added to your crew prior to deployment. If no suitable model is available, discard this card and draw another. *Note that this card is included twice in this deck, potentially allowing to Hired Guns to be fielded.*

CAWDOR TACTICS

Name	Condition	Description
Blessed Visions[C]	Play at the start of the game after both sides have deployed.	For the duration of the game, the gang's fighters may use their normal BS when making Blind Fire ranged attacks or ranged attack through Ductways.
Call the Faithful[W]	Play this card after both sides have deployed.	You may add an extra D3 fighters to your crew (potentially exceeding the normal crew size for the scenario). These fighters must be chosen randomly from any fighters not already included in your crew.
Deadmen Walking[C]	Play at the start of any End phase.	If your gang is required to make a Bottle test during this End phase, it will automatically pass.
Divine Motivation[C]	Play at the start of the game after both sides have deployed.	For the duration of the battle, the gang's Leader adds 2 to the dice roll for any Cool checks they are required to take. If the leader is taken Out of Action, all friendly fighters must make an immediate Cool check or become Broken.
Effigy of the Damned[C]	Play at the start of any turn.	Choose a terrain feature at least 6" in diameter or a board tile. For the duration of this turn, any models entering or beginning their turns in the affected area must roll to see if they catch fire, just as if they had been hit by a weapon with the Blaze trait.
Faith Through Fear[C]	Play this card when a fighter fails a Cool check.	Instead of suffering the normal effects of failing a Cool check, the fighter immediately charges the nearest enemy model. If there are no enemy models in range, they become Pinned.
Faith Through Fire[C]	Play at the start of any round.	For the duration of this round, friendly models with a Blaze marker on them may move and take actions as normal - though they still take damage as normal. In addition, all their melee attacks gain the Blaze trait.
For The Lost![C]	Play at the start of any round.	For every friendly model that has been taken Out of Action in the battle so far, one chosen Champion or Leader can add +1 to their Strength and Attacks characteristic, to a maximum of +3. These effects last until the end of the round.
Let It Burn![C]	Play at the start of any round.	For the duration of this round, all ranged weapons used by friendly models gain the Blaze trait.
No Prisoners![C]	Play at the start of any End phase.	For the duration of the End phase, Seriously Injured enemy models making Recovery tests must roll two Injury dice and pick the worst result.
Redemption[C]	Play when a friendly fighter is taken Out of Action.	Centre the 3" Blast marker on the fighter that has just been taken Out of Action. All models under the marker count as being hit by a frag grenade.
Righteous Day[C]	Play at the start of any round.	For the duration of the round, all successful wound rolls made against friendly fighter must be re-rolled. However, friendly fighters not engaged in melee must charge the nearest enemy model if possible, or use their entire activation to move as close to the enemy as possible.
Stirring Oration[C]	Play at the start of any round.	Choose one friendly Leader or Champion model. For the duration of the round, the Leading by Example rule applies as long as the fighter can draw line of sight to the chosen model. For this round, the chosen Leader or Champion cannot benefit from the effects of cover.

CORPSE GRINDER CULT TACTICS

Name	Condition	Description
Blessed by Death (DA	Play this card when a fighter from your gang takes an enemy fighter Out of Action with a weapon with the Melee trait.	Tuck this card under the fighter's card; for the remainder of the battle, the fighter gains +1 WS.
Blood Surge (DA}	Play this card when a Standing and Active fighter in your gang is hit by a ranged attack.	The fighter does not become Pinned. Instead, they may immediately make a Move (Simple) action. The fighter may perform this action even if they are not Ready.
Bountiful Feast (DA}	Play immediately after a fighter in your gang performs a Coup de Grace (Simple) action.	Remove a number of Flesh Wounds from the fighter equal to the Wounds characteristic of the enemy fighter taken Out of Action by the Coup de Grace.
Frenzy DA	Play this card instead of activating a fighter.	Choose a single Ready enemy fighter within 9" and line of sight of one of your fighters. The chosen fighter must make a Cool check. If they fail, they lose their Ready marker and must immediately make a Move (Simple) action, moving as if subject to the Broken condition.
Rend and Tear DA	Play this card at the start of any Action phase	Until the End phase of this round, all weapons with the Melee trait used by friendly fighters gain the Rending trait.
Scent of Blood DA	Play this card when a fighter in your gang is taken Out of Action	Choose a friendly Standing and Engaged fighter within 9" and line of sight of the fighter taken Out of Action. They may immediately make a Fight (Basic) action, even if they are not Ready.
Visions of Slaughter DA	Play this card at the start of any Action phase	Until the End phase of this round, fighters from your gang treat the Charge action as (Basic) rather than (Double). However, until the End phase of this round, any fighter from your gang that performs the Charge (Basic) action reduces their Weapon Skill characteristic by -1.
Whirlwind of Blows DA	Play this card when activating a fighter in your gang that is Standing and Engaged.	For the duration of this fighter's activation, increase their Attacks characteristic by 1 for each enemy fighter they are Engaged with.

DELAQUE TACTICS

Name	Condition	Description
Assassins[(D)]	Play instead of activating a fighter.	For the remainder of this round, any ranged attacks made by a fighter that is outside of the target's vision arc gains +2 to hit.
Dancing Shadows[(D)]	Play this card when an enemy fighter makes a ranged attack.	The attacking enemy fighter must pass an Intelligence check. If they fail, the attack automatically misses and their activation ends.
Darkness Descends[(D)]	Play at the start of any round other than the first, after rolling for Priority.	At a pre-planned signal, the lights go out and the battlefield is plunged into darkness. For the remainder of the battle, the Pitch Black scenario rules are in effect. During each End phase, your opponent may roll a d6. On a 6, the Pitch Black rules are lifted and the lights come back on.
Dirt on You[(D)]	Play at the start of the game, after both gangs have been deployed.	Your gang has some information that is making the Leader of the enemy gang particularly twitchy. For the duration of the battle, your opponent's Leader suffers a -1 modifier to any Cool checks they must make. If your opponent's leader is not available for this battle, discard this card.
Eyes in the Dark[(D)]	Play at the start of any round, after rolling for Priority.	For the duration of the round, all friendly fighters are treated as having photo goggles. Friendly fighters already equipped with photo goggles may instead ignore cover when making a Shoot (Basic) action targeting a Standing and Active enemy fighter. Note that this does not apply if the action would be (Simple) or (Double) for any reason.
Faceless[(D)]	Play at the start of any round, after rolling for Priority.	Choose two of your fighters anywhere on the board. These fighters swap positions, even if they are Engaged in melee. Leaders, Champions, Brutes, Hired Guns, and Seriously Injured fighters may not be moved using this card.
Friend or Foe?[(D)]	Play at the start of any round, after rolling for Priority.	Choose one of your fighters. For the duration of the round, fighters on the enemy gang may not target this fighter with any attacks. Additionally, this fighter may move within 1" of enemy fighters, and vice versa. Should this fighter make any attacks targeting an enemy fighter, this card immediately expires.
Ghostly[(D)]	Play this card when activating a figure.	Tuck this card under the fighter's card. While it is there, all ranged attacks targeting this fighter suffer an additional -1 modifier to the hit roll. In each End phase, roll a D6. On a 1, the card is discarded.
Labyrinth[(D)]	Play at the start of the game, after both gangs have been deployed.	You may immediately move D6 obstacles up to 3" in any direction. Alternatively, you may either add or remove D3 obstacles.
Mass Infiltration[(W)]	Play this card during deployment. Choose D3 fighters in your crew.	For the duration of this battle, these fighters gain the Infiltrate skill.
Over Here...[(D)]	Play when an enemy model makes a Move (Simply) action.	Instead of moving normally, the chosen enemy fighter moves D6" in a direction chosen by you, stopping if they come into contact with any terrain.
Perfect Disguises[(D)]	Play during the pre-battle sequence, during Step Five: Choose Crews.	If the scenario uses the Random Selection (X) method for choosing crews, you may add D3 to the number shown in brackets.
Vanish[(D)]	Play during any End phase, immediately after failing a Bottle test.	Remove all friendly models from the board, even if they are Engaged in melee. The game then ends.

ENFORCER TACTICS

Name	Condition	Description
Ankle Holster {DA}	Play this card when activating a fighter	Tuck this card under the fighter's card. While it is there, the fighter may use their stubgun to make Shoot (Simple) actions as well as or in place of making Shoot (Basic) actions with any other ranged weapon. If the Ammoy symbol is rolled on the Firepower dice, the card is discarded.
Appropriate Force {DA}	Play this card when activating a fighter	If this fighter makes a Fight (Basic) action, they gain one additional attack. This attack must be made with a weapon with the Melee trait and cannot be made with a weapon with the Sidearm trait. Roll for this attack separately and, if it hits, resolved at +1 Damage.
Big Red Key {En}	Play at the start of any round.	For the duration of this round, any Force Door (Basic) actions taken by friendly fighters automatically succeed.
Crackdown {En}	Play at the start of any round.	Until the End phase of this round, all weapons with the Melee trait used by friendly fighters gain the Concussion trait.
"Don't Trip!" {DA}	Play this card when an enemy fighter that has used a Move (simple) action to climb finishes the action.	The enemy fighter must immediately pass an initiative check. If they fail, they will fall and are placed back where they started. If the enemy fighter climbed using a ladder or stairs, they gain a +2 modifier to the Initiative check.
Extra Vest {DA}	Play this card immediately after a fighter fails a save roll.	Roll a D6. On the roll of a 6, the save roll is passed. On any other result, the failed save roll stands.
Excellent Reconnaissance {DA}	Play this card at the start of the Deployment step up of the Pre-battle sequence, before any fighters have been deployed.	For the duration of this battle, one Palanite fighter (i.e., a fighter that is not a Subjugator) gains the Infiltrate skill.
Informant {En}	Play during the pre-battle sequence, during Step 8. Deployment.	Nominate one fighter from the opponent's starting crew. You may remove this fighter and redeploy them as you wish, following the normal deployment rules for the scenario being played.
Jaded Veteran {En}	Play at the start of the Deployment step of the pre-battle sequence, before any fighters have been deployed	For the duration of this battle, one fighter of your choice cannot be subject to the Broken condition.
Lockdown {DA}	Play at the start of any round	Every open door on the board that does not have a terminal closes. Every closed door on the board that does not have a door terminal becomes locked and can only be opened with force, either by targeting them with attacks or by performing a Force Door (Basic) action against them. Doors with terminals are unaffected by this card.
Shock and Awe {DA}	Play at the start of any round	For the duration of this round, D3+1 fighters of the controlling platyer's choice gain the Fearsome skill.
Stop and Search {DA}	Play immediately after a fighter on your gang performs a Coup De Grace (Simple) or Restrain (Simple) action.	The Enforcer rifles through the pockets of their victim. Immediately add D6x10 credits to the gang's Stash.

ESCHER TACTICS

Name	Condition	Description
A New Strain[E]	Play immediately before rolling to wound with a Gas weapon.	Add 2 to the result of the dice roll to determine whether the target succumbs to the gas.
Counter-Charge[B]	Play this card when an enemy fighter makes a Charge action, after they move but before they make their attacks.	Pick a Readied fighter from your gang. They can make a Standard Move (adding D3'' to the distance they can move, as though they were charging) towards the enemy fighter who charged. The counter-charging fighter cannot make any attacks, but they can make Reaction attacks and grant assists/interference as normal.
Gas Trap[B]	Play this at the start of the battle when setting up your gang.	Pick any of your fighters to carry the frag trap, and put this card under their Fighter card. Once during the game, the fighter, as long as they are Active, can make this action: **Set Gas Trap (Double)** – Place a Gas Trap marker within 1'' of the fighter. Then they can move up to D6''. If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggered (centred on the fighter's base). On a 2-3, place a Gas Trap marker where the fighter stood. On a 4+, discard this card.
Not so Easy...[E]	Play at the start of any round after the opposing gang has bottled out.	When making Nerve tests for opposing fighters to see if they flee, subtract 2 from the result if they are within 3'' of a fighter from this gang.
Put Them Down ![E]	Play at the end of any Action phase.	Any Seriously Injured enemy fighters that are within 2'' of an Active fighter from this gang are immediately taken Out of Action.
Scrag[B]	Play this card after one of your fighters puts an enemy out of action in close combat.	Enemy fighters must make a Nerve test if they are within 9'' rather than 3'' (they must still be visible). In addition, subtract 2 from the result of any Nerve tests made for fighters within 3''.
Side by Side[E]	Play instead of activating a fighter.	Until the end of this round, any assists that are granted by fighters from this gang grant a +2 bonus to the hit roll (instead of +1).
Siren Howls[E]	Play at the start of any End phase.	Until the start of the next End phase, add 1 to the result of any Bottle tests made for the enemy gang. In addition, Broken enemy fighters cannot rally.
Stealthy Advance[B]	Play this card after both gangs have been set up at the start of the battle, before the first round begins.	Up to half of the fighters in your crew (rounding up) can immediately make a Standard Move.
Swift Redeployment[W]	Play this card instead of activating a fighter. Roll a D3.	All of your fighters can immediately move that many inches, even if they have already been activated this round.
Three-Point Landing[E]	Play when a fighter falls. **Note: Sector Mechanicus only.**	The fighter is not Pinned by the fall and does not suffer a hit. If they still have any actions to take, they can take them.
Tunnel Runners[E]	Play at the start of any round. **Note: Zone Mortalis only.**	For the duration of the round, all friendly fighters can move through pitfalls and ductways as though they were clear terrain. They cannot end their turn on them.
Ultra-Violence[E]	Play instead of activating a fighter.	For the remainder of the round, all weapons with the Melee trait gain Parry – if they did not already have it – and increase their AP by -1.

GENESTEALER CULT TACTICS

Name	Condition	Description
Cult Ambush[W]	Play this card immediately before deployment.	Your gang's deployment area is expanded by 3" (in all directions), though cannot overlap your enemy's deployment area.

GOLIATH TACTICS

Name	Condition	Description
Anything's a Weapon[G]	One of your fighters can spend an action to play this card.	Tuck this card under the fighter's card. While it is there, the fighter's unarmed attacks receive +1 strength and AP -1.
Blade Breaker[G]	Play this card when one of your fighters is hit, but not wounded by a close combat weapon that does not have the Power trait.	The close combat weapon (pick one if the fighter was hit but not wounded by more than one) cannot be used for the rest of the battle.
Brutal Charge[B]	Play this card when one of your fighters makes a Charge action.	For the duration of the action, the fighter's Movement characteristic is increased by 2'', and their Attacks characteristic is increased by 1. In addition, any attacks they make gain the Knockback trait.
Ceramite Skin[G]	Play this card when a fighter is hit by an attack with the Blaze trait.	The fighter is not pinned and the attack causes no damage.
Inhuman Resilience[B]	Play this card instead of activating a fighter on your turn.	Each of your Pinned fighters immediately stands up. Then make a Recovery roll for each Injured fighter in your gang, treating Out of Action results as Seriously Injured.
Ironhide[G]	Play when one of your fighters is wounded by an attack that causes more than 1 Damage.	The attack only causes 1 Damage. In addition, if the fighter is pinned after the attack has been resolved they return to standing.
Knockout Blow[G]	Play this card when a fighter makes close combat attacks before rolling to hit.	Any wound rolls for this fighter's attacks are automatically successful – no dice roll is required.
Not Done Yet[G]	Play when a fighter from your gang is taken out of action.	Tuck this card under the fighters card, they are not removed from play. If they were prone, they return to standing. They go out of action after they are next activated and take a turn or when they suffer another unsaved wound, whichever comes first.
Second Wind[G]	Play instead of activating a fighter.	Remove a flesh wound from any fighter's card.
Steel Constitution[G]	Play instead of activating a fighter.	Choose one of your fighters and tuck this card under their fighter card. Until the end of the round, this fighter cannot be affected by weapons with the Gas or Toxin trait, and their Strength and Toughness are used at their full value, regardless of any modifiers (including flesh wounds).
Stimm Overload[W]	Play this card when activating a fighter.	This fighter counts a Charge (Double) action as a Basic action this turn.
Stimm Surge[B]	Play this card when activating a fighter.	Tuck this card under the Fighter's card. While it is there , the fighter's Move, Strength and Toughness are each increased by 1. In each End phase, roll a D6. On a 1, the card is discarded and an Injury roll is made for the fighter, using a Damage of 2. On a 2, the card is discarded. On a 3, the fighter suffers a Flesh Wound but the card remains in play.
Unstoppable Behemoth[B]	Play this card after an attack is made against on of your fighters, before the Injury roll (if any) is made.	The attack has no further effect – no Injury roll is made. In addition, if your fighter is pinned, they immediately stand up.

HELOT CHAOS CULT TACTICS

Name	Condition	Description
Dark Blessings[W]	Play this card when your Demagogue is Seriously Injured or taken Out of Action but before removing the fighter from the board.	Make a Willpower check for the Demagogue. If the check is passed, replace the Demagogue with a Chaos Spawn. During the Wrap-up step, the Chaos Spawn is removed from play and you must test to see if the Demagogue succumbs their injuries, as if they were Seriously Injured when the battle ended.

ORLOCK TACTICS

Name	Condition	Description
Ambition[(O)]	Play this card when it is your turn to activate a fighter.	Pick a Juve or a Ganger with a Ready marker. For this turn only that fighter is treated as a Leader for the purposes of activating groups – in other words, if they are activated, you can activate up to two other fighters within 4'' of them.
Beat Down[(O)]	Play at the start of any round.	For the duration of the round, all unarmed close combat attacks made by your fighters that hit, automatically inflict a Flesh Wounds unless a save roll is made. No wound roll or injury roll is made.
Bond of Brotherhood[(O)]	Play this card at the end of a friendly fighter's turn, when they are within 3'' of a friendly fighter who is Seriously Injured.	The fighter can immediately make a Fight (basic) or Shoot (basic) action. This is in addition to the two other actions they can make during their turn.
Die Trying[(O)]	Play at the start of any round.	For the duration of the turn, Seriously Injured fighters in your gang can provide assists and interference as if they were standing.
For Close Encounters[(O)]	Play this card when activating a fighter.	Put this card under the active fighter's Fighter card. Until the end of a the battle, this fighter has a sawn-off shotgun in addition to their other equipment.
Intimidation[(O)]	Play instead of activating a fighter.	Choose an Active fighter from your gang. Each Active enemy fighter within 9'' of that fighter must make a Nerve test. If a fighter fails the check, they run for cover as normal, but are not Broken.
Last Gap[(W)]	Play this card when activating a Seriously Injured fighter.	This fighter immediately becomes Standing and Active. At the end of this fighter's activation, they go Out of Action and are removed from play.
Lead by Example[(O)]	Play this when a Leader or Champion from your gang takes an enemy model Out of Action in close combat.	Any Broken fighter from your gang immediately rally. In addition, any Pinned fighters from your gang within 6'' of the Leader or Champion can immediately return to standing.
Solidarity[(O)]	Play at the start of any round.	For the duration of the round, fighters from your gang automatically pass any Cool checks they make as long as they are within 6'' of another fighter from your gang.

VAN SAAR TACTICS

Name	Condition	Description
Auto-Healer(V)	Play this card at the start of any End phase.	Choose one Seriously Injured fighter. Rather than rolling the Injury dice, you can choose to have the fighter suffer a Flesh Wound and become Pinned.
Blood Cleansers(V)	Play at the start of any turn.	For the duration of the round, all friendly models count their Toughness as 1 higher when affected by weapons with the Toxin or Gas traits.
Comm Burst(V)	Play at the start of any turn.	For this round, your gang's Leader can make Rally actions for Broken fighters anywhere on the board. In addition, the range of Leading by Example is increased to 18'' for Leaders and 12'' for Champions.
Cortical Stimulants(V)	Play at the start of the game, after deployment.	One fighter in your gang automatically passes Intelligence checks for the duration of the battle.
Enhanced Auspexes(V)	Play instead of activating a fighter.	For the remainder of the round, friendly fighters may fire through line of sight blocking terrain such as doors and barricades, but NOT through any impassable terrain. These shots suffer a -2 penalty to hit and the target's armour save is increased by 1.
Experimental Rig(V)	Play at the start of the game, after both sides have deployed.	Choose a weapon possessed by a friendly fighter. For the duration of the game, this weapon increases its Long range by 6'' and its Strength by 1, but loses the Plentiful trait if it has it, and gains the Scarce trait if it doesn't have it.
Hyper Auto-Loader(V)	Play when a fighter makes a ranged attack.	If the fighter is using a weapon with the Rapid Fire trait, they may roll 2 extra Firepower dice. After working out the effects of the shot, their ranged weapon automatically counts as having failed an Ammo check, regardless of the results of the Firepower dice.
Medical Protocols(V)	Play at the start of any End phase.	For the duration of this End phase, when any fighter assists a friendly fighter's Recovery test, roll an extra Injury dice, then choose one to keep.
Mesh Underlay(V)	Play when a fighter is hit by a ranged attack.	For the remainder of the battle, the chosen fighter's armour saves are not modified by AP when hit by a ranged attack.
Overcharge(V)	Play when a fighter makes a ranged attack.	For the duration of the fighter's activation, one of their Las or Plasma ranged weapons increases its Strength by 2.
Pneumatic Injectors(V)	Play when a fighter makes a melee attack.	For the duration of the fighter's activation, one of their melee weapons increases its Strength by 2.
Rapid Fire(W)	Play this card when activating a fighter.	This fighter can perform a free Shoot (Basic) action during its activation. This free action is in addition to its two normal actions.
Warforge(V)	Play at the start of the game, after both sides have deployed.	For the duration of this battle, all friendly models add a +1 modifier to any Ammo checks they are required to take.

VENATOR TACTICS

Name	Condition	Description
Blood Money(W)	Play this card when an enemy Champion or Leader is taken Out of Action.	Your gang immediately adds a number of credits equal to half the Champion's or Leader's cost (rounding up) to its stash.

PART NINE: OUTDATED CONTENT

Note: This section contains all sort of outdated rules that were published before the one above and are not officially meant to be used anymore. Use them at your own risk !

TURF WAR CAMPAIGNS

This section contains rules and guidelines for running a Necromunda campaign – a series of linked games which let players develop their gang and vie for territory and reputation alike against their rivals.

WHAT IS A CAMPAIGN

While one-off Necromunda battles are ideal for pick-up-and-play games, the game's true appeal lies in campaigns. In a campaign, a group of players commits to fighting a number of linked battles that represent an escalating series of clashes between their gangs. There's everything to win – reputation, riches and a slice of prime territory – and fighters can advance through the ranks and pick up new skills, or suffer debilitating lasting injuries. Participating in (and, especially, running) a campaign requires a bit more organisation than setting up one-off battles, but the tales of epic deeds, last stands and hard-fought vengeance make it entirely worthwhile.

RUNNING A CAMPAIGN

HOW A CAMPAIGN WORKS

A campaign can be run with as few as two players, but is at its best with six or more. Each player founds a gang, then they all play games against each other. After each battle, there is the chance that gangs will claim new territories or steal them from each other, expanding their turf and pushing out their rivals. During battles, gangers might gain experience and become better fighters, or might suffer debilitating injuries that last for the rest of the campaign.

Campaigns are divided up into rounds, called Turf Wars, each of which usually lasts several weeks, separated by periods of Downtime which let the players take a break and play other games for a while. The start of a Turf War is a great chance for new players to join in, and for existing players to start a new gang or step down entirely.

THE ARBITRATOR

Every Necromunda campaign needs to be run by an Arbitrator. This is often the person whose idea it was to play a campaign in the first place, and it helps if they have a good knowledge of the Necromunda rules. They will be responsible for organising the players, keeping notes and records, maintaining any central resources, and so on. The Arbitrator is the ultimate power in the campaign, and their word is final. If they wish to adapt any campaign rules, they can do so. If they wish to add their own bespoke rules, this is also fine. In short, they're the ones who put the hard work in, so their word is quite literally the law. The one exception to this is with regards to the Arbitrator's gang. Most Arbitrators will want to play in the campaign as well, and will have a gang just like any other player. Their gang does not get any special bonuses, and the Arbitrator is expressly forbidden from abusing their position of power to give their gang any advantages.

Although the Arbitrator is responsible for keeping the campaign running smoothly, organising individual battles is down to the players themselves. They must ensure that the results of the battle, including any changes to Reputation, Gang Rating and Turf Size, are reported to the Arbitrator as soon as possible.

DESIGNER'S NOTE: CAMPAIGN NEWSLETTERS

Player engagement is key to running a successful campaign and one of the best ways to keep everyone involved is to run a campaign newsletter. This is admittedly another job for the Arbitrator, but it's an incredibly rewarding one! A good rule of thumb is to send out newsletters on a regular basis, for example once a week. The contents of a newsletter can vary, but it's good to include a summary of recent events (for example, which gangs have faced off and how those battles went), a leaderboard of sorts (maybe ranking the gangs by their Gang Rating, or their Turf Size), and some gangs of note (e.g., biggest expansion this week, most kills). The most fun part of running a newsletter is the chance to include brief in-character stories, threats and obituaries for lost fighters; players can contribute these when they submit their battle results, or the Arbitrator can come up with them based on anecdotes they've heard. Don't worry if your technical skills are lacking, either; some Arbitrators will no doubt make works of art, but just text in an email does the job nicely!

Note: Reputation is used at the end of the campaign to determine who the Top Dogs are (see page 451). But mid-campaign it is fun to include other ways of ranking gangs, and this section aims to give some ideas to use in newsletters.

ZONES NAMES

Zones, much like the settlements within them, can take their name from any number of sources – their founder, a landmark, local resources, flora or fauna, and so on. Arbitrators should always name their Zones, and the list below is included to give some inspiration:

- Brunner's Dome
- Chem Falls
- Dead End Pass
- Misfortune
- Irontree
- Oil Springs
- Old Bay
- Raffik's Folly
- Rust Sprawl
- Spoilheap
- Starcher's Rise
- Steelgate
- The Tangle
- Toxic Shore
- Vat City

ZONES

In smaller campaigns, all of the gangs are assumed to occupy the same Zone, vying for territory in a contained area. In campaigns with more than eight players, it is recommended that multiple Zones are used, dividing the gangs between them as evenly as possible – ideally, there should be between four and eight gangs per Zone. It goes without saying that each Zone should be given a suitable name!

During the campaign, gangs will be able to seize territory from other gangs in the same Zone as them, and fighting gangs in their Zone will increase their Reputation. They can also fight gangs from other Zones, but doing so cannot expand their territory and will have a lesser impact on their Reputation.

It is up to the Arbitrator how they divide gangs between Zones. it could be a completely random draw, it could be done based on real world concerns (for example, if four of the players in a campaign already meet up regularly to play games, putting them in the same Zone is an obvious choice) or it could take certain things into consideration – for example, not wanting to have more than one gang of a given House in a particular Zone. As before, the Arbitrators decision is final.

TURF WARS AND CYCLES

A Campaign can potentially run forever, but to keep things focused campaigns are divided into Turf Wars. This is a period of continuous time during which the campaign is active – for example, a Turf War might last for six weeks, with players facing off one or more times per week. Once the Turf War is over, there is a period of Downtime, during which players can take a break and play some other games, and then a new Turf War begins.

DESIGNER'S NOTE: WHAT ARE WE FIGHTING FOR ?

Over the course of a Turf War gangs are fighting to become the top dog in their Zone. This is measured by more than the size of their Turf; to make it to the top they will need to show their superiority over the other gangs, represented by their Reputation. When it comes to the Apotheosis at the end of the Turf War, Reputation is the metric that is used to determine the overall winner, so players should push to increase their Reputation wherever possible.

Turf Wars are further divided into Cycles. Necromundan culture is built around industry, and with the lack of natural light within the Hive, its inhabitants use work shifts to measure time, in the same way that the people of others planets use days. These shifts are then grouped into Cycles, each roughly the equivalent of a Terran week. During a campaign, each Turf War lasts a number of Cycles, and several rules apply to them – for example, gangs collect income once per Cycle.

When setting up a campaign, the Arbitrator should decide how long they would like each Cycle to run for, and how many Cycles there will be in the first Turf War. There is no correct answer here; the Arbitrator should consider how many players they have, how often they are likely to play games, and so on. As a rule of thumb, a Cycle should last long enough for most players to be able to play one or two games. A campaign of between four and six Cycles is a good place to start, but again this is not set in stone, and the Arbitrator should adjust it to match the wants and needs of their players. Whatever the case, it is important that the Arbitrator makes it clear to the players when Cycle begins and ends.

APOTHEOSIS

Each Turf War ends with an Apotheosis – a climactic series of battles to determine which of the gangs comes out on top. Apotheosis is described in more details **on page 451**.

EXAMPLE: STARTING A CAMPAIGN

Charlie is preparing to run a Necromunda campaign with seven other players. As this makes eight players in total, he notes that the campaign will take place in a single Zone, which he names Irontree. Most at the players are part of his regular gaming group, which meets at their local club every Thursday evening, and after having a chat as a group, they decide they'll be able to get at least a couple of games in every session. They also agree that they'd like the campaign to run for a couple of months at most, as their Blood Bowl League is due to start up again soon.

Bearing all of that in mind, Charlie decides that the campaign's first Turf War will last for six Cycles, with each Cycle lasting one week (starting on a Thursday and running to the following Wednesday).

DESIGNER'S NOTE: KEEPING IT SHORT

Although it might be tempting to run an extended campaign that lasts several months – or, indeed, runs indefinitely – we don't recommend it. In our experience, campaigns that don't have a definite end point only run until players get distracted, or until one player gets so far ahead that they are nigh unbeatable! This is never a good way to end a campaign, especially if the Arbitrators been putting a lot of work into it. Trust us – keep your campaigns short, snappy and action-packed, and players will be crying out to start a new Turf War!

CAMPAIGN BATTLES

Playing a game which is part of a campaign has a few more steps than a skirmish battle – for a start, the choice of scenario and the fighters in each crew mean a lot more in the context of a campaign. Immediately before playing a Campaign battle, players must follow the pre-battle sequence as detailed **on page 443**. Then, once the battle has been completed, they must follow the post-battle sequence as detailed **on page 447**.

GANGS IN CAMPAIGN

Each player taking part in a campaign controls one gang – although the Arbitrator may be tempted to allow players to control more than one gang, this generally leads to complications down the line. Each gang is a living thing – it will gain and lose fighters, and those fighters will learn new skills or suffer crippling injuries. Should a player wish, they can retire their gang during Downtime and start with a new gang for the next Turf War.

FOUNDING A GANG

Before the campaign or Skirmish Game begins, each player must found a gang. Each gang has a starting budget of 1,000 credits, (different restriction may apply in case of Skirmish Games, **see page 319**) and must be created using the House List of this book, this budget can be spent on fighter (following the restrictions in each House List) and equipment from that House's Equipment List, any credits that are not spent are added to the gang's Stash and stored away for latter use.

A blank, Fighter card must be completed for each fighter in the gang, and the gang roster must be completed to record all of the gang's details.

GANG ATTRIBUTES

In campaign play, gangs have a number of attributes which are tracked on their roster. These attributes, and their starting values, are explained as follows:

GANG RATING

The Gang Rating is an indicator of how powerful the gang is – the proficiency of its fighters, how well equipped it is, and so on. The Gang Rating is the total cost of all of the fighters in the gang.

REPUTATION

Reputation is a measure of the gang's standing and power in their Zone. It is separate from Gang Rating, which is a measure of the gang's size and ability; a small gang can build an impressive Reputation. At the end of a Turf War, the gangs with the highest Reputation will face off to determine the overall winner. A gang's Reputation starts at 1, and cannot drop below 1.

TURF SIZE AND SPECIAL TERRITORIES

Each gang has its Turf. Often marked by allegiance tags and guarded by watchful gangers, a gang's territory is often its most valuable asset. When a gang is created, its Turf Size starts at 1, representing its base of operations and small area around it. During the campaign gangs might also seize control of Special Territories, representing places of note (which will no doubt become heavily contested as time goes by).

At the start of each Cycle after the first, gangs draw income from their Turf, representing anything from ill-gotten credits to willing donations paid by local owners. By default, this is their Turf Size multiplied by 10, but it can be modified by Special Territories and other effects.

FIGHTER CAMPAIGN ATTRIBUTES

EXPERIENCE (XP)

As a fighter gains Experience, it is recorded and fighter can spend Experience in order to purchase Advancements – when they do so; the Experience total here is reduced accordingly.

ADVANCEMENTS

The number of Advancements that have been purchased for a fighter is recorded here. The more Advancements a fighter has, the more expensive any future Advancements will be. Leaders and Champions starts with one Advancement (a skill), which should be noted on the gang roster.

IN RECOVERY AND CAPTURED BY

When a fighter goes Out of Action, there is a chance they will suffer a Lasting Injury. Many of these will cause them to go into Recovery, and miss the next battle. When this is the case, their In Recovery box is ticked. Similarly, fighters might be Captured by an enemy gang – while this is the case, their Captured By box is filled in with the name of the gang that has captured them.

COMPLETING A GANG ROSTER

As well as filling in a Fighter card for each fighter in their gang, players will need to complete a gang roster. This tracks additional campaign-related information such as territory, Gang Rating, Reputation and so on, as well as each fighter's Experience and Advancements.

A gang does not have an upper limit on the number of fighters it can contain; if a gang is lucky enough to have too many fighters to fit on a single gang roster, a second roster should be used.

CAMPAIGN BATTLES

This section contains all of the additional rules for fighting in a campaign battle.

GAINING EXPERIENCE

During a game, fighters can gain Experience in a number of ways. There are three standard ways to gain Experience, although others might be detailed in the scenario:

A fighter gains 1 Experience if their action causes an enemy fighter to go Out of Action. This could be an attack, a Coup de Grace, or anything else, as long as the enemy is taken out during the action itself (for example, setting a booby trap which later takes an enemy Out of Action would not count). If an action causes multiple enemies to be taken Out of Action – for example, a fighter throws a frag grenade and takes out two enemies – they gain Experience for each.

In addition to the above, a fighter gains 1 additional Experience if the fighter they take Out of Action is a Leader or Champion.

A fighter who Rallies gains 1 Experience for having the courage to return to the fight.

ADVANCEMENTS

At the start of a battle, during the pre-battle sequence, each player has the chance to purchase Advancements for their Leaders, Champions, Juves, and Specialists, by spending their XP. The cost of these Advancement is shown in the table below, the fighter's card is updated accordingly, the appropriate amount of XP is deducted from their total and the number in their Advancements box is increased by 1.

The more experienced a fighter is, the more Advancements cost. The cost of each Advancements is increased by 2 for each Advancement the fighter already has. Juves are particularly fast learners – as such, they ignore this rule, and always use the cost shown on the table, regardless of the number of Advancements they have.

For example, a Champion already has an Advancement, which has increased their Initiative by 1. If they wish to increase their Movement by 1'', the cost will be 7 XP.

YAQ: Starting skills of Leaders and Champions DO NOT count as an advancement for the increased cost of each next one.

Cost	Advancement – Leaders, Champions, Juves, Specialists	Value
3 XP	Improve the fighter's Willpower or Intelligence by 1.	+5 credits
4 XP	Improve the fighter's Leadership or Cool by 1.	+10 credits
5 XP	Improve the fighter's Initiative by 1.	+10 credits
5 XP	Add 1'' to the fighter's Movement.	+10 credits
6 XP	Improve the fighter's Weapon Skill or Ballistic Skill by 1.	+20 credits
6 XP	The fighter gains a random skill from one of their Primary skill sets.	+20 credits
8 XP	Increase the fighter's Strength or Toughness by 1.	+30 credits
9 XP	Pick a skill from one of the fighter's Primary skill sets.	+20 credits
9 XP	The fighter gains a random skill from one of their Secondary skill sets.	+35 credits
12 XP	Increase the fighter's Wounds or Attacks by 1.	+45 credits
12 XP	Specialist only: promote the fighter to Champion. They gain a random skill from one of their Primary skill sets.	+40 credits
15 XP	The fighter gains a random skill from any skill set.	+50 credits

GANGERS

While Leaders, Champions and Juves are central to a gang's narrative, Gangers are its supporting characters. As such, they spend Experience and gain Advancements in a simplified fashion. When a Ganger reaches 6 XP, their XP resets to 0 and the controlling player rolls 2D6 on the table below. The ganger's Fighter card is updated and their value amended accordingly.

2D6	Advancement – Gangers (not including Specialists)	Value
2	The fighter becomes a Specialist.	-
3-4	~~Improve the fighter's Weapon Skill or Ballistic Skill by 1.~~ YAQ: Improve the fighter's Willpower or Intelligence by 1.	+5 credits
5-6	Increase the fighter's Strength or Toughness by 1.	+30 credits
7	Either add 1'' to the fighter's Movement or improve their Initiative by 1.	+10 credits
8-9	~~Improve the fighter's Willpower or Intelligence by 1.~~ YAQ: Improve the fighter's Weapon Skill or Ballistic Skill by 1.	+20 credits
10-11	Improve the fighter's Leadership or Cool by 1.	+10 credits
12	The fighter becomes a Specialist.	-

SPECIALISTS

Two of the results on the table allow a Ganger to become a Specialist. They are still a Ganger to all rules purposes (for example, which equipment they can carry), but they now spend Experience and gain Advancements in the same way as a Leader, Champion or Juve. Specialists have their own skill set access, as shown in their House List.

MAXIMUM CHARACTERISTICS

Each of a fighter's characteristics has a maximum value. If a roll on the Advancement table for a Ganger has no option but to increase a characteristic beyond its maximum (for example, a roll of 3 or 4 when their Weapon Skill and Ballistic Skill are both already 2+) treat it as roll of 12 instead.

- Weapon Skill, Ballistic Skill and Initiative cannot be improved beyond 2+.
- Leadership, Cool, Willpower and Intelligence cannot be improved beyond 3+.
- Movement, Strength and Toughness cannot be improved by more than 2 (compared to the fighter's original profile).
- Wounds and Attacks cannot be improved by more than 1 (compared to the fighter's original profile).

SKILLS

Skills can be obtained by Leader, Champions, and juves (as well as Gangers who have become Specialists). The skills that are available are divided into eight sets: Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Shooting and Savant.

Each House fights in its own way, and this is reflected by the skill sets that are available to them. A fighter has different levels of access to sets depending on their House and their type; for example, Goliath Champions can gain Brawn skills more easily than Escher Juves ! In each House list, there is a section showing the skill set access for that House. Fighters have Primary access to some skill sets, making it easiest to gain skills from those sets, and Secondary access to others, which have a higher cost. Fighters can access skills from other sets, but the costs is higher still.

Regardless of House, all Leaders and Champions also have access to the Leadership skill set. It is treated as a Primary set for the Leaders and a Secondary set for Champions.

GAINING A SKILL

When a fighter gains a skill, it will either be chosen or determined randomly depending on how much XP is spent. Choosing a skill is simply a case of turning to the Skill section and packing a skill from the relevant set. To determine a random skill, the player declares which set they are generating the skill from, rolls a D6 and looks up the result on the table below (re-rolling if the fighter already has that skills). In either case, the skill is added to the fighter's card.

LASTING INJURIES

When a fighter goes Out of Action, their opponent rolls 2D6, one after the other (a D66 roll) and looks up the result on the Lasting Injuries table. If an Injury roll results in more than one Out of Action result, a separate roll on the Lasting Injuries table is made for each.

GOING INTO RECOVERY

Some result cause a fighter to go into recovery. The fighter's In Recovery box on gang roster is checked, and the fighter must miss the next battle in order to recover. In the post-battle sequence of the gang's next battle, the box will be cleared and the fighter is once again available.

CHARACTERISTIC PENALTIES

Some results give a permanent penalty to a fighter's characteristic. These Fighter Card must be amended immediately – note that their credits value does not change. Also if a characteristic that is depicted as a target number (Weapon Skill or Initiative, for example) is reduced the actual number increases – in other words if a fighter with a Weapon Skill of 4+ receives a Hand Injury their Weapon Skill is decreased to 5+.

MINIMUM CHARACTERISTICS

A fighter's characteristics cannot be reduced beyond a certain level; as shown below. If one of a fighter's characteristics would be reduced below this level, the fighter goes into recovery, but suffers no additional penalty.

- Weapon Skill, Ballistic Skill and Initiative cannot be reduced to worse than 6+.
- Leadership, Cool, Willpower and Intelligence cannot be reduced to worse than 12+.
- Movement, Strength and Toughness cannot be reduced to less than 1.

SUCCUMBING TO INJURIES

If a fighter is Seriously Injured when the battle ends, roll a D6 for them. On a 3 or more, they survive without any further complications, but on a 1 or 2, they succumb to their injuries and are treated as having gone Out of Action. A Lasting Injury roll is made for them as normal.

D66	Lasting Injury
11	**Lesson Learned.** The fighter goes into recovery but gains D3 Experience.
12-26	**Out Cold.** The fighter misses the rest of the battle, but avoids any long-term injuries.
31-45	**Grievous Injury.** The fighter goes into recovery.
46	**Humiliated.** The fighter goes into recovery. In addition, their Leadership and Cool are each decreased by 1.
51	**Head Injury.** The fighter goes into recovery. In addition, their Intelligence and Willpower are each decreased by 1.
52	**Eye Injury.** The fighter goes into recovery. In addition, their Ballistic Skill is decreased by 1.
53	**Hand Injury.** The fighter goes into recovery. In addition, their Weapon Skill is decreased by 1.
54	**Hobbled.** The fighter goes into recovery. In addition, their Movement characteristic is reduced by 1.
55	**Spinal Injury.** The fighter goes into recovery. In addition, their Strength characteristic is reduced by 1.
56	**Enfeebled.** The fighter goes into recovery. In addition, their Toughness characteristic is reduced by 1.
61-65	**Critical Injury.** The fighter is in critical condition – if their injury is not successfully treated by a visit to the Doc (see page 447) in the post-battle sequence, they will die.
66	**Memorable Death.** The fighter is killed instantly – not even a visit to the Doc can save them. If the injury was caused by an attack, the attacker gains one additional Experience.

BEING CAPTURED

If only one gang has fighters on the battlefield at the end of the battle, there is a chance that they might capture a fallen enemy. Roll 2d6 and add the number of opposing fighters who went Out of Action (including those who have succumbed to their injuries). If the result is 13 or greater, shuffle together the Fighter cards of any enemy fighters who went Out of Action and draw one at random – that fighter is captured. Fighter's who have suffered a Critical Injury cannot be captured (they are left for dead!); if their card is drawn, discard it and draw again. Fill in the Captured By box on the gang roster for that fighter, noting down the gang that has captured them.

While a fighter is captured they are unavailable for battles, as thought they were in recovery – however this lasts until they are freed as follows. The capturing gang should mark the captured fighter's name and gang on their roster.

CAPTURED FIGHTERS

Once a fighter has been captured, their gang has one chance to attempt to free them. The next time the same two gangs fight, the captured fighter's controlling player can declare that they will attempt a rescue mission. This supersedes the Determine Scenario steps of the pre-battle sequence – Instead, the Rescue Mission scenario is played.

If the gang does not wish to attempt the Rescue Mission scenario, and a different scenario is played, the capturing gang can choose to sell them to the Guilders in the post-battle sequence of that battle or any subsequent battle (they might wish to keep their captive, especially if they have the Mine Workings territory). If the fighter is still captured next time the two gangs fight, the captured fighter's controlling player can once gain attempt a rescue mission.

At any time, regardless of whether a rescue mission has already been attempted, the two gangs controlling players can come to an agreement to return the fighter. This could be a payment of credits, a trade for another Captive, a piece of territory, an item of equipment or anything else – this is entirely up to the two players, and the capturing gang is free to refuse an offer. If an agreement is reached and the trade is made, the captured fighter is immediately freed.

THE PRE-BATTLE AND POST-BATTLE SEQUENCES

In a campaign, there are additional steps that take place before and after a battle, as listed below. They must be followed in the order shown, and must be done while both players are present.

THE PRE-BATTLE SEQUENCE

HOUSE FAVOURS

The interests of the Clan Houses are often played out in the furious battles between underhive gangs; the House masters aiding those that will further their agendas. During the pre-battle actions of a gang's first game of the Cycle, they may petition their House for aid. Roll 2D6 on the table below, adding +1 (to a maximum of +3) for every gang in the campaign with a higher Rating than them (the Houses are more likely to offer support if they think their interests might be in danger !).

2D6	Result
2	**Displeasure.** *Such presumption demands recompense !* Not only does the gang's House consider their position unworthy of aid, they feel that the gang must offer up a tithe. The player must select one of their Juves or Gangers and remove them from the gang.
3-5	**No Effect.** *Do not bore me with your cries !* Despite the gang leader's pleas, their House remains indifferent to the gang's plight – try harder ganger !
6-8	**Arms Shipment.** *Clearly, they simply require the tools to get the job done.* The player may add 2D6x10 credits worth of the House list weapons and wargear to their gang.
9-10	**New Blood.** *Perhaps some fresh blood is needed.* The player may add a Juve to their gang – though they still need to buy them equipment as normal.
11-12	**House Trainer.** *Maybe they just need to be shown how to fight ?* The House sends a trainer – the player may choose D3+1 of their fighters to receive D6 Experience each.
13+	**Old Pro.** *These ones are special, send a member of my bodyguard at once !* The player may generate a Champion with up to 150 credits worth of gear and 2D6 Experience, to add to their gang.

The pre-battle sequence has six steps:

1. Buy Advancements and Recruit Hired Guns
2. Determine Scenario
3. Set up Battlefield
4. Draw Tactics Cards
5. Choose Crews
6. Deploy

1. BUY ADVANCEMENTS AND RECRUIT HIRED GUNS

Each player can spend Experience to purchase Advancements for their fighters (**see page 438**). If both players wish to do so, the player with the higher Gang Rating goes first, purchasing any Advancements they wish, then the other player does so. If both players have the same Gang Rating, the winner of a roll-off chooses whether to go first or second

Once any Advancements have been bought, players can spend credits to recruit Hired Guns. Again, if both players wish to do so, the player with the higher Gang Rating goes first.

2. DETERMINE SCENARIO

To determine which scenario will be used, roll 2D6 on the following table:

2D6	Result
2-3	The player with the higher Gang Ratting chooses which scenario to play. If both players have the same Gang Rating, the winner of a roll-off chooses which scenario to play. If there is an attacker and a defender, the player who chose the scenario is the attacker.
4-6	Play the Stand-off scenario
7-12	The player with the lower Gang Rating chooses which scenario to play. If both players have the same Gang Rating, the winner of a roll-off chooses which scenario to play. If there is an attacker and a defender, the player who chose the scenario is the attacker.

DESIGNER'S NOTE: SPEEDING THINGS UP

Having this step at the start of the pre-battle sequence means that players can plan ahead between battles, working out which Advancements they will purchase. There are often several options available when spending Experience, so a bit of forward planning is recommended to get the game under way in a timely fashion.

Then, the players should agree whether they will fight using the Zone Mortalis or Sector Mechanicus rules. If they cannot decide, the player who chose the scenario has the deciding vote. If neither player chose the scenario (for example, because a 4-6 was rolled on the table), the players should roll off and the winner's choice applies.

RESCUE MISSIONS

If one of the players has captured one of the other player's fighters, the captured fighter's player has the opportunity to override the Scenario table and attempt a rescue mission.

3. SET UP BATTLEFIELD

The players now set up the Battlefield. Some scenarios have special instructions for how to do this, but the default system is as follows. If both players prefer, they can ignore this system and simply set up a battlefield they wish!

ZONE MORTALIS

Starting with the winner of a roll-off (or the defender, if the scenario has one), the players take turns to pick a board and place it. Each tile after the first must be placed so that at least half the length of one of its edges is touching an existing tile. A tile cannot be placed if it would make the entire board more than four tiles wide in any direction. At any time, as long as at least three tiles have been placed, a player can declare that they have finished placing tiles. Their opponent then has the opportunity to place one more tile.

Once all tiles have been placed, doors are added. If the scenario has a defender, they can place any number of doors and/or door terminals. Otherwise, starting with the winner of a roll-off, the players take turns placing a door, with a door terminal if they wish. At any time, as long as at least three doors have been placed, a player can declare that they have finished placing doors. Their opponent then has the opportunity to place one more door.

Then roll a D6 and set aside that many barricades. Starting with the defender (if there is one) or the winner of a roll-off, players take turns placing a barricade until all have been set up. Then, if there is an attacker, they can place up to two ductways; otherwise, each player (starting with the one who did not place the last barricade) sets up one ductway.

Finally, the Winner of a roll-off places a loot casket anywhere on the battlefield that is not within 6'' of an edge of the board. The other player then does the same, with the added restriction that it cannot be within 12" of another loot casket. Each player then rolls a D6; on a 4 or more, they can place another loot casket as long as they can follow the same restrictions.

SECTOR MECHANICUS

The players should mark out an area roughly 4'x4' to be the battlefield, and set aside a selection of terrain pieces. These should be divided into scatter terrain (e.g, barricades, crates, barrels and other small pieces) and large terrain (everything else). Starting with the winner of a roll- off (or the defender, if the scenario has one) the players take turns placing one of the large terrain pieces anywhere on the battlefield. At any point, a player can declare that they do not wish to place any more large terrain; the other player can then place one more piece it they wish.

Then, scatter terrain is added. Starting with the winner of a roll-off (or the defender, if the scenario has one), players take turns placing up to three pieces of scatter terrain. At any point, a player can declare that they do not wish to place any more scatter terrain; the other player can then place up to three more if they wish.

Finally, the winner of a roll-off places a loot casket anywhere that is not within 6'' of an edge of the battlefield. The other player then does the same, with the added restriction that it cannot be within 12'' of another loot casket. Each player then rolls a D6; on a 4 or more, they can place another loot casket as long as they can follow the same restrictions.

4. DRAW TACTICS CARDS

Each player prepares their deck of Tactics cards – by default this is one copy of each Gang Tactics card, plus any House Tactics cards relating to their gang's House (for example, an Escher gang would take one of each Gang Tactics card and one of each House Escher card). If players have any additional Gang Tactics or relevant House Tactics cards (for example, any from the expansion packs or which have been made available separately, such as Event exclusive cards), these are also added to their decks. Any cards marked as 'Zone Mortalis' are left out of the deck if this is a Sector Mechanicus game, and vice versa.

Once each player's deck has been prepared and thoroughly shuffled, they draw Tactics cards as described in the scenario instructions. Unless a scenario specifically states otherwise, a player cannot draw the same card more than once, even if they own a duplicate copy.

RIGGED DOOR AND HIDDEN PASSAGE

The Rigged Door and Hidden Passage cards found in the Necromunda Underhive boxed set are intended for use in Zone Mortalis battles only. They cannot be chosen for Sector Mechanicus battles; if either of them is drawn randomly, they should be discarded and another card should be drawn to replace it.

5. CHOOSE CREWS

Each player chooses a crew from their available fighters, using one of the following methods. The scenario will state which method is used by each player, or might instruct one or both players to use a different, bespoke method. Unless the scenario states otherwise, any fighters not included in the crew will not take any part in the battle.

RANDOM SELECTION (X)

The player first removes from their deck of Fighter cards any fighters who cannot take part in the battle (for example, because they are in Recovery or have been Captured). If their Leader or any of their Champions has multiple equipment sets, one of their Fighter cards, drawn at random, is kept in the deck – the others are removed. Then the player shuffles their deck and deals out a number of face-down cards dictated by the number shown in brackets (for example, a player using the Random Selection (D3+4) method would roll a D3, add 4 to the result and deal out that many cards). The fighters shown on these cards are the gang's crew for this scenario.

CUSTOM SELECTION (X)

The player chooses their crew, in secret, by creating a face-down pile of Fighter cards. They cannot include any fighters who cannot take part in the battle for any reason. The number in brackets shows the maximum number of fighters that can be included in the crew, if this is a random number (for example, D3+4), this should be determined before the crew is chosen. If there is no number in brackets, there is no maximum size to the crew.

6. DEPLOY

The crews are set up on the battlefield. Some scenarios have special rules for this, but the default method is as follows:

The players roll off, and the winner decides whether to take the Priority marker or give it to their opponent. Then, the player with the Priority marker chooses one of the edges of the battlefield and sets up their entire crew within 12'' of that edge. The other player then sets up their crew within 12'' of the opposite edge. For the first round, the player who already has the Priority marker keeps it (do not roll off in the Priority phase).

THE POST-BATTLE SEQUENCE

The post-battle sequence has six steps:

1. Wrap Up
2. Collect Income (first battle of the Cycle only)
3. Receive Rewards
4. Post-battle Actions
5. Update Roster
6. Report Results

1. WRAP UP

Each player checks to see whether any of their Seriously Injured fighters succumb to their injuries (**see page 441**), and whether they capture any enemy fighters (**see page 442**). Any other events that take place 'at the end of the battle' are triggered here. Players should also consider shaking hands, congratulating/commiserating with their opponent and sharing favourite moments from the battle – some would say this is the most important step!

2. COLLECT INCOME

If this is the gang's first battle of this Cycle, they collect income from their Turf. The gang's Turf Size is multiplied by 10, and that many credits are added to their Stash. In addition, most Special Territories generate additional income at this point.

This step is disregarded in the first Cycle of each Turf War (including the first battle of the campaign).

3. RECEIVE REWARDS

Each scenario shows a list of rewards which the gangs can receive based on their performance during the battle. Any equipment gained is added to the gang's Stash – it can be distributed to fighters in Step 5.

GAINING, LOSING AND STEALING TURF

A gang's Turf is often hard to define, and can change depending on their victories and defeats. After a gang's Turf Size increases, roll a D6 and add the amount by which it increased. On a result of 7 or more, it gains a new Special Territory.

Conversely, after a gang's Turf Size decreases, roll a D6 and subtract the amount by which it decreased. On a result of 0 or less, they lose one of their Special Territories chosen randomly.

If a reward lets a gang steal Turf from another gang, the latter gang's Turf Size is decreased as described previously, and the stealing gang's Turf is increased by the same amount. Roll a D6 and subtract amount by which the latter gang's Turf Size decreased. On a result of 0 or less, they lose one of their Special Territories, chosen randomly, and it is added to the stealing gang's roster.

GAINING AND LOSING REPUTATION

Each scenario contains a number of ways in which a gang can gain or lose Reputation. If a gang both gains and loses Reputation, any gains are applied before any losses.

4. POST-BATTLE ACTIONS

Each Leader or Champion in the gang can make one post-battle action. Each of these actions is carried out one at a time, in an order of the controlling player's choice. Fighters who are in recovery or who have been captured cannot make post-battle actions. Unless otherwise stated, the same action can be made more than once.

YAQ: Dead and currently bleeding to death fighters (61-65 result that need to be escorted to the doc) can't perform post-battle actions either.

The actions below are always available, but others might also become available through Special Territories, skills or other means.

WORK THE GANG'S TURF

The fighter generates D6x10 credits, which are immediately added to the gang's Stash.

TRADE

The fighter attends the Trading Post, increasing the gang's chances of finding rare items. This is resolved in step 5.

SELL TO THE GUILDERS

The fighter can sell any number of captive fighters to the Guilders – as long as their gang has had a chance to rescue them (**see page 442**). Each captive is worth half their value, rounding up to the nearest 5 credits – this many credits are added to this gang's Stash. The captive's controlling player should be informed as possible, and must delete the captive from their roster.

MEDICAL ESCORT

The fighter escorts a critically injured fellow gang member to the Doc. Pick another fighter in the gang who suffered a Critical Injury during the battle and pay 2D6x10 credits from the gang's Stash. If the gang does not have sufficient funds, or does not wish to pay the full amount, no roll is made and the fighter dies. Otherwise, roll a D6 on the table below:

D6	Result
1	**Complications.** The fighter dies.
2-5	**Stabilized.** Roll a D6 and apply the result from the Lasting Injuries table, assuming that it is the second dice of a D66 roll and the first dice rolled a 5 (in other words, a roll of 1 counts as 51, a roll of 2 counts as 52, and so on).
6	**Full Recovery.** The fighter goes into recovery, but suffers no lasting effects.

5. UPDATE ROSTER

These steps are carried out in order:

A. FIGHTERS RECOVER

If a fighter missed this battle because they were recovering, their Recovering box on the gang roster is cleared. They are able to take part in the next battle.

YAQ: Note that, as this step takes place after post-battle actions are carried out in step 4, Champion or Leader in recovery from lasting injuries, miss two games worth of post-battle actions.

B. DELETE DEAD OR RETIRING FIGHTERS

Dead fighters are deleted from the roster. Their equipment (except for armour) is added to the gang's Stash as long as their gang had at least one fighter on the battlefield at the end of the battle, or if the fighter was taken to the Doc but still died (either because the gang could not pay for their treatment, or there were complications). Otherwise, the dead fighter's equipment is lost.

Also, at this point, the controlling player can choose to retire fighters – usually because Lasting Injuries have rendered them unfit for battle. These fighters are deleted from the roster, and their equipment is added to the gang's Stash.

Equipment in the gang's Stash can be sold or transferred to a new fighter in the next step.

LOSS OF A LEADER

If a gang's Leader is killed or is retired, a new Leader must be nominated from among the gang's Champions. If it has no Champions, the new Leader must be either a Specialist or Juves. If it has no Specialists or Juves, the new Leader is a Ganger.

In any case, the eligible fighter with the best Leadership must be selected as the new leader. If more than one eligible fighter is drawn for best Leadership, use Advancements as a tie-breaker; it there is still a tie, the controlling player can decide.

When a fighter is promoted in this way, their Type is changed to Leader on the gang roster, and from now on they count as a Leader for determining which equipment and skill sets they can access. Their characteristics do not change.

C. VISIT THE TRADING POST

The gang can make any of the Trading Post actions described as follows, allowing them to hire new fighters and buy or sell equipment. The actions can be taken in any order, and there is no limit to how many times a gang can perform each one. Any spent credits are deducted from the gang's Stash; any gained credits are added to the gang's Stash.

HIRE A FIGHTER

The gang can hire a new fighter from their House list, paying for them as they did when founding the gang. No equipment is purchased for them – they receive equipment in the next step.

GANG COMPOSITION

The Gang Composition section of the House List must be honoured when hiring new fighters. For example, if a gang with a Reputation of less than 10 already has two Champions, it cannot hire any more. Similarly, if a gang has fewer Gangers (including Specialists) than its total number of Leaders, Champions and Juves, only Gangers can be hired until this is no longer the case.

RECRUIT HANGERS-ON

The gang can spend credits to add a Hanger-on to their roster. Their Reputation must be sufficient to allow this.

SELL UNWANTED EQUIPMENT

Any equipment in the gang's Stash can be sold. The item is deleted from the Stash, and the gang gains its value in credits, minus D6x10 (to a minimum of 5).

PURCHASE EQUIPMENT

The gang can purchase any equipment from their House Equipment list at the price shown, adding it to their Stash. They can also purchase Common equipment from the Trading Post, at the price shown. They cannot use this action to purchase Rare equipment from the Trading Post – that can only be obtained with the Seek Rare Equipment action, as follows.

SEEK RARE EQUIPMENT

This action can be taken multiple times, but is only resolved once. Roll 2D6 to determine the availability of items, adding the following bonuses:

- +2 if the gang's Leader is making a Trade post-battle action.
- +1 for each Champion making a Trade post-battle action.

- +1 for every full 10 Reputation the gang has (for example, a gang with Reputation 24 would get +2)

The result is the Availability level – the higher it is, the rarer the equipment that is on offer. For each fighter making the action, the gang can now purchase one Rare item from the Trading Post with a Rarity value equal to or lower than the Availability level. Any items that are purchased are immediately added to the gang's Stash.

YAQ: You can buy from your House Weapon List, buy Common items from the Trading Post, and hire new recruits without using the action. This action is for attempting to purchase Rare items only.

E. UPDATING GANG RATING

Recalculate the gang's Gang Rating, and update the roster accordingly. Note that this is not done until this step, meaning that any other references to the Gang Rating in the post-battle sequence are referring to the value before it is updated.

DESIGNER'S NOTE: PUT AWAY THE CLIPPERS

Note that once a fighter has been equipped with a weapon or Item of wargear, it cannot be removed from them unless they die or are retired. Gang members become attached to their weapons, often customising them or going so far as to give them names, and asking them to part with their beloved gear would be akin to asking them to remove an arm. On a more practical point, this means that players never have to snip the weapons off their miniatures!

UPDATING MINIATURES

Each fighter in the gang must always be represented by an appropriate miniature, If a fighter gains a new weapon, it must be added to their model. Grenades and wargear are a little more flexible, and can usually be assumed to be concealed or tucked into a pocket, although players are still encouraged to model these items if possible – after all, it is very easy to forget that a fighter has a piece of wargear when it is only written on their Fighter card.

D. DISTRIBUTE EQUIPMENT

Any equipment in the gang's Stash can now be distributed among its fighters. Weapon choices must respect the restrictions shown in the gang's House list – for example, a Goliath Juve could not be equipped with a heavy bolter, as they can only be equipped with Pistols and Melee Weapons. Also, the limit of no more than three weapons must be adhered to, with Unwieldy weapons taking the space of two. Once any equipment has been added to a Fighter card, the card's credits value is updated accordingly. If the fighter is equipped with an item that has two different costs – one in the fighter's House Equipment list and the other in the Trading Post – the value in the House list takes precedence.

As well as being redistributed amongst other fighters, a new fighter may be equipped for free from the gang's Stash, providing of course that normal restrictions on weapon type are followed. For example, a newly hired Goliath Juve cannot be equipped with a heavy bolter from the Stash. Simply delete the items from the Stash and add them to the new fighter's Fighter card.

EQUIPMENT SETS

Leaders and Champions, enjoying the privilege of rank, often maintain a cache of weapons that allows them to equip themselves appropriately for each battle. As such, a Leader or Champion can have multiple Fighter cards, each representing a different set of equipment. An appropriate miniature should be available for each. There is no additional cost for having multiple equipment sets; the controlling player can make additional Fighter card for a Leader or a Champion at any time.

Regardless of the number of equipment sets a fighter has, they still have a single entry on the gang roster. If the fighter suffers any Lasting Injuries or gains any Advancements, they should be recorded on all of their Fighter cards. The fighters cost, as shown on the roster, is equal to the cost of their most expensive Fighter card.

Only one of a Fighter cards can be used for a battle. If a battle uses random fighters from the gang, all of the fighter's card should be shuffled together one should be drawn at random and added to the rest of the gang's Fighter cards before any cards are drawn. This means that only one of this fighter's cards can be drawn for battle, and that the controlling player cannot choose which of their equipment sets they will be using.

When distributing equipment from the gang's Stash, it can be moved to any or all of a Leader or Champion's cards, and can even be moved to more than one.

For example, the Slaughterfists' Leader, Deg the Skinner, has two equipment sets. On one Fighter card is is equipped with a Renderizer, and on the other he has a grenade launcher and spud-jacker. The controlling player wishes to equip him with a set of frag grenades, which are currently in the gang's Stash. The grenades are removed from the Stash and could be added to either or both of the Fighter cards.

6. REPORT RESULTS

The players should report the outcome of the battle to the Arbitrator, who will update the campaign stats accordingly. The report should contain which gangs fought, the outcome of the battle (i e., who won), and the final Gang Rating, Reputation and Turf Size of each of the gangs.

ENDING A TURF WAR

Each Turf War in a campaign only runs for a limited time, and ends with an Apotheosis – a climactic series of battles which will determine an eventual winner. Then there is a period of Downtime before a new Turf War begins.

APOTHEOSIS

During the final Cycle of a Turf War, Apotheosis is in effect. A number of additional rules come into effect to represent the escalating clashes across the Zone(s).

ADDITIONAL RULES

During this week the following additional rules are in effect:

DESPERATION

If a gang has a lower Reputation than their opponent, they roll 2D6 when making Bottle tests, discarding the highest dice. In a multi-player battle, any gang which does not have the highest Reputation among those taking part benefits from this rule.

CONSOLIDATION

At the start of the Receive Rewards step of the post-battle sequence, the losing gang decreases its Turf Size by l, to a minimum of 1.

IGNOMINY

If the winning gang has a lower Reputation than the losing gang, the losing gang's Reputation is decreased by 1 and the winning gang's Reputation is increased by 1. This happens in the Adjust Reputation step of the post-battle sequence in addition to any other adjustments.

THE SHOWDOWN

Once the last Cycle of the Turf War has been completed, there is a Showdown to determine which gang takes ultimate control of the Zone. If the campaign uses more than one Zone, there will be a Showdown for each.

The Arbitrator decides the two Top Dogs in the Zone. These are the two gangs with the highest Reputation (with Gang Rating used as a tiebreaker). Each of these gangs prepares for the final confrontation – they follow steps 2, 4, 5 and 6 of the post-battle sequence, collecting income as though it were the first battle in a Cycle then making post- battle actions, updating their roster and reporting any changes to the Arbitrator. However, the Fighters Recover step of Updating the Roster is skipped – there is not enough time for fighters to recover from their injuries.

Then there is a battle between the two Top Dogs, using the Stand-Off scenario or an alternative Showdown scenario published elsewhere. Owing to the climactic nature of the engagement, each gang automatically passes any Bottle tests it makes, unless it wishes to voluntarily fail

The gang who wins the Showdown becomes the Zone's Overlord, gaining a number of bonuses in the next Turf War. In the case of a draw, the gang with the higher Reputation becomes the Overlord; if this still fails to resolve an Overlord, use the higher Gang Rating, then the higher Turf Size. Carry out the post-battle sequence as normal.

DOWNTIME

Downtime is just that – a period of time during which the campaign is effectively 'on pause'. It represents the gangs settling back into their normal routine and grabbing onto any turf they still hold, their aggressions and grudges having been temporarily vented.

For the players, Downtime is a chance to relax after the events of the Apotheosis, and to take a short break from playing campaign games. The Arbitrator should decide how long the Downtime will last; they should consider what their players want, giving them enough time off to make them want to return but not leaving it long enough that people lose their enthusiasm.

THE EFFECT OF DOWNTIME

Although Downtime does not have as much of an effect on a gang as a campaign Turf War, its fighters are not frozen in time. After their last game of a Turf War (the Showdown if they were one of the Top Dogs, or their last game in the Cycle otherwise), players complete the following steps at the end of the post-battle sequence:

1. FIGHTERS RECOVER

Any In Recovery boxes on the gang roster are cleared.

2. CAPTIVES ARE RETURNED

In the downtime between campaigns, friends and family club together to raise the ransom. They can't pay in full but the captor doesn't care, they are sick of feeding their hostage by now and keen to be rid.

Any Captured fighters are released. The gang that had captured them receives half their Credits value (rounding up to the nearest 5 credits).

3. EXPERIENCE JUVES ARE PROMOTED

If a Juve has five or more Advancements, they are promoted. Their characteristics and credits value are unaffected, but their Type is changed to Champion. From now on, they are treated as a Champion in all respects.

PREPARING FOR THE NEXT TURF WAR

At some point during Downtime, the Arbitrator needs to set a deadline for players to register their interest in participating in the next Turf War. This is a great opportunity for new players to join in, or for existing players to duck out if they wish.

When a player registers their interest, they need to either state that they will use their existing gang, create an offshoot gang or found a new gang.

EXISTING GANGS

Players who took part in the previous Turf War can use their existing gang, as it was at the end of the Turf War. If they were an Overlord at the end of Turf War, their Turf Size stays as it is – otherwise, it is reduced by D6 (to a minimum of 1).

Then, if the gang is particularly large, it might fracture as fighters depart to seek their own fortunes, or are reallocated by their House. If the gang's Rating is more than 2,000 (more than 3,000 if they were the Overlord in the previous Turf War), the player must reduce their Gang Rating to below this amount by retiring fighters, deleting them from their gang roster.

BUYING BACK FIGHTERS

If any fighters are retired at this point, the player should keep their Fighter cards, marking on them how many Advancements the fighter has received. When hiring fighters at the Visit the Trading Post step of the post-battle sequence during the subsequent Turf War, a player can re-hire one of their retired fighters by paying their full credits costs. They return with 0 Experience, but their full number of Advancements.

OFFSHOOT GANGS

Players who took part in the previous Turf War can instead choose to create an Offshoot gang. This is the same as founding a new gang – they have a budget of l,000 credits, as normal – but follows these steps:

1. NOMINATE A LEADER

The player picks a Champion from their former gang to be the Leader of their new gang. This Champion's Fighter card(s) are transferred to the new gang, and they are added to the new gang roster. They must be paid for, in full, at the cost shown on their old gang roster.

2. CHOOSE FOLLOWERS

The player can pick up to two Juves from their old gang to transfer across to the new gang in the same way. They can also pick up to half of the Gangers in their old gang.

3. BRING NEW BLOOD

The player can purchase new fighters from their House list with any remaining credits in their budget, as though they were founding a gang from scratch.

Any fighters transferred to the new gang are deleted from the old gang roster. The old gang does not take part in the new Turf War, but could potentially come back for a later one.

NEW GANGS

This is the only option for new players, but existing players can take this option if they wish to try something new. The player founds a new gang as they would at the start of the campaign, with a budget of l,000 credits.

ALLOCATING ZONES

Once the registration deadline has been reached and all gangs have been submitted to the Arbitrator, they should be split into Zones (if multiple Zones are being used). This is done in the same way as at the start of the campaign, with the exception that Overlords always return to the Zone they were in previously.

A NEW TURF WAR BEGINS

When the Arbitrator is satisfied that all players are ready, a start date can be set for a new Turf War. Again, they will need to set the length of a Cycle and how many Cycles will be in the Turf War.

SPECIAL TERRITORY TABLE

Whenever a gang gains a special territory, the controlling player rolls a D66 on the table below:

D66	Territory	Rules
11-16	**Chem-pit**	When the gang collects income, the controlling player can choose an available Ganger from their gang to work the chem-pit and rolls 2d6. If the result is a double, the Ganger suffers a mishap and a Lasting Injury roll is made for them. Otherwise, multiply the result by 10 and add it to the gang's Stash.
21-23	**Settlement**	When the gang collects income, each Settlement they control generates a free Juve. The Juve can be added to the gang roster (as long as this would not cause there to be fewer Ganger than other fighters in the gang), or can be sent to work elsewhere in the House, earning the gang a 10 credit finders fee.
24-26	**Mine Workings**	When the gang collects income, select up to three available Gangers from their gang and roll a D6 for each. If a dice rolls a 1, that Ganger is caught in a collapse and goes into recovery. Otherwise, multiply the result by 10 and add this many credits to the gang's Stash. If the gang has any Captives, each one can be sent into the mines in place of a Ganger. If a 1 is rolled for a Captive, they generate no income but do not go into recovery – it is assumed that their time in captivity is enough to recover.
31-33	**Tunnel Network**	Each Tunnel Network controlled by the gang allows up to two fighters to infiltrate the battlefield. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield they are placed to one side (the controlling player must declare that they are crawling through the tunnels). At the end of the first round, the controlling player nominates any spot on the ground surface of the battlefield and sets up each infiltrating fighter within 2'' of that spot. If the gang controls more than one Tunnel Network, the player nominates one spot for each and sets up a maximum of two infiltrating fighters within 2'' of each.
34-36	**Vent Network**	Each Vent Network controlled by the gang allows up to two fighters to infiltrate the battlefield, when playing a Sector Mechanicus scenario. Infiltrating fighters must be part of the crew for a battle, but instead of being set up on the battlefield they are placed to one side (the controlling player must declare that they are crawling through the vents). At the end of the first round, the controlling player nominates any spot at least 3'' above ground level and sets up each infiltrating fighter within 2'' of that spot. If the gang controls more than one Vent Network, the player nominates one spot for each and sets up a maximum of two infiltrating fighters within 2'' of each.
41-43	**Drinking Hole**	When the gang collects income, multiply their Reputation by 10 (to a maximum of 80) and add this many credits to their Stash.
44-46	**Guilder Contact**	If the gang sells a captured fighter to the Guilders, they receive credits equal to their full value rather than half of it. In addition, if one of the gang's fighters is sold to the Guilders, roll a D6. On 4 or more they are returned to their gang, along with any equipment – the gang who sold them still receives payment as usual.
51-53	**Friendly Doc**	Reduce the cost of any Medical Escort post-battle actions made by the gang by 10 credits, to a minimum of 0.
54-56	**Workshop**	Once per post-battle sequence, when visiting the Trading Post, a fighter making a Trade action can purchase an item with a Rarity value up to two higher than the Availability level.
61-63	**Gambling Den**	When the gang collects income, roll up to 5D6 – the more dice rolled, the more the games have been rigged against the patrons. Any dice that score a 5 or 6 are discarded; the total of any remaining dice is multiplied by 10, and that many credits are added to the gang's Stash. If at least three dice are discarded, the patrons have caught wind of the rigged games and the den's owners are run out of town. The territory is deleted from the gang's roster.
64-66	**Spore Cave**	When the gang collects income, the controlling player can choose an available Ganger from their gang to gather spores and roll a D6. If the result is a 2 or more, multiply it by 10 and adds this many credits to the gang's Stash. If the result is a 1, the Ganger contracts spore sickness. They go into recovery, but mark this with an S instead of a tick. Whenever their in Recovery box should be cleared (at the end of a battle, for example), roll a D6 – on a 4 or more they recover, but on a 1-3 they stay in recovery

ARBITRATED CAMPAIGNS

This section builds upon the campaign rules, expanding the role of the Arbitrator, presenting different kinds of campaigns, introducing campaign-wide events.

THE ARBITRATOR

Running an Arbitrated campaign can be like telling a good story – albeit one of desperate gang warfare, brutal underhive societies and violent criminals. It is the Arbitrator's job to bring this tale to life, often playing the role of the antagonists and the uncaring universe that opposes the gangs in their rise to power. This can be a demanding role – but also a very rewarding one – and a well-arbitrated campaign will be one the players remember for a long time to come.

In any campaign, the Arbitrator's role is to keep track of the Cycle, make sure the players are informed as the rise and fall of their opponents, and to decide when the campaign has reached its conclusion. These are the basic responsibilities of an Arbitrator, but if they choose, there are many different ways for them to shape the course of their campaign. As masters of the campaign, they might choose to introduce random events like hive quakes, clan uprisings or enforcer crack downs that can all have an effect on the battles fought by the gangs. New adversaries can also show up, like Guilder watchmen, noble hunting parties, sump-born horrors or xenos interlopers, either controlled by the Arbitrator or put into scenarios of their own devising to challenge the players. Arbitrators can also create their own battlefields, building them to reflect unique locations like partially submerged domes, bustling settlements or hive-fungi arboretums, pitting gangs as much against the environment as each other. How large a part the Arbitrator plays in their own campaign is up to them and some Arbitrators might like to create complex story arcs with set events, while others may choose to just add just a few random events to spice things up – in either care, this section provides guidance for Arbitrating scenarios whether the Arbitrator is an old hand or just starting out.

CAMPAIGNS WITHOUT ARBITRATORS

Sometimes, there might only be a few players in a campaign, or none of the players might want to take on the role of the Arbitrator. In these cases, it is still possible to play a Necromunda campaign, with each player taking care of their own pre- and post-game bookkeeping and the players keeping track themselves of which territories they hold and so forth.

To add some variety to these campaigns, the players can use the Campaign Events table on page 458. At the beginning of a Cycle, the players can collectively get together to roll on the Event table, applying the results for the duration of the Cycle.

DIFFERENT KINDS OF CAMPAIGNS

There are many different ways to run Necromunda campaigns, representing the variety of inter-House conflicts, underhive perils and simple daily anarchy that permeates every hive city. Presented below are a collection of campaign ideas, each one altering the guidelines laid out in the Turf War campaign system presented page 435, to create new challenges for players as well as opportunities for the Arbitrator to run their own scenarios or introduce their own adversaries.

DOME RUSH

A hive quake has opened up a new area and gangs are rushing to be the first to claim its riches. Turf is handled differently in a Dome Rush – finds are quickly turned into creds and the gangs move on to fresh areas. In this kind of campaign, when a gang would increase its Turf Size it instead gains D6x50 creds for each point of Turf Size it would have gained.

Special Territories are not used for this campaign type, with the exception noted below.

At the start of the campaign, the Arbitrator should generate a random special territory – this is the first area the gang are exploring and it will last for the Cycle. For this Cycle, all gangs gain the benefits of the special territory. At the end of the Cycle, the Arbitrator generates a new Special Territory, which replaces the current Special Territory (representing the new area the gangs have moved on to).

In a Dome Rush, lots of good loot is flowing out of the newly-found area – to reflect this, the Rarity of items at the Trading Post is reduced by 2.

This kind of campaign is a great opportunity for the Arbitrator to introduce hidden treasures and perils that have been buried in the hive ruins. Every time a Special Territory is revealed, it might unleash something onto the campaign – and the Arbitrator can choose appropriate results from the Campaign Events table such as Generatorium Failure, Sump Stalker or Brainleaf Outbreak. The Arbitrator might also choose to have something truly terrifying unearthed in the Dome Rush, creating their own disturbed hive terror or ruthless cult to oppose the gangers and act as a villain for the duration of the campaign or Cycle.

LAST GANG STANDING

Trapped in a small settlement or cramped dome a group of new gangs wage a bloody battle for supremacy. This campaign lasts for only a single Cycle, and adds additional rules to the Turf War campaign presented **page 435** that capture the viciousness of this kind of close-in struggle for a settlement or zone. Gangs do not gain Turf in this type of campaign (and as a result there is no chance to gain Special Territories). Gangs cannot recruit new fighters, nor can they make use of Hired Guns, though they can still buy new equipment. When a fighter goes Out of Action, no roll on the Lasting Injury table is made – the fighter has been killed in the savage war of supremacy – and they are removed from the player's gang.

In a Last Gang Standing campaign, the Arbitrator can ramp up the danger as it only lasts for a single cycle and gangs will likely perish long before they have a chance to grow in power. The Arbitrator can set up cramped battlefields – Zone Mortalis battlefields are especially good at representing the claustrophobic nature of this kind of campaign. Multi-player games are also very appropriate – with multiple gangs getting into running gun battles all on top of each other. A great way to start Last Gang Standing is the Gang Moot scenario (**see page 392**) – as we can imagine the gangs have gotten together to work out who owns the settlement and things have gone downhill from there…

HIVE EMPIRES

Having risen to control entire zones, mighty gangs then turn their attention to each other, waging inter-House warfare on epic scale. To play out the kind of macro warfare represented by a Hive Empires campaign, the Arbitrator will need to create a map – depicting the locations of the different gang holdings and the battlefields they are fighting over. Start by adding a number of evenly spaced icons or dots to the map (there should be three times as many as there are players in the campaign), to represent Zones. Then draw one or more lines linking each Zone to one or more other Zones (representing the tunnels and domes that connect the Zones). The Arbitrator can then give the Zones appropriate names like the Cogwind Canyons, Sump-river City, or Ash Docks. The player begin in control of three connected Zones (the Arbitrator can either assign these or the players might chose randomly). Players begin with 3,000 credits to spend on their gangs and have a starting Turf Size of 30 (each of their Zones counts as 10 of their Turf Size).

When determining a scenario, the choosing player (or in the case of rolling up a Stand-off, the player with the lower Gang Rating) selects a zone to attack that is connected to a zone they control. In addition to any other scenario rules, a successful attack on a Zone decreases its Turf Size by D3+1 (and the corresponding Turf Size of the owning gang). If a Zone is reduced to 0 Turf Size, the attacker claims it and adds 10 to their Turf Size. Special Territories are not gained and lost in the normal way – instead, when creating the map, the Arbitrator should assign Three Special Territories to each Zone, which will then belong to the gang that holds that Zone.

Hive Empires is an opportunity for the Arbitrator to create their own Special Territories, such as ancient factorums that provide a steady supply of fresh weapons, or lost vaults that contain one-of-a-kind relics, and then place them in different Zones to make certain areas highly desirable – and as result bitterly fought over.

NOMADS OF THE UNDERHIVE

In the depths of the underhive, there are very few resources to go round, and gangs must struggle over the scraps cast down from above. At the beginning of this type of campaign, the Arbitrator, should generate as many Special Territories as there are gangs involved. Gangs do not have a Turf Size for this campaign and start the game with a single random Special Territory from those generated by the Arbitrator. In this type of campaign, each Special Territory generates D6x20 credits in addition to any of its other effects. After each game, when a gang might gain Turf Size, they instead capture the Special Territory belonging to their opponent (if any). Gangs without any territory earn D6x10 credits after each game. During a Nomads of the Underhive campaign, fighters may not take the Work the Gang's Turf post-battle action – there is just not enough Turf to work !

At the start of each new Cycle, any gang with more than one Special Territory must discard all but one of them. The winner is the gang holding onto the last Territory – though considering the gruelling nature of this kind of campaign, having a gang survive to the end is also quite an achievement !

This kind of campaign is a great opportunity for the Arbitrator to play up the desperation and danger of the deep underhive – either creating their own hive horrors to interrupt gang battles, or having players always include battlefield perils like those from the Badzone Delta 7 tile set. Certain results from the Campaign Events table are also very appropriate to this dismal part of the hive – such as Rising Sump or Corpse-starch Shortage, and the Arbitrator may choose to have them as constant effects rather than rolling for them each Cycle.

HELMAWR'S WAR

Sometimes inter-House warfare becomes so widespread that it disrupts hive production levels and Lord Helmawr orders a gang purge. At the start of the campaign, the Arbitrator should divide the players' gangs evenly, into those deputised by the Guilders and supporting the purge, and those declared outlaws and fighting against the purge. If there are an uneven number of players, then the odd gang joins the outlaws.

Outlawed gangs start with a Turf Size of 10 and one randomly determined Special Territory (this is their hideout), while deputised gangs get an extra 250 credits, to spend of their starting gang (representing aid from the Guilders). Use the rules for a Turf War campaign as presented **page 435**, with the exception that outlaws cannot increase their Turf Size above 10 or gain additional Special Territories. In addition, they cannot gain Turf in games against deputised gangs. When their Turf Size is reduced to 0 they lose their Special Territory.

There is no restriction on which gangs can fight each other (after all, deputised gangs might mistake each other for outlaws while outlaws might struggle over their shrinking Turf). When an outlaw loses its Special Territory it becomes a deputised gang (having been brought into line by the Guilders). When the campaign comes to an end, as determined by the Arbitrator, if any outlaws are left then the purge has failed !

Helmawr's War is a great opportunity for the Arbitrator to run their own Guilder Watchmen, Bounty Hunters or Venator gangs, using any of the existing rosters in new and exciting ways, to aid the deputised gangs, or create famous rebels and subversive cults to fight alongside the outlaws. Scenarios like Last Stand or Prison Break are especially appropriate for this kind of campaign.

DESIGNER'S NOTE: CREATING GUILDER WATCHMEN AND UNDERHIVE MONSTERS.

One of the Arbitrator's roles can include running gangs of Guild-sanctioned watchmen and sump-spawned monsters against the players' gangs. As the Necromunda: Underhive range continues to expand, models and rules for a selection of such groups and creatures will be released – in the meantime though, the Arbitrator should feel free to create them.

To create a gang of sanctioned watchmen for example, the Arbitrator is best served using one of the available gang rosters. Depending on the kind of gang required, you could use Goliaths for a genetically augmented hit squad, Eschers for agile assassins or Orlocks for a hardened vengeance squad. Build the Gang to a set credits limit roughly equal to the player-controlled gangs it will go up against – or, make it larger if you want to present the players with more of a challenge. Then arm and equip the gang with weapons and wargear from any of the House equipment lists or the Trading Post. This could be the flak armour, braced stub guns and shotguns of a settlement law-keeper gang, or perhaps something more exotic like a death cult armed with needle weapons, or a purge detachment all carrying chem-throwers. Finally, give the gang's fighters any appropriate skills – such as a Guilder overseer having Commanding Presence or a watchman sheriff with the Gunfighter skill. When creating these gangs, the Arbitrator should only be limited by their imagination and the range of models they have available.

Creating underhive creatures is more flexible than building a gang of watchmen. Monsters can have pretty much any characteristics, skills, weapons and wargear the Arbitrator wants, and can be represented by almost any model they have – whether it is a mutant sump spider, carnivorous psychic plant or a xenos Cyborg. Arbitrators can take inspiration – and models – from the huge range of Citadel and Forge World models for their monsters. Many of these models also have their own rules in Warhammer 40,000, which can, with a little work, be adapted to work in games of Necromunda.

CAMPAIGN EVENTS

Mutie invasions, toxic floods, hive quakes and generatorium failures are just some of the random events that make life in a hive dangerous – especially if you are scrapping out a living in the underhive. If they choose, the Arbitrator can roll on the Campaign Events table at the start of each campaign cycle. The generated events is then in effect for the duration of the Cycle. Alternatively, the Arbitrator can choose an event that suits their campaign.

D66	Result	
11	**Hive Quake**	A mighty quake shakes the hive, collapsing domes and opening up hidden Zones that are quickly exploited by the gangs. Every player rolls 2D6-7, and adds or subtracts (if it is a negative number) this amount from their Turf Size. In addition, at the start of this Cycle all players must roll a dice for each of their Special Territories – on a 6, the Territory has been destroyed and is lost. All players then roll a D3 and randomly generate that many new Special Territories to add to their gang.
12	**Rising Sump**	Ancient cistern pumps are forcing toxic sludge up from below, flooding areas of the underhive in toxic goo. At the start of each battle this Cycle, the players should roll 2D6 – if the result is 7+, then their game is taking place in a flooded area. In Sector Mechanicus games, count the ground as toxic (any fighters on toxic ground reduce their Toughness by 1, and if they are Seriously Injured go Out Action). In Zone Mortalis games, randomly choose D3+1 tiles and count these as toxic (using the rules above) – players can use tiles with sludge hazards printed on them to represent these toxic areas.
13	**Ash Storm**	A powerful ash storm is lashing the outside of the hive and plumes of fog are reaching those zones closest to the shell. At the start of each battle this Cycle, the players should roll 2D6 – if the result is 7+, then their game is taking place during an influx of ash cloud. Games fought in the midst of this choking fog use the following rules: Visibility is reduced to a maximum of 24" and all shooting attacks suffer an additional -1 to hit. Fighters cannot make two Move actions during their activation – unless they are equipped with a respirator.
14	**Worker Uprising**	A manufactory is rebelling over (unusually) brutal production quotas and (especially) oppressive conditions – or maybe some Chaos or xenos cult is stirring them up! During this Cycle, gangs may not visit the Trading Post (they may buy items from their House list as normal), they do not collect income from Turf, Special Territories provide no benefits and fighters may not take the Work Gang's Turf post-battle action.
15	**Guilder Tithes**	The Guilders demand their due, and compel all 'honest' gangs to pay up or face the Consequences. At the start of the Cycle, roll 3D6x20 – this is the tithe demanded by the Guilders (gangs that can't meet the price may sell weapon and wargear to make up the shortfall). If a gang can't, or won't, pay the tithe they are 'marked' by the Guilders for this Cycle. Marked gangs cannot buy new weapons, wargear, or recruit new fighters or Hire Guns. In addition, the Guilders fund their enemies, and any gang playing against a marked gang can draw an extra Gang Tactics card in addition to those allowed by the scenario (unless they are also a marked gang).
16	**Vent Shutdown**	One of the massive turbines that pump air around the hive has failed. During this Cycle, the air is thin and stale throughout the Zone and the following rules apply to all games. Fighters may not take two Move actions during their activation and when they Charge, they do not add D3 to the distance moved. In addition, all weapons and special ammo types lose the Blaze trait.
21	**Generatorium Failure**	The local generatorium is suffering power failures, and the surrounding Zone is experiencing intermittent black-outs. When playing a scenario during this Cycle, the players should roll a D6 at the start of each game round. On a roll of 6, the generatorium has failed and the battlefield is plunged into darkness. Use the Pitch Black rules on page 462. After the lights have gone out, roll at the start of subsequent round – on a 4+, the lights come back on – though they may still go out again in following rounds as detailed above.
22	**Increased Quotas**	The demands of Lord Helmawr have singled out a specific production quota and the clans are scrambling to meet it. Roll 2D6 to determine a category of item: 2-3 Close Combat Weapons and Pistols, 4-5 Basic Weapons, 6-7 Special Weapons, 8-9 Heavy Weapons, 10 Grenades, 11 Armour and Field Armour, 12 Wargear and Status Items. For this Cycle, all items in this category gain a Rarity of 10+ and may not be purchased from the gang's House list. In addition, gangs selling items from this category at the Trading Post can do so for double its listed cost.

D66	Result	
23	**Juve Harvest**	The Clan Houses are harvesting fresh workers for the manufactories, emptying settlements of the young and (relatively) vital hivers. For this Cycle, gangs may not recruit new Juves, and Settlement territories do not provide Juves. Gangs may, if they wish, sell their Juves to the Clan Houses. Each Juve is worth double their hiring cost (discounting equipment and advance), less 5 credits for each permanent injury they have sustained.
24	**Enforcer Sanction**	The rule of Lord Helmawr's law lies heavy on the Zone this Cycle and the Palanite Enforcers are about – perhaps there is a mute rebellion brewing, or perhaps one of the Clan Houses has been failing in their tithes. For this Cycle, players must roll a D6 for each of their fighters before choosing a crew, for their games. On a 6, the fighter has been taken away for questioning and will be returned after the game. If the player chooses, they can ignore the result and keep the fighter for their game. If they do so, then the fighter gains a bounty for the rest of the Cycle as the Enforcers are after them! If an enemy takes a fighter with a bounty an their head Out of Action in close combat, the fighter is immediately captured. The gang may try to rescue the captured fighter as normal, but if they fail, or choose not to, the capturing gang may sell them to the Enforcers for credits equal to their value.
25	**Sump Stalker**	Something has crawled its way up from the sump and is feeding on the denizens of the underhive. For this Cycle, all battles use the Horrors in the Dark special rule from **page 332**.
26	**Bad Ammo**	A batch of faulty power packs, second-hand casings and cast-off rounds has found their way into circulation. For this Cycle, successful Ammo check must be re-rolled. In addition, weapons with the Plentiful trait lose it for the Cycle, while weapons without this trait gain the Scarce trait unless they already have it.
31	**Head Hunters**	A fresh batch of bounties has been posted, drawing a host of nefarious head hunters to the Zone. At the beginning of this Cycle, each player should randomly select one member of their gang – this lucky fighter has a price on their head! Whenever this fighter is involved in a game, the player's opponent may generate and field a Bounty Hunter for free (see page 233). During the game, the Bounty Hunter will ignore all other fighters to their prey and can only make ranged attack actions against the fighter with the bounty on their head.
32	**Corpse-starch Shortage**	A shortfall in food production has caused mass starvation and the Zone has become tired and listless. During this Cycle, wounded fighters take longer to return to the battlefield, and when a fighter is In Recovery they must roll a 4+ after missing a game to see if they are fit for the next one. Otherwise, they remain Recovery.
33	**Scum Migration**	There is an influx of sell-guns, ex-gangers and shankmen looking for work. For this Cycle, all gangs can recruit Hive Scum (**see page 232**) for half their base cost. These cut-price hirelings however are less reliable than normal, and if their gang fails a Bottle test, the Scum legs it and is removed from the battlefield.
34	**Spire Safari**	A group of uphive noble scions is on a safari in the underhive, hunting muties and experiencing first-hand the 'exotic' locales. While few gangs would be – foolish enough to kill such well-connected and protected individuals, they are not above:making some money off them. During this Cycle, as a post-battle action one Ganger from a gang (though not Leaders, Champions or Juves) can offer their Services to the safari. Roll D6 – on a 1-5, the Ganger shows them sights such as the infamous Filth Pit, or introduces them to notable locals like Mad Molly of Edgetown, and earns D6x10 credits for their troubles. On a 6, the Ganger. unwittingly leads the safari into the lair of an underhive horror and must fend it off. The Ganger earns D6x10 credits but must also make a roll on the Lasting Injury table.
35	**Cred for the Dead**	Raw material for the hive's mortuarium cults is running low and body farmers are visiting the local settlements. For this Cycle, gangs may sell their dead. Any fighter that is killed (either from a 66 result on the Lasting Injury table or failure to see or be saved by a Doc) can be sold. The mortuarium cults care only for the corpse and so each fighter is worth only their hiring cost and does not include the value of any Advancements or equipment.
36	**Hab Purge**	A routine purge of an overpopulated hab-zone has freed up space for gangs to expand into, while throngs of orphans provide a ready source of Juves and Gangers. For this Cycle, when a gang would increase their Turf Size (though not through stealing Turf from another gang), add 1 to the Turf gained. In addition, the cost to recruit new Gangers and Juves is reduced by 10.
41	**Brainleaf Outbreak**	Aggressive flora is invading the zone, bringing with it clouds of brain eating spores! At the start of each game, players should randomly select D3 fighter from their crew. They then make a Leadership test for each one. If they fail, place an Insanity marker on their card and use the rules for Insanity to determine their actions (**see page 22**). Note that if they manage to overcome the Insanity with a Willpower test, it will not affect them for the rest of the battle.

D66	Result	
42	**Overproduction**	The forges of the Clan Houses have been running hot, and an excess of weaponry and wargear has flooded the hive level. Roll 2D6 to determine a category of item: 2-3 Close Combat Weapons and Pistols, 4-5 Basic Weapons, 6-7 Special Weapons, 8-9 Heavy Weapons, 10 Grenades, 11 Armour and Field Armour, 12 Wargear and Status Items. For this Cycle, any gang visiting the Trading Post reduces the Rarity of items in this category by 2 an can purchase them for half its listed cost.
43	**Mutie Cull**	The mutants that lurk unseen in the deepest shadows of the underhive are restless and have been organising into gangs and taking over parts of the underhive. The Merchant's Guild has ordered a cull and is offering gangs a bounty for each mutie they kill. During this cycle, as a post-battle action, Gangers can go on the Cull adding 10 credits to their gang's Stash. Additionally, if any of a gang's fighters are kill during this Cycle (either from a 66 result on the Lasting Injury table or failure to see or be saved by a Doc), they can dress up the corpse and try to pass it off as a mutant. Roll D6 – on a 1-5, the Guilders go for it and pay D6x10 credits, on a 6 they suss out the ruse and fine the gang D6x10 credits for wasting their time.
44	**Imperium Holy Day**	It is the Feast of the Emperor's Ascension (at least as the inhabitants of the underhive reckon it), and fervent prayers and celebrations can be heard in every settlement. For this Cycle, the abundance of 'slightly better' food grants everyone the benefits of a Slopper (**see page 247**). If a gang already has a Slopper, the chance for recovery is increased to a 5 or 6, rather than just a 6. In addition, Leaders may choose to Pray as a post-battle action. When a Leader Prays, roll a D6. On a 1-5, the Emperor remains silent, or at least chooses not to lower himself to talk to the scummy underhiver. On a 6, the Leader mistakes some random hive noise or creature for a sign and is inspired with righteousness – for their next game, reduce any Bottle tests the gang takes by 2.
45	**Nomad Caravan**	An Ash Waste caravan has reached the underhive, bringing with it goods from other hives and a wealth of scavenged items from the wastes. During this Cycle, the Rarity of all Trading Post items is reduced by 1. In addition, items with a Rarity of 7 or less (before reduction) become common and can be bought without the need to make a Trade action.
46	**House Feud**	A noble blood feud has found its way down into the underhive, the slighted leaders of two Houses offering rewards to any loyal subjects willing to settle the score. Randomly select two different Houses from those present in the campaign. For this Cycle, gangs from these Houses gain an additional 2 Reputation and D6x10 credits in games where they defeat a gang from the rival House.
51	**Green Hivers**	A group of green hivers has enterer the Zone, looking to make a new start. At the start of this Cycle, if they wish, each player may send a fighter to help the green hivers get settled. If they do, the player may add a Settlement Special Territory to their gang. However, the fighter they choose cannot be used in any games this Cycle.
52	**Lost Vault**	An ancient vault of weapons and wargear has been uncovered in the depths of the Zone and the gangs are fighting to claim it for themselves. Keep track of the Reputation gained by each gang during this Cycle. At the end of the Cycle, the gang that had the largest increase in Reputation claims the vault (in the case of a tie, the gang with the highest Rating is the winner). The winner can choose D3+1 items from the Trading Post up to a combined value of 250 credits and add them to their gang (without spending credits or needing to roll for Rarity).
53	**Imperial Tithe**	Astra Militarium recruiters are gathering up able bodies for the Imperial Tithe, and are especially interested in any skilled fighters they can find. After any game during this Cycle, players may choose to sell fighters to the recruiters for credits equal to their value (otherwise, it is considered that their gang is keeping a low profile when the recruiters come around).
54	**New Blood**	A lull in the ongoing warfare between Houses gives some grizzled old gangers a chance to reflect on their life choices, while new blood arrives excited by the prospect of battles to come. Each player must select their fighter who has the most Lasting Injuries (if there is a tie, they may choose). This fighter is then retired and removed from the gang. The player then gains a Juve to add to their gang with up to 20 credits worth of equipment. If the player has no fighters with Lasting Injuries, this event has no effect on their gang.

D66	Result	
55	**Wandering Chirurgeon**	A mysterious doctor is wandering the underhive offering their services to gangs – surely they don't have any ulterior motives? During this Cycle, when a gang takes the Medical Escort post-battle action, it can choose to go to the Wandering Chirurgeon instead of a Rogue Doc or a normal underhive doc. This works exactly as a Trip to the Doc except that it doesn't cost any credits, and the player instead rolls on the table below:

D6	Result	
1	Stabilised	The fighter is saved but goes into Recovery.
2-5	Successful Experiment	The fighter is fully healed. In addition, for their next battle increase the fighter's Strength,Toughness and Wound by 1.
6	A Perfect Specimen !	The fighter vanishes and is removed from the gang. The player may not use the Wandering Chirurgeon again this Cycle.

56	**Initiation**	A hulking figure resplendent in saffron-yellow armour is seen wandering the underhive and watching gang battles from afar; the stranger's piercing gaze judging the fighting prowess of the gangers. At the beginning of this Cycle, a player may offer up a single Juve or Ganger to the stranger for testing. Make a Ballistic Skill, Weapon Skill and Initiative test for the chosen fighter, and then roll D6 against the fighter's Strength and Toughness. For each test that was failed, or each roll against Strength or Toughness that was, greater than the fighter's stats (or was a 6), work out a S4 hit against the fighter that deals 1 Damage, counting any results on the Injury dice of Seriously Injured as Out of Action. If the fighter survives (after any rolls on the Lasting Injury table), they receive 2D6 Experience. If the fighter passed every test, then they are judged worthy and removed from the gang, and the player is compensated with credits equal to the fighter's value on their Fighter card.
61	**Impeding Doom**	Portents of the end times are everywhere (apparently) and the hive preachers are even more forthright in their zealotry than normal. It may indeed be the end of days – or perhaps just another Cycle in the underhive – in either case, everyone is acting a bit madder than usual. For the duration of the Cycle, all Cool checks suffer a -1 to the dice roll. Additionally, Broken fighters have a habit of spouting religious invective as the creeping dread overwhelms them. All fighters within 3'' of a Broken fighter cannot benefit from Leadership skills or activate as part of a Leader or Champion's activation.
62	**Dark Dreams**	Strange dreams are plaguing part of the underhive as mysterious creatures whisper through the veil between worlds. At the start of each game this Cycle, players must randomly select one fighter from their crew and make a Willpower test for them. If the fighter fails the test, they are shaken by their dreams and reduce their Leadership and Cool by 2 for the remainder of the battle. If they pass, they gain a random ability from the Random Strange Powers table (**see page 352**) for duration of the game.
63	**Guilder Scrutiny**	Recent gang warfare and its disrupting effect on trade have drawn the eye of the Guild. The gang with the highest Gang Rating (or the highest Reputation in the case of a tie) has been placed under investigation and Guilder agents are nosing around its Turf. For this Cycle, the gang under investigation must halve all income from Special Territories and the Working the Turf post-battle action. Other gangs may take advantage of the investigated gang's situation, and as a post-battle action their Leaders can pass on information to the Guilders – each time a Leader takes this action, make an Intelligence test for them. If it is successful, they are paid 2D6x10 credits for the information.
64	**Grey Shivers**	An outbreak of the Grey Shivers is running amok in the underhive, causing sickness and paranoia. During this Cycle, Settlement, Drinking Hole and Gambling Den Special Territories provide no income or any other benefits. In addition, each player should randomly select D3+1 of their fighters and then roll D6 for each of them. If they roll equal or less than the fighter's Toughness, then they have fought off the disease. If they roll higher (or roll a 6), then the fighter cannot be used for this Cycle, as they recover from the Shivers.
65	**Promethium Excess**	Tons of run-off promethium from spaceport facilities up-hive has been pumped into the lower levels, providing plenty of fuel for fire bombs and flamers. During this Cycle, heavy flamers, flamers and hand flamers gain the Plentiful trait. In addition, when visiting the Trading Post, all gangs may purchase scrap flamers for 60 credits and fire bombs for 30 credits. These weapons are very crudely constructed and not made to last. Remove them from the fighter's cards at the end of this Cycle.

	Rng		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**AP**	**D**	**Ammo**	**Traits**
Scrap flamer	-	T	-	-	3	-	1	6+	Blaze, Template, Unstable
Fire bomb	-	Sx3	-	-	3	-	1	4+	Blast (3''), Blaze, Grenade

66	**Lord Helmawr Speaks !**	The hive trembles as Lord Helmawr makes his will known to the billions of souls under his rule. Generate two results from this table and apply the results of both to this campaign Cycle.

SCENARIOS
SCENARIO 1: IN THE DARK

Gangs stumble into each other in the dark, but they are not alone!

BATTLEFIELD

This scenario uses the battlefield set up guidelines, as described **on page 444**, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

TACTICS CARDS

Each player may select two random Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional card for each full 100 credits of difference.

CREWS

This scenario uses the standard rules for choosing a crew, as described **on page 446**.
Both players use the Custom Selection method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment **from page 446**.

OBJECTIVES

The gangs are trying to wipe each other out, and hopefully survive the dark.

SPECIAL RULE: PITCH BLACK

Ranged attacks may not be made against targets more than 3'' away unless the target has a Blaze marker or a Muzzle Flash marker (see below), or is wearing a refractor field. Fighters with photo goggles or infra-scopes extend this range to 12''. In addition, models may not take the Charge action against enemies they cannot see (i.e., unless their target is within 3'' or has a Blaze or Muzzle Flash marker, or is wearing a refractor field).
If the fighter fires a weapon (with the exception of weapons that do not use energy or gunpowder, such as harpoon launchers, needlers or web guns), place a marker next to the fighter to represent its muzzle flash: In the End phase, remove all Muzzle Flash marker from the board.

SPECIAL RULE: HORRORS IN THE DARK

This scenario uses the Horrors in the Dark special rule from **page 332**.

ARBITRATING THE SCENARIO

The Arbitrator can add further challenges to this scenario by introducing monsters to stalk the darkness with the gangers. Choose a number of critters and put them to one side, using any appropriate models the players have and assigning them profiles. Then place a counter for each monster anywhere on the board. These counters can be moved during the End phase using the monster's Movement value. Only the
Arbitrator knows which counter represents which creature, until a fighter gets within line of sight of them (remembering the Pitch Black special rule) and the counter is replaced with a model. When the monster moves out of line of sight, it is replaced with a counter once more. Underhive monsters are also notoriously sneaky, and in the End phase the Arbitrator can change which counters represent which monsters.

ENDING THE BATTLE

The battle ends when one gang has no fighters left on the battlefield.

VICTORY (SKIRMISH ONLY)

The winner is the last crew with fighters on the battlefield.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. Fighters gain an addition 1 Experience if they took an enemy fighter Out of Action. In an Arbitrated scenario, fighters count monsters as enemy fighters.

REPUTATION

Each gang that took part gains 1 Reputation. The last gang with active fighters on the battlefield gains 2 Reputation. In an Arbitrated scenario, a gang gains 1 Reputation for each monster its fighters took Out of Action.

SCENARIO 2: PRISON BREAK

Captured fighters make their escape from a Guilder prison.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

The defender sets up the battlefield, creating the Guild prison. While this scenario can be run as a Sector Mechanicus scenario, it works best as a Zone Mortalis scenario, allowing the defender to create a tunnel complex with sealed rooms and corridors.

TACTICS CARDS

The attacker can choose up to three Tactics cards. The defender shuffles their Tactics cards deck and draws two cards from it at random – however, they cannot be played until the alarm has been sounded as per the rules for Sentries (**see Page 327**).

CREWS

The-attacker uses the Random Selection (D3+2) method to choose their crew – these are the captives. The defender then uses the Random Selection (5) method to choose their crew – these are the sentries. The remainder of the defender's deck is set aside to form their Reinforcement deck (**see page 327**).

DEPLOYMENT

The defender chooses a room, sealed off from surrounding tunnels by doors, or a raised platform, as close to the centre of the board as possible and sets up the captives in the room or on the platform within 2'' of each other. Sentries are then placed anywhere on the battlefield, provided they are not in the room or on the same platform as the captives and no sentry is closer than 8'' to another sentry.

DESIGNER'S NOTE: CAPTIVE FIGHTERS

In a campaign, at the Arbitrator's discretion, this scenario can be used to rescue fighters that have been captured and then sold to the Guilders, with either another player or the Arbitrator taking on the role of the Guilders. If this is the case, rather than the attacker randomly selecting their fighters, only those that have been sold to the Guilders are available.

SPECIAL RULE: GUILDER PRISON

The captives are locked up in their cell, but have freed themselves from their bonds. Now they just need to escape! This scenario uses a number of rules to reflect the desperate situation the attacker fighters find themselves in.

This scenario uses the Sneak Attacks rules. All attacking fighters begin the game armed with only a fighting knife, regardless of other weapons on their card. All doors are locked – with the exception of one of those leading to the captives' cell (if using Zone Mortalis), which they are considered to have already unlocked.

The captives can leave the battlefield if, during the End phase, they are within 1'' of a board edge and not Engaged. Whenever a captive takes one of the defender's fighters Out of Action in close combat, roll a D6 – on a 1-3 they find a code that can be used to open a locked door and is then discarded. On a 4-6, they can take one of the fighter's weapons and use it for the remainder of the scenario.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage (**see page 328**).

REINFORCEMENTS

The defender uses Reinforcements (**see page 327**). In the round that the alarm is raised, and in each subsequent round, D3 random fighters arrive at the start of the End phase until their entire gang has arrived.

ARBITRATING THE SCENARIO

The Arbitrator can take on the role of the defender, using a gang of watchmen to fight the captives. To make the scenario more challenging the Arbitrator could introduce guard automata or beasts to act as sentries – perhaps with a better chance of detecting escaping fighters. In multi-player games, more than one player can pit their crews against the Arbitrator's watchmen, their crews starting in separate cells and then working against both each other and the prison to escape.

This scenario could also be run at the end of a campaign with the Arbitrator facing all the players with fighters who have been sold to the guilders – the players fielding their captive fighters and forced to work together to escape the Guild prison.

ENDING THE BATTLE

The battle ends when one gang has no fighters left on the board.

VICTORY (SKIRMISH ONLY)

If the attacker got at least two captives off the battlefield then they are the winner, otherwise the defender is victorious.

REWARDS (CAMPAIGN ONLY)

EXPERIENCE

Each fighter that took part in the battle gains 1 Experience. Each captive that escaped the battlefield gains 2 Experience. Defending fighters gain Experience for each captive they send Out of Action.

REPUTATION

Each gang that took part gains 1 Reputation. The attacker gains 2 Reputation for each captive that escapes the battlefield, plus an additional D3 Reputation if all of their captives escaped the battlefield. The defender gains D3+1 Reputation if no more than one captive escaped the battlefield.

SCENARIO 3: MONSTER HUNT

A bounty has been posted for a missive underhive beast.

BATTLEFIELD

This scenario uses the battlefield set up guidelines, as described **on page 444**, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

CREWS

This scenario uses the standard rules for choosing a crew, as described **on page 446**. Players use Random Selection (D3+7) to choose their crew.

SPECIAL RULE: THE SUMP HORROR!

The gangs are trying to bag a massive Sump Horror (as well as scrag each other), though first they must flush the creature out. The Sump Horror is attracted to wounded prey. Whenever a fighter suffers a Flesh Wound or is Seriously Injured, the player whose fighter was injured places a Beast's Lair marker (or similar token) within D6'' of their fighter. These markers follow all of the rules for the Beast's Lair, with the exception that they cannot be targeted by Shooting actions from more than 6'' away.

Once six markers have been destroyed, the Sump Horror will emerge. Replace the final destroyed marker with a large token or appropriate model. The Sump Horror has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
3''	5+	6+	7	6	8	4+	4	9+	2+	6+	12+

The Sump Horror has a 5+ save, cannot be Pinned, and its attacks are Strength 7 and inflict 2 Damage with a save modifier of -3. Coup de Grace actions cannot be taken against the monster. At the start of the End phase of each round, the Sump Horror fights any fighters in base contact, or if there are no fighters in base contact, it moves, or charges (if in range) toward the nearest fighter.

DEPLOYMENT

This scenario uses the standard rules for deployment from **page 446**.

TACTICS CARDS

Each player may choose two Gang Tactics cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional card for each full 100 credits of difference.

ARBITRATING THE SCENARIO

The Arbitrator controls the Sump Horror in an Arbitrated scenario, and can place Beast's Lair markers anywhere on the board at the start of the round. When the Sump Horror emerges, the – arbitrator moves and fights with it at the start of the End phase. Alternatively, the Arbitrator could include multiple creatures (choosing appropriate models and giving them profiles) instead of using the Sump Horror rules. These creatures wander – the battlefield attacking gangers in the End phase, with the gang that can take out the most creatures being the winner.

ENDING THE BATTLE

The battle ends when either the Sump Horror is killed or one gang has no fighters left on the board.

VICTORY (SKIRMISH ONLY)

The gang that killed the Sump Horror is the winner, otherwise the scenario is a draw.

REWARDS (CAMPAIGNS ONLY)

CREDITS

The gang that slew the Sump Horror cast claim the bounty and add 3D6x10 credits to its Stash.

EXPERIENCE

Each fighter that took part in the battle gains Experience. Fighters gain an additional 1 Experience if they destroyed a Beast's Lair maker. The fighter that deals the killing blow to the Sump Horror gains D6 Experience. In an Arbitrated scenario, fighters that send a monster Out of Action gain D3 Experience.

REPUTATION

Each gang that took part gains 1 Reputation. The gang that killed the monster earns D6+1 Reputation.

SCENARIO 4: SETTLEMENT ATTACK

A gang makes a raid against a settlement.

ATTACKER AND DEFENDER

In this-scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

The game may be played on either a Zone Mortalis or a Sector Mechanicus battlefield. When setting up the battlefield, it should be divided into three areas representing the edge of a major settlement; the areas are: the Wall, No-man's-land and the Wilderness.

On a Sector Mechanicus board, the Wall should be set up within 6" of one board edge (but still allowing space for models to be deployed behind — see opposite), using suitable terrain to represent an impassable line. In the middle of the Wall there should be a gateway with a closed and locked door.

An area 12" beyond the Wall is No-man's-land, and it should only have a sparse scattering of terrain. The test of the table is Wilderness, and should be set up using the guidelines for deploying terrain from **page 444**.

On a Zone Mortalis board, the Wall is a line of at least three tiles with only one tunnel connecting them to the rest of the board. The tunnel should have locked doors at both of its ends and all other access to the rest of the board should be blocked off. The next line of tiles, connecting to the Wall, is No-man's-land and should be made up of tiles with large open areas if possible. Beyond these tiles, there should be at least one more line representing the Wilderness, though there can be more lines of tiles as desired, and these can be set up using the guidelines for deploying terrain from **page 444**.

CREWS

This scenario uses the standard rules for choosing a crew, as described **on page 446**. Players use the Custom Selection method to choose their crew.

DEPLOYMENT

The attacker deploys their crew within 6'' of the board edge farthest from the Wall. The defender deploys their crew anywhere either on or behind the Wall.

SPECIAL RULE: THE WALL

The Wall represents a formidable barrier to reaching the settlement. In games of Zone Mortalis, the only ways to bypass the Wall is to breach the two locked doors, or use a Hidden Passage Tactics card to place a Ductway. In games of Sector Mechanicus, the only ways to bypass the Wall are to either breach the locked door in the gateway, or to try to scale its side. Attacking fighters beginning their activation in base contact with the Wall may take the Scale (Double) action. If they complete two of these actions in a row, place them on top of the Wall.

Defending fighters can fight from the top of the Wall (and are considered to be in full cover if they do so), or fire through loopholes if they are directly behind the Wall (in Zone Mortalis, loopholes are considered to be present in any doors or bulkheads used to block off access to the tiles representing the Wall). Fighters using loopholes cannot be Engaged or attacked with Close Combat weapons and ranged attacks against them suffer -3 to hit. Due to the limited sight lines, firing from a loophole is restricted to a maximum range of 12" and weapons with the Blast trait may not be used.

Attacking fighters that be begin the End phase in base contact with the defender's board edge may be removed from play. Put these fighter to one side as they are off looting the settlement and are worth credits at the end of the game. Fighters that move off the board in this way are not considered to have been taken Out of Action, but also do not contribute to the attacker's crew size Bottle tests.

ARBITRATING THE SCENARIO

Attacking a well-defended settlement can make for an exciting game, as one or more players muster their gangs and throw them against the bulwark constructed by the Arbitrator. In this scenario, the Arbitrator takes on the role of the defender, creating a gang of watchmen or underhive militia to man the walls against the marauding gangs of the players. The Arbitrator can also introduce additional defences, such as mounted guns or minefields. Wall guns can be represented using the guidelines for defence turrets (**see page 353**), while minefields can be made up of melta, frag and gas traps scattered across No-man's-land. For larger games, with two or more gangs attacking the settlement, the Arbitrator could have more than one gateway, or multiple boards, each one representing a different Wall of the settlement, and with each player racing against their rivals to be the first gang to get to the loot.

TACTICS CARDS

The attacker may select two Gang Tactics cards. The defender shuffles their Gang Tactics card deck and randomly selects two cards. If the total Credits value of one player's fighters is less than their opponent's then they may select an additional Gang Tactics card for reach full 100 credits of difference.

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends.

VICTORY

If the attacker moved three fighters off the defender's board edge, they are victorious. Otherwise, the defender wins.

REWARDS (CAMPAIGN ONLY)

CREDITS

If the defender wins, the settlement pays them D6x10 credits for their efforts.

If the attacker wins, every fighter that moved off the defender’s board edge earns them D6x10 credits.

TURF

If the attacker wins, they gain D3 Turf as they take over part of the area.

Experience

Each fighter that took part in the battle earns 1XP.

Any attacker that makes it off of the defender’s board edge earns D3XP.

REPUTATION

If no attackers made it past the Wall, the defender gains D6 Reputation. If attackers made it past the Wall but not off of the board, the defender earns D3 Reputation instead.

The attacker gains 1 Reputation for every fighter that made it past the Wall and off the board.

The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang Bottled Out, they lose 1 Reputation.

SCENARIO 5: ESCAPE!

A cornered gang is making a break for it.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLEFIELD

This scenario uses the battlefield set-up guidelines, as described **on page 444**, and may either be a Zone Mortalis or a Sector Mechanicus battlefield.

CREWS

This scenario uses the standard rules for choosing a crew, as described **on page 446**. Players use the Custom Selection method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment **from page 446**.

DESIGNER'S NOTE: ESCAPE ZONES

Part of the challenge of this scenario comes from the attacker having to clear out escape zones and then defend them while they try to rush their fighters off the board. On an open table, it becomes much easier for the attacker to sneak past the defender or outflank their fighters. To this end, players are encouraged to create a battlefield that funnels the attacker towards a number of points - either a handful of Zone Mortalis tunnels or gaps between impassable terrain pieces on a Sector Mechanicus board.

SPECIAL RULE: ESCAPING THE BOARD

The attacker is trying to escape the hive level, and only the defender's gang stands in their way. To escape, the attacker's fighters must move off the board edge opposite their deployment area - the edge closest to the defender's deployment area.

At the start of the End phase, any of the attackers fighters in base contact with this edge may be removed from the board. If they are Engaged, they must first pass an Initiative test. These fighters do not count as having gone Out of Action.

In addition, attacking fighters that do not end their activation closer to the escape area must make a Nerve test, just as if a friendly fighter had been Seriously Injured or taken Out of Action within 3" of them.

ARBITRATING THE SCENARIO

This scenario can be used to represent a gang making a run for it after an attack or heist against an uphive target, the gangers making off with some precious loot. The Arbitrator should design the board so that there are at least three well-guarded exits - with watchmen guards standing sentry behind cover, or turreted guns covering the entrance, while patrols prowl the nearby area and more watchmen wait in reserve. The watchmen might also have Cyber-mastiffs (see page 258) helping them cover the escape routes. The attacker can then use the Sneak Attacks rules, attempting to get as close to the escape points as possible, or clear out defenders before the alarm is raised and they must dash for the exits before they all get gunned down.

TACTICS CARDS

The attacker may select two Gang Tactics cards. The defender shuffles their Gang Tactics card deck and randomly selects two cards. If the total Credits value of one player's fighters is less than their opponent's, then they may select an additional Gang Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

If either player has no fighters on the board at the end of a round, the game ends.

VICTORY

If the attacker moves at least three fighters off the board they are the winner, otherwise the defender is the victor.

REWARDS (CAMPAIGNS ONLY)

EXPERIENCE

Each fighter that took part in the battle earns 1XP.

Each attacking fighter that escaped the board earns 1XP.

REPUTATION

If no fighters from the attacker's gang escaped the board, the defender gains D3 Reputation.

The attacker earns 1 Reputation for each of their fighters that escapes the board.

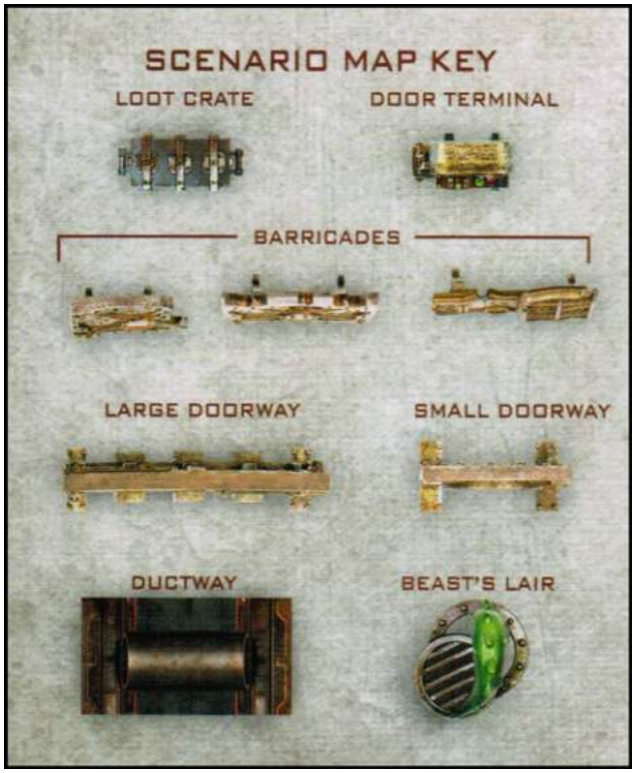
The gang with the lower Gang Rating gains 1 Reputation for each full 100 points of difference. For example, a gang with a Rating of 1,000 that faced a gang with a Rating of 1,230 would gain 2 Reputation.

If either gang Bottled Out, they lose 1 Reputation.

UNDERHIVE BATTLES

The section that follows presents a number of set-piece encounters between gangs, fought out in the depths of the underhive. These range from brief but bloody chance encounters between rival gangers to full-scale raids deep into enemy territory. The scenarios are presented in order of complexity, so it is recommended that players new to Necromunda play through them in order – this is a good way of learning the rules and players will soon become familiar with the game.

The scenarios that follow all make use of the tiles supplied in the Necromunda: Underhive box and so the focus is on confrontations fought in the labyrinthine tunnels of the lower hive cities where many newly-founded gangs first seek to establish themselves. To start out with, new gangs would do well to focus on establishing themselves in the underhive tunnels before starting their rise to power!



PREPARING FOR BATTLE

GANGS

Before a game can begin, each player will need to have prepared a gang, including a model and Fighter card for each fighter. Necromunda: Underhive contains Fighter cards for two gangs: the Ironlords and the Carrion Queens, and the assembly guide shows how to assemble the plastic models include in the game to represent those fighters, showing their appropriate equipment and so on. For more experienced players, or those who prefer to customise their force, the box also includes a number of blank Fighter cards. Players can use these along with the rules on page onward to create their own gang, assembling their miniatures accordingly. If one player wishes to create a gang and the other prefers to use one of the prepared gangs, this is perfectly acceptable. They could even use the Ironlords against a custom Goliath gang, or the Carrion Queens again a custom Escher gang – even within the Houses, rivalries and territory disputes are commonplace.

CHOOSING A SCENARIO

Before playing a game, the players will need to decide upon which of the following six scenarios they will use. Each one represents an archetypal skirmish and has its own board layout, special rules and victory conditions.

The most straightforward scenario is Tunnel Skirmish and this is recommended for players who have not used the advanced rules before. Otherwise, players can either agree on which scenario to play, or roll a D6 and consult the table below:

D6	Scenario
1	Tunnel Skirmish
2	The Trap
3	Forgotten Riches
4	The Marauders
5	Sneak Attack
6	Smash & Grab

USING THE SCENARIOS

Each scenario is divided into a number of sections, each describing a different part of how the scenario works. The most common sections are:

DEFAULT MAP SET-UP

This will have a description of which board tiles to use and how to lay them out, along with any barricades, obstacles and other features.

CUSTOM BOARD LAYOUTS

Although a board layout is given for each scenario, players should feel free to use one of their own design. The easiest way to do this is to swap out a tile for a different one, or flip a tile over and use the other side of it, or just move some of the doors and obstacles. Alternatively, players might prefer to entirely redesign the map – if so, it is recommended that the map is kept roughly the same size. In either case, both players should agree on the board layout before the game begins – or one player could set up the board, and the other could then decide where the deployment zones are. As long as both players are happy with the layout, and know where any scenario-specific features (such as deployment zones) are, any system should work.

CREWS

Although each player has a whole gang, most of the time they will only use some of their fighters. The fighters from a gang who are taking part in a scenario are called a 'crew'. This section will explain how many fighters each player has in their crew and how they are chosen.

SETTING UP

This explains how to set up for the battle. Usually, once this section has been completed, the battle can begin.

SPECIAL RULES

Most scenarios have one or more special rules which make them stand out from the others. These will be listed here.

VICTORY POINTS

Each time two gangs come together and fight, each has an objective in mind. It might be as simple as taking out the opposition to claim the area as their territory, or it might be considerably more complex. Anything that helps a gang complete its objective will score Victory points, and will be listed here.

At the end of the battle, the player with the most Victory points is the winner. If they have at least twice as many Victory points as their opponent they win a major victory, otherwise it is a minor victory. The difference between major and minor victory has no effect other than added glory for the victor!

ENDING THE BATTLE

This section describes how the battle ends. Sometimes there will be a time limit, other times it will end after a certain event has happened.

LINKING GAMES

Although the scenarios are each designed to be played as a one-off game, a greater narrative can be introduced by linking games together. This is ideal for two players who want to enact an ongoing series of battles between their gangs.

Linking battles is as easy as keeping track of each fighter, other than the Leader, who goes Out of Action in a game, and rolling a dice for them at the start of the next game. On a roll of 1 or 2, they are still recovering from their wounds and cannot take part in this match. If a player cannot field the number of fighters that the mission requires, they gain one bonus Tactics card (see **page 472**) for each fighter they are short.

If the players wish to keep score of who is winning overall, they could score 1 point for a minor victory and 2 points for a major victory – this is a simple way to give games a greater impact beyond the end of the scenario. Players might also want to play a limited number of games – for example, playing the six scenarios once each – or might even want to form a loose 'tree campaign', picking an initial scenario to play then planning out which scenario will follow it depending on which side wins. Campaigns will be covered in much greater detail in future supplements, covering rules

for gangs holding and losing territory, fighters gaining experience and progressing through the ranks, long-term injuries and much more!

Linked play encourages players to think about the big picture, and makes for some very interesting games – winning battle is one thing, but the need to preserve your fighters for another day presents a whole new strategic challenge.

TACTICS CARDS

No two battles are ever the same, and nowhere is this more true than in the gloomy depths of the underhive. Unlike the rigid politics that govern life above, there are very few rules in gang warfare, and those that do exist are often overlooked in favour of victory.

Necromunda: Underhive contains a number of Tactics cards, which can be used to represent the myriad tricks and schemes employed by the gangs. There are two types of Tactics cards: Gang Tactics, which can be used by any gang, and House (Escher, Goliath, etc...) Tactics, which can only be used by the relevant gang.

CHOOSING CARDS

At the start of each battle that uses Tactics cards, each player receives a deck of Tactics cards. By default this includes one copy of each Gang Tactics card (there are two copies of each), plus all of their own gang's cards. If a player has access to other Tactics cards (for example, if they have purchased an expansion set), they are added to their deck.

Each scenario will state how many Tactics cards each side has access to and how they are chosen. Players can't usually choose which cards they will take, but sometimes they will be selected at random. In either case, these cards are drawn from the player's own deck and kept secret from their opponent until they are played. Any other cards, in the players decks are not used in the battle.

PLAYING TACTICS CARDS

Each card will detail how and when it is played. Cards can only be used once each – once a card has been played, it is discarded and returned to its deck. Players cannot keep cards from one game to the next, any cards not used at the end of the battle are discarded.

*See PART EIGHT: TABLE OF TACTICS CARDS **page 419**.*

SCENARIOS

SCENARIO 1: TUNNEL SKIRMISH

A gang's territory is always shifting, expanding or receding as the gang's reputation grows or suffers. When two crews face off in unclaimed turf, the stakes are always high because the winner will take control of the surrounding area. These skirmishes have one objective – to be the last one standing!

DEFAULT MAP SET-UP

Set up the map as shown.



CREWS

Each player secretly chooses a crew of six fighters, placing those fighters' cards face-down in front of them. Any unchosen fighters are absent from the battle, and will take no part. Once both players have chosen their crews, the fighters are all revealed.

TACTICS CARDS

Each player can choose up to two Tactics cards from their deck. If the total credits value of one gang's fighters is lower than the other, they can choose an additional Tactics card for each full 100 credits of difference.

SETTING UP

The players roll off. The winner picks one of the two shaded areas to be their deployment zone – the other shaded area is the other gang's deployment zone.

Then, starting with the winner, the players take turns setting up one fighter in their deployment zone, until all fighters have been set up. If one player runs out of fighters, the other player sets up any they have remaining.

VICTORY POINTS

Each player scores Victory points for each opposing ganger that goes Out of Action. They score 3 points for a Leader, 2 points for a Champion and they score 1 point for a Ganger.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points. If a gang Bottles Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made the battle will end on a 3, or more, and so on.

DESIGNER'S NOTE: GOING LARGER

This is the most straight-forward scenario, and can be played on any size of map. If players wish to use a larger map, the scenario will work well with more fighters in each crew. We recommend adding two fighters to each player's crew for each additional board tile.

SCENARIO 2: THE TRAP

Although gangs usually prefer a fair fight, hoping to humiliate their rivals out in the open and boost their reputation, there are times when another gang just needs taking down and an ambush is the only recourse. The defenders will need to think fast if they want to get out alive!

DEFAULT MAP SET-UP

Set up the map as shown.

ATTACKER AND DEFENDER

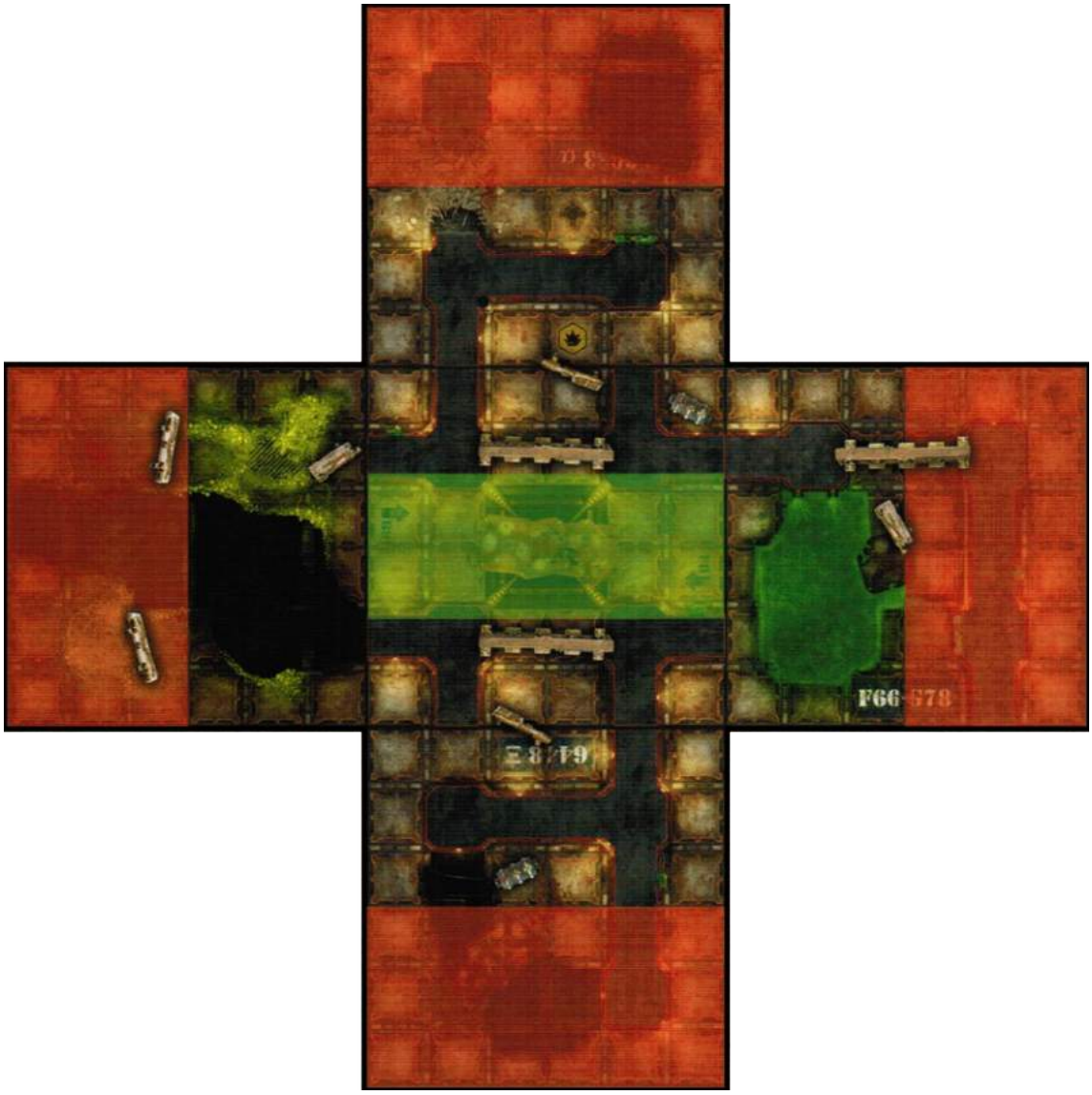
The players roll off. The winner decides whether they will be the attacker or the defender.

CREWS

Each player uses their entire gang.

TACTICS CARDS

The attacker can choose up to two Tactics cards from their deck. The defender shuffles together their deck of Tactics cards and draws two at random. If the total credits value of one gang's fighters is lower than the other, the player with the lower value can choose or randomly draw one additional card for each full 100 credits of difference.



SETTING UP

The defender sorts their Fighter cards (however they wish) into piles of two or more, each pile representing a group of defenders. The defender then chooses one group and sets up one of its fighters in the centre of their deployment zone, then sets up the rest of the fighters in that group within 2'' of the first.

Then the attacker sets up their entire gang. They can be split between the red attacker's deployment zones however they wish.

Finally, the defender sets up the rest of their gang on the green one. First they nominate a group, then they roll a D6. On a 1-5, all fighters in the group must be set up in the defenders' deployment zone. On a roll of 6, they are lying in wait for the ambushers, and each fighter in the group can be set up anywhere on the board, as long as they are not Engaged with an enemy fighter.

Then, the defender rolls a D6 and adds 1 to the result for each fighter they were able to set up outside their deployment zone. If the result is 7 or higher, they automatically take the Priority marker in the first round. Otherwise, the attacker automatically takes it instead.

SPECIAL RULE: SURPRISE ATTACK

In the first round of the game, each time fighter is activated, make a Cool check for them. If it is passed, they act as normal. If it is failed, they can only make one action rather than two.

VICTORY POINTS

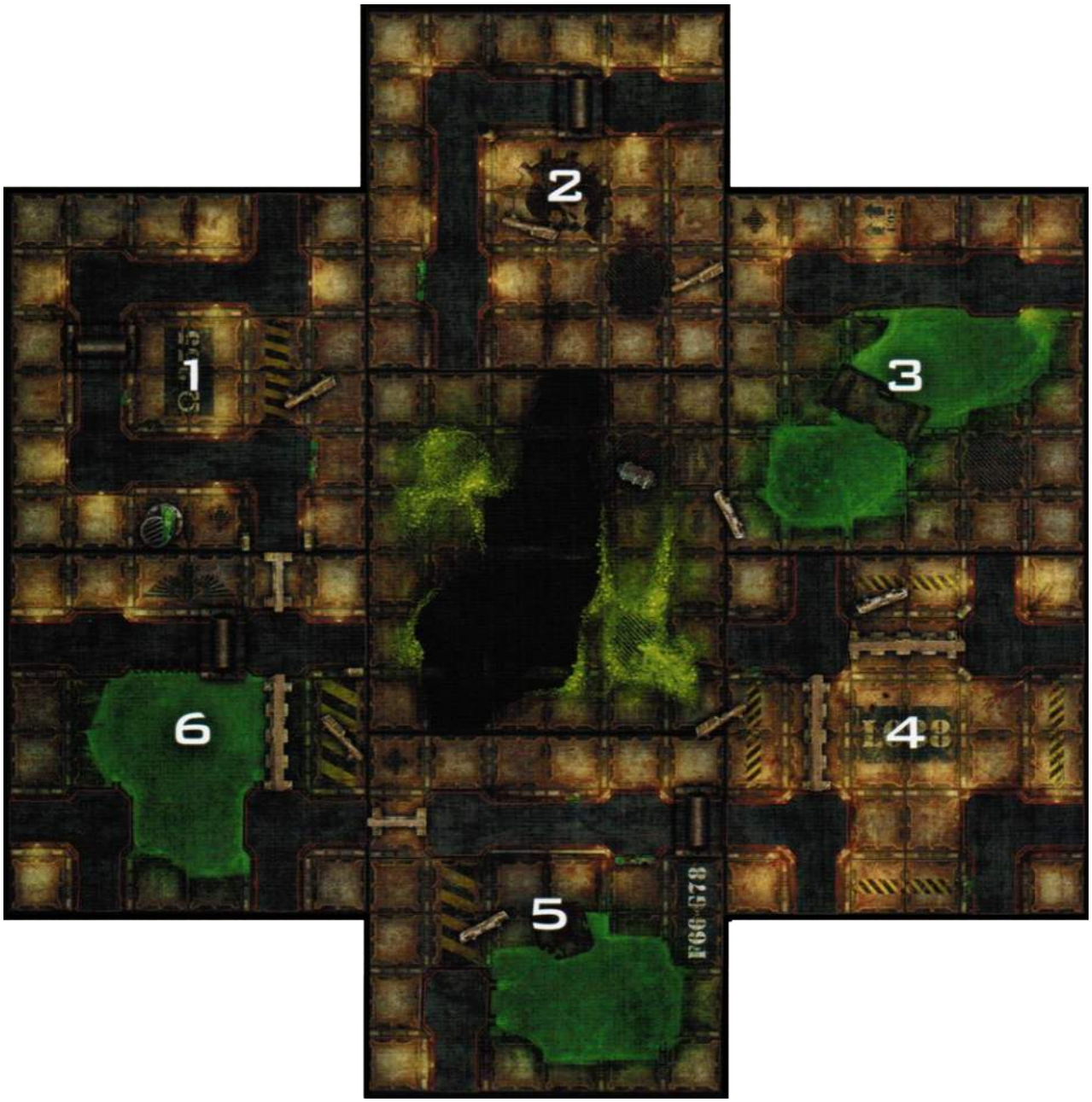
Each player scores Victory points for each opposing ganger that goes Out of Action. They score 3 points for a Leader, 2 points for a Champion and they score 1 point for a Ganger.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points. If a a gang Bottles Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made, the battle will end on a 3 or more, and so on.

SCENARIO 3: FORGOTTEN RICHES

A gang's economy runs on a number of factors: extorting money, selling contraband, stealing from guild caravans, and so on. However, sometimes rumours will spread of a newly-discovered tunnel sprawl packed with discarded goods ripe for the looting. Of course, it's rare for only one gang to hear such rumours…



DEFAULT MAP SET-UP

Set up the map as shown. Note that the outer tiles are numbered 1-6.

CREWS

Each player rolls 2D6 on the table opposite to see the maximum number of fighters they can include in their crew. Then they secretly choose which fighters will be included, placing those fighters' cards face down in front of them. Any unchosen fighters are absent from the battle and will take no part.

Once both players have chosen their crews, the fighters are all revealed.

2D6	Maximum Crew Size
2-3	5
4-5	6
6-8	7
9-10	8
11-12	9

TACTICS CARDS

Each player can choose up to one Tactics card. If the total credits value of one gang's fighters is lower than the other, the player with the lower value can choose an additional Tactics card for each full 100 credits of difference.

SETTING UP

Starting with the winner of a roll-off, the players take turns rolling a D6 to choose a random numbered tile (see the map). If the tile already contains a loot casket, they roll again. Otherwise, they set up a loot casket on that tile, at least 6'' from any other loot caskets on the board. Players take turns doing this until four caskets have been set up (in addition to the one that is already on the map). Loot caskets cannot be set up in areas that are cut off from the rest of the map (for example, the small areas in the bottom corners).

Once all of the caskets have been set up, the players roll off again. The winner picks one of the numbered tiles that does not contain a loot casket to be their territory, then sets up their entire crew on that tile, within 3'' of the edge of the map. The other player then does the same on the other remaining numbered tile – if the two tiles are adjacent, they cannot set up any of their fighters within 6'' of an enemy.

SPECIAL RULE: HORRORS IN THE DARK

Finding such a sizeable stash of untouched loot should have been suspicious, and sure enough this seems to be the hunting ground for one or more unknown, mutated monstrosities.

When a fighter is activated, and they are not within 8'' of any other fighters (from either side), roll a D6 on the following table:

D6	Result
1	The fighter suffers a Strength 6 hit, with an AP of -1 and a Damage of 2. If they are Seriously Injured as a result, they are dragged away into the darkness and taken Out of Action.
2-3	A nightmarish creature emerges from the shadows, seeking easy prey. The fighter cannot make any actions this turn as they are too busy driving the creature away.
4-5	The fighter hesitates, hearing a noise in the darkness. They can only make one action this turn.
6	The fighter goes unnoticed and can act normally.

VICTORY POINTS

Each gang scores 1 Victory point for each enemy fighter that goes Out of Action. In addition, each gang scores 2 Victory points for each loot casket (not including ammo caches) that is on their starting tile and within 3'' of the board edge when the battle ends.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points. If a gang Bottles Out, roll a D6 at the end of the following round. On result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made the battle will end on a 3 or more, and so on.

SCENARIO 4: THE MARAUDERS

Starting a fight in an enemy's territory takes guts. That's a real incentive to many gangs, who know that such brazenness will be rewarded with a massive boost to their reputation should they make it out in one piece. In an attempt to make an even bigger name for themselves, the gang will even spend some time before the fight spreading word of their intentions, doubling down on the glory should they succeed... or shame should they fail.

DEFAULT MAP SET-UP

Set up the map as shown. Note the numbers around the edge of the board.

ATTACKER AND DEFENDER

The players roll off. The winner decides whether they will be the attacker or the defender.

CREWS

The attacker's crew consists of up to six fighters. They secretly choose their crew, placing those fighters' cards face-down in front of them. The rest of their fighters will take no part in this battle.

The defender rolls two D6 and picks the highest – this is the number of fighters in their crew. The defender shuffles their Fighter cards together and deals that many face-down in front of them to choose their starting crew from. The remaining fighters are their Reinforcements.

2-3

1



6

4-5

TACTICS CARDS

The attacker can choose up to two Tactics cards from their deck. The defender shuffles their deck of Tactics cards and draws two at random.

SETTING UP

The defender picks one of the shaded areas to be their deployment zone, and sets up their starting crew entirely within it. The attacker rolls to see what their objective is (see Victory Points to the right) then sets up their crew within the other deployment zone.

SPECIAL RULE: REINFORCEMENTS

In each End phase of each turn, roll a D6 for each of the defender's Reinforcements, and add the current round number to the result (for example, in round 3, add 3). On a score of 7 or more, the fighter arrives on the battlefield – roll a D6 and consult the numbers around the edge of the map to see which edge of the board they will arrive on. The defender places their Fighter card so that its shortest edge is touching the appropriate edge of the board. The position of the card along that edge is up to the defender, and shows where the fighter will arrive.

In the subsequent Priority phase, each of these cards is given a Ready marker and can be activated like a fighter on the board. When a Reinforcements card is activated, the defender sets up its fighter as close as possible to the card. Reinforcements cannot be placed within 1'' of enemy fighters. The fighter can then make two actions as normal, and is treated as part of the defender's crew for the rest of the battle.

SPECIAL RULE: DESPERATION

In this battle, the defenders pass any Bottle tests they make.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points. If the attackers Bottle Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made, the battle will end on a 3 or more, and so on.

VICTORY POINTS

Each gang scores 1 Victory point for each enemy fighter that goes Out of Action. In addition, the attacker has a special objective, determined by rolling a D3 on the table below:

D3	Result
1	**Bushwhack:** The attacker scores 1 additional Victory point for each enemy Champion that is taken Out of Action, and 2 additional Victory points if the enemy Leader is taken Out of Action.
2	**Scrag:** The attacker secretly writes down one fighter from the defender's crew to be their quarry. If that fighter goes Out of Action, the attacker reveals what they wrote down and scores 1 additional Victory point. If they were taken Out of Action by a close combat attack or Coup de Grace, they score 2 additional Victory points instead.
3	**Mayhem:** Fighters from the attackers' gang are attempting to rush through the defenders' territory, causing chaos as they go. Once an attacking fighter has inflicted an Injury on a defender, they can leave the battlefield – if they end an action within 1" of the short edge of the board that is furthest from their deployment zone, they are removed from play. Each fighter that does this scores 1 Victory point.

If the attackers Bottle Out, they cannot score any more Victory points for their special objective.

SCENARIO 5: SNEAK ATTACK

Each gang will have a stronghold at the centre of their turf. Usually a highly defensible area, the surrounding region will be almost impenetrable to outsiders... almost, but not quite.

A gang that really wants to make itself known will send a small raiding party deep into enemy territory, either in disguise or under cover of darkness, in the hope of defiling or stealing something sacred to their rivals. If they time it right and don't raise the alarm, they might even make it out before they're discovered…

DEFAULT MAP SET-UP

Set up the map as shown.

ADVANCED SCENARIO

Sneak Attack uses more special rules than the previous scenarios, and is only recommended for players already comfortable with the rules.

ATTACKER AND DEFENDER

The players roll off. The winner decides whether they will be the attacker or the defender.



CREWS

The attacker rolls 2D6 on the table below to determine the maximum number of fighters they can include in their crew. They secretly choose which fighters will be in their crew, placing those fighters' cards face down in front of them. The rest of their gang takes no part in the battle.

2D6	Maximum Crew Size
2-3	5
4-5	6
6-8	7
9-10	8
11-12	9

The defender picks up to five fighters from their gang to be their sentries. They secretly choose their sentries, placing those fighters' cards face-down in front of them. The rest of their gang are their Reinforcements, and will have a chance to turn up once the alarm is raised.

TACTICS CARDS

The attacker chooses up to three Tactics cards. The defender chooses up to two Tactics cards. The defender cannot play any Tactics cards until the alarm has been raised (except for ones which must be played at the start of the battle).

SETTING UP

First, the defender places the gang relic. It can be placed anywhere that is not within 8'' of the edge of the board. Then, they reveal their sentries' Fighter cards and set each sentry up anywhere on the board that is not within 4'' of the edge of the board.

The attacker then reveals their crew's Fighter cards and sets up all of the fighters in their crew. They must be set up entirely within 4'' of the edge of the board, out of line of sight of any sentries, and each fighter must be within 4'' of another fighter in the crew.

The attacker automatically has the priority in the first round of the battle.

SPECIAL RULE: ACTIVATING SENTRIES

The defender's sentries do not gain Ready markers in the Priority phase. Instead, the defender keeps their sentries' Fighter cards in a single pile, face-down. This is referred to as the Sentry deck. Each time it is the defender's turn to activate a fighter, they shuffle the Sentry deck and draw one card at random – that sentry is activated. Once the sentry's turn is over, their card is returned to the deck. If a sentry is attacked, their card is taken from the deck long enough to resolve the attack against them.

When a sentry is activated, both players roll a D6. If the rolls are the same, the sentry turns to face a random direction (determined by the roll of a Scatter dice). If a Hit is rolled, the defender chooses which way they are facing.

If the rolls are not the same, the player who rolled the highest can move the sentry a number of inches equal to the other player's roll. For example, if the attacker rolled a 5 and the defender rolled a 3, the attacker could move the sentry up to 3''. Once the sentry has moved, the player who moved them chooses which way they will face; then, if the moving player wishes, | they can open or close a door within 1''.

After a sentry moves, check to see whether they spot an attacker as described below.

A sentry can be activated multiple times in a round. When the attacker has no more fighters to activate in the round, the defender activates one more sentry then the Action phase ends.

SPECIAL RULE: SPOTTING ATTACKERS

At the end of each sentry's move, roll 2D6. If there are any attackers within that many inches of the sentry, and within their vision arc, there is a chance they will be spotted. Roll a D6 for each, subtracting 1 from the result if the fighter is Prone.

- If they are in the open, or are within 3'', they are spotted on a roll of 2 or more.
- If they are in partial cover and are more than 3'' away, they are spotted on a roll of 4 or more.
- If they are in full cover and are more than 3'' away they are spotted on a roll of 6 or more.

Then make Spotting rolls for each other sentry that has one or more attackers within their vision arc and within a number of inches equal to that of the original 2D6 roll.

If a sentry spots any attackers, put a Ready marker on their Fighter card. The card is not returned to the Sentry deck. Then, make an Initiative check for them. If it is passed, they can immediately make a ranged attack against one of the attackers they have spotted.

SPECIAL RULE: ALERTED SENTRIES

A sentry with a Ready marker has been alerted, and will raise the alarm if they cannot be silenced. In addition to spotting attackers as described above, Sentries are also alerted – gaining a Ready marker – if they are Pinned or Engaged at the start of any of their actions. If an alerted sentry is Seriously Injured, their Ready marker is lost; they are more concerned with not dying than raising the alarm!

SPECIAL RULE: RAISING THE ALARM

If any sentries have a Ready marker at the start of the defender's turn, the alarm is raised. Also, if an attacker fires a Ranged weapon, roll 2D6 and add the weapon's Strength after the attack has been resolved. If the weapon has the Blast special rule, add 2 to the result. If the total is 10 or more, the alarm is raised immediately.

From the fifth round onwards, if the Attacker rolls a 1 or a 2 for their Priority roll, the alarm is raised by an onlooker or passive security system.

Once the alarm has been raised, the sentry rules are no longer used – from now on sentries follow all the normal rules for fighters.

SPECIAL RULE: REINFORCEMENTS.

Once the alarm has been raised, the defender rolls a D6 at the start of each round and draws that many Fighter cards, at random, from their Reinforcements. Then they set up each of those fighters anywhere on the board that is within 1'' of a board edge and not within 12'' of an attacker. Those fighters are now part of their crew.

SPECIAL RULE: DEFILE THE RELIC

If an attacking fighter is within 1'' of the relic, they can spend a Double action to defile it – this scores Victory points as described below. The relic cannot be defiled more than once.

SPECIAL RULE: HOME TURF

The defenders pass any Bottle tests they make; this is their home turf and they have no intention of running.

VICTORY POINTS

The attackers score 1 Victory point for each sentry that is taken Out of Action before the alarm is raised. They also score 4 Victory points if they defile the relic.

The defenders score 1 Victory point for each attacker that is taken Out of Action.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points.

If the attackers Bottle Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made, the battle will end on a 3 or more, and so on.

SCENARIO 6: SMASH & GRAB

One of the ways a gang can turn a profit is by guarding shipments of munitions or other valuables for the Merchant Guild. The Guilders pay handsomely for those who are willing to put their local knowledge to use in defending a caravan, but such a fee is only paid upon its safe arrival at the destination. Should another gang catch wind of this, they will take up arms without a moment's notice in the hope of scoring big.

DEFAULT MAP SET-UP

Set up the map as shown.

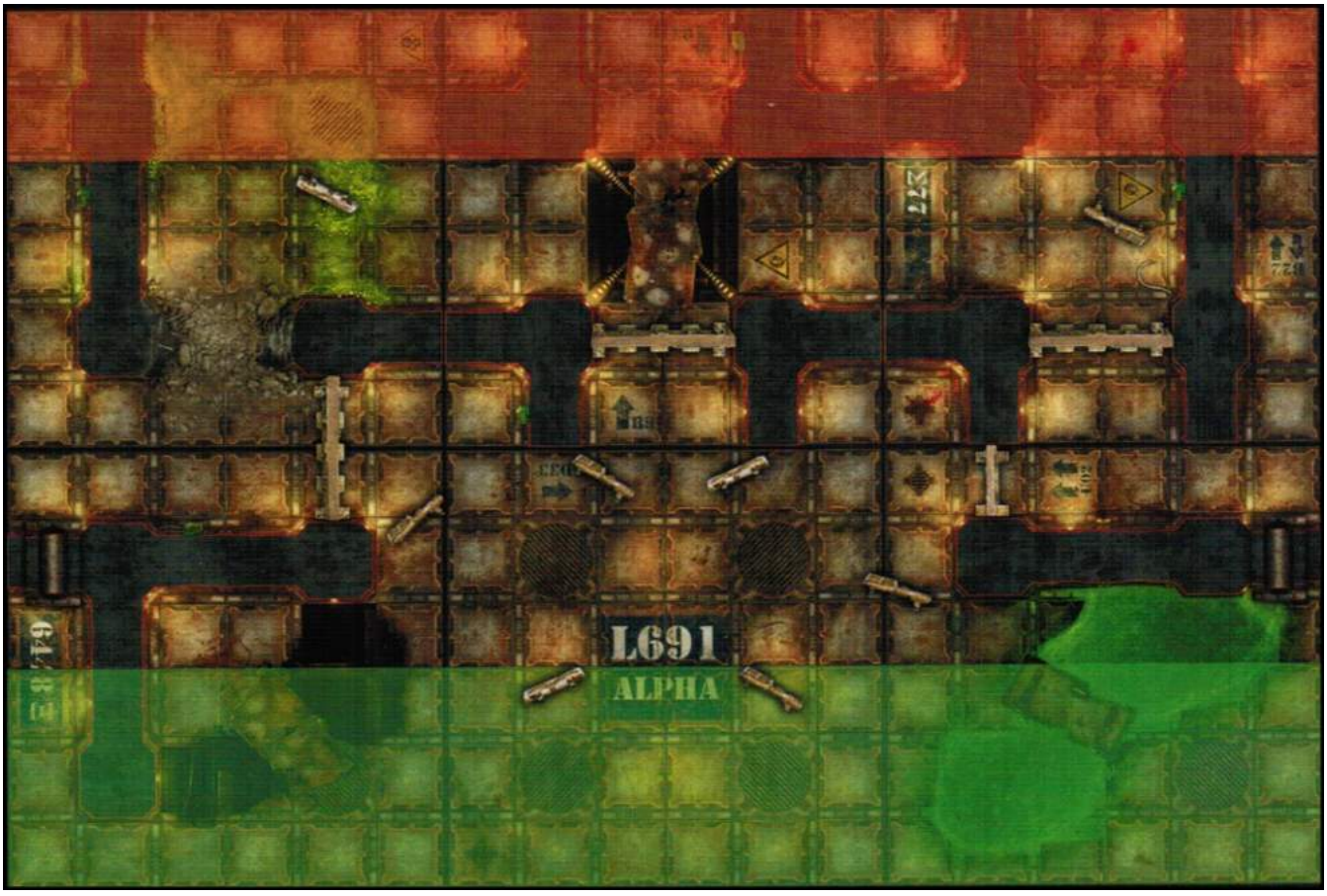
ATTACKER AND DEFENDER

The players roll off. The winner decides whether they will be the attacker or the defender.

CREWS

The attacker uses their full gang. The defender rolls 2D6 on the table opposite to determine the maximum number of fighters they can include in their crew. They then secretly choose which fighters will be in their crew, placing those fighters' cards face-down in front of them. The rest of their gang takes no part in the battle.

2D6	Maximum Crew Size
2-3	4
4-5	5
6-8	6
9-10	7
11-12	8



TACTICS CARDS

The attacker can choose up to two Tactics cards from their deck. The defender shuffles their deck and draws a number of cards at random. To determine how many they can draw, compare the total credits value of the fighters in each player's crew. The defender draws two cards, plus one for every full 100 credits that the attacker's total value is higher than theirs.

SETTING UP

The defender takes the five loot caskets, and prepares them as follows, without the attacker seeing. Three of them will be set up with the ammo side facing- up. One will be set up with the blank side facing-up. One will be set up with the blank side facing-up and a Frag Trap marker inside. The defender puts the lids on all five caskets, then sets them all up within their deployment zone, at least 4" from any edge of the battlefield. Once the caskets are set up, the defender cannot check to see what is in each one – they need to remember!

The defender then sets up their entire crew within the green deployment zone. Finally, the attacker sets up their crew within the red deployment zone

SPECIAL RULE: LOOT CASKETS

The defender cannot attempt to open any loot caskets – they are under strict orders to ensure their safe delivery, seals intact.

If an attacker opens a loot casket, do not roll to see what the contents are. Instead, remove the lid and reveal it. If ammo is showing, this is an ammo casket. If nothing is showing, it contains nothing of value. If a Frag Trap marker is showing, it is a frag trap. It is immediately triggered then removed from the board.

VICTORY POINTS

At the end of the battle, each player scores 1 Victory point for each enemy fighter that has been taken Out of Action. In addition, at the end of the battle, check the location of each ammo cache (remove the lids from any unopened loot caskets if necessary). Each ammo cache within 6'' of the defender's board edge scores 3 Victory points for the defender. Each ammo cache within 6'' of the attacker's board edge scores 3 Victory points for the attacker.

ENDING THE BATTLE

If one gang has no fighters left on the board at the end of any round, the battle ends immediately and the other gang scores D3 bonus Victory points.

If the attackers Bottle Out, roll a D6 at the end of the following round. On a result of 4 or more, the battle ends. Otherwise, roll again at the end of each subsequent round, adding 1 to the result for each additional time this roll is made; in other words, the second time the roll is made, the battle will end on a 3 or more, and so on.

FOUNDING A GANG

Each gang has a maximum budget of 1,500 credits to spend on fighters (including equipment). Any unspent credits are lost.

GOLIATH GANGS

FIGHTERS

Goliath gangs are made up of the following fighters:

1 Leader..... 145 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	3+	4	4	2	3+	3	5+	4+	8+	7+

0-2 Champions..... 110 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	3+	4+	4	4	2	4+	2	6+	5+	8+	8+

3 or more Gangers..... 60 credits each

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4''	4+	4+	4	4	1	4+	1	8+	5+	9+	8+

GOLIATH EQUIPMENT

The cost paid for each fighter does not include weapons, armour or wargear – these must be purchased separately for each fighter from the lists below:

WEAPONS

A fighter can be armed with up to three weapon. Some weapons (marked with a *) are particularly large and take up the space of two weapons. Only Leaders and Champions can choose from the Status Weapons list.

- Brute cleaver.....15 credits
- Combat shotgun.....30 credits
- Fighting knife.....5 credits
- Grenade launcher.....140 credits
- Spud-jacker.....10 credits
- Stub cannon.....15 credits
- Stub gun.....5 credits

STATUS WEAPONS

- 'Krumper' rivet cannon*.....110 credits
- Plasma/Stub Combi-Pistol.....35 credits
- Power hammer.....25 credits
- 'Renderizer' serrated axe*.....35 credits

ARMOUR

All Goliath fighters wear furnace plates, at no cost.

WARGEAR

A fighter can take any combination of wargear:

- Frag Grenades.....15 credits
- Krak Grenades.....25 credits
- Respirator.....15 credits
- Stimm-slug stash.....30 credits

GOLIATH SKILLS

Leaders and Champions each have one skill, chosen from the list below. Only the Leader can choose Leader skills.

BULL CHARGE

When this fighter makes close combat attacks as part of a Charge action, any Melee weapons they use gain the Knockback Trait and are resolved at +1 Strength.

BULGING BICEPS

This fighter may wield an Unwieldy weapon in one hand rather than the usual two. Note that Unwieldy weapons still take up the space of two weapons with regards to how many a fighter may carry.

COMMANDING PRESENCE

If a group is activated, and this fighter is chosen to lead the group, it can include one more fighter than normal (ie, a Champion could activate two other fighters instead of one, or a Leader could activate three).

CRUSHING BLOW

Before rolling to hit for a fighter's close combat attacks, the controlling player can nominate one dice to make a Crushing Blow. This cannot be a dice that is rolling to hit for a pistol. If that dice hits, the attack's Strength and Damage are each increased by 1.

FEARSOME

If an enemy makes a Charge action that targets this fighter, they must make a Cool check before moving. If the check is failed, they cannot move and their action ends immediately.

NERVE OF STEEL

When the fighter is hit by a ranged attack, make a Cool check for them, if it is passed they are not Pinned.

TRUE GRIT

When making an Injury roll for the fighter, roll one less Injury dice (for example, a Damage 2 weapon would roll one dice). Against attacks with Damage 1, roll two dice – the player controlling the fighter with True Grit, can then choose to discard one before resolving the dice effects.

UNSTOPPABLE

If the fighter has one or more Flesh Wounds in the Recovery phase, before making Recovery tests, roll a D6. On a 6, one of their Flesh Wounds is discarded.

LEADER SKILLS

IRON WILL

Subtract 1 from the result of any Bottle rolls while the Leader is on the battlefield and not Seriously Injured.

RALLY

If the fighter is Active, they can make the following action:

Rally (Basic) – Make a Cool check for each friendly Broken fighter within 8''. If the check is passed, they recover from being Broken.

ESCHER GANGS

FIGHTERS

Escher gangs are made up of the following fighters:

1 Leader..... 115 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	3	3	2	2+	3	5+	6+	6+	7+

0-2 Champions..... 90 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	3+	3+	3	3	2	2+	2	6+	7+	6+	6+

3 or more Gangers..... 45 credits

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5''	4+	4+	3	3	1	3+	1	7+	8+	7+	7+

ESCHER EQUIPMENT

The cost paid for each fighter does not include weapons, armour or wargear – these must be purchased separately for each fighter from the lists below:

WEAPONS

A fighter can be armed with up to three weapon. Some weapons (marked with a *) are particularly large and take up the space of two weapons. Only Leaders and Champions can choose from the Status Weapons list.

- Autogun.....15 credits
- Autopistol.....10 credits
- Lasgun.....10 credits
- Laspistol.....5 credits
- Power sword.....25 credits
- Shotgun.....20 credits
- Stiletto knife.....15 credits

STATUS WEAPONS

- Combi-weapon (boltgun/needle rifle).....35 credits
- 'Nightshade' chem-thrower*.....125 credits
- Plasma pistol.....35 credits
- Shock whip.....20 credits

ARMOUR

All Escher fighters wear flak armour, at no cost.

WARGEAR

A fighter can take any combination of wargear.

- Frag Grenades.....15 credits
- Choke Gas Grenades.....35 credits
- Krak Grenades.....25 credits
- Chem-synth.....10 credits
- Respirator.....15 credits

ESCHER SKILLS

Leaders and Champions each have one skill, chosen from the list below. Only the Leader can choose Leader skills.

COMMANDING PRESENCE

If a group is activated, and this fighter is chosen to lead the group, it can include one more fighter than normal (ie, a Champion could activate two other fighters instead of one, or a Leader could activate three).

COUNTER-ATTACK

When the fighter makes Reaction attacks in close combat, they roll one additional Attack dice for each of the attacker's attacks that failed to hit (whether they missed, they were parried, etc)

DISARM

Any Melee weapons used by the fighter gain the Disarm trait. If a weapon already has that trait, then the target will be disarmed on a natural roll of 5 or 6, not just 6.

DIVE

The fighter can voluntarily become Pinned at the end of any action, for free.

DODGE

If this fighter suffers a wound from a ranged or close combat attack, roll a D6. On a 6, the attack is dodged and has no effect; otherwise continue to make a save roll as normal.

If the model dodges a weapon that uses a Blast marker or Flame template, a roll of 6 does not automatically cancel the attack – instead, it allows the fighter to move up to 2'' before seeing whether they are hit. They cannot move within 1'' of an enemy fighter.

GUNFIGHTER

If the fighter attacks with two pistols, they do not suffer the -1 penalty to the hit rolls and can, if they wish, target a different enemy with each pistol.

MARKSMAN

The fighter is not affected by the rules for target Priority. In addition, if the hit roll for a ranged attack made by the fighter is a natural 6 (when using a weapon that does not have the Blast trait), the attack's Damage is doubled (if they are firing a Rapid Fire weapon, only the first hit's Damage is doubled).

SPRINT

If this fighter makes two Move (Simple) actions in a turn, they can use the second one to Sprint. This lets them make a Double Move instead of a Standard Move for that action.

LEADER SKILLS

IRON WILL

Subtract 1 from the result of any Bottle rolls while the Leader is on the battlefield and not Seriously Injured.

RALLY

If the fighter is Active, they can make the following action:

Rally (Basic) – Make a Cool check for each friendly Broken fighter within 8''. If the check is passed, they recover from being Broken.

PART TEN: CHANGELOG

- 7.03 – Added scenarios from *Dark Uprising* and *Book of Ruin*. Added Bestiary section.
- 7.02 – Added Uprising Campaign (without scenarios at present), new Favours and Horrors in the Underhive.
- 7.01 – **Deep Fried Bar** now producing the document. Added Corpse Grinder Cult, Chaos-Corrupted and Genestealer-Corrupted rules from *Book of Ruin*, as well as updated armoury, trading post, bounty hunters, hive scum and hangers-on.. Renamed Chaos Cult "Helot Chaos Cult". New Enforcer and Corpse Grinder cards from *Dark Uprising* added. Reorganised slightly to emulate *Necromunda* first edition to *Necromunda Community Edition* rulesets. Ragnar Gunnstein also added.
- - Handover -
- 6.02: Added tactics cards from Underdog and Enforcer packs.
- 6.01: Added Dramatis Personae Hired-guns.
- 6.00: Hangers-on / Black Market Trading post / Equipment, Exotic beast and Brute / Weapon ref Chart
- 5.04: Criminal alliances / The Law and Misrule Campaign / Corrected a typo in Smash & Grab scenario.
- 5.03: Added Palanite Enforcers rules from Book of Judgment. (Including all weapons, equipment and new weapon traits that they may need)
- 5.02: Corrected various typos and re-organized sections, as suggested by u/DaKommizzar
- 5.01: Added Cawdor Headsman.
- 5.00: Book of Peril: Badzones scenarios, Dramatis Personae.
- 4.30: Book of Peril: Badzones terrain and battlefields rules.
- 4.29: Book of Peril: New wargear, exotic beast, ammunition rules and price in Trading Post. / Added back "Mind the Door" rule.
- 4.28: First content from Book of Peril: Updated Venator rule, Added Alliances rules (guilds).
- 4.27: Added back outdated content.
- 4.26: Added Ambull rules + Monster Hunt scenario / Added new Gang Tactics cards.
- 4.25: Added Perpetual campaigns rules from WD + Escape the Hive scenario.
- 4.24: Updated Badzone Delta-7 rules and Gauntlet scenario. / Corrected various typo and missing references + deleted all outdated content.
- 4.23: Review of all narrated scenarios is now completed (all Underhive 2018 rulebook is now included)
- 4.22: Add erratas from last GW FAQ. / Added Arbitrated Tools from 2018 rulebook.
- 4.21: Updated Zone Mortalis and Sector Mechanicus scenarios. / Re-organized other scenarios (they still need to be reviewed) /Fixed some typos.
- 4.20: Updated Core Rules, Skirmish games, Dominion Campaign and Battlefield set-up. / Changed default and title fonts. / Added emphasis on page links.
- 4.11: Updated Hired-Guns (Bounty Hunter, Hive Scum, Hangers-on, Brutes & Exotic Beasts) / Updated Skills.
- 4.10: Updated House Gangs list (including Delaque) /Updated the Trading Post /Updated the Weapon List (Armoury) /Updated the Weapon Traits & Weapon/Equipment rules / Shortened drastically the Table of Content.
- 4.03: Fixed a typo and Aberrants price.
- 4.02: Fixed fuzzy formatting issues. / Added Ortruum special rules and wyrd powers. (wyrd powers are in Psyker section) / Added "naming your own Cawdor"
- 4.01: Added Bounty Hunters from GW4 and Kria. / Fixed some typos.
- 4.00: Added all scenarios from GW4. (with the help of u/Autoxidation)
- 3.18: Updated scenarios from Underhive & Gang War 1 with Gang Leader's Accessories pack. (thanks to u/thanejaw)
- 3.17: Updated Chaos Cult Gangs from PDF.
- 3.16: Added Dominion Campaign & Territories. / Big re-organization of chapters.
- 3.15: Psykers rules / Updated skill section from GW4. (mostly re-phrasing and a nerf to escape artist)
- 3.14: Updated Genestealer Cult Gangs from PDF.
- 3.13: Changed Jumping Down and Falling tables to reflect GW2 values / Added Skirmish Game section / Added Sheen Bird (Cawdor Exotic Beast) / Added all House Brutes.
- 3.12: Added Bionics & Moved Fleeing the Battlefield paragraph from GW1 in End Phase chapter (page 29).
- 3.11: Tactics Cards text from Cawdor pack and rules for Bomb Delivery Rats and Cawdor Cult Icon.
- 3.10: Cawdor list and weapons from GW4 !
- 3.09: Added a small list page 25 with all Close Combat modifiers (with link to corresponding sections)
- 3.08: Updated Blaze rules to GW3 version.
- 3.07: Moved Skirmish rules and Goliath/Escher creation above Armoury and Trading Post.
- 3.06: Fixed typos / Included YAQ - update 2018/06/11