

# SPIRE OF BABEL

## GANGS OF THE BABEL



# GANGS OF THE BABEL

|                  |    |
|------------------|----|
| INTRODUCTION     | 2  |
| PIT SLAVES       | 3  |
| SCAVVIES         | 8  |
| RATSKIN RENEGAES | 14 |
| REDEMPTIONISTS   | 19 |
| SPYRERS          | 24 |

# INTRODUCTION

This document attempts to reignite Necromunda outlander gangs for new N18 Necromunda. They are based on Yaktribes' Outlander Community Edition (OCE). I attempted to recapture the essence of the outlaw gangs and make them inline with Necromunda house gangs. I also added some new rules but I tried to keep them as much OCE as possible. I admit that I didn't spend much time focusing on pristine balance and in the end any balance issues should be addressed in local gaming groups.

I had a lot of help from many people for this project, especially Yaktribe members Ikiryo and Graushwein. I also asked permission from a couple of yaktribeans to use their gallery photographs in this document so special thanks for:

- Sump Dweller
- Jaws
- Tiny
- Gdolkín
- Stoof
- Lordscavvy
- Maxwellrpower
- Ned Noodle
- The Duke

These rules are written especially for my local gaming group's campaign Spire of Babel. The rules lack for example tactic cards which are not used in the campaign. But they should be fairly easy to use in any Dominion Campaign or Turf Wars without much alteration. Thus most of the outlander rules such as upkeeps, trading post etc. are written in the Spire of Babel rulebook



# PIT SLAVES

## PIT SLAVES

Pit slaves are hivers who have been captured by the warring gangs and sold to the Merchant Guild. They are little more than property in the guild's hands, doomed to work in the mines, fighting pits, on the pack trails or any other menial job for the rest of their lives. Most pit slaves are outlaws, thieves and renegades who have finally been brought to justice, but others are simply unlucky individuals who had had nobody to pay their ransom.

Guilders often augment slaves with crude bionic tools, saws and blades for fighting or drills and hammers for working in the mines and forges. Plugs and connection points pockmark their flesh and they are pierced with steel rods and metal plates to strengthen their bodies. If a slave proves useful to the Guilders then their implants are progressively upgraded so they become hardened and more efficient, eventually becoming inhuman caricatures of the hivers they once were. Outsiders often note that the more cybernetic parts a slave is grafted to the more their humanity seems to be leached away.

Determined slaves eventually escape from captivity in ones or twos or in mass breakouts if a mine collapses or a caravan is attacked. The vast wastelands provides ample hiding places for these desperate souls so few are recaptured. Guilders write off any lost slaves and simply buy more from trading posts and courts, though they still impose a bounty on all escaped slaves implanted with their insignia. Unaugmented slaves can return to a life of normality in distant settlements or uphives where their faces won't be recognised, but slaves that can't hide the familiar Guildier implants that exposes their past are destined for a mistrusting and persecuted existence.

Heavily augmented slaves band together for mutual support subsisting at the fringes of the badzones. These pit slave gangs raid Guildier caravans, holesteads and settlements for food, weapons and implants to replace damaged parts, but closest to their hearts is causing the Merchant Guild as much trouble as possible. The pit slaves brandish their bionic weapons as symbols of the torturous misery they have overcome and for the overwhelming hatred they feel for all Guilders.

## SPECIAL RULES

### Permanently Outlawed

Pit Slaves are outlawed by the guilders and can never regain lawful status in the hive.

### Hardened Survivors

Pit Slaves are extremely tough and hardened people. Only the most experienced and capable survive long enough to join a free Pit Slave gang.

Every pit slave starts with 6 experience point, which they can spend immediately at recruitment or save for further uses.

### Elusive Slaves

Guilders tend to like any alive captives but they hold a special hatred against Pit Slaves who time after time escapes capturing.

If Pit Slave is captured roll D6. On a roll of 2+ The Pit Slave escape captivity without any harm. This is additional to any other capture roll (e.g. skinblade). However guilders pay double the Pit Slave's value should one ever sold to them.

### Say no to Slavery

Pit Slaves loathe the practice of slavery, and anyone involved in the slave trade. Years, Years and in some cases even decades of oppression can change a person's perspective on the matter.

Pit Slaves will never sell captives into slavery. They can ransom captured fighters back to their gang, let them go free or kill them and keep their equipment.

Pit Slaves gain Hatred when fighting gangs that have ever sold captured fighters into slavery during campaign.

### No little boys or girls, only real fighters!

It is not possible for the young and inexperienced to survive the harsh conditions of captivity (or freedom!) as a Pit Slave.

Pit Slaves cannot recruit any juves. In addition any effect that would provide the gang a free juve (such as a settlement territory) will not trigger.

Pit Slaves have two special ganger type: gladiator and techno. They are counted to be champions for rule purposes (for example yielding extra experience when taken out of action and to maximum limit of champions a gang can have).

### Hired-guns and hangers-on

Pit Slaves have no problem hiring extra muscle to fight for their cause. Due to the Pit Slaves Outlaw status, many hired guns think twice before accepting their offers of employment and sometimes it takes little extra incentive to join.

Hired-guns and hangers-on cost pit slaves extra 10 credit each to recruit. Pit Slaves will never hire bounty hunters. They may recruit Ambots, Servitor Ogryns, Orlock Luggers and Goliath Zerkers.



## GANG COMPOSITION

When founding a Pit Slave gang, or when adding new fighters, these rules apply in addition to the usual rules found in the Spire of Babel campaign section

- Every pit slave fighter must be equipped with a Pit Slave weapon. Pit Slave weapons count towards the maximum weapon limit. In other words, a pit slave can be equipped with 2 other weapons. Pit Slaves cannot use unwieldy weapons (unless they have Bulging Biceps).
- Pit Slaves cannot use weapons from the heavy weapon category
- There can be maximum of 10 fighters in the gang total (not including hangers-on)

## All Shapes and Sizes

*Pit Slaves come in all shapes and sizes, as they may have different backgrounds, genes etc.*

Any Pit Slave (except Technos) may be taken as a Bulky Fighter.

**Bulky Fighter** – Fighters with this trait gain +1 Toughness, +1 Strength, but suffer from -1 movement and -1 initiative. Additionally, Brawn Skills becomes Primary, and Agility Skills becomes Secondary. The model must be mounted on a 32mm base.



## Skill Access

Pit Slave fighters have access to following skills

|                   | Agility | Brawn     | Combat    | Cunning | Ferocity  | Leadership | Shooting | Savant  |
|-------------------|---------|-----------|-----------|---------|-----------|------------|----------|---------|
| <b>Chief</b>      | Primary | Secondary | Secondary | -       | Primary   | Primary    | -        | -       |
| <b>Champion</b>   | Primary | Secondary | Secondary | -       | Primary   | Secondary  | -        | -       |
| <b>Gladiator</b>  | Primary | Secondary | Secondary | -       | Primary   | -          | -        | -       |
| <b>Techno</b>     | -       | -         | -         | -       | Secondary | -          | Primary  | Primary |
| <b>Specialist</b> | Primary | Secondary | Secondary | -       | Primary   | -          | -        | -       |



## FIGHTERS

A starting Pit Slave Gang is made up of the following fighters

### CHIEF (Leader)..... 150 Credits

*The pit slave chief is a natural leader, the one who the others look to for direction in their battle against the Merchant Guild. Usually the chief is the one who led the others to freedom and who has kept the slaves together through their wanderings ever since. Pit slave chiefs have to work hard to keep their position amongst the ruthless cut-throats they lead, a favoured way is to acquire numerous bionic implants and armour plates. A fully arrayed chief is terrifying, his many machine arms snapping insanely.*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 3+ | 4+ | 3 | 3 | 2 | 3+ | 3 | 5+ | 4+ | 7+  | 7+  |

#### LEADER

Pit Slave chief is leader of the gang

#### EQUIPMENT

Pit Slave Chief must be equipped with two pit slave weapon and can have maximum of 2 other weapons. Chief can use pistols, basic weapons, special weapons and wargear as usual.

#### STARTING SKILL

Pit Slave Chief start with one skill chosen from their Primary skill set

#### EXTRA PIT SLAVE ARM

Pit Slave Chief has two pit slave weapons and one normal functional hand. Chief can always use both pit slave weapons in close combat for extra attack dice. They can use third close combat weapon for two extra dice. This extra arm is not counted towards maximum Weapon count.



### CHAMPION..... 120 Credits each

*Regular pit slaves are formidable fighters, both feared and revered in the hive. Champions are exceptional individuals whose prowess is time after time tested and they earned their place only second to the chief.*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 3+ | 4+ | 3 | 3 | 2 | 3+ | 2 | 6+ | 5+ | 8+  | 7+  |

#### EQUIPMENT

Pit Slave Champion must be equipped with it slave weapon. Champions can use pistols, basic weapons and wargear as usual.

#### STARTING SKILL

Pit Slave Champion start with one skill chosen from their Primary skill set

### PIT SLAVE (Ganger)..... 75 Credits each

*Regular pit slaves make up the majority of slave gangs,scarred half-men with bitter memories of the normal life they used to enjoy. Slave chiefs only accept the most hate-filled and hardened slaves as only they can be expected to survive their war against the Merchant Guild. Pit slaves make frightening enemies, vengeful and careless of their own wounds as they tear apart hivers with industrial-sized mechanical weaponry.*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 4+ | 4+ | 3 | 3 | 1 | 3+ | 2 | 8+ | 5+ | 8+  | 7+  |

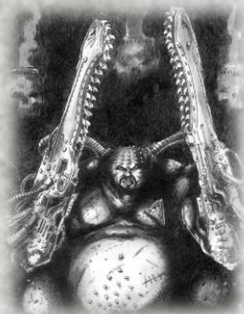
#### EQUIPMENT

Pit Slave must be equipped with one pit slave weapon. They can use pistols, basic weapons and wargear as usual.

## GLADIATOR (Champion)..... 120 Credits each

The most burly and aggressive pit slaves are thrown into fighting pits for the enjoyment of paying spectators. They are always augmented in some way, rending chainsaws and buzz saws create bloodbaths for the paying crowds while armour plates and toughened rod implants prolong the agonising spectacle. Gladiators can gradually chip away at the bounty on their head by surviving the fighting pits, but more often than not a vicious breakout is their only real chance for freedom.

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 3+ | -  | 3 | 3 | 3 | 3+ | 3 | 8+ | 4+ | 8+  | 7+  |



### EQUIPMENT

Pit Slave Gladiator must be equipped with two pit slave weapons and they cannot use any other weapons. They can use wargear that doesn't require use of hands and nimble dexterity (ultimately arbitrator will decide if there is not an agreement).

### STARTING SKILL

Pit Slave Gladiator start with one skill chosen from their Primary skill set

### FIGHTER NOT A FIXER

Gladiators have hard time using any devices and doors etc. Thus they receive -3 penalty to int checks that require use of hands. (again ultimately arbitrator will decide)

## TECHNO (Champion)..... 120 Credits each

Technos manage the upkeep and maintenance of the pit slaves, whether it be as simple as oiling gears and tightening chains or as complex as transplanting bionic limbs. Most technos are members of House Van Saar who have been captured in the constant gang skirmishing and enslaved by the Guilders before escaping with a pit slave revolt. When a group of pit slaves make a break for freedom, a wise chief will always ensure that they take a techno with them to make repairs and keep the gang functioning.

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 4 | 4+ | 3+ | 3 | 3 | 2 | 4+ | 1 | 8+ | 5+ | 8+  | 6+  |

### EQUIPMENT

Pit Slave Techno must be equipped with one pit slave weapon. They can use pistols, basic weapons, special weapons and wargear as usual.

### STARTING SKILL

Pit Slave Techno start with one skill chosen from their Primary skill set

### FIXER NOT A FIGHTER

Technoes are specified of fixing pit slave tools and weaponry. Techno has special post-battle action "work on pit slave weaponry". During the post-battle this action has been taken Pit Slave gang may swap pit slave weapons between fighters or stash and install/remove tool upgrades



## PIT SLAVE WEAPONRY

Pit Slave weapons are special weapons that only Pit Slave gang can access and use. All weapons use following rules as well as their own specific rules explained later.

- Pit Slave weapons are melee weapon and it replace the fighters entire arm. They cannot use any other weapon in that arm and cannot use any unwieldy weapons.(note: they can use basic weapon without hinderance)
- Pit Slave weapons cannot be disarmed (note: disarm will still work for any normal melee weapon pit slave uses on normal hand)
- Every Pit Slave weapon has noisy trait.
- Hand injuries suffered by the Pit Slaves are ignored and the fighter goes in to recovery instead.
- Pit Slave Weapons cannot be changed, unless gang has Techno, which subsequently uses special post-battle action.

### Welder

Welder is pit slave only weapon trait. Welder of this weapon count as having medicae kit, but it can only be used to assist other pit slaves. Hanger-ons or hired guns cannot benefit from Welder.

| Weapon     | Rng | Acc | S | AP | D | Traits                                        |
|------------|-----|-----|---|----|---|-----------------------------------------------|
| Chainsaw   | E   | +1  | 4 | -1 | 1 | Melee, Noisy, Parry, Rending                  |
| Claw       | E   | -   | 5 | 0  | 2 | Melee, Noisy, Disarm                          |
| Hammer     | E   | -   | 4 | 0  | 2 | Melee, Noisy, Knockback                       |
| Buzz Saw   | E   | -   | 5 | -2 | 1 | Melee, Noisy, Rending                         |
| Rock Drill | E   | -   | 4 | -2 | 1 | Melee, Noisy, Pulverize, 2xStr vs. Structures |
| Shears     | E   | -1  | 6 | -3 | 3 | Melee, Noisy                                  |
| Arco-flail | E   | -   | 5 | -1 | 1 | Melee, Noisy, Entangle                        |
| Welderarm  | E   | -   | 3 | -2 | 1 | Melee, Noisy, Shock, Welder                   |
| Tool Arm   | E   | -1  | 2 | -  | 1 | Melee, Noisy                                  |

### Tool upgrades

Tool upgrades are boost for Pit Slave weapons that require Techno to be installed during post battle sequence. Pit Slave Weapon can be fitted maximum of two tool upgrades. Each Tool upgrade improves weapons strength and armor piercing by 1 While gang is founded Tool Upgrades may be bought at will, but during campaign they are rare items (rarity 7)..

### Armour plates

Pit Slaves can use up to three armour plates. Each plate increases their armour save by 1. First armour plate can be used without penalty but the second gives -1 penalty to initiative and the third -2. Armour plates cannot be combined with other armor except armored undersuits. Armor plates are simple to use and install. They can be taken off from fighter and given to any other fighter during post battle sequences as same as any other normal equipments. Armor plates are common and cost 5 credits each.

## PIT SLAVE EQUIPMENT LIST

### WEAPONS

#### BASIC WEAPONS

- Autogun.....15 credits
- Boltgun.....55 credits
- Sawn-off shotgun.....15 credits
- Shotgun (with solid & scatter ammo).....30 credits

#### CLOSE COMBAT WEAPONS

- Flail.....20 credits
- Axe.....10 credits
- Fighting knife.....15 credits
- Maul (club).....10 credits
- Chainsword.....25 credits
- Chainsaw.....25 credits
- Claw.....35 credits
- Hammer.....30 credits
- Buzz saw.....25 credits
- Rock Drill.....20 credits
- Shears.....65 credits
- Arco-flail.....25 credits
- Welderarm.....45 credits
- Tool arm.....0 credits

### PISTOLS

- Autopistol.....10 credits
- Bolt pistol .....45 credits
- Stub gun.....5 credits
- Combi-pistol (stub gun/plasma pistol).....40 credits

### SPECIAL WEAPONS

- Grenade launcher (with frag & Krak grenades)...65 credits
- Meltagun.....135 credits
- Combi-weapon (bolter/plasma).....115 credits

### WARGEAR

#### GRENADES

- Frag grenades.....30 credits
- Krak grenades.....45 credits
- Smoke grenades.....15 credits

### ARMOUR

- Armour plates.....5 credits

### PERSONAL EQUIPMENT

- Tool upgrades(rarity 7).....10 credits
- Repirator.....15 credits
- Photo goggles.....35 credits
- Filter plugs.....10 credits
- Dumdum rounds (for stub gun).....5 credits

# SCAVVIES

## SCAVVIES

Scavvies are the very dregs of humanity, though they are so devolved and twisted that they can be hardly considered human any more. They are severely deformed and often mutated by the toxic environment they live in. Scavvies dress in rags and are caked in the most indescribable foulness. Their skin is a disgusting mass of sores, warts and blisters and their limbs so withered that crude hooks and peg legs are common. Any Scavvy too crippled to defend himself is easy prey for his fellows.

Scavvies scratch out an existence in the most foul and polluted Underhive wastelands, hungrily watching for an opportunity to murder, rob and pillage anyone and anything nearby. Scavvies have to band together to survive and a typical band will be made up of several extended and severely inbred families. The dominant male in the band rules through brute strength, low cunning and having as many siblings as possible to exert his will. Though individual scawies pose little threat to a well-armed gang they are cunning enough to use traps, ambushes and weight of numbers to even the odds.

Occasionally a scavvy king will arise and unite several Scavvy bands together into a ramshackle tribe. Such coalitions can create a ragged horde of scavvies big enough to overrun settlements and trading holes. The excesses of King Blacknose the 81st are still remembered with a shudder in the Underhive and the settlement of Downtown has yet to recover from its period of rulership by the so called Beggar King.

Fortunately scawy kings are usually more concerned with avoiding the attention of the authorities than conquest. They are far more likely to use fear, intimidation and extortion to get what they want. Their scrofulous subjects move in to blockade vital resources and charge Underhive dwellers "tolls" and "taxes" whenever they have the numbers to get away with it. At times like these the honest, hard-working settlers will look to gangs and bounty hunters to run the scavvies off until life gets back to normal again

## SPECIAL RULES

### Permanently Outlawed

Scavvies are outlawed by the guilders and cannot never regain lawful status in the hive.

### Scrofulous

Scavvies are filthy creatures that are known for their degenerate way of life. It is said that anything scavvy touches will be tainted and if they stay too long in the same place it will become utterly hostile environment to everyone.

Everytime scavvy uses special post-battle action "Work in territory", scavvy player rolls a d6. On a roll of 1 the territory turns to scrofulous waste. (note. player gains any boons until next post-battle even if territory is turned in to waste)



### Unreliable weapons

Scavvy guns are shabby, rusty and badly maintained. Even if they manage to get their hands on prime quality weapons it doesn't take long for scavvies to degenerate the weapon to poor state.

Any ammo roll done by scavvies with natural roll of 1 causes the weapon to explode. Fighter suffer one hit from weapon. After that it cannot be used remainder of the game.

### Cannibals

One of the most notorious feature in scavvies is cannibalism. They enjoy the meat of men especially fresh meat.

If fighter is captured by the scavvy gang and not rescued or rescue is failed, scavvies will eat captive alive. This action doesn't require any special post-battle action. During the post-battle sequence where scavvies manage to eat fighter they don't have to pay upkeep and can keep any equipment the captive fighter had. Additionally every time a scavvy player manages to eat another gangs member they gain 1 reputation.

### Filthy radiation

Scavvies live in the worst sewers and are exposed to radiation all the time. The ones that are still alive have build up formidable resistance over hazards in the hive.

Scavvies ignore the effects of the rad-phage weapon trait and against any toxin and gas trait attacks they count having their toughness one higher

### Food riot

Scavvies are undisciplined and they usually follow leaders that can provide food one way or another.

If at least half of the scavvy gang is starving (in other words is affected by lack of supplies) the scavvy leader ability to provide food is seriously questioned. Roll a leadership test for the boss. If roll is passed scavvy player may elect one scavvy member in the gang and it will be eaten alive using the normal cannibals rules. If the test is failed the leader is eaten instead. (note: no reputation bonus, this applies only to another gang members)

### Hired guns and hangers-on

No one want to have anything to do with the scavvies out of fear of contamination or being eaten alive.

Scavvies cannot hire hired-guns nor hangers-on. Scavvy player may turn workshops and Rogue doctor to Scrofulous waste with special post-combat "work in territory" action.

### Gang members

Scavvy gang don't have juve class fighters. Scavies are considered to be champions and Scavvys are gangers.

If effect would give gang free juve (for example settlement) it gives free Scavvy instead.

# SCAVVIES

## GANG COMPOSITION

When founding a Scavvy gang, or when adding new fighters use usual rules found in the Spire of Babel campaign section

## Skill Access

Scavvy fighters have access to following skills

|                   | Agility   | Brawn   | Combat    | Cunning   | Ferocity | Leadership | Shooting | Savant |
|-------------------|-----------|---------|-----------|-----------|----------|------------|----------|--------|
| <b>Boss</b>       | Secondary | -       | Secondary | Primary   | Primary  | Primary    | -        | -      |
| <b>Champion</b>   | Secondary | -       | Secondary | Primary   | Primary  | Secondary  | -        | -      |
| <b>Scaly</b>      | -         | Primary | Secondary | Secondary | Primary  | -          | -        | No     |
| <b>Specialist</b> | Secondary | -       | Secondary | Primary   | Primary  | -          | -        | -      |

## Mutations



*Almost every scavvy has mutations, most of them are purely aesthetics and don't have any positive or negative effect on the fighter but there are exceptionally mutations that provide unique effects.*

In general mutations only extend to that written below in its rules. Although it's logical to think a Two Heads mutation would have many other ramifications, such as Head Injury being treated differently, for the purpose of rule simplicity they are treated like regular fighter.

Mutations work like wargear, however there is no way that mutation can be taken off from a fighter nor they cannot be used by anyone else.. Any characteristic modifier changes scavvy base statline (thus increasing/decreasing the maximum characteristic fighter have) Any negative mutation scavvy has cannot be corrected with bionics or any healing effects.

Only one mutation can be taken per fighter and because it is extremely rare to see exactly same mutations twice. No mutation may be twice in the same gang. (note: among the living one, if fighter has died or removed from the gang mutation may be selected again). When doing random roll, if mutation already exist on the gang player may choose another same level mutation for the fighter instead. Only exception is that there may be multiple aesthetic mutations.

## RANDOM MUTATION TABLE (D66)

### DEFORMATIVE MUTATIONS

|              |                    |                                                         |
|--------------|--------------------|---------------------------------------------------------|
| <b>11</b>    | Oversized Skull    | Mutant gain Head Injury                                 |
| <b>12</b>    | Bloated Eye        | Mutant gain Eye Injury                                  |
| <b>13</b>    | Deformed Hand      | Mutant gain Hand Injury                                 |
| <b>14</b>    | Uneven Legs        | Mutant gain Hobbled                                     |
| <b>15</b>    | Dislodged Spine    | Mutant gain Spinal Injury                               |
| <b>16</b>    | Muscle Deformation | Mutant gain Enfeeble                                    |
| <b>21-46</b> | Aesthetic Mutation | Small mutation that has no effect on Mutant performance |

### MINOR MUTATION

|           |                |                                                                                                                                                                            |
|-----------|----------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>51</b> | Claws          | Mutant gains Flensing Claw, but may not use unwieldy weapons. This weapon don't count towards maximum weapons fighter can carry                                            |
| <b>52</b> | Forearm Spines | Mutant gain parry and +1 armour save in close combat                                                                                                                       |
| <b>53</b> | Hideous        | Mutant gain fearsome trait                                                                                                                                                 |
| <b>54</b> | Suckers        | Mutant gain Clamber (agility) skill                                                                                                                                        |
| <b>55</b> | Tentacle       | Mutant may reroll initiative test for falling and mutant melee attacks gain entangle trait. If attack already has entanglement entangle effect happens on 5+ instead of 6+ |
| <b>56</b> | Eye Stalk      | Mutant gain 180' vision and can squeeze in to cover better. Mutant receives extra -1 cover modifier while benefitting from partial or full cover                           |

### MAJOR MUTATION

|           |           |                                                                                                                                                                                                                                   |
|-----------|-----------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>61</b> | Third arm | Mutant may wield third close combat weapon for two extra attacks, or unwieldy weapon and one other close combat weapon and gain one extra attack.                                                                                 |
| <b>62</b> | Bloated   | Mutant gain +1 toughness and wounds, but suffers -1 to movement and initiative. Mutant should be placed on 32mm base                                                                                                              |
| <b>63</b> | Long Legs | Mutant gain +2 movement                                                                                                                                                                                                           |
| <b>64</b> | Two Heads | Mutant gain 180' vision arc and gains Fast Shot (shooting) skill. Also two head works better than one thus mutant gains +1 leadership and intelligence                                                                            |
| <b>65</b> | Wings     | Mutant can fly                                                                                                                                                                                                                    |
| <b>66</b> | Wyrd      | Mutant becomes Non-sanctioned Psyker. Scavvy player may choose one of the three wyrd powers from Necromunda Rulebook page 67. Telepathy, Mind Lock or Telekinesis Force blast. Wyrd may purchase new wyrd power as primary skill. |

# SCAVVIES

## FIGHTERS

A starting Scavvy Gang is made up of the following fighters

### SCAVVY BOSS (Leader)..... 90 Credits

*Scavvies leader tend to be exceptional individuals that have significantly beneficial mutations. Most likely these exceptional mutations are main reason why they have rose to such position. But being the leader of undisciplined cannibalistic mob can be extremely harsh. There is a saying that one way or another the leader will provide food.*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 3+ | 4+ | 3 | 3 | 2 | 4+ | 2 | 8+ | 6+ | 6+  | 8+  |

#### LEADER

Scavvy Boss is leader of the gang

#### EQUIPMENT

A Scavvy Boss have no weapon restriction can pick any mutation

#### STARTING SKILL

Scavvy Boss start with one skill chosen from their Primary skill set

### CHAMPION..... 80 Credits each

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 3+ | 4+ | 3 | 3 | 2 | 4+ | 2 | 8+ | 7+ | 7+  | 8+  |

#### EQUIPMENT

Scavvy Champion have no weapon restriction and can pick one minor mutation.

#### STARTING SKILL

Scavvy Champion start with one skill chosen from their Primary skill set

### SCAVVY (Ganger)..... 30 Credits each

*Scavvies are filthy and upnoxious creatures that lives in the most filthy sewers and contaminated places in the hive, most of them are mutated, but not all mutation are positive.*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 4+ | 5+ | 3 | 3 | 1 | 4+ | 1 | 9+ | 8+ | 8+  | 8+  |

#### EQUIPMENT

Scavvies can be equipped with Armour, Basic Weapons, Pistols, Close Combat Weapons, Grenades and Wargear. When the gang is created one Scavvy can be equipped with a Special Weapon, during the campaign, additional Scavvies can also take Special Weapons.

#### MUTANT

Every Scavvy is mutant to some extent. When Scavvy is recruited roll random mutation for them.



**SCALY (Champion)..... 200 Credits each**

*Even in the hellish pit of the Underhive wastes some mutant strains stabilise after a time to form a distinct sub-species of abhuman. Scalies are one such strain, massive reptilian mutants almost as broad as they are tall. Their durability and strength are legendary and have a fearsome reputation to match. They seldom speak as their altered necks and twisted voice boxes have changed too much to speak human languages any more. This means little is known about their origins and whether hidden clans or tribes of scalies exist in the most severely polluted deadzones of the Underhive. Why individual scalies choose to ally themselves with scavvies is unknown, but any scavvy boss worth his salt will do everything in his power to recruit and hang on to as many scalies as he can find.*

| M | WS | BS | S | T | W | I  | A | LD  | CI | Wil | Int |
|---|----|----|---|---|---|----|---|-----|----|-----|-----|
| 4 | 3+ | 4+ | 5 | 4 | 3 | 5+ | 3 | 10+ | 3+ | 9+  | 9+  |

**EQUIPMENT**

Scalies doesn't have any weapons other than their fists and they cannot use any other weapons or wargear. When Scaly is recruited you may choose either to have it with one throwing axe and scatter cannon or spear gun, or with three throwing axes.



**SPECIAL RULES**

**Scaly Skin**

Tough skin confers a 5+ armour save (which cannot be combined with any other armor source)

**Hungry and huge**

Scalies are large and require more food to sustain. Thus their upkeep cost 6 credits instead of 3.

**Unnatural regeneration**

Unless Scaly has a blaze marker on it, Scaly may perform following action: Regeneration (Basic) – Roll a D6. On a 4+, this fighter immediately heals flesh wound or if there isn't any flesh wounds one wound.

Additionally if Scaly suffers critical injury from lasting injure table, Scaly may always roll for medical escort for free and don't need another champion or leader to use action. Scaly simply starts regenerating is wounds. Scalies ignore recovery status and they may perform special post-combat action "rest and heal". Pick one existing lasting injury scaly has and roll D6 on 4+ that injury is removed from scaly.

**Pack Instinct**

Scalies are almost impossible to scare off, but they follow their primal pact instinct. If Scavvy gang has bottle out and there is no other members of the gang than Scalies or plague zombies in the battlefield, Scalies will fail the test to see if they flee. Scaly also lack finesse to lead, thus they can never become leader of the gang.

|                | Rng |     | Acc |    | S | AP | D | Amm  | Trait                            |
|----------------|-----|-----|-----|----|---|----|---|------|----------------------------------|
|                | S   | L   | S   | L  |   |    |   |      |                                  |
| Scatter Cannon | -   | T   | -   | -  | 3 | -1 | 1 | 5+   | Scattershot, Unwieldy            |
| Spear gun      | 6   | 18  | +2  | -  | 5 | -3 | 2 | 5+   | Drag, Impale, Unwieldy           |
| Throwing axe   | Sx2 | Sx3 | -   | -1 | S | -1 | 2 | Auto | Melee, Single shot (when thrown) |



## PLAGUE ZOMBIES..... 10 Credits

*Zombie plague breaks out from time to time in the Underhive and packs of flesh eating plague zombies are yet another of the many dangers in the hive's dark underbelly. These shambling neurone plague victims live in wild packs living off what carrion they can find or anything that's stupid enough to let itself be caught. Scavvies often round up packs of zombies and send them against outposts, settlements and rival gangs that they are attacking. In sufficient numbers these contagious creatures are fearsome opponents*

| M   | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|-----|----|----|---|---|---|----|---|----|----|-----|-----|
| 2d6 | 5+ | -  | 3 | 3 | 1 | 6+ | 1 | -  | -  | -   | -   |

### EQUIPMENT

Plague Zombies don't have any weapons and cannot use any wargear. Zombie might carry improvised clubs or pipes, but they lack finesse to gain any real benefit from them. Plague Zombies attacks are always considered to be unarmed

### RECRUITMENT

Plague Zombies work similarly as Hired Guns. Scavvy gang can 'buy' Plague Zombies for a game, the cost representing bits of food used to lure them. If the 10 credits is paid then D6 Zombies come along to fight. (note: minimum number of zombies is increased by every schrofulous waste scavvy player controls) Player may not pay any additional fee to gain even more zombies. If they managed to eat ganger alive last post-battle sequence they may hire zombies for free for the next battle. Finally there is absolutely no way scavvy player may pay food for zombies if there is any lack of supplies effecting on the gang. Zombies gain no experience and after battle they scatter away.

### Braindead

Plague Zombies are deployed using same rules as normal fighters and most usual rules such as target priority etc. applies to them. They however cannot interact with any objectives such as loot counters and never count as a fighter for the purpose of objectives. Plague Zombies are complete ignored for bottle tests and a gang reduced to only zombies automatically bottles out and flees. Zombies simply don't have enough brains and scavvies not enough empathy to care.

### Shambling

Plague Zombies don't receive ready markers, instead after every other fighter has been activated all zombies (in order of the scavvy player choosing) will activate. If they are not in combat, player rolls 2d6 and moves the zombie using normal moving rules, if this movement manage to get them in base contact it counts as charge. If zombies is allready engaged they will use fight action. If they are able they will always attempt coup-de grace.

### No pain and no fear

Zombies feel no pain nor fear. They ignore pinning, fleshwounds, toxin, gas and any psychological effects. Zombie will continue to fight and move normally even when on blaze, but still receive damage from it. Finally zombies will go out of action immediately if they roll serious injury.

### Plague

Naturally, plague zombies carry the dreaded neurone zombie plague. If Plague Zombie take enemy fighter out of action directly with fighting or using coup-de-grace there is a chance that fighter will be contaminated with the dreaded plague. In addition to normal lasting-injury roll D6. On 1-2 Fighter shooks of the plague without any harm. 3-5: Plague strikes. Roll another lasting injury for the fighter. 6: Fighter turns into mindless zombie and is removed from the gang



## SCAVVIES EQUIPMENT LIST

|                     | Rng |     | Acc |   | S | AP | D | Am | Trait                     |
|---------------------|-----|-----|-----|---|---|----|---|----|---------------------------|
|                     | S   | L   | S   | L |   |    |   |    |                           |
| Scavvy Blunderbluss | -   | T   | -   | - | 2 | -  | 1 | 5+ | Scattershot, unstable     |
| Tox-Bomb            | -   | Sx2 | -   | - | - | -  | 1 | 5+ | Blast(3'), Grenade, Toxin |

### WEAPONS

#### BASIC WEAPONS

- Reclaimed autogun.....10 credits
- Scavvy Blunderbluss.....15 credits
- Sawn-off shotgun.....15 credits

#### CLOSE COMBAT WEAPONS

- Axe.....10 credits
- Fighting knife.....15 credits
- Maul (club).....10 credits
- Flail.....20 credits
- Two-Handed axe\*.....25 credits
- Two-Handed maul\*.....35 credits

#### PISTOLS

- Stub gun.....5 credits
- Reclaimed Autopistol.....5 credits

#### SPECIAL WEAPONS

- Long Rifle.....30 credits
- Flamer.....140 credits

### WARGEAR

#### GRENADES

- Frag grenades.....30 credits
- Krak grenades.....45 credits
- Tox-bomb.....40 credits

#### ARMOUR

- Flak armour .....10 credits
- Hazard suit.....10 credits

#### PERSONAL EQUIPMENT

- Bomb delivery rats.....30 credits
- Photo goggles.....35 credits
- Filter plugs.....10 credits
- Dumdum rounds (for stub gun).....5 credits



# RATSKIN RENEGADES

## RATSKIN RENEGAES

*Ratskins are normally a shy, peaceful people who are inclined to avoid the noisy, raucous donwhivers and their settlements. They need nothing from the settlers and stay hidden in small communities far from the hivers and their guns. If hivers start working near the ratskins' settlements they will pack their gear and quietly slip away deeper into the wastes. Ratskins find the hivers strange and bewildering and would rather not have anything to do with them.*

*Sadly, the ratskins' peaceable ways make them vulnerable to exploitation by unscrupulous Guilders or gangs. Outlaws may run riot and murder a whole ratskin settlement, leaving a few embittered survivors thirsting for vengeance on all hivers. These fierce ratskins turn their backs on their own people and become renegades, hunting and killing the hivers wherever they can to free the Underhive from intruders.*

*Other ratskins go to the hivers' settlements out of curiosity or to look for work as trappers or guides and become corrupted by contact with the hivers. The ratskins themselves dispossess these individuals and call them badskins. Badskins spend all their money drinking and gambling until they finally get in trouble with the watchmen and are driven out of the settlement for good. There can be no return home for ratskins tainted by their contact with 'civilisation' so they drift from place to place until they can join a renegade band and be with their own people again*



## SPECIAL RULES

### Permanently Outlawed

Ratskins are outlawed by the guilders and cannot never regain lawful status in the hive.

### Way of the Nature

*Ratskins are utterly at home within the hive bottom's environments as they are born and bred in unimaginably harsh conditions.*

Ratskins may ignore effect from any hive perils.

### Way of the Gatherer

*Ratskins are expert hunters and scavengers. They can find edible in places other couldn't even imagine*

Ratskins gain +1 credit bonus while foraging

### Way of the Isolation

*Ratskin are bitterly distrustful of all non-ratskins. They usually attempts to keep any outside contact to minimum.*

Ratskins cannot use hired-guns nor hangers-on. Additionally Ratskins may always buy items from their house weapon lists and hire new fighters using the special post-combat action "Visit Ratskin Trading post".

Because Ratskins are very cautious about trading they receive -2 modifier to rarity rolls on rare items availability..

### Way of the Resilient

*Ratskins are remarkably resilient to injuries and have incredible survival instinct.*

Any ratskin may reroll lasting-injury. The second roll stand even if it is worse.

### Way of the Scouts

*Ratskins are expert scouts and they seldom are ambushed.*

if scenario is determined by random roll ratskin player may choose to force a reroll on the scenario roll. The second roll stands

When Ratskins are doing harass action they gain six wait tokens instead of 3 and they have one extra fighter in their crew

### Ratskin Gangers

Ratskin Shaman and Totem warriors are considered to be champions for the rules an purposes. Ratskin Brave is considered to be Juve. Upon on promotion Ratskin Brave may become Champion, Shaman or Totem Warrior

## GANG COMPOSITION

When founding a Ratskin Renegade gang, or when adding new fighters, these rules apply in addition to the usual rules found in the Spire of Babel campaign section

- There can be no more than one Shaman in the gang.
- There can be no more than two totem warriors

## Skill Access

Ratskin fighters have access to following skills

|                      | Agility | Brawn | Combat    | Cunning   | Ferocity  | Leadership | Shooting | Savant |
|----------------------|---------|-------|-----------|-----------|-----------|------------|----------|--------|
| <b>Chief</b>         | Primary | -     | Secondary | Primary   | Secondary | Primary    | -        | -      |
| <b>Champion</b>      | Primary | -     | Secondary | Primary   | Secondary | Secondary  | -        | -      |
| <b>Shaman</b>        | Primary | -     | Secondary | Primary   | Secondary | -          | -        | -      |
| <b>Totem Warrior</b> | Primary | -     | Primary   | Secondary | Secondary | -          | -        | -      |
| <b>Brave</b>         | Primary | -     | Secondary | Primary   | -         | -          | -        | -      |
| <b>Specialist</b>    | Primary | -     | Secondary | Primary   | Secondary | -          | -        | -      |

## SPIRIT LORE

| D6 |                                | Result                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|----|--------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1  | Slime Dance (Double):          | The shaman is able to call on the spirits of the hive to summon up fogs, slime, creatures and suchlike... sometimes. Place a new hive peril in the battlefield within 24 inch of the shaman. It cannot be placed such way that it would immediately cause harm to opponent, but it may be placed .                                                                                                                                                                          |
| 2  | Beast Sacrament (Special)      | Shaman can befriend with hive creatures and form lasting bond with them. Ratskin player may recruit any of the 6 houses pets for shaman as if they were common. Only one pet can be recruited at the time and ratskin player must pay the pet cost.                                                                                                                                                                                                                         |
| 3  | Ghost Dance (Basic)            | Continuous Effect: The shaman can call upon the guardianship of the hive spirits to protect the Ratskins. Every friendly ratskin including the shaman within 16 inch of the shaman increases their armor save by 1, to maximum of 3+.                                                                                                                                                                                                                                       |
| 4  | Blessing Ritual (Basic)        | Continuous Effect: Shaman can call hive spirits to witness the battle scene. Ratskin player gain one spirit infusion. Ratskin player may gain only one infusion with this ability.<br>The Shaman can project his spirit from his body by entering a trance then he can free his spirit. Shamans body limbs down while on spirit walk. Shaman is pinned.                                                                                                                     |
| 5  | Spirit Walk (Double)           | The spirit can attack an enemy fighter within 24" of the Shaman, just as if they were engaged. Spirit uses shaman profile, weapons and skills and is counted as charging.                                                                                                                                                                                                                                                                                                   |
| 6  | Transfer Prowess (Post-battle) | Shaman sits by sacred flames and unleashed his experience to another fighter. This action doesn't require will check. Shaman may perform special post-battle action "Transfer Prowess". Choose another fighter who will performs special post-battle action "Receive Prowess". Target gains as much experience as the shaman gained during last battle. (note: This requires that both shaman and the target may perform post-battle actions and shaman gained experience.) |



## FIGHTERS

A starting Ratskin Gang is made up of the following fighters

### RATSKIN CHIEF (Leader)..... 105 Credits

*A ratskin chief is not born to the position but is elected by his elders and his peers. A chief is always a skilled warrior who is an expert in the ways of the Underhive and a natural leader of men. Some renegade chiefs are driven by a passionate hatred of the hivers who desecrate their homeland; others feel sympathy for the deluded settlers and will even help them on occasion though they ultimately want them to leave. The chief's words are always listened to with respect by the ratskins, and even once he has become a renegade, braves and warriors will seek him out to gain the honour of fighting in his warband*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 3+ | 3+ | 3 | 3 | 3 | 4+ | 2 | 7+ | 6+ | 6+  | 7+  |

#### LEADER

Ratskin Chief is leader of the gang

#### EQUIPMENT

A Ratskin Chief have no weapon restriction.

#### STARTING SKILL

Ratskin Chief start with one skill chosen from their Primary skill set

### RATSKIN CHAMPION..... 95 Credits each

*Ratskin Champion is exceptional individual whose earned revered position in the tribe. They follow chiefs path to even certain death and are utterly loyal to their own kind.*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 3+ | 3+ | 3 | 3 | 2 | 4+ | 2 | 7+ | 7+ | 7+  | 7+  |

#### EQUIPMENT

Ratskin Champion have no weapon restriction.

#### STARTING SKILL

Ratskin Champion start with one skill chosen from their Primary skill set

### RATSKIN (Ganger)..... 45 Credits each

*Ratskins are fully fledged fighters and hunter from the ratskin tribes. Many of those who follow a renegade chief are bitter, dispossessed men who have lost friends and family to raiding outlaws or avaricious hivers stealing their territory. Others have become brutalised by working in hiver settlements and suffering the ignorant contempt of the downhivers for their race and ancient culture*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 4+ | 4+ | 3 | 3 | 1 | 4+ | 1 | 8+ | 8+ | 8+  | 7+  |

#### EQUIPMENT

Ratskin can be equipped with Armour, Basic Weapons, Pistols, Close Combat Weapons, Grenades and Wargear.

## RATSKIN TOTEM WARRIOR (Champion)..... 125 Credits each

*Totem warriors seek entirely to purify their body and mind in the eyes of the hive spirits. To this end they spend much of their time in prayer trances, fasting or undertaking insanely dangerous treks across the uncharted and labyrinthine wastes of the Underhive. They are revered by ratskins as wandering holy men and protectors of the hallowed shamanic elders.*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 3+ | 4+ | 3 | 4 | 2 | 4+ | 3 | 8+ | 6+ | 6+  | 7+  |

### EQUIPMENT

Totem Warrior has Spirit Totem, and under no circumstances can take it off and due unwieldy it takes two weapon slots. Other than that there is no equipment restrictions.

### STARTING SKILL

Ratskin Totem Warrior start with one skill chosen from their Primary skill set

## RATSKIN SHAMAN (Champion)..... 125 Credits each

*Ratskin shamans are mysterious individuals seldom seen outside ratskin enclaves. They are rumoured to dwell in hidden caves filled with archeotech, acting as guardians of these sacred places. Shamans are credited with supernatural powers which they claim come from the hive spirits themselves, a potent form of ritual magic which defies explanation by wyrds. A shaman whose archeotech cave has been desecrated may join a renegade to exact revenge on those responsible, or he might be drawn by visions of another holy place in need of saving.*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 4+ | 4+ | 3 | 3 | 2 | 4+ | 1 | 7+ | 6+ | 6+  | 7+  |

### EQUIPMENT

Shaman has no equipment restrictions..

### STARTING SKILL

Ratskin Shaman even though considered to be champion doesn't receive free skill. They receive Spirit Lore instead

### Spirit Lore

Ratskin Shaman is Nonsanctioned-Psyker that uses spirit lore. They may pick two wyrd powers from Spirit lore and may gain new powers the same way as primary skills.



## RATSKIN BRAVE (Juve)..... 20 Credits each

*Ratskin braves are young, fierce warriors who follow the renegades looking for excitement and glory. Ratskin settlements always have a few braves dissatisfied with the quiet, peaceful ways of their elders and they will quickly rally to join a successful chief who fights the hivers. Braves are inexperienced fighters but they are already experts at surviving in the harsh environment of the Underhive*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 6 | 5+ | 5+ | 3 | 3 | 1 | 4+ | 1 | 8+ | 8+ | 7+  | 7+  |

### EQUIPMENT

A Ratskin Brave starts with no equipment. They can be armed with Pistols, 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 Ratskin Brave has gained their first Advancement, this limit no longer applies.

## RATSKIN WEAPONRY

### Primitive

Weapon with this trait is only usable by ratskins. Should they be claimed via capturing fighter they are complete useless for any other gang.

### Spirit Infusion

Some territories are sacred to ratskins and with care ratskins can obtain powerful aid from ancient hive spirits. For each Spirit Infusion Ratskin gang has Spirit Totems strength and armor penetration increases by one.

### Spirit Ward

*Spirit wards are elaborate tattoos and decorations designed to attract the protective spirits of the hive. They are suffused with the guardianship of these spirits, enabling them to seemingly deflect projectiles aimed at the ratskin harmlessly away.*

Only Ratskin Chief, Champion, Totem Warrior or Shaman may use Spirit Wards. Spirit ward gives its wearer +1 armor save for each Spirit Infusion the gang has, which can be combined with other armour saves. This cannot improve armor save better than 3+.

|                     | Rng |     | Acc |    | S   | AP | D | Am | Trait                            |
|---------------------|-----|-----|-----|----|-----|----|---|----|----------------------------------|
|                     | S   | L   | S   | L  |     |    |   |    |                                  |
| <b>Handbow</b>      | 6   | 16  | -   | -1 | -   | -  | 1 | 4+ | Silent, Toxin, Primitive         |
| <b>Musket</b>       | -   | Sx2 | -1  | -  | -   | -  | 1 | 4+ | Primitive                        |
| <b>Scattergun</b>   | 8   | 12  | +1  | -  | 2   | -  | 1 | 4+ | Scattershot, Primitive           |
| <b>Tomahawk</b>     | Sx2 | Sx4 | -   | -1 | S   | -  | 1 | 5+ | Scarce, Silent, Primitive        |
| <b>Spirit Totem</b> | -   | E   | -   | -  | S+2 | -2 | 2 | -  | Melee, Unwieldy, Spirit Infusion |

## RATSKIN EQUIPMENT LIST

Ratskin trading post is special trading post that only Ratskin may use. There is no rare items or usual risk if player does special post-battle action "visit ratskin trading post". However due isolation and bad supply lines trading post will have higher price for usual items which are noted inside brackets [ ]. Use the price inside the bracket when founding a gang or when visiting ratskin trading post, but for wealth use the normal price. also when selling items in ratskin trading post use the regular price..

### WEAPONS

#### BASIC WEAPONS

- Reclaimed autogun.....[15] 10 credits
- Shotgun (with solid&scatter ammo).....[40] 30 credits
- Musket.....10 credits
- Scattergun.....10 credits
- Handbow.....5 credits
- Tomahawk.....5 credits

#### CLOSE COMBAT WEAPONS

- Axe.....[15] 10 credits
- Fighting knife.....[20] 15 credits
- Maul (club).....[15] 10 credits
- Flail.....[25] 20 credits
- Two-Handed axe\*.....[30] 25 credits
- Two-Handed maul\*.....[40] 35 credits

#### PISTOLS

- Reclaimed Autopistol.....[10] 5 credits
- Stubgun.....[10] 5 credits

### WARGEAR

#### GRENADES

- Frag grenades.....[35] 30 credits
- Krak grenades.....[50] 45 credits

#### ARMOUR

- Flak armour .....[15] 10 credits

#### PERSONAL EQUIPMENT

- Spirit Ward.....10 credits
- Dumdum rounds (for stub gun).....[10] 5 credits
- Bomb delivery rats.....[35] 30 credits
- Photo goggles.....[40] 35 credits
- Filter plugs.....[15] 10 credits



# REDEMPTIONISTS

## REDEMPTIONISTS

*Redemption! Redemption! Through fire and through blood! The cries of the fiery priesthood of the Redemptionist movement resound through the hive in a hot pulse of anger. On street corners and boulevards Redemptionist preachers rally the masses with their clarion call of intolerance and hatred. In packed meeting halls and temples Redemptionist priests lead the populace in prayers of hatred and xenophobia, calling for the Emperor's divine wrath to descend upon the galaxy. For Redemptionists the whole of creation is riven with vile corruption that can only be cleansed through fire, blood and faith.*

*The creed of the Redemption derives from the mainstream Imperial cult of the Ecclesiarchy. They worship the Emperor as a divine being, the supreme Man whose very existence proves the manifest destiny of mankind to rule the galaxy. The Redemptionists believe that mankind has fallen from the path of righteousness and that the sins of mankind will drown the human race in filth and depravity. As long as mankind is unable to control its sinful nature it will not be able to unite and conquer the stars as the Emperor truly wishes them to. Sin must be purged by fire, blood and faith.*

*Sin comes in many forms: drinking, gambling, lying, cheating, profanity, lechery, fornication and shooting innocent, hardworking folk like Redemptionists. The worst sinners of all are mutants and witches, the spawn of evil, and the second worst are the heretics who tolerate sin and refuse to heed the word of Redemption. Redemptionists also believe the Spire and Guild are riddled with sinners as there they find little support; with the majority of followers coming from Hive City.*

*The Redemption has active or covert followers in all of the Hive City Houses. House Cawdor has dedicated itself to the Redemption entirely and is effectively run by the Redemption. There the path of righteousness is at its purest with regular public witch hunts and mass burnings of heretic and mutants. The brethren of Cawdor are so pure that they view even Redemptionists from other Houses as little better than sinners.*

*Unfortunately sinning is rife on Necromunda, especially in the Underhives. The Redemption councils wage a constant war to bring the word of righteousness to the benighted lower layers. Many devotees from Hive City go down into the Underhive to start a new life and set up holesteads far from the main settlements, which they see as being full of sin and damnation. These isolated communities have little to do with the outside world and only visit trading stations occasionally for supplies.*

*The Redemption also sends "crusades" of their most dedicated and fanatical brethren into the Underhive to purge it of sin with the holy fires of battle. A crusade is led by a Redemptive Priest who has the blessings of the council and is supplied with weapons and followers. A crusade patrols the Underhive, destroying abominations and battling heretics as they find them.*

*Due to a number of bloody and well-publicised incidents the Guild has declared that brethren on such crusades are outlanders, much to the ire of the Redemption. If anything, outlawing the crusades has made them all the more savage as they now fight without any rules and, officially at least, beyond the remit of the Redemption itself. This has led to attacks on Guilder caravans, settlements and holesteads whose only crime has been to deal with the Guilders.*

*A crusade moves constantly through the badzones, stopping off at Redemption settlements and holesteads from time to time in order to reprovision and rearm. The Priest will preach to the settlers and reaffirm their faith while the brethren take a tithe of their produce or make a collection. Then the crusade moves on to battle the forces of darkness, keeping the settlers safe from the mutant devils, witches and gangs of heretics wandering the wastes by shooting them on sight.*



## SPECIAL RULES

### Permanently Outlawed

Redemptionists are outlawed by the guilders and cannot never regain lawful status in the hive.

### Inspire Hatred

*Redemptionists believe mutants, witches and followers of false gods to be the spawn of evil. They are fiercely hated and never shown any mercy.*

They hate any fighter that uses psyker abilities, all scavvies, Chaos cultists and Genestealer cultists.

### Capturing infidel

*Redemptionists believe that only way to save Necromunda is by burning its sins. Any unfortunate infidel that is captured by these religious fanatics have only two choices. To repent or burn. Sometimes only one... burn.*

Redemptionist can never ransoms or even exchange captives. They never hold captives for long. If captured fighter isn't rescued or the rescue has failed they will burn them alive as soon as possible.

However redemptionist priest has a special post-combat action "Convert an infidel". This action may not be used if the captured fighter is hated by the redemptionist or if the captured fighter has higher Will than the priest.

Roll a will-check for the redemptionist priest.. If test is failed fighter sticks with his sinful ways and will be cleansed with fire. If the test is passed the fighter will repent his sins and join the redemptionist cause as a loyal servant.

Fighter will keep his lasting injuries, characteristics and advancements. His troop type will turn to brother.

Regardless of the outcome be the captive burned or redeemed, all of its equipment and wargear will be destroyed as they are tainted by the former sins. (note. bionics and similar items will stay)

## GANG COMPOSITION

When founding a Redemptionist gang, or when adding new fighters use the usual rules found in the Spire of Babel campaign section

### Skill Access

Redemptionist fighters have access to following skills

|                   | Agility   | Brawn | Combat    | Cunning | Ferocity | Leadership | Shooting  | Savant    |
|-------------------|-----------|-------|-----------|---------|----------|------------|-----------|-----------|
| <b>Priest</b>     | -         | -     | Primary   | -       | Primary  | Primary    | Secondary | Secondary |
| <b>Deacon</b>     | -         | -     | Primary   | -       | Primary  | Secondary  | Secondary | Secondary |
| <b>Novice</b>     | -         | -     | Secondary | -       | Primary  | -          | Secondary | -         |
| <b>Zealot</b>     | Secondary | -     | Primary   | -       | Primary  | -          | -         | Secondary |
| <b>Specialist</b> | -         | -     | Primary   | -       | Primary  | -          | Secondary | Secondary |

### Hired Guns and hangers-on

*Redemptionist never pays sinners to do their righteous work in the hive.*

Redemptionist gang may not hire hired guns but can hire hangers-on as per normal rules.

### Zealous Crusade

*Redemptionist are lead by fierce and zealous priest with unconditional rule, but without the guidance of the priest redemptionist will soon scatter away.*

While redemptionists have priest as a leader they may choose not to pay upkeep for any fighter. They may even starve fighter to death if they wish. If the priest dies only Deacon can become a new priest. Instead of Leadership use Will characteristic to determine which one will follow up.

If there is not any eligible Deacon no leader is elected. Instead Redemptionist turns into more disorganized mob rule until they can find suitable leader. Unlike other gangs redemptionists may recruit new priest or they may recruit deacon which subsequently will be promoted to priest.

Without a priest's zealous grip the gang will soon disarray completely. At the end of post-battle sequence which the redemptionist don't have priest (not including the one where the priest has died) roll a 2d6 if you roll 10 or higher one randomly chose member of the gang deserts and is removed from the gang.

### Gang members

Deacons are considered to be champions, brothers and zealots are gangers and novices are juves.

Novices, brothers and zealots may promote to Deacons. Zealot retains fervor even if promoted to Deacon or someday becomes priest.

## FIGHTERS

A starting Redemptionist Gang is made up of the following fighters

### **PRIEST (Leader)..... 105 Credits**

*The Redeptor Priest is the lynchpin of the crusade. He is the inspirational figure the Brethren follow into the depths to test their faith. It is he who is greeted with rapture by the Redemptionist settlers and who commands their clandestine help. Only the words of a Redeptor can fire the fury in men's hearts or save unbelievers from their sinful existence.*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 3+ | 3+ | 3 | 3 | 2 | 4+ | 2 | 5+ | 6+ | 5+  | 6+  |



#### **LEADER**

Priest is leader of the gang

#### **EQUIPMENT**

A Priest have no weapon restriction.

#### **STARTING SKILL**

Priest start with one skill chosen from their Primary skill set

### **DEACON (Champion)..... 95 Credits each**

*Deacons attend to the secular affairs of the crusade: silencing dissenters, controlling the crowds while the Redeptor preaches, protecting him from defilers and so forth. They are fanatically loyal to the Redemption and completely trustworthy in the Priesthood's eyes. Their faith is rewarded with a position of responsibility and the best weaponry.*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 3+ | 4+ | 3 | 3 | 2 | 4+ | 2 | 5+ | 6+ | 6+  | 6+  |

#### **EQUIPMENT**

Deacon have no weapon restriction.

#### **STARTING SKILL**

Deacon start with one skill chosen from their Primary skill set

### **NOVICE (Juve)..... 20 Credits each**

*Novices are often ordinary Hive City workers driven to the path of Redemption by the assuring calls of a charismatic priest. Filled with devout zeal they can be seen launching themselves at the forefront of any fight eager to prove their worthiness.*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 6 | 5+ | 5+ | 3 | 3 | 1 | 4+ | 1 | 8+ | 8+ | 8+  | 9+  |

#### **EQUIPMENT**

A Novice 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 Novice has gained their first Advancement, this limit no longer applies..

## BROTHER (Ganger)..... 45 Credits each

*Brethren form the great mass of supporters dedicated to the holy path of piety, but confirmed brothers are those who have fought in the Underhive before. Many are in fact redeemed ex gang fighters who now deliver their divine faith through fire and blood.*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 4+ | 4+ | 3 | 3 | 1 | 4+ | 1 | 7+ | 7+ | 7+  | 7+  |

### EQUIPMENT

Brothers can be equipped with Armour, Basic Weapons, Pistols, Close Combat Weapons, Grenades and Wargear. When the gang is created one Brother can be equipped with a Special Weapon, during the campaign, additional Gangers can also take Special Weapons.

## ZEALOT (Ganger).....50 Credits each

*Zealots are crazed fanatics touched by the Emperor's fury and are so filled with bile and anger that they are in an almost permanent state of rage. They test their faith by plunging headlong into combat with the greatest sinners they can find. They even lash at themselves to savour the pain of purgation, but they would rather carve the path of redemption into their enemies' hearts. Zealots carry only pistols or close combat weapons, preferring their battle of faith to be fought face to face with the sinners.*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 6 | 4+ | 5+ | 3 | 3 | 1 | 4+ | 1 | 7+ | 6+ | 7+  | 7+  |

### EQUIPMENT

Zealots can be armed with Pistols, Close Combat Weapons and Wargear. They can never wield any armor.

### FERVOR

Zealots are driven by deep fanatisms. Thus they gain Nerves of Steel (Ferocity) skill for free. But fervor comes with utter lack of self-preservation. If Zealot is able to charge (even by making a risk of leaping platforms etc) they must do it.



## REDEMPTIONISTS WEAPONRY

### Underslung

Exterminator is attachment to either basic weapon or Eviscerator and it can be combined with other weapon attachment. It isn't counted towards maximum weapon limit fighter may hold.

|                     | Rng |   | Acc |   | S | AP | D | Am   | Trait                                          |
|---------------------|-----|---|-----|---|---|----|---|------|------------------------------------------------|
|                     | S   | L | S   | L |   |    |   |      |                                                |
| <b>Exterminator</b> | -   | T | -   | - | 3 | -  | 1 | auto | Blaze, Template, Limited,                      |
| <b>Eviscerator</b>  | -   | E | -   | - | 6 | -2 | 2 | 4+   | Underslung, One-shot<br>Melee, Unwieldy, Noisy |

## REDEMPTIONIST EQUIPMENT LIST

Redemptionists are very close to Cawdor and most of their followers are formed cawdor. They have access to old friends and secret patrons that supports their cause, thus Redemptionist have almost same equipment list as house cawdor have.

### WEAPONS

#### BASIC WEAPONS

- Cawdor polearm/autogun\* ..... 20 credits
- Cawdor polearm/blunderbuss\*  
(with grape & purgation shot) ..... 40 credits
- Reclaimed autogun ..... 10 credits
- Sawn-off shotgun ..... 15 credits

#### CLOSE COMBAT WEAPONS

- Axe ..... 10 credits
- Chain glaive\* ..... 60 credits
- Fighting knife ..... 15 credits
- Maul (club) ..... 10 credits
- Flail ..... 20 credits
- Two-Handed axe\* ..... 25 credits
- Two-Handed maul\* ..... 35 credits
- Eviscerator ..... 50 credits

#### PISTOLS

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

#### SPECIAL WEAPONS

- Combi weapon (autogun/flamer) ..... 110 credits
- Flamer ..... 130 credits
- Long rifle ..... 30 credits

#### HEAVY WEAPONS

- Cawdor heavy crossbow\*  
(with frag & krak shells) ..... 125 credits
- Heavy flamer\* ..... 195 credits
- Heavy stubber\* ..... 130 credits

### WARGEAR

#### GRENADES

- Blasting charges ..... 35 credits
- Choke gas grenades ..... 50 credits
- Frag grenades ..... 30 credits
- Incendiary charges ..... 40 credits
- Krak grenades ..... 45 credits
- Smoke grenades ..... 15 credits

#### ARMOUR

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

#### PERSONAL EQUIPMENT

- Bomb delivery rats ..... 30 credits
- Cult icon ..... 40 credits
- Drop rig ..... 10 credits
- Dumdum rounds (for stub gun) ..... 5 credits
- Emperor's Wrath rounds (for blunderbuss) ..... 35 credits
- Filter plugs ..... 10 credits
- Mono-sight ..... 35 credits
- Photo-goggles ..... 35 credits
- Respirator ..... 15 credits
- Skinblade ..... 10 credits
- Strip kit ..... 15 credits
- Exterminator ..... 10 credist



# SPYRERS

## SPYRERS

*Even in the living nightmare of the Underhive the spyrrers are spoken of with a shudder. Parents scare small children into obedience with a mention of their name and grown men fall silent at tales of their attacks. To Underhive dwellers they are demons of the darkness, blood-soaked fiends who prey upon the warring gangs without compunction or pity.*

*These creatures are not devils or ghosts as Underhivers know all too well. They are the sons and daughters of the Noble Houses that rule Hive Primus and the whole of Necromunda from the fastness of the Spire. These siblings of noble blood are cast down into purgatory to prove themselves tough and resourceful enough to take their place amid the ruling families. In a hive containing so many billions of souls only the most dynamic and merciless can expect to rule, or indeed to survive.*

*Spyrrers are sent below the wall in teams. Once in the Underhive they can expect no help, no money, no resources: they have only the equipment they bring with them and their own native wits to help them survive. Of course a spyrrer hunting rig is no ordinary set of armour. Spyrrers use ritualised combinations of weapons and armour which favour different combat styles. Each rig is meticulously crafted offworld, a wondrous device of half-forgotten technologies worth its weight in credits.*

*The rig is self-sustaining and self-repairing, with integral weaponry and, most importantly of all, built-in power boosters which activate as the wearer gradually masters the suit's functions. These power boosters make each spyrrer evolve in a subtly different way, creating a diverse and powerful group of individuals in each hunt.*

*A spyrrer team can only cross back above the wall when it has achieved its stated objective, which might be to slay a half-dozen Underhive warriors or to survive in the wastes for a certain period of time or some similar vow. Their fighting suits record all that occurs in the depths and verifies their kills so no duplicity is possible; the spyrrers must succeed in their quest or die trying. In the Underhive itself they are hated and feared, but in the Spire they will be lionised on their return and the survivors of the team will take their place among the powerful ruling elite of Necromunda.*

## SPECIAL RULES

### Permanently Outlawed

Spyrrers are outlawed by the guilders and cannot ever regain lawful status in the hive.

### We don't need bottle caps

*Spyrrers are sons and daughters of the Noble Houses that rule Hive Primus. They are stupendously rich and don't have any need for scraps nor do business with traders in the underhive.*

Spyrrers don't use credits, trading post and don't require any upkeep. They will never use any hired guns or hangers-on.

### Keep your turfs

*Spyrrers have no interest in daily activities or territorial disputes in the underhive. They simply form a hunting band and attempt to fulfill their vows.*

Spyrrers ignore territories completely. They start without any territory and can never gain territory by any means. Spyrrers are ignored in total number of territories. During campaign they may either use harass actions or play side battles.

### Vow

*Spyrrers decent to underhive to prove a point or simply to have fun. When they form their team they also make a vow to achieve a specific goal in the Underhive.*

When Spyrrer gang is formed choose one of the vows

- **Search and exterminate:** Spyrrers commit to critically injuring or killing six enemy fighters. This is when a fighter rolls 61-66 on the lasting injury chart (during or after game) or spyrrers capture a fighter that isn't rescued.
- **Learn your lesson:** Spyrrers commit to gather a total of 60 Experience. Count dead spyrrers too.
- **Winning is the key:** Spyrrers commit to win six fights in the underhive

Spyrrers cannot recruit new fighters to replace their lost ones while they are in underhive trying to achieve the vow.

Once the hunt has achieved its vow they return victoriously to the spire ready to start a new lives in the Noble House hierarchy. However, many of them develop a taste for excitement and bloodletting of the hunt that they often return to the Underhive as a part of new Hunt

When the Spyrrers return to the spire all lasting injuries are removed due high tech medical attention. Spyrrers can form a new team, replace their dead ones or retire old ones. You cannot choose any vow that at least one of the team member has already completed. After spyrrer has fulfilled three vows he grows tired of underhive and retires for good.

Once per vow, after spyrrers have achieved half of the vow, they may ask their patrons to accept. Roll 2d6 (+ 2 for each spyrrer that has died during the hunt). If total exceeds 12 patrons see that the vow is full filled and allow them to return to spire as if they completed the entire vow. If the roll fails Patrons demand the Spyrrers to full fill the entire vow.

Finally Spyrrer are unable to complete certain achievements. Defender of the Realm, Bring the <insert name>, Monopoly, Usurper, Show me the Credits! because they don't have territories or juves. Spyrrer gain 1 achievement point for each vow they full fill.

### Power Boosts

Each spyrrer has Power boosts that are listed on their entries. There is always three minor boost, two major boost and two ultimate boosts

Everytime spyrrer manages to fulfill half of the vow progress, during the next post-battle sequence you may pick one minor boost, for the spyrrer. When Spyrrer manages to fulfill their first vow and return to the spire, they can choose one major boost. And when they finish their second vow and return to the spire they can pick one ultimate boost. Each boost can only be chosen once.

## Independent

Spyrers are very competitive and in constant communication with each other. Though each would never accept a leader other than themselves, any leadership test that is normally made by the leader will be made with a spyrer of the players choosing. Since there is no official leader, they can't receive any leader bonuses etc. Spyrers don't have Champions nor Juves. All Spyrer are treated as gangers and cannot ever promote to anything else.

## Capture

Spyrers never attempt to rescue their teammates and they will never pay any kind of ransoms whatsoever. A captured spyrer that can't escape on their own is always killed and its devices can be sold for 3d6x5 credits. Spyrer equipment can only be used by the Spyrer to which it belongs. Lawful gang can also claim bounty for the kill.

## Small Hunt

Spyrers use half (fractions up) the usual number of fighters in scenarios that has limited number of fighters.

In harass action maximum three spyrer may join the battle.

## Hard Target

*Spyrers are especially elusive and deadly foe that require immense wit, skill, and some would say luck, to put down.*

Taking any spyrer out of action yield one extra experience.

## Gang Rating

Spyrer team have a gang rating of 200 per spyrer plus their value added by advancements and Power boosts. Boosts rating; Minor=50, Major=75, Ultimate=100. Spyrer however never receive any kind of underdog bonuses.

## GANG COMPOSITION

Starting spyrer team consist of five Spyrers, no more, no less. Choose a suit for each spyrer in your gang. Spyrer cannot change their suit once it is chosen, even if they fulfil their vow and return to Underhive on another hunt they must use the same suit. Spyrers don't

## Skill Access

Spyrers fighters have access to following skills

|                 | Agility   | Brawn     | Combat    | Cunning   | Ferocity  | Leadership | Shooting  | Savant    |
|-----------------|-----------|-----------|-----------|-----------|-----------|------------|-----------|-----------|
| <b>Jakara</b>   | Primary   | -         | Primary   | Secondary | Secondary | -          | -         | -         |
| <b>Malcadon</b> | Primary   | -         | Secondary | Primary   | Secondary | -          | -         | -         |
| <b>Orrus</b>    | -         | Primary   | Primary   | -         | Secondary | -          | Secondary | -         |
| <b>Yeld</b>     | Secondary | -         | Secondary | Primary   | -         | -          | Primary   | -         |
| <b>Vattra</b>   | -         | Primary   | Secondary | -         | Primary   | -          | Secondary | -         |
| <b>Altum</b>    | -         | Secondary | -         | -         | Primary   | -          | Primary   | Secondary |

## Rogue Spyrer

Should the spyrer team reduced to just one Spyrer that spyrer doubles any experience gained and you can force a reroll on scenario rolls.

## Pinning

Spyrers trust their armor unconditionally and it gives them confidence. Thus they are only pinned when losing a Wound or taking a Flesh Wound not when they are hit.

## Power suits

*The suit itself is an integration of armor, wargear and weapons. It takes a time to learn all the possibilities of the suit, but once mastered spyrer will become a formidable foe.*

Suit is both armor and weapon. It cannot be disarmed. Every Spyrer suit has following items installed in it

Bio-Scanner, Respirator, Photo-Goggles, Skinblade

## Spyrer Medical Tools

Spyrer Suits contain advanced medical tools. If there were no enemies on the table at the end of the game, the spyrers that suffered critical injury get the effect of a medical escort at no cost and without any post-battle action.

Spyrers only go into recovery if they roll 61-65 on the Lasting Injury chart and subsequently saved by medical escort roll.

Spyrers will never attempt to save their fellow team mates. Should Spyrer suffer critical injury and at the end of the game there is only enemy fighters on the table, they will always be left to be killed.



## JAKARA.....

The Jakara is the lightest of all the spyrer hunters, emphasising agility and speed over heavy armour. The suit itself is armoured with flexible plates like snake scales which are overlaid with the tubes and cables that feed power to the spyrer's limbs. The Jakara buckler is inset with energy absorbing devices..

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 6 | 3+ | 4+ | 3 | 3 | 2 | 3+ | 2 | 7+ | 8+ | 7+  | 6+  |

### EQUIPMENT

Jakara suit confers 4+ armour save. Jakara has Monomolecular Sword, Laser Bracers, and Mirror Shield.

**Reflection Field:** Jakara has 4+ field save against attacks that originate from within the fighter's vision arc (the 90° arc to their front). When the shield's save is a natural 6 against a ranged attack within the fighter's vision arc, it is safely reflected back to the attacker. Resolve the attack as if the attacker was hit by it.

|                            | Rng |    | Acc |   | S   | AP | D | Am | Trait                   |
|----------------------------|-----|----|-----|---|-----|----|---|----|-------------------------|
|                            | S   | L  | S   | L |     |    |   |    |                         |
| <b>Monomolecular sword</b> | -   | E  | -   | - | S+1 | -1 | 1 | -  | Melee, Parry            |
| <b>Laser Braces</b>        | 8   | 12 | +1  | - | 3   | -  | 1 | 2+ | Sidearm, Plentiful      |
| <b>Mirror Shield</b>       |     | E  | -   | - | S   | -  | 1 | -  | Melee, Reflection Field |

### Jakara Power Boosts

|                 |                                                                                                                                                                                   |                                                                                                                                                                                                                   |                                             |
|-----------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------|
| <b>Minor</b>    | <b>Vital revival system</b><br><br>Jakara gains Bio-Booster and is immune to rad-phage trait                                                                                      | <b>Hot shot Laser</b><br><br>Laser Bracers str and ap increase by 1                                                                                                                                               | <b>Spelunk</b><br><br>Jakara gains Drop-Rig |
| <b>Major</b>    | <b>Sharpened Monomolecular Sword</b><br><br>Jakaras sword AP increases by 2 and it gains Power trait                                                                              | <b>Heightened Reflexes</b><br><br>If jakara is shot outside of his front-arc you can make a initiative test. If passed you may turn Jakara facing towards the attacker.                                           |                                             |
| <b>Ultimate</b> | <b>Sunburst</b><br><br>Once per game   Basic action<br>Jakaras shield emits a strong burst of blinding light. Every fighter within Jakaras line of sight are hit by Flash attack. | <b>High Energy Shield</b><br><br>Once per game   Use right after Jakara has done his actions.<br>Jakara is enveloped in almost impenetrable shield. Increase Jakaras Reflection field to 2+ and it reflects on 4+ |                                             |



## YELD.....

The Yeld is the most bizarre of the spyrer hunters: a winged fiend with pinions of chameleonic metal and claws of laser energy. When not in use the Yeld's wings sweep back to form a pinioned cloak of steel and reveal the heavy forearm units bearing laser tubes that are its primary weapons. Its wings are jagged with edges sharp as razors so it can slice its victim as it swoops overhead. When stealth is needed the Yeld's wings curl around to mimic the hues surrounding its body, concealing the spyrer until it takes flight again.

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 6 | 4+ | 3+ | 3 | 3 | 2 | 3+ | 1 | 7+ | 8+ | 7+  | 6+  |

### EQUIPMENT

Yeld suit confers 4+ armour save. Yeld has Laser Gauntlet and Razor Wings

**Flight:** A Fighter with flight 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, another fighter's base or in mid-air.

**Chameleon:** Yeld is difficult to track as the wings can fool target. Any ranged attack against a Yeld suffers -1 penalty to hit if the weapon is firing in long range.

|                 | Rng  |       | Acc |   |   |    |   |    |           |  |
|-----------------|------|-------|-----|---|---|----|---|----|-----------|--|
|                 | S    | L     | S   | L | S | AP | D | Am | Trait     |  |
| Laser Gauntlets | 0-18 | 18-24 | +1  | - | 3 | -  | 1 | 2+ | Plentiful |  |
| Razor Wings     | -    | E     | -   | - | S | -1 | 1 | -  | Melee     |  |

### Yeld Power Boosts

| Minor    | Vital revival system                                                                                                                                                               | Power Laser                                                                                                                                                                | Hot Shot Laser                                                  |
|----------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------|
|          | Yeld gains Bio-Booster and is immune to rad-phase trait                                                                                                                            | Laser Gauntlets damage is increased by one                                                                                                                                 | Laser gauntlets strength and armor piercing is increased by one |
| Major    | Laser Magnifier                                                                                                                                                                    | Carrion Strike                                                                                                                                                             |                                                                 |
|          | Laser gauntlets long range increases to 40                                                                                                                                         | Yeld can make the first Coup-de Grace of turn as free action instead of simple. (After close combat yeld may do both Coup-de Grace and followup)                           |                                                                 |
| Ultimate | Invisibility                                                                                                                                                                       | Death from Above                                                                                                                                                           |                                                                 |
|          | Once per game   Basic action<br>Yeld turns invisible. Take yeld of the battlefield. At the start of next turn place Yeld back in battlefield as if it would have made infiltration | Once per game   Double action<br>You may do simple move prior to charge move. Yeld gains extra +1 ws +1s +1ap for this charge as long as yeld charged to lower elevation.. |                                                                 |



MALCADON.....

Malcadon are cunning and subtle in their hunting, trapping their victims in webs of iron-hard silk before tearing them apart with steely claws. Two bulbous spinnerets for creating the web threads are mounted on the suit's arms and connect to the Malcadon's hunched back amidst a snake's nest of tubes. The rest of the elongated limbs and back of the Malcadon are covered with downward pointing spines and overlapping plates of armour. Its arms and legs are boosted by pistons and hydraulics which permit it to climb swiftly and leap great distances so that it can move quickly among the mass of broken pipes and struts which form the dark canopy of the Underhive.

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 7 | 3+ | 4+ | 3 | 3 | 2 | 3+ | 2 | 7+ | 8+ | 7+  | 6+  |

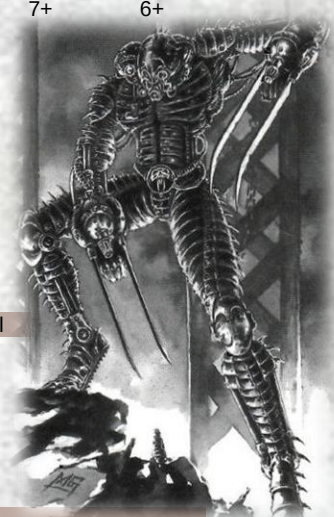
EQUIPMENT

Malcadon suit confers to 4+ Armour Save. Malcadon has Web spinner and Claws

SNEAKY SPIDER

In zone mortalis Malcadon may crawl through ducts as basic action. During harass action Malcadon doesn't have to be placed within 6 inch of other spyrers.

|            | Rng |    | Acc |   | S | AP | D | Am | Trait        |
|------------|-----|----|-----|---|---|----|---|----|--------------|
|            | S   | L  | S   | L |   |    |   |    |              |
| Wepspinner | 0-8 | 12 | +1  | - | 5 | -  | - | 2+ | Web, Grapnel |
| Claws      | -   | E  | -   | - | S | -1 | 1 | -  | Melee, Toxin |



Malcadon Power Boosts

Minor

Vital revival system

Malcadon gains Bio-Booster and is immune to rad-phage trait

Get over here

Web spinner get drag

Potent Toxin

Consider opponents toughness one less when making toxin roll.

Major

Abseil

Web spinner grapnel can be used as Basic Action instead of double action.

Shade Plate

-1 to hit for enemy ranged attacks

Additionally when Malcadon charges it can make one grapnel movement during charge, provided that maximum distance travelled isn't exceeded

Ultimate

Riposte Strike

Once per game:  
When opponent makes a fight action, Malcadon may perform reaction attacks before the opponent fights.

Web Trap

At the start of game place D3 Web traps anywhere on the battlefield at least 6 inch away from any enemy.



## ORRUS.....

The Orrus embodies the most brutal aspects of the spyre hunt. Its distinctively oversized powered arms and hulking shoulders betray the Orrus' fearsome combat style, that of crushing and battering their opponents to a bloody pulp. Ranks of armoured pistons power the arms and its blunt, claw-fingered hands and each fist is backed by a rack of bolt launchers to blast apart opponents at a distance. Though the Orrus is the slowest of the spyres it is also the most indomitable. Not only are the powered arms and shoulders heavily armoured but a force field protects the Orrus as he lumbers forward.



| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 5 | 4+ | 4+ | 4 | 4 | 2 | 4+ | 2 | 7+ | 8+ | 7+  | 6+  |

Due Heavy armor it is suggested to use 32mm base.

### EQUIPMENT

Orrus suit confers 4+ armour save and 3+ to 90° forward arc. Additionally Orrus have 5+ Field save. Orrus has Bolt Launchers and Piston Fists

|                      | Rng |      | Acc |   | S | AP | D | Am | Trait                |
|----------------------|-----|------|-----|---|---|----|---|----|----------------------|
|                      | S   | L    | S   | L |   |    |   |    |                      |
| <b>Bolt Launcher</b> | 0-8 | 8-16 | +1  | - | 5 | -1 | 2 | 2+ | Plentiful, Knockback |
| <b>Piston Fist</b>   | -   | E    | -   | - | S | -  | 2 | -  | Melee, Knockback     |

### Orrus Power Boosts

#### Minor

##### Vital revival system

Orrus gains Bio-Booster and is immune to rad-phase trait

##### Thickened Armor

Increase Orrus armor save by 1

##### Enhanced Pistons

Increase Piston Fist strength and armor penetration by one

#### Major

##### High Impact Bolt

The Orrus' Bolt Launcher increases its Strength, Armour Piercing and Damage by 1

##### High Speed Reloader

The Orrus' Bolt Launcher decreases its strength by 1 but gains the rapid fire 2 trait.

#### Ultimate

##### Salvo Launch

Once per game | Double action.  
The Orrus makes three basic shoot actions, each suffering -1 to hit. Resolve them one at the time.

##### Servo Overcharge

Once per game | Double action  
the Orrus may push all of its significant power into the motive systems and briefly turn the lumbering monster into an oncoming freight train. Orrus may make a double move, ignoring all terrain as they trample over difficult terrain or smash through normally impassable terrain (Though they will still fall with nowhere to stand). During this movement they may freely move through fighters without engaging them, any fighter they pass through one or more times takes an automatic hit (S: User, AP 0, D 2), is moved 1" in a direction of your choice and is pinned



## VATTRA .....

Vattra suit is one of the rarest spyrer suits available. Suit is agile and build with fire retardant plates that allows Spyrer to engulf entirely in flames. Vattras smoke ability gives It perfect cover during a hunt.

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 6 | 3+ | 4+ | 3 | 3 | 2 | 3+ | 2 | 7+ | 8+ | 7+  | 6+  |

### EQUIPMENT

Vattra is equipped with a Cutting Torch and Promethium Projector.

**Fire Retardant Suit:** A fighter wearing a fire retardant suit has a 4+ armour save. In addition, this fighter cannot have blaze markers placed on it and may reroll failed armour saves against weapons with the blaze trait.

**Heat-Haze** - The armour radiates waves of heat such that the Spyrer seems to shift and shimmer, conveying a -1 to be hit by ranged attacks.

**Unparryable:** Vattras melee attacks cannot be parried

|                             | Rng |    | Acc |   | S | AP | D | Am | Trait           |
|-----------------------------|-----|----|-----|---|---|----|---|----|-----------------|
|                             | S   | L  | S   | L |   |    |   |    |                 |
| <b>Promethium projector</b> |     |    |     |   |   |    |   |    |                 |
| - Flame Thrower             |     | T  | -   | - | 3 | -  | 1 | 4+ | Blaze, Template |
| - Smoke Grenade             | 8   | 16 | +1  | - | - | -  | - | 4+ | Smoke           |
| <b>Cutting Torch</b>        | -   | E  | -   | - | S | -  | 1 | -  | Melee, Blaze,   |

## Vattra Power Boosts

| Minor    | Vital revival system                                                                            | Persistent Promethium                                                                                                                                                                                         | Fiery Smokes                                                                                                      |
|----------|-------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------|
|          | Vattra gains Bio-Booster and is immune to rad-phage trait                                       | Increase Promethium Projector Flame Thrower and Smoke grenades Ammo value to 2+                                                                                                                               | Any target initially covered by the Vattra's smoke grenade takes a strength 3, 1 damage hit with the blaze trait. |
| Major    | Burn, baby burn                                                                                 | Thermal Smoke                                                                                                                                                                                                 |                                                                                                                   |
|          | Any Vattras Blaze trait catch fire on 3+ instead and increase str of any attack with blaze by 1 | Enemy fighters cannot see through smoke templates created by this fighter, even with photo-goggles or Infra-sights. When you roll to see if these smoke templates dissipates, you gain a +1 bonus to the roll |                                                                                                                   |
| Ultimate | Fiery speed                                                                                     | Nova                                                                                                                                                                                                          |                                                                                                                   |
|          | One use only, use after Vattra has completed its actions. Place a ready marker on the Vattra    | One use only, Basic action<br>Every one within 3 inch of Vattra suffers str 5 damage 2 hit with the blaze trait.                                                                                              |                                                                                                                   |

## ALTUM.....

*Altum is heavy armored suit with high tech nanomanipulators that can manufacture ammunition and grenades. It is practically walking grenade factory. Altums spider mines lurks prey in the shadows.*

| M | WS | BS | S | T | W | I  | A | LD | CI | Wil | Int |
|---|----|----|---|---|---|----|---|----|----|-----|-----|
| 4 | 4+ | 4+ | 3 | 3 | 2 | 4+ | 1 | 7+ | 8+ | 7+  | 6+  |

Altum uses 32mm base

### EQUIPMENT

Altum suit confers 3+ armour save. Altum has Grenade Launcher, High Power Laser, Spider Mine, Scare, Smoke, Photon Flash and Concussion grenades.

**Spider Mine:** Any of the Altums Grenade Launcher ammunition can be shot as either normal Grenade or as a Spider Mine as long as they are not ran out of ammunition. When shooting a Spider Mine place a 25mm round token on the spot that grenade launcher shot would have land. If it comes on top of fighter move it as little as possible so it isnt on top of anything. Deactivated spider mine can be shot and destroyed with melee attacks the same way as Bomb Delivery Rat without risk of explosion.

At the start of Altums next activation, before Altum takes any action deactivated Spider Mines activate. Make a Intelligence check for Altum and if it passed Spider Mine can using the same moving rules as Bomb Delivery Rat. If the test if failed or Altum is engaged, seriously injured or out of action, Spider Mine scatters the same way as Bomb Delivery rat. If either of the movement brings Spider mine within 1 inch of any fighter spider mine will explode placing the blast template on top of the token. on 2+ it explodes on 1 its simply removed of game. If spider Mine hasn't exploded it will continue using the rules of Bomb Delivery Rat with the exception that Altum may make intelligence check regardless of the range.

Additionally if Altum has passed intelligence check he may explode Spider Mine as if it had come within 1 inch of any fighter. (Note: This rule is designed for smoke grenades)



|                         | Rng |    | Acc |   | S | AP | D | Am | Trait                            |
|-------------------------|-----|----|-----|---|---|----|---|----|----------------------------------|
|                         | S   | L  | S   | L |   |    |   |    |                                  |
| <b>High Power laser</b> | 4   | 8  | +1  | - | 8 | -2 | 2 | 2+ | Plentiful                        |
| <b>Grenade Launcher</b> |     |    |     |   |   |    |   |    |                                  |
| -Concussion             | 6   | 24 | -1  | - | - | -  | - | 6+ | Blast (3'), Concussion Knockback |
| -Scare Gas              | 6   | 24 | -1  | - | - | -  | - | 6+ | Blast (3'), Gas, Fear            |
| -Photon Flash           | 6   | 24 | -1  | - | - | -  | - | 6+ | Blast (3'), Flash                |
| -Smoke                  | 6   | 24 | -1  | - | - | -  | - | 4+ | Smoke                            |
| -Frag                   | 6   | 24 | -1  | - | 3 | -  | 1 | 4+ | Blast (3'), Knockback            |
| <b>Armored Fist</b>     | -   | E  | -   | - | S | -  | 1 | -  | Melee                            |



Altums Power Boosts

|          |                                                                                                                                                                                                                                                                                             |                                                                                                                                                                                                                                                                                                                                                                                                                         |                                                                                                                            |
|----------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|
| Minor    | <b>Vital revival system</b><br><br>Altum gains Bio-Booster and is immune to rad-phage trait                                                                                                                                                                                                 | <b>Thickened Armor</b><br><br>Altum armor is increased by one                                                                                                                                                                                                                                                                                                                                                           | <b>Targeting Computer</b><br><br>Roll two set of scatters when shot is missed with grenade launcher and choose one of them |
| Major    | <b>Improved Grenades</b><br><br>All Altums grenades blast increased from 3" to 5"<br>Targets affected by the Altum's photon flash grenades suffer a -1 penalty to avoid the effects of the flash trait. The Altum's Smoke grenades last longer add +1 bonus to see whether they dissipate.. | <b>Improved Spider Mines</b><br><br>Deactive Spider mines will activate at the start of any friendly spyer activation instead of next altum activation.                                                                                                                                                                                                                                                                 |                                                                                                                            |
| Ultimate | <b>Melta Charge</b><br><br>Once per game<br>Altum may shoot Melta Charge with the range of their grenade launcher shots.                                                                                                                                                                    | <b>Bunker Up</b><br><br>Once per game   Basic action<br>Altum turns in to turret mode. Altums shooting becomes simple action. Altum may reroll any armor saves and is considered to have 360 vision arc. Altum cannot be pinned and cannot perform any close combat attacks. It cannot be drag nor knockback. It can shoot even if it is Engaged. Bunker last as long as Altum doesn't move or suffers a serious injury |                                                                                                                            |