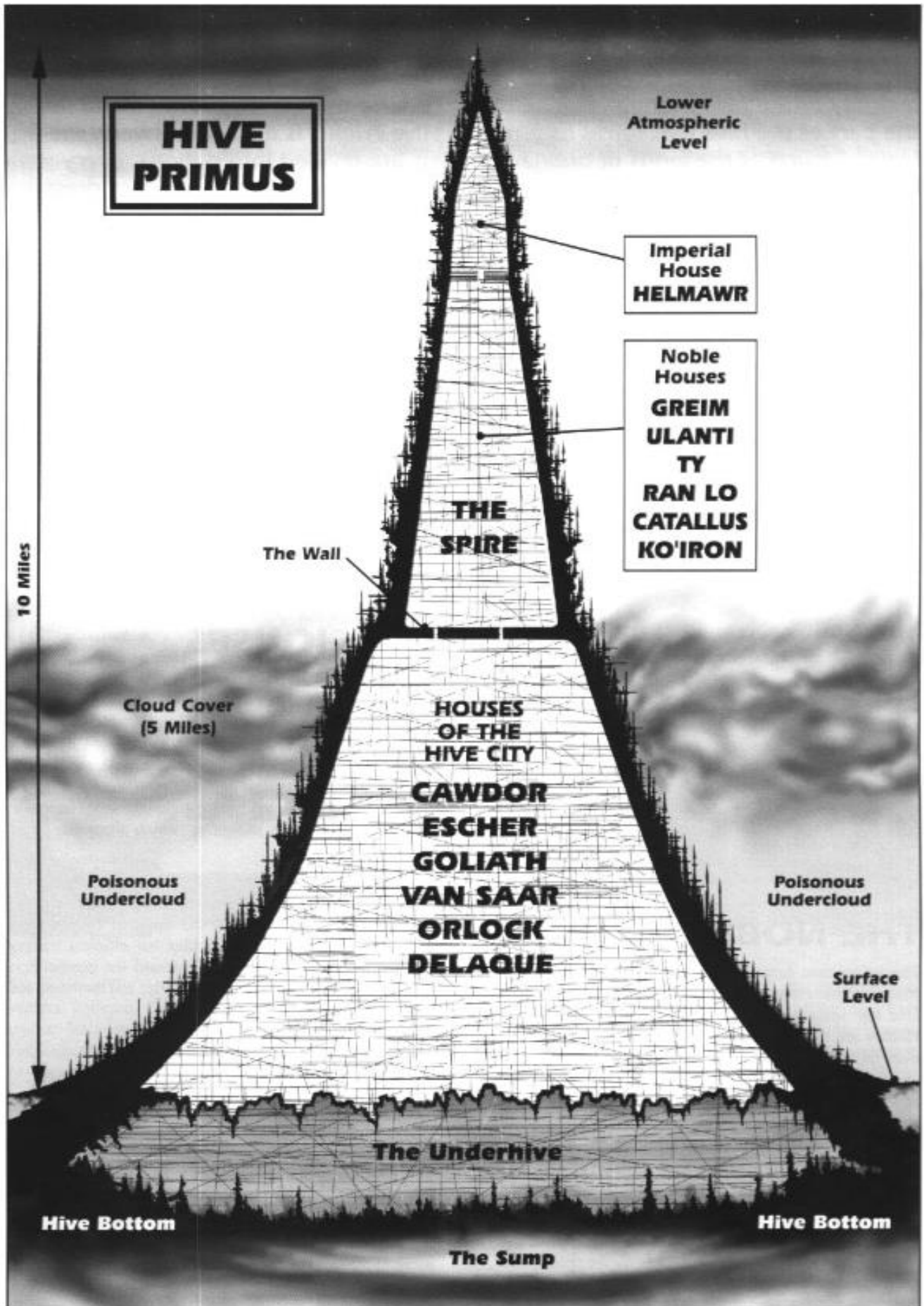


PLAYER HANDBOOK

# UNDERHIVES & TROLLS



**AN UNOFFICIAL NECROMUNDA GAMING  
SUPPLEMENT FOR THE UNSOUND MIND**



## Background

### *The Imperium of Man*



The Imperium of Man is a galaxy-spanning interstellar human empire, the ultimate authority for the majority of the human race in the Milky Way Galaxy in the late 41st Millennium A.D. It is ruled by the living god who is known as the Emperor of Mankind.

The Imperium of Man is a war-torn stellar empire, teetering on the brink of collapse. For 10,000 Terran years it has been ruled by the deathless Emperor, a being of almost limitless psychic power, to whom thousands of souls are sacrificed daily.

The peoples of the Imperium live in a place where daemons are real, mutation is frequent and death is a constant companion. To be alive in the late 41st Millennium is to know that the universe is a terrifying and hostile place. It is a place where you are but one amongst billions and, no matter how heroic your death, you will not be missed.

In its name, terrible wars are fought and desperate sacrifices made, yet even this river of carnage and blood is a small price to pay, for the Imperium is the guardian of Humanity. Were it to pass into nothingness, so too would the human race, destroyed by enemies uncountable, to the braying laughter of the Dark Gods.

The Imperium is the largest and currently most powerful political entity in the galaxy, consisting of at least 1,000,000 human-settled worlds dispersed across most of the Milky Way Galaxy. Consequently, an Imperial planet might be separated from its closest neighbour by hundreds or even thousands of light years.

As a stellar empire, the size of the Imperium cannot be measured in terms of contiguous territory, but only in the number of planetary systems under its control. However, most humans in the galaxy have little day-to-day contact with the government of the Imperium unless they serve in one of its Adepta or run afoul of its various protectors, such as the Inquisition or the Adeptus Arbites.

The Imperium is primarily an interstellar tribute empire, allowing its member worlds to largely govern themselves as long as they recognise the authority of the Emperor and His servants and support the state religion, the Imperial Cult, which holds the Emperor to be the one, true God of Mankind.

In general, the Imperium promotes the development of a neo-feudal political system, which the High Lords of Terra and the Inquisition have long believed to be the most stable form of human government. There are few human-settled worlds in the galaxy where any but the most wealthy nobles have any say in the government of their planet, and the Imperial establishment generally characterises any movements toward "democracy," self-rule or the overthrow of the neo-feudal system as outright heresy against the divine plan of the God-Emperor.

However, despite its myriad problems, without the admittedly authoritarian and often harsh protection of the Imperium, Mankind as a whole would have fallen prey to the countless perils that threaten it. Without the Imperium of Man and Mankind's faith in the Emperor who guides it, the human race would have become extinct long ago.

## ***Necromunda***

Necromunda is a Hive World in the Imperium of Man's Segmentum Solar, and a major producer of munitions for the Astra Militarum. Necromunda's great forges produce Lasguns, Autoguns, Shotguns and Bolters, among other weapons. The planet also levies huge numbers of troops for the Astra Militarum, most notably the regiments of the Necromundan Guard, as well as other crucial supplies.

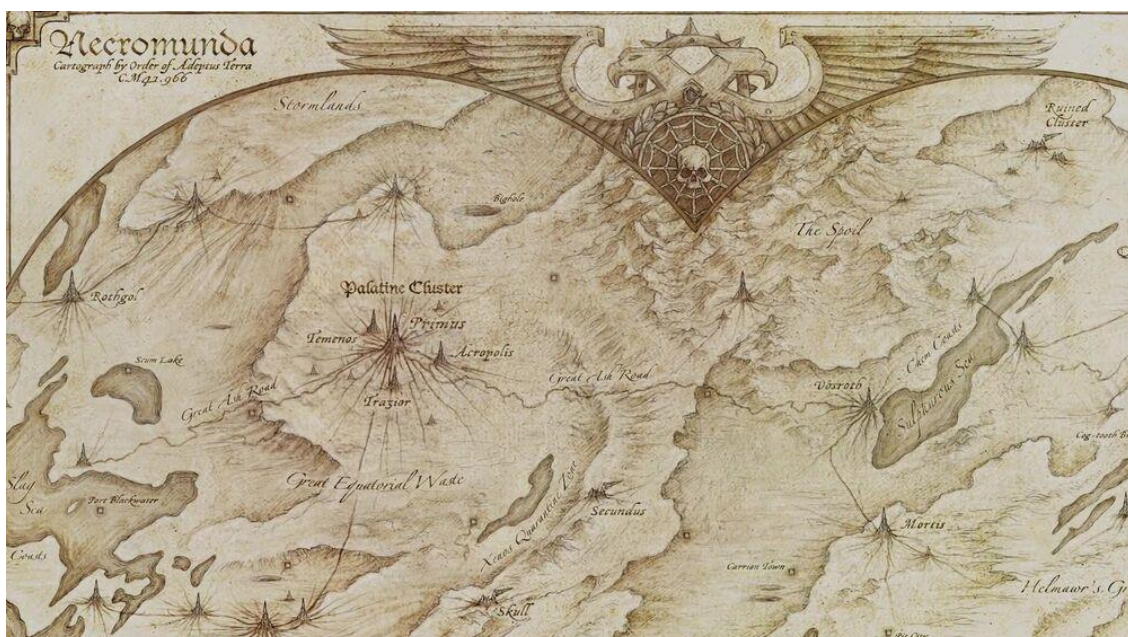
Necromunda is one of the worlds from which the Imperial Fists Space Marines Chapter recruits new Neophytes, often from the vicious criminal gangs of the planet's hive cities. The Fists maintain a Recruitment-Keep on the world in one of its hive clusters.

Necromunda is typical of most large Imperial Hive Worlds, in that the lower portions of its hive cities are rife with powerful gangs. The planet is a vast powerhouse of industry, making thousands and thousands of different items for use throughout the nearby Imperial planetary systems of the Segmentum Solar.

Nothing which can contribute to the planet's output has been left untouched. From the tops of the highest mountains to the depths of the oceans, the wealth of Necromunda has been extracted. Mountains have been reduced to rubble for the ore they contain; oceans have been turned into little more than chemical sludge ponds by the constant industrial pollution. The once-fertile plains of the world have disappeared under huge urban developments of imposing housing and factory arcologies, forming new ranges of man-made urban mountains every bit as tall as the long-since flattened natural topographical features.

These huge towering urban arcology complexes are known as hive cities, or simply "hives," and their individual peaks or towers are called city spires or "spires." A close group of urban hives is known as a "hive cluster." Between the hives, deserts of industrial ash cover the surface of the planet with a mobile, corrosive skin. Over this desert lies a cloud layer of airborne pollution, so that the great spires of the city hives rise from a drifting mist of tainted vapour like islands appearing out of an ashen sea.

*Our Story begins in the biggest of these Hives, **Hive Primas**.*



### *Inquisitors*



An Inquisitor is a clandestine agent and highest-ranking member of the Imperial Inquisition. Inquisitors are the secret policemen and intelligence agents of the Imperium. They are driven by ancient order of the Emperor of Mankind to ensure the security of the Imperium of Man from the taints of Chaos, the daemonic threats of the Warp, internal dissension and the dangers presented to Mankind by intelligent alien species like the Orks, the Tyranids, the Aeldari, the Necrons and the T'au.

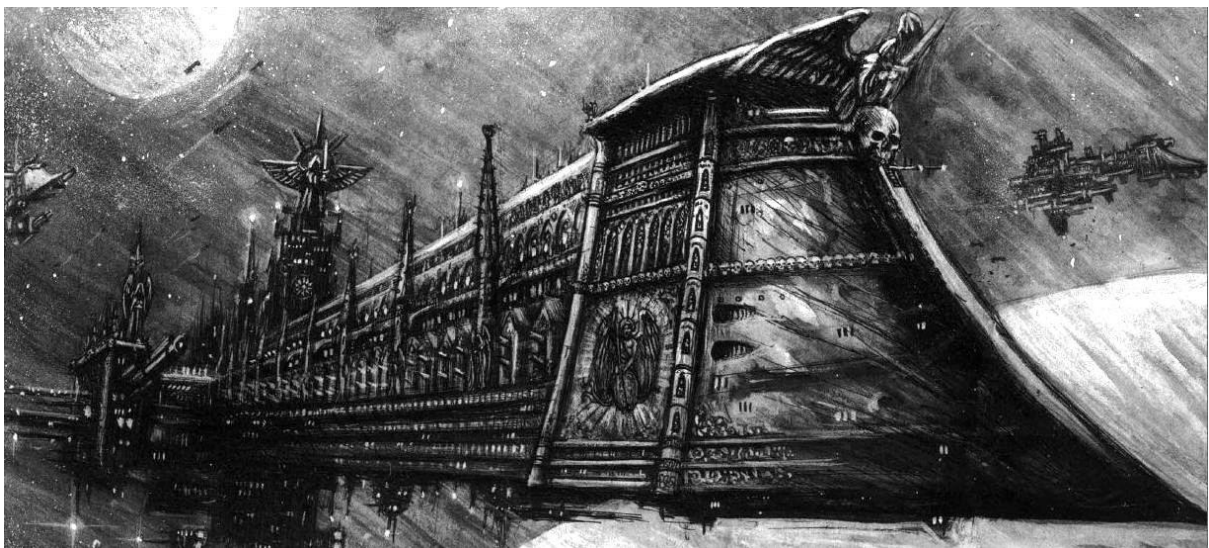
Split into three main Orders, the Ordo Xenos (Alien Hunters), the Ordo Malleus (Daemon Hunters) and the Ordo Hereticus (Witch Hunters), as well as many smaller, more specialised ones, the Inquisition is ruthless in uncovering and snuffing out Chaos corruption, heresy, and mutation wherever they may be found among the million worlds of Mankind.

The relentless and deadly agents of the Inquisition have infiltrated every facet of human society to ensure that Chaos can never again take root in the Imperium, and that no alien race will replace humanity as the dominant intelligent species of the Milky Way Galaxy.

### *Acolytes*

Inquisitors are truly exceptional individuals, standing alongside, often above, the most influential and powerful of the Imperium's servants. But few operate alone, for the galaxy is too perilous a warzone for a single man or woman, even one of their standing, to face without allies. Throughout their career, Inquisitors will form their own cadre of agents of various roles and functions in order to achieve whatever goal is put before them.

These agents fall into two classes, known as Acolytes and Throne Agents. Acolytes are initiates into the Inquisition's service who may eventually become Inquisitors themselves one day if they perform well and please their master; Throne Agents are mature Acolytes who have served the Inquisition and a particular Inquisitor for standard years and sometimes solar decades and are considered full members of the organisation. They are among the most powerful beings in the Imperium of Man after an Inquisitor himself.



## Introduction

### Inquisitor Marrik

Inquisitor Marrik of the Ordo Hereticus is stationed on Necromunda, his never ending task to weed out the deviants and mutants that could fall to the forces of chaos, the lies of those who would question the Emperor's divine plan or those who have fallen to foul Xenos infection.

To achieve his mission Inquisitor Marrik has recruited thousands of eyes to monitor the hive. The Inquisitors pockets are deep and his thirst for knowledge great. You have only communicated with him via Intermediaries, as far as the great Inquisitor is concerned you are disposable, insignificant, just one of the many cheap hive scum recruited to his cause. Randomly thrown into teams with no apparent thought to their composition or suitability to work together.

You are a member of one such of party sent as deep into the hive as you can possibly go, to the Sump. Your mission is to report back to the Inquisitor when you encounter anything strange, out of the ordinary, you don't really care the credits are good. If you need motivation, know that the Inquisitor or his minions will find you should you deviate from his chosen path and the response will not be swift or pleasant.

### Sump City



Down the Abyss from Dust Falls, past the tunnels to Rust Town, Spoilheap and Port Mad Dog, the underhive grows dark. Deeper still, beneath the Delta-7 Badzones and the old ratskin trail to the White Wastes, the Abyss lives up to its name and the light of Dust Falls is hidden by miles of twisting tunnel. Finally, beyond the road to Two Tunnels and the Tangle, the Abyss reaches its end, opening up over the vastness of the hive bottom, and the frontier settlement of Sump City.

Rising up from the green toxic sea around it, Sump City is the last port of call for gangs and guilders, who come here looking to seek wealth out in the midnight expanse of the hive bottom, or to sail out onto the sump sea in search of the sump spiders and their priceless diamond eyes. Sump City's main connection to the underhive is a series of ancient cable cars, the battered gondolas ferrying hivers up into the lowest levels of the Abyss, from where they can make the long journey back up to Dust Falls.

Despite thin, poisonous air, chem-clouds that would make a Goliath's eyes water, and regular mutie raids, Sump City is almost as prosperous as Dust Falls. The wealth brought in by spider hunters, archeotech scavengers and sump prospectors ensures its scrap markets are filled with rare and valuable items. Traders from Two Tunnels, Port Mad Dog and Dust Falls ferry the best of these goods up the Abyss and sell it on to the guilds – at a substantial mark-up of course.

Your party first travelled to one of the great cable hubs linked to the hive core, but not one of the great cable lifts was working, the gondolas stopped at the other end. With no alternative your party has worked it's way down the hive core, the great green radioactive glow of the Sump Sea forever at your feet. The journey took weeks, and you have already faced many perils, securing passage on the laughable and highly unsafe Sump Sea fishing skiff you've called home for the last few days is a story in itself, but we join the party now as the skiff approaches the Sump City Docks.....

# Dramatis Personae

Nobody within the Imperium of Man goes unsupervised or unrecorded, everyone has an Imperial File safely stored within the cavernous data banks of old Terra. Once your destination was known your Inquisitorial intermediary issued the Party with the following Data files, the party should contact these individuals when they first arrive in Sump City. Be of no doubt your Master also has this information about you should it be required!

### ***Boscastle - Crane Driver***

Mechanic responsible for keeping “Old Bess” running on the Sump City harbour front. He therefore has great power with Sump City’s Fishermen. The catch only gets unloaded if he says so.

At this depth the Adeptus Mechanicus and its litanies are but a rumour, by necessity self-trained Hivers fix the ancient technology, find heretical new solutions and eke out a living.

*Inquisitorial Assessment – Heretic, capture for Adeptus Mechanicus study.*

### ***Horg - Ammo Shop Owner***

Runs the shop of the same name.

One of an ever-decreasing number of Halflings who live on Necromunda, deliberately poor education makes most Hivers mistake their small stature for mutation. In the upper hives they have therefore been hunted to near extinction, the remaining majority have sort sanctuary in the lower hives where nobody cares.

Horg owns the Ammo shop of the same name and arms most of the Hivers who make Sump City and its surrounding ruins a home.

*Inquisitorial Assessment - Acceptable Sub Species*

### ***Old Mother Ivey - Fish Wife***

Runs Yo! Sumpy.

Rumour has it that Old Mother Ivey is a witch. Stories abound that she once warned a local Fisherman that if he didn’t share the catch he couldn’t sell with the poor that she would curse him to die at the claws of a great Sump sea beast! Alas the fisherman ignored her and preferred to let the catch rot rather than feed the masses.

On his next trip out, the increasingly worried Fishermen took heed of the curse and armed himself with Horg’s finest at great expense. Nobody knows what happened to the Fisherman and his crew, but the blackened ruins of his boat washed ashore a few days later and can still be seen in Sump City Harbour.

*Inquisitorial Assessment - Potential Pysker, Heretic, Possible corruption of chaos, Exterminate when of no further use*

### ***Dibbler - Butcher***

Runs the “Meat” Stall. His infamous Motto is “I can’t believe it’s not Grox!”

Deals in unknown foodstuffs many of them mutant in origin, has potential to corrupt and/or infect Hive workers with the mark of chaos.

*Inquisitorial Assessment - Heretic, Exterminate when of no further use*

## Character Selection

The Party may consist of the following Player Characters or alternatively you can create your own;

### ***Alosus Miller – Bounty Hunter – Starting XP 61***

A tall, blonde, hive-weary bounty hunter originating from somewhere mid Hive, spent years working for one of the many private hive “security” firms, and as such saw the worst of what humanity has to offer before being drummed out for alcoholism and insubordination. Instantly recognisable due to his poor taste in hats.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 4  | 4  | 3 | 3 | 4 | 4 | 1 | 8  |

**Weapons** – Knife, Bolt Pistol with Red-dot Laser Sight, Boltgun, Chainsword, Shotgun (Solid, Scatter, and Manstopper Shells), Filter Plugs and Photo-contacts, Mesh Armour

**Standard Skills Tables** – Shooting, Ferocity, Agility, Techno

### ***“Priest” – Underhive Scum – Starting XP 21***

Truly believes in the Omnipresence of the God Emperor, and therefore sees Inquisitor Marrik as the literal hand of god. Insanely loyal and mission focussed, devotes all his time and credits to making his body the “Emperors Weapon” the rest of the party think he’s a bit of a dick.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 3  | 3  | 3 | 3 | 4 | 3 | 1 | 7  |

**Weapons** – Knife, LasPistol, Lasgun, Massive Club

**Standard Skills Tables** – Shooting, Ferocity, Agility

### ***Uts Wrong – Ratskin Scout – Starting XP 21***

A light fingered, deformed, notoriously lazy, overweight Ratskin Scout addicted to game simulations. Infrequently seen without a bottle of WildSnake. When sober a skilled tracker and thief.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 3  | 3  | 3 | 3 | 4 | 3 | 1 | 7  |

**Weapons** – Knife, Club, Shotgun (Solid, Scatter, and Manstopper Shells), Blindsnake Pouch

**Standard Skills Tables** – Shooting, Agility

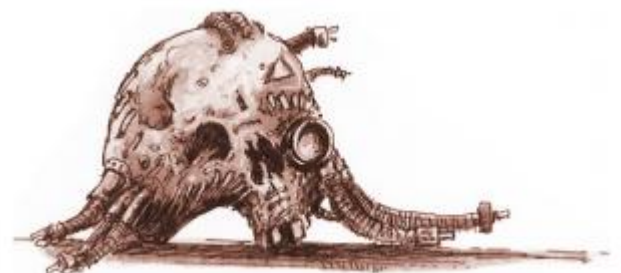
### ***The Butcher - Underhive Scum – Starting XP 21***

An ex Imperial Guard medic come hive doctor, once renowned from Spire to Sump as being able to bring anyone back from the brink of death. Rumour has it that he even operated on the much feared Orlock leader “Alonso” after he was crushed by a hive quake. However one too many botched Goliath enhancement operations led to him being hunted by that House and ultimately due to their influence being shut down by the Imperial authorities. He now plies his trade in the lawless deepest depths of the hive where even the Emperors long reach struggles.

| M | WS | BS | S | T | W | I | A | LD |
|---|----|----|---|---|---|---|---|----|
| 4 | 3  | 3  | 3 | 3 | 4 | 3 | 1 | 7  |

**Weapons** – Knife, Laspistol, Bonesaw (Chainsword), Medi-Pack

**Standard Skills Tables** – Shooting, Ferocity, Agility



## Special Rules

### Necromunda Community Edition

Unless otherwise stated the game rules will follow the Necromunda Community Edition (NCE) Rules, however the Arbitrator can at any time deviate from these rules for the entertainment of the group.

The Arbitrators decision is final.

### Missions

NPC's and Locations with active missions will be marked with a mission token.

### Movement

During Encounters Models move normally as per the NCE rules.

### Fast Travel

Models may fast travel within Sump City with no penalty unless undertaking an Encounter.

Outside of Sump City models may Fast Travel to a location, however for each 8 inches fast travelled roll a D6, on the roll of a 1, roll on the random encounter table. You only roll on the random encounter table once per fast travel. The movement is stopped halfway between destinations and the encounter is played. Once played the players may then choose to go to their destination or return to their starting position.

### Random Encounter Table - Add more.

1 - You Encounter a Guilder Caravan and may purchase weapons from either the NCE or NCE Outlanders Rule Books.

2 - You Encounter D6 Gangers who are looking for a fight – Make Ready!

3 - You Encounter a Ratskin Raiding Party of D6 Ratskins – Prepare to Die!

4 - You find Loot worth 2D6 credits! – You may split it

5 – You Encounter an interesting but otherwise boring part of the Hive - Nothing happens.

6 - Special Arbitrator Event (Re Roll is not unveiled)

1-3 You Encounter D6 X Units (only available after being unveiled)

1-6 You Encounter D6 Y Units (only available after being unveiled)



# Underhives & Trolls – Player Handbook

## Encounters

Encounters are played when diplomacy fails. The arbitrator will alert the Players when they are entering an Encounter. The usual rules for NCE then apply until the Encounter is over. After an Encounter Players gain 1 D6 experience plus 5XP for each wounding hit + any additional XP the Arbitrator may award. The players make any XP advances they may be entitled to after each Encounter.

## Purchasing/Finding/Using New Equipment

Equipment is added to the player roster as soon as it is obtained, and the credit value of a player adjusted.

## Create Your Own Character

By Agreement with the Arbitrator you can create your own character, characters should be based on an existing base stats for a Juve, Ganger, Leader, Heavy or Hired Gun.

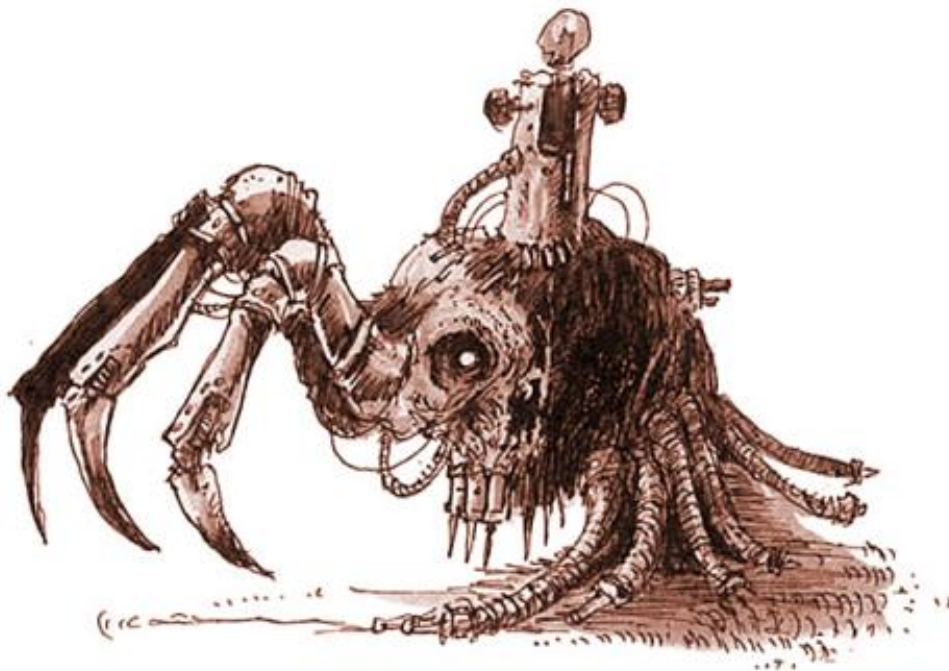
## Character Advances

Characters add any additional XP they have earned after each Encounter and/or when the Arbitrator tells you to.

Should the Player reach an XP advance roll on the Advance Rolls table in the NCE rulebook. Reroll any results which add additional Wounds.

Please note that a Character may not exceed any of the maximum Characteristics.

The Characters Standard Skills are either listed in the Pre Made Player Character descriptions or are agreed during creating your Character with the Arbitrator.



## Underhives & Trolls – Player Handbook



# Character Roster

|                   |    |    |   |         |   |   |   |    |
|-------------------|----|----|---|---------|---|---|---|----|
| Character Name    |    |    |   |         |   |   |   |    |
|                   |    |    |   |         |   |   |   |    |
| Experience Points |    |    |   | Credits |   |   |   |    |
| Biography         |    |    |   |         |   |   |   |    |
|                   |    |    |   |         |   |   |   |    |
| Characteristics   |    |    |   |         |   |   |   |    |
| M                 | WS | BS | S | T       | W | I | A | LD |
|                   |    |    |   |         |   |   |   |    |
| Skills            |    |    |   |         |   |   |   |    |
|                   |    |    |   |         |   |   |   |    |
| Equipment         |    |    |   |         |   |   |   |    |
|                   |    |    |   |         |   |   |   |    |
| Injuries          |    |    |   |         |   |   |   |    |
|                   |    |    |   |         |   |   |   |    |