

SOLO GANGS

“GANGS SUI GENERIS”

Solo Gangs for Necromunda is a rewrite of the Venator rules from *Book of Peril*, developed as part of campaigns run by Petitioner’s City.

While the Venator list is a good starting point, it lacks much of what even its fluff text promises (psyker venator cabals, exotic anti-witch equipment, etc). More so, while allowing some flexibility, it still locks the gang to a bounty-hunting framework which might not fit the idea of the gang a player has.

Inspired by Jacob Dryearth on Yak to think of non-house, non-majority gangs, and also building on past versions of Venator rewrites I’d done, I hope this document will be of use to you.

I attach in the Appendices the house-written versions of the gang founding, psychic abilities, armoury and other sections relevant to this document.

STARTING A SOLO GANG

Solo Gangs encompasses all the kinds of gangs which do not fit the prevailing paradigms and types of the underhive, hive city and wastes, ranging from the characterful assemblies of multiple bounty hunters in Venator teams, Noble Brats who ride to the hive city and underhive to cause mayhem, minor clans trying to compete with the six major clans, as well as Outlanders like Ash Waste Nomads, Ratskins, Scavvies, Redemptionists, and more. Picking two “Gang Identities” and using “Fighter Legacies”, only your imagination is your limit.

SOLO GANG SPECIAL RULES

A Solo Gang allows players to create gangs representing Bounty Hunter Cabals, minor houses, Ratskins, Scavvies, mutants, redemptionists, guild enforcers, death cults, heretics, criminal allies, and even off-worlders and xenos.

When founding a Solo Gang, you must do the following:

1. Pick up to two Gang Traits and their Equipment Lists – these determine the character and special rules for the gang.

For example, a Squat-themed gang might be represented by having both the Tech (Advanced) and Minor Clan (Industrial) traits, or Tech (Advanced) and Scummer (Gang War) traits. A noble house scion & her entourage fallen to Chaos could be the Noble Delinquents (Advanced & Exotic) and Chaotic Cabal (Primitive). An imperial-aligned death cult could use the Scummer (Primitive) and Tech Gang (Exotic) traits. A Guilder Solo gang would naturally use the Guild Henchmen, as well as another Ttrait which fits the particular Guild they are allied to (for example, perhaps Tech (Exotic) for Water Guild, Scummer (Industrial) for Slavers Guild, Scummer (Gang War) for Iron Guild, etc). And so on. Ultimately this list is a narrative tools to help you create the gang culture you want to play.

2. Then pick the skills tables for the gang (see below) – bearing in mind, some Traits determine what these will be..
3. Recruit Fighters, including picking any legacies as allowed by the Gang Traits you have chosen.
4. Choose weapons and Wargear from the Equipment Lists allowed by the Gang Identities you have chosen.
5. Pick Gang Tactics.

FREE RECRUITS

When the Gang obtains free fighters from a Territory, Favour or other event, you may pay the amount required from the Stash to upgrade any free fighter with a Legacy or (if you are able to) pay to upgrade a fighter with credits from your Stash to a Wyrd.

SKILL ACCESS

When creating a Legacy gang, pick any four skill sets from the following tables: Agility, Brawn, Combat, Cunning, Shooting, Savant (certain Gang Traits will Rank them from 1 to 4 – 1 being the skill set that most embodies the way you envisage the band operates. Each fighter’s access to the skill sets is then determined by looking at the table below – this should be noted down separately.

	Primary	Secondary
Solo Leader	1 & 2 plus Leadership	3 & 4
Solo Champion	1 & 2	3 & 4 plus Leadership
Solo Specialist	1 & 2	3 & 4
Solo	1 & 2	3
Solo Novice	1	2 & 3

SOLO GANG TRAITS

When recruiting a Solo gang, you pick up to two of the following Legacies to determine the character of the gang. These do not cost anything, and each Gang Identity has a set of rules which affect how the gang will be recruited and function during a campaign. While many may mix, some can not be combined.

Ash Waste Nomads

Outside the hives of Necromunda only the tough and resilient survive. The constantly shifting factory wastes, the sudden appearances of toxic sludge seas, and acid rain storms all compete to claim the unwary. Yet out of this inhospitable terrain come the Ash Wastes Nomads. Guilders acknowledge that if they need to make any movement across the Ash Wastes that the Nomads are a force to be reckoned with.

The land that the Ash Wastes Nomads now occupy was once fertile plains, but millennia upon millennia of industrial wastes being dumped indiscriminately have in turn eaten away at every natural resource to the point where there is nothing but shifting dunes of toxic wastes left. On occasion thick mucus-like sludge rises to the surface to form slick-lakes, or short rivers or streams only to disappear back beneath the wastes - often leaving behind a crust like surface which is not to be trusted. Sink holes abound ever ready to reach out and take those that wander too close. And yet the Nomads, and even some hive dwellers if they were to ever to see it, would call the landscape beautiful. The abundance and variety of wastes allows for a wide variety of colors and textures, Sulphur Yellow, Cobalt Blue, Mauve, Citric Green, intertwined compounded resins that resemble a diseased tree (if any Necromundan outside of the ruling elite even know what one looks like), rock outcroppings, and much more.

And yet the Ash Wastes Nomads must never let down their guard for the same things that create such beauty, can become equally deadly. An Ash Storm can whip up seemingly out of nowhere to strip an unguarded man to the bone and his bones into a handful of dust in minutes, or the very ground they walk upon swallow one up without a trace. Despite all this there are algae, fungi, bacteria, and even mutated animals that have survived alongside the humans. If the natural obstacles are not enough there are Guilder war parties (sanctioned by Lord Helmawr himself) that view anything not living within the massive hive walls as rogue and a threat. Thus the Ash Wastes Nomads must vie against even their fellow humans for survival.

The Ash Wastes Nomads wander this waste land and conduct trade among all the hives of Necromunda. The distances between such cities can be anywhere from a hundred to several thousand kilometers. They are the curriers, traders, and guards of things that cross the ash deserts. Still other Nomads conduct raids on the same Guilder caravans, and even upon the hives themselves. There is nothing that escapes their attention. Even with the sanctioned war parties of Lord Helmawr the Guilders know that if they need to cross the wastes – they will have to deal with the tenacious Ash Wastes Nomads – if they are to succeed with any regularity.

BENEFIT

Ash Waste Natives: Immune to conditions imposed by fighting in the Ash Wastes, and may add +1 to Priority rolls during a scenario set in the Ash Wastes (unless fighting against another gang with this Trait).

Natural Riders: Ash Wastes fighters add a +1 modifier to any test related to a Mount.

DRAWBACKS

Air: All fighters must purchase a Respirator or Industrial Respirator, which they can never not equip (unless replaced with the alternative); these are essential for living out of the hive!

Busting the Wall: Each Ash Wastes Nomad gang must include at least two fighters must be equipped with at least one of the following weapons each: Demolition Charges, Krak Grenades, Krak Grenades for Grenade Launcher, Missile Launcher (with Krak Missiles), Lascannon, Autocannon, Plasma Cannon, Multi-Melta, or Melta Bombs. These weapons (some of which are not on the Ash Wastes Equipment list) are how the Ash Wastes Nomads gain entry into the Hive's interior at their leisure. Without this they will be 'left out in the wastes'. To reflect their reliance on such weapons and expertise of their wall-breakers, all income rolls (foraging, rolls on their Ash Wastes territory chart, and/or rolls for any captured territories) are all at -1 until they have re-met the criteria outlined above.

Nomads: Nomads naturally move through the nominal area of their group's territory. A Nomad gang may own Territory as with any other gang; however, when a Territory is worked in the post-battle sequence, delete the Territory from the gang's roster and generate a new one to replace it, which may be worked in a future post-battle sequence (it may not be worked by a Gang Fighter that post-battle sequence).

LAW-ABIDING OR OUTLAW

A gang with the Ash Waste Nomads legacy can be either Law-Abiding or Outlaw.

FIGHTER LEGACIES

A gang with the Ash Wastes Nomads Gang Legacy can have fighters of any fighter legacy – all kinds of fighters end up in the nomad clans.

EQUIPMENT

A gang with the Ash Wastes Nomads Gang Trait gains access to the Ash Wastes Equipment List.

GANG TRAIT RESTRICTIONS

May not be combined with the Cult of the Redemption or Noble Delinquents.

LEGACY RESTRICTIONS

Any fighter legacy may be represented in an Ash Wastes Nomads gang.

Chaotic Cabal

Outside what might be termed the two great cults of the Imperium—the Ministorum Creed and the Adeptus Mechanicus—many other cults exist. The most common take the form of sects of the Imperial faith who devote themselves to a particular aspect of doctrine or the veneration of a particular saint or miraculous event. Second to these are warrior societies of various forms, which are especially prevalent on feral or feudal worlds, followed closely by the numerous cult-like groups, most often preferring the term “guild,” who cater to a particular specialised craft or trade. Beyond these, most worlds often boast scores of other local cults whose exact nature often baffles outside scrutiny, tied to some idiosyncrasy of culture, planet, clan, or historical event.

Heresy, however, can be a contagious thing in itself, and when it spreads, a cult is often formed from those that subscribe to it. In other cases, a powerful or charismatic leader will often draw a coterie of devoted disciples and followers into forming a heretical cult, and by the same token, deviants and likeminded individuals often join together for mutual support and protection. Cults exist in the main for very good reasons, the most obvious being secrecy—the protection and greater resources of the larger group allows it to better organise and conceal itself from prying eyes, rivals, and outside threats. The second is power, as the strength of a cult’s membership united is often far greater than what an individual would possess. This is a truth that remains constant on many levels, from pooled finances to sustaining and reinforcing the loyalty and adherence of its members. Isolation, after all, promotes cohesion in-and-of-itself, whilst division will destroy a cult as easily as any Witch Hunter’s purge.

Heretical cults often share several common attributes despite their many differences. Most seek to conceal themselves behind the disguise of a more benign (or at least accepted) front organisation, or remain completely hidden from the authorities in order to avoid discovery. Cults also often favour a particular milieu in which to operate and recruit fresh members, which is often determined by the cult’s own nature. For example, a cult centred on fermenting rebellion amongst mutant labourers will confine itself to the shatters and barrens where the mutants dwell, recruiting from the disaffected and outcasts among their numbers. Meanwhile a malefic conspiracy of daemon worship among the depraved nobility will often limit itself to the salons and private estates of the elite for its haunts and recruiting grounds. Many cults also share similar organisational structures despite their differing goals and natures, the most common of which are detailed in this chapter. Each has its own strengths and weaknesses, and in many cases, the structure may involve many minor differences in practice and effect. While a particular cult may favour one structure over another, it will often include other structural elements as well.

Chaos Cults can arise from any class of society on the planet, be it impoverished, noble, hive-gang, helots, abhumans, soldiers, or mutants – and this true on Necromunda..

BENEFIT

Corrupt: The gang must be Chaos-Corrupted (see page **Error! Bookmark not defined.**), and gains access to the benefits and drawbacks therein.

Secret Knowledge: The Leader and Champions in a gang with this trait may roll on either the Chaos Helot Rare Trade table (see page **Error! Bookmark not defined.**) or, if dedicated to the Blood God, the Corpse Grinder Cult Rare Trade (see page **Error! Bookmark not defined.**) table in the post-battle sequence.

DRAWBACK

Heretics: If ever outlawed, a gang with this Trait may not change alignment again.

LAW-ABIDING OR OUTLAW

A gang with this Trait may start as either Law-Abiding or Outlaw.

SKILLS

A gang with this Trait must pick Cunning as one of their four skill tables.

EQUIPMENT

In addition to the Common Equipment List, a gang with the Chaotic Cabal trait may pick either the Primitive, Gang War, Industrial or Advanced Equipment Lists. Only one may be chosen for this trait (but may be combined with another trait’s chosen list).

GANG TRAIT RESTRICTIONS

May not be combined with Cult of the Redemption.

FIGHTER LEGACY RESTRICTION

None – anyone may join a Chaos cult!

Exiles

BENEFIT

Exiles: More than two fighters in the gang may be comprised of one Gang Legacy - either Cawdor, Delaque, Enforcer, Escher, Goliath, Orlock or Van Saar.

DRAWBACK

Clan Majority: More than half of the gang must be comprised of this Gang Legacy. If the gang ever drops below this number, no fighters can be recruited or obtained for free unless they are of the majority Legacy.

Exiles: When recruited, each fighter in the gang (whether from the majority legacy, or another one) may only make one purchase from a Legacy Equipment List each. This represents a token of their past, but they may never use the Legacy Equipment Lists again, as they have left their old lives behind.

LAW-ABIDING OR OUTLAW

A gang with this Trait must be an Outlaw gang

SKILLS

A gang with the Exiles Legacy may use their Legacy-aligned skill (e.g. Bravado, Palanite Drill, etc) as one of their starting skill tables.

EQUIPMENT

In addition to the Common Equipment List, a gang with the Exiles trait may pick either the Primitive, Gang War or Industrial Equipment Lists. Only one may be chosen for this trait (but may be combined with another trait's chosen list).

GANG TRAIT RESTRICTIONS

May not be combined with Guild Agents, Noble Delinquents or Venators.

FIGHTER LEGACY RESTRICTION

None – other house exiles might join the gang.

Escaped Pitslaves

Pit Slaves are gang fighters or hivers who have strayed from the normal day-to-day life on Necromunda or have been captured and sold as slaves or have had the Enforcers deem them unfit for citizenry and locked them away for their crimes. The Adeptus Mechanicus uses servitors to do all their hard labor and Pit Slaves are Necromunda's own version of fighting servitors.

Guilders tend to sort their slaves by usefulness and Pit Slaves are not only useful, but are also very profitable. Those that show an aptitude for combat will be allowed to absolve themselves as pit fighters in the various legitimate (and illegal) fighting arenas throughout Necromunda.

Guilders tend to wave false hopes of riches and freedom to those that bring them the most credits. Guilders notoriously augment those pit fighters that show the best fighting skills or better yet, are the luckiest. Plugs and connectors mark their flesh. The more renowned pit fighters even show signs of metal plates that act like armor. A few are even augmented with extra arms to do more damage to their opponents. Almost all pit fighters are adorned with numerous fuel lines, linkage connectors, heavy machinery pieces, and a various assortment of other deadly weapons.

Once a pit fighter has won his freedom he quickly learns that the only place that will accept him is the Underhive. No respectable house will take on a pit fighter so they gravitate to the shadows, back alleys, and dregs of the Underhive. Strong willed individual pit fighters hire themselves out for individual battles, but on occasion a charismatic pit fighter will band rag-tag fugitives together into Pit Slave Gangs. Pit Slave Gangs survive in the wastes raiding settlements and caravans.

BENEFIT

Augmetic Fighters: In the gang, all fighters must have at least one augmetic weapon, and/or augmetic fist and/or at least one bionic arm, chosen from the Industrial Equipment List, when recruited. This represents the brutal cybernetic replacements their enslavers installed on them before escaping.

Sparky: A gang with this Trait may recruit 0-1 Slave Ogryn from the Slave Ogryn list as a ganger.

DRAWBACK

Bounty: A gang which sells an Escaped Pitslave to the Guilders earns an extra D6x10 credits.

LAW-ABIDING OR OUTLAW

A gang with this Trait will always be an Outlaw gang.

SKILLS

A gang with this Trait must pick Muscle and/or Brawn as one of their four skill tables.

EQUIPMENT

In addition to the Common Equipment List, a legacy gang with the Escaped Pitslave Trait uses the Industrial Equipment List (this may be combined with another trait's chosen list).

GANG TRAIT RESTRICTIONS

May not be combined with Guild Agents, Noble Delinquents or Venators traits.

FIGHTER LEGACY RESTRICTIONS

None – anyone may have been forced to become a Pitslave during their life!

Genestealer-Infection

Not every strain of the Genestealer infection on Necromunda occurs in the mining clans, nor is it evident only in the Clan gangs' most unfortunate elements. From guilders to nobles to scavvies and ratskins, no gang, group or cabal is safe from the potent seed of Secundus.

Genestealer Cult activity can be supremely sophisticated, including merchants, industry, political manipulation, the imperial cults and even its law enforcement. While open revolt may be the insidious conclusion of the long journey taken by patriarchs, their brood and human victims, for scores and even hundreds of years, the disparate tendrils of their cult will infiltrate human civilisation from bottom to top to ensure their alien ends.

BENEFIT

Brood: The gang must be Genestealer-Infected, and gains access to the benefits and drawbacks therein.

Unseen Network: Leaders and Champions in a gang with this Trait may roll on the Genestealer Cult Rare Trade Table (see page **Error! Bookmark not defined.**) in the post-battle sequence.

DRAWBACK

The Cost of Silence: Taking a fighter to the Doc's following a Critical Injury costs another D6x10 credits than normal.

Exposure: If ever outlawed, a gang with this Trait may not change alignment again.

LAW-ABIDING OR OUTLAW

A gang with this Trait may be either Law-Abiding or Outlaw when founded.

EQUIPMENT

In addition to the Common Equipment List, a gang with the Genestealer Infection trait may pick either the Primitive, Gang War, Industrial or Advanced Equipment

Lists. Only one of these lists may be chosen (but this may be combined with a list obtained via another trait).

GANG TRAIT AND FIGHTER LEGACY RESTRICTIONS

None – the Secundus cult has the potential to infect all arenas of Necromunda.

Guild Agents

Each Hive is a manufacturing powerhouse. Goods move constantly throughout the Hive. Imports and some raw materials go downwards, other raw material come upwards from Underhive, and manufactured goods travel up into the Spire and off planet. The Merchant Guild controls all traffic between the Houses, and consequently is as populous, wealthy and as important as any of the Noble Houses themselves. The families that comprise the Merchant Guild are called Guilders. Guilders are closely bound people, intensely loyal to their own kind and insular in tradition. They are secretive about many aspects of their dealings and way of life. To other Hivers their style of dress and habits are strange and incomprehensible, Amongst themselves they speak a secret language quite unlike the common tongue of the Hive.

Not all Guilders are equally wealthy and important. The more prosperous families live in the Spire and control trading empires that shift vast cargoes between Hive City and the Noble Houses. At the other end of the spectrum are the lone speculators who trade in the Underhive, ever hopeful of discovering some new load of iron slag or a hoard of archeotech. These adventurous individuals are often encountered deep in the Hive accompanied by hired guides and mercenaries to protect them from outlaws and mutants. It is these same Guilders that provide Underhivers with the only secure way of storing large quantities of money. This they do by keeping money secure as Guild credit, a form of deposit account that all Guilders honour. Guilders also supply physical currency in the form of Guild bonds and Guild tokens.

Guilders often have cadres of mercenaries and loyal guns in their employ – sometimes these are local gangs, but others might have more esoteric or non-conventional origins as suits the guild faction itself.

BENEFIT

Guilders: The gang starts in alliance with a Guild faction of your choice (see page **Error! Bookmark not defined.**). The gang may never be reported to the Watchmen.

Guild Ambassador: The Leader of the gang is a minor member or representative of their Guild, perhaps a relative or agent of the Guild Procurator of the allied party. This grants them special trading rights. When the Leader makes a Rare Trade action at the Trading Post, roll twice, and you are offered two items.

Allied Parties: The allied party is treated as part of the parent gang for the purposes of the allied party's Hierarchy and Group Activation rules – members of the gang may use the allied hierarchy fighters' Ld for bottle tests, and may be activated in groups by them.

DRAWBACK

No Way Out: The gang may never leave its Alliance with the Guild, and may never voluntarily Test the Alliance (see page **Error! Bookmark not defined.**). If forced to Test the Alliance, do not roll on table – instead, the gang must work one less Territory than it normally can in the next post-battle sequence for each Test it was forced to roll that battle.

LAW-ABIDING OR OUTLAW

Law-Abiding only.

EQUIPMENT

In addition to the Common Equipment List, a gang with the Guild Henchmen trait may pick either the Gang War, Industrial or Advanced Equipment Lists. Only one may be chosen for this trait (but may be combined with another trait's chosen list).

GANG TRAIT AND FIGHTER LEGACY RESTRICTIONS

This Trait may not be combined with the Noble Delinquents, Ratskin Rebellion, Recidivist Enforcers or Scavvies legacies.

All Legacies are allowed with the exception of Scavvies.

Minor Clan

Beyond the six great Clan Houses of Necromunda, other smaller houses, clans, fraternities, sororities and communities exist. These minor clans – be it smaller Clan Houses, or even smaller groups, or sometimes communities of abhumans like squats or ratlings – work for their own goals, and compete in industry and war against the major houses. Eventually minor clans might succeed in supplanting the major Clan Houses as a House, as each current Clan House once did to their long-diminished or destroyed predecessors.

BENEFIT

House of ?: The gang creates a "Clan skill table" by randomly selecting six skills from the clan house's special skill tables (Bravado, Finesse, Muscle, Tech). Roll a D6 to determine which table, then a D6 on it, to determine a skill. Do this six times, rerolling any skills you have already obtained. This forms Skill Table 1 of the gang (note it on your roster), and thus all fighters in the gang must pick it.

DRAWBACK

Minor Faction: A minor house does not have so many allies in the hive – when making a Rare Trade action at the Legal Trading Post, fighters in this gang roll twice and only the lower-costed item is offered to the gang. Trade on the Black Market is unaffected.

LAW-ABIDING OR OUTLAW

Either

EQUIPMENT ACCESS

In addition to the Common Equipment List, a gang with the Minor Clan trait may pick either the Primitive, Gang War or Industrial Equipment Lists (evoking the Clan's culture or economic position). Only one may be chosen for this trait (but may be combined with another trait's chosen list).

GANG TRAIT RESTRICTIONS

May not be combined with Ash Waste Nomads, Noble Delinquents, Ratskin Rebellion or Scavvies.

FIGHTER LEGACY RESTRICTIONS

No legacies are allowed; however fighters may be upgraded to Wyrds as normal.

Noble Delinquents

Although the noble households are above the clan structure of Necromunda, they are not immune to the influence of the pervading culture of the hive world. Like clans, noble households have their own ancient and bitter rivalries which sometimes explode into violence. The root causes are often more to do with honour, traditional enmity, and dynastic disputes than the mainly economic and territorial causes of gang warfare in the lower levels of the hive.

The idle and decadent youth of the nobility emulate the young clan warriors by forming their own Brat gangs, which make it their business to look after the honour of their household. Many young nobles run with the Brats for a time before they succeed to holding office and can then continue to further the interests of their own household by more subtle means.

The Brats are always in the forefront of any new fashion or cult that sweeps through the upper levels of the hive. Young nobles are privileged, wealthy, inquisitive, rebellious and open to wider influences than are available in the lower levels of the hive. Brat gangs sport fantastic, elaborate costumes and hairstyles, and flout the conventions of hive life as openly as possible.

In the upper hive layers Brats run together in packs but they do not limit their predations to their home territories. They frequently drop down the spires into the lower habs, where their wealth can be used to obtain any drug or weapon. Once in the lower habs, the Brat gangs terrorise the hivers and underhivers,, safe in the knowledge that they can return to the upper habs whenever they want to.

Brat gangs are mainly concerned with upholding the honour of their households. They also assume responsibility for 'protecting' their territory from uncouth lower hive dwellers. Brat gangs like to create a reputation for themselves by raiding other gangs. They also get up to various rebellious, subversive and anarchic activities including involvement with cultists and psykers.

BENEFIT

Noble Origins: A gang with this Trait must start in alliance with a Noble faction of your choice, which represents their house (see page **Error! Bookmark not defined.**).

Uphive Extravagance: All Status Items (including House-specific Exotic Beasts), Chems and Bionics are treated as Common for a gang with this Trait – they may purchase any of these in each post-battle sequence. In addition, Leaders and Champions in this gang must purchase either Uphive Raiments when recruited (or promoted to this position).

DRAWBACK

Noble Origins: The gang may never leave its alliance with its Noble faction, and may never voluntarily Test the Alliance. If forced to, do not roll on table – instead, the gang must work one less Territory than it normally can in the next post-battle sequence for each failed Test.

Brats: Noble Delinquent parties represent the youth of their noble house; to represent this, all fighters in the gang use the Juve profiles, and then apply the following

changes to recruit Leaders, Champions and Gangers at gang foundation:

Promotion (Leader): One fighter must be promoted to the Leader when recruited for +30 credits. This fighter starts with the special rules, a primary skill and the equipment access of Leaders; they also gain +3 Leadership.

Promotion (Champion): Any number of fighters may be promoted to Champion for +20 credits. These fighters start with a skill and all the equipment access and special rules of Champions; they also gain +2 Leadership.

Promotion (Ganger and Ganger Specialist): Any number of fighters may be promoted to Ganger, and one may be promoted to Ganger Specialist; all for +10 credits. These fighters start with the equipment access and special rules of Gangers; they also gain +1 Leadership. The fighter promoted to Ganger Specialist may also purchase special weapons.

In addition, at least **half** of all fighters in the gang must have the Gang Fighter (Juve) special rule. If less than half of the fighters in the gang have this rule, then the gang must recruit additional Joves or retire more senior fighters to restore the balance. Once founded, this gang may not recruit additional Champions or Gangers – these can only be obtained by promotion from within the gang.

LAW-ABIDING OR OUTLAW

Neither – the gang exists beyond the conventions of law beyond the Spire, and may never be reported to the Watchmen or Outlawed. In addition, fighters in the gang may freely visit use either the Trading Post or Black Market Rare Trade tables as they wish, when they wish to Trade.

EQUIPMENT

In addition to the Common Equipment List, a gang with the Noble Delinquents trait may pick either the Advanced and Exotic Equipment Lists.

FIGHTER LEGACY RESTRICTIONS

A gang with this trait may not have any fighter legacies. Fighters may be upgraded to wyrds, however.

GANG TRAIT RESTRICTIONS

May only be combined with Chaotic Cabal, Genestealer Infection, Redemptionists, Venators and Wyrd Conclave.

Ratskin Rebellion

Ratskins are normally a shy, peaceful people who are inclined to avoid the noisy, raucous downhivers 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 cleanse the Underhive of 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.

BENEFIT

All fighters must be upgraded to have the Ratskin legacy. Gangs with this legacy can add or subtract up to 2 from the dice roll when rolling for scenario. If the opposing gang has a Ratskin Scout in their employ this modifier is reduced to plus or minus 1 instead. If the Renegades can choose which scenario to play they can pick whichever they like.

In addition, if attacking, the Ratskin player can decide if the Badzone environment rules are in effect (see Escape the Badzone), irrespective of the scenario.

DRAWBACK

The gang may never use Archaeotech, or work an Archaeotech terrain. If they ever come into possession of these, they may not be sold, traded, nor used by the gang.

Ratskins may never sell captives to Guilders.

LAW-ABIDING OR OUTLAW

Either; however if a gang with this legacy is ever outlawed, it may not change its alignment again.

SKILLS

A gang with this Trait must pick Agility or Finesse as one of their four skill tables, and must also pick either Cunning or Ferocity as one of their four skill tables.

EQUIPMENT LIST

In addition to the Common Equipment List, a gang with the Ratskin Rebellion trait accesses the Primitive trait. Note a gang with the Ratskin Trait may never pick from

another list, even if the gang may access one due to another Trait.

GANG TRAIT RESTRICTIONS

May only be combined with Chaotic Cabal, Genestealer Infection, Recidivist Henchmen, Venator Cabal and Wyrd Conclave.

FIGHTER LEGACY RESTRICTIONS

A gang with this Trait can only have fighters with the Ratskin legacy.

In addition, rather than upgrade a fighter to a Wyrd, a fighter may be upgraded to a Shamen instead for +25 credits. Instead of having a Wyrd power, this fighter may if they are not in Recovery after each battle consult the hive spirits – roll on the Shivver (Gang Auxiliary) table for the fighter.

Recidivists

The criminal factions of Necromunda do more than form temporary alliances with outlaw gangs; many maintain their own loyal groups, ready to enact punishment for the faction. Be it the cold gunners of the Narco Lords, the local muscle of Cold Traders, the eccentric enforcers of the Rogue Factoria, Recidivist gangs are powerful forces in the criminal ecosphere of the hives.

BENEFITS

Recidivists: The gang starts in alliance with a Recidivist faction of your choice.

Criminal Connections: If the gang wins a scenario, it does not suffer from the Too Many Mouths to Feed rules that post-battle sequence – all fighters are fed.

DRAWBACK

Until Death: The gang may never leave its alliance, and may never voluntarily Test the Alliance. If forced to, do not roll on table – instead, the gang must work one less Territory than it normally can in the next post-battle sequence for each failed Test.

Known Scum: If a Law-Abiding gang kills a fighter from this gang in a battle (a 64-66 Lasting Injury), they gain a D6x10 credit bounty added to their income for that battle.

EQUIPMENT

In addition to the Common Equipment List, a gang with the Recidivist Henchman trait may pick either the Primitive, Gang War, Industrial or Advanced Equipment Lists. Only gangs allied with the Rogue Factoria, Fallen House or Imperial Imposters may pick the Advanced Equipment list.

This may be combined with a list gained from another Trait.

GANG TRAIT RESTRICTIONS

May not be combined with Guild Enforcers or Noble Delinquents

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.

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 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..

BENEFIT

A gang with the Redemptionist legacy has the following rules:

Charismatic Leader: The Leader gains the Demagogue rule; they may be a sophisticated priest or an uneducated primitive rabble rouser.

The Gathering of the Redeemed: The death of the faithful only serves to attract new Devotees to the cause. After a battle in which a Redemptionist gang member dies, or is not saved by the Doc, roll a D6 for each member who died. On a 4+, the gang gains a Juve for free; the juve has no equipment (other than a free fighting knife if you wish).

DRAWBACK

Burn the Witch: The gang may never voluntarily bottle when fighting against gangs that include psykers, chaos corrupted fighters, scavvies, and mutants.

Pilgrimage: Redemptionist groups move around, so as carry on preaching. A Redemptionist gang may own Territory as with any other gang; however, during a post-battle sequence, the gang may only work one of its Territories. Up to ten fighters with the Gang Fighter (X) rule work it. The territory may not be worked again, until all other Territories owned by the gang are worked (the gang travels in a circuit). If the gang obtains a Territory, then it must work the Territory that post-battle sequence rather than any they already possess.

Extremists: If ever Outlawed, a gang with this identity may not change its alignment again.

ALIGNMENT

The gang may be Law-Abiding or Outlaw at recruitment, although more often than not Redemptionists are Outlawed for their extremist actions.

EQUIPMENT

In addition to the Common Equipment List, a gang with the Redemptionist trait may pick equipment from the Redemptionist Equipment Lists (this may be combined with another trait's chosen list).

SKILLS

A gang with this Legacy must pick Ferocity as one of their four skill tables

GANG TRAIT RESTRICTIONS

This legacy may not be combined with Scavvies or Wyrd Conclave (yes, you can have a corrupted, heretical Redemptionist crusade if you like!).

FIGHTER LEGACY RESTRICTIONS

No Wyrds or Scavvies legacies allowed in the gang

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 yellow and disgusting mass of sores, warts, blisters and cracks. Their limbs are often so withered or shrivelled that crude hooks and peg legs are a common sight, though any Scavvy too crippled to defend himself is easy prey for his fellows.

Scavvies scratch out an existence in the most foul and polluted wastelands of the Underhive, 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 member of the band rules through brute strength, low cunning and having as many siblings as possible to exert their will.

Though individual Scavvies pose little threat to a well-armed gang they are cunning enough to use traps, ambushes and weight of numbers to even the odds. Occasionally a Scavvy king will arise and unite several Scavvy band 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 Scavvy 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.

Among the Scavvies, there are often found mutants in great number. Mutants are feared by everyone on Necromunda, from the highest administrator in Helmawr's court to the lowliest unskilled worker in the process vats. Most hive dwellers do not understand that mutation is an inevitable part of life on a planet as irredeemably polluted as Necromunda. Mutants are branded as evil, corrupted by their own wickedness and greed, and tainted by witchery of the foulest kind.

As a result mutants are persecuted and driven into the undercities. In the depths they fall victim to the undercity gangs and other threats. Most mutants do not survive for very long once they have been discovered. Those that manage to run and hide often band together in gangs of their own, usually in the most inaccessible and heavily polluted sections of the undercities. Other join, or are born within Scavvy clans. In particular, the Scaly genus is a recognisable abhuman class – sized like Goliaths and

covered in thick reptilian skin – possibly some splicing of the house of chains and their favoured sump kroc pets...

BENEFIT

Scavvy Horde: All fighters in the gang must be given the Scavvy fighter legacy – no other Legacy is allowed, with the exception of the Scaly legacy.

Any number may have mutations – however no fighter may have the same mutation as another fighter in the gang.

Zombie Bait: A Scavvy gang can 'buy' Plague Zombies for a game, the cost representing bits of food used to lure them. If the gang pays 10 credits then after choosing crew, D6 Zombies come along to fight and are deployed following the normal rules (Note the gang cannot pay more than 10 credits otherwise they risk being overrun themselves!)

The Zombies are under the control of the Scavvy player for the entire game, but scatter back to their wandering existence after the fight. Zombies are deployed like regular gang models and count towards any scenario fighter limits. Zombies cannot interact with non-fighter scenario objectives – eg loot counters, doors, etc. They don't contribute towards winning or losing conditions and are ignored for Bottle roll purposes.

For the rules for Zombies, see below.

Feeding the Masses: Scavvies need to eat like everyone else, though they are famously broad-minded when it comes to deciding what counts as food. Each warrior needs 2 credits worth of supplies per battle. Work out what's needed between battles when you do all of the other bookkeeping. Hired Guns and special characters don't need to be given supplies as it's assumed that their pay is more than enough to keep them in rat burgers.

Cannibals: Scavvies are not above a spot of cannibalism when starvation looms. If a Scavvy gang can't or won't pay out 2 credits per gang member to avoid suffering the effects of starvation, the Scavvy player can decide to put one or more members of the gang or prisoners in the pot instead. You may choose to feed your gang with bought supplies, a cannibal stew, or a combination of the two. Each victim that goes in the pot will feed a number of gangers equal to:

$$\text{Victim's Strength} \times \text{Toughness} \times \text{Wounds}$$

So, for example, if a normal Scavvy is put in the pot he will feed $3 \times 3 \times 1 = 9$ members of the gang. You may not eat the Boss' followers (even Scavvies draw the line at that).

DRAWBACK

The gang suffers from the following drawbacks:

Scrofulous Wastes: Scavvies do not start with a Settlement territory, but instead start with a Scrofulous Wastes. Scrofulous Wastes are foul-smelling and disease-ridden piles of refuse and decay that generate an income of D3x10 credits only. The same recruit rule for Settlements applies to the Scrofulous Wastes.

Bounty: Scavvies have bounties on their heads; if a Law-Abiding gang captures or kills a Scavvy, they obtain a bounty equal to its cost (without equipment) + D6x5

credits. You must decide whether or not to turn him over before you roll to see what the bounty is.

SKILLS

A gang with this legacy must pick Cunning as one of their four skills tables.

The gang may not pick Savant as one of their skills tables.

EQUIPMENT

In addition to the Common Equipment List, a gang with the Scavvy trait may pick equipment from the Primitive Equipment List. Note a gang with the Scavvy Trait may never pick from another list, even if the gang may access one due to another Trait.

SPECIAL RULE: PLAGUE ZOMBIES

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	Cl	Wp	Int
2D6	5+	-	3	3	1	6+	1	10+	6+	10+	12+

Wargear: Plague Zombies don't have wargear; they are armed with a variety of improvised weapons but lack the finesse to gain any real benefit from them.

SPECIAL RULES

Expendable: Plague Zombies never count as friendly fighters for the purposes of Group Activation, Recovery tests and morale tests.

Zombie: A Plague Zombie cannot be pinned, ignores Flesh Wounds and automatically passes any Leadership and Cool checks they are required to take. In addition, while weapons with the Blaze trait can set them on fire, while subject to the Blaze condition, the fighter may act normally during their activation, rather than acting as described by the Blaze trait.

Shuffle: Plague Zombies usually stagger around with broken, faltering steps. Occasionally when they get the scent of blood in their decaying nostrils, they can break into a loping, shambling run.

To represent their unpredictable gait Plague Zombies may not make normal Move or Charge actions; instead they make a **Shuffle (Basic) action** – declaring what direction they will move (including moving over obstacles or climbing structures), then rolling 2D6" to determine how far they move. If a Plague Zombie Engages a fighter they become Engaged and may make a free Fight action.

Plague!: Naturally, Plague Zombies carry the dreaded neurone zombie plague. If a model is taken out of action by a Zombie they may contract the disease and (gulp) turn into a Plague Zombie. At the end of the game, each affected model must roll a D6 to see if they are infected:

1-2: **Clear:** After a few tense days no symptoms of zombie plague have emerged and the gang member is in the clear.

3-5: **Recovery:** The victim feels weak and ill for days. The fighter goes into Recovery

6: **Zombie Time!** The gang member is infected and suffers brain death within hours. The new Zombie wanders off into the wastes to join his fellows. In either event all of the model's equipment is infected and counts as destroyed.

Scummers

Some gangs are just “Scum” – the men and women without special characteristics who make up most Necromundans. A generic term for underhivers and ash wasters, and a gang with this Trait may loosely represent many a type of gang. Scummer Gangs of hive flotsom and jetsom can be found in many a Hive City, Underhive or Ash Wastes environment through the hives of the planet, unconnected or remote from the strictures and idiosyncrasies of the clan houses and Mercator families.

BENEFIT

None

DRAWBACK

None

LAW-ABIDING OR OUTLAW

Either

SKILLS

A gang with this Trait must pick Shooting and/or Combat for their skills tables.

EQUIPMENT

In addition to the Common Equipment List, a gang with the Scummer trait may pick either the Primitive, Gang War or Industrial Equipment List (this may be combined with another trait's chosen list).

LEGACY RESTRICTIONS

None

FIGHTER RESTRICTIONS

None

Tech Gang

Tech gangs and associations are more common than supposed. Techs often form collectives to protect themselves from exploitation by other groups. From passive protection and defence, such associations often mature into gangs that are as aggressive, in their own fashion, as any other in the hives. Tech gangs have a pool of skills which means that they can often trade for materials from the factory levels. They deal in drugs, chemicals and weapons, trading these goods for interesting technological relics and rare raw materials scavenged from the undercities. Tech gangs are not noted for crude ferocity but they are widely respected for their expertise with weapons and equipment, and it is foolish indeed to cross a Tech gang without reason.

Techs belong to clans, either forming a distinct group within a large clan or forming separate tech clans. Techs form gangs to protect themselves and their business interests. They protect the workshops, industrial plants and associated living areas of the tech families that work there.

Often, tech gang warriors undergo initiation rites which might involve technological implants or advanced forms of tattooing. Techs have access to unusual and technically advanced weaponry due to their skills and great bargaining power.

Tech gangs are concerned with protection of their territory and tech business interests from the predations of envious rivals. There are many who will resort to lawless means to obtain advanced technology. Tech gangs are often hired by Helmawr, noble households or other clans for tasks which require their expert technical skills and sophisticated weaponry.

BENEFITS

Barter: When a gang with this Trait makes a rare roll, roll twice and choose which item you were offered.

High-Tech Reliability: A gang with this Trait may reroll failed Ammo tests for weapons with the Scarce trait, unless the weapon also has the Unstable trait.

DRAWBACK

Crude Ferocity: A Tech gang must pick as either Skill Table 1 or 2 the Ferocity skill table.

LAW-ABIDING OR OUTLAW

Either

SKILLS

A gang with this Legacy must pick Savant as one of their four skills tables.

EQUIPMENT

In addition to the Common Equipment List, a gang with the Tech Gang trait may pick either the Advanced or Exotic Equipment Lists. Only one may be chosen for this trait (but may be combined with another trait's chosen list).

Venator Bounty Hunter Cabal

All across Necromunda, from the drudging halls of manufacturums and precinct blockhouse walls, to the rusting gates of downhive settlements and cross-tunnel gibbets, images of the faces of wanted individuals flutter in the stale breeze of the carbon scrubbers. A group of talented murderers can make a healthy living collecting the bounties of these criminals, killers and deviants.

The motley bands of hired guns who go after these bounties are commonly known as Venators, after the ancient High Gothic name for a hunting party; a temporary coalition of Bounty Hunters out for blood and coin. With the promise of shared rewards and extra firepower, Venators form into gangs and pursue Merchants Guild patronage and the stability that comes from regular contracts. Drawn from every Clan or House on Necromunda, Venators come in all shapes and sizes – mixing ex-Goliath heavies and nimble Escher assassins, alongside disgraced watchmen or embittered outcast nobles. Most of them are sanctioned by the Guilders or the Imperial House itself, and carry a hunter's oath-token as proof of their patronage. However, many are not, though the Guilders often pay for the gang's captives and kills all the same. In the underhive, lawmen don't ask too many questions if a masked killer dumps the corpse of a wanted ganger at their feet – they hand over the scrip and sleep a little sounder with one less criminal at large.

Venator bands are not limited to Necromundans, some even come from off-world. Mutants, abhumans and xenos are all believed to make a living on the hive world by taking on the guise of the Venator. Infamous Bounty Hunters such as Gor Halfhorn, Yar Umbra and Grendl Grendlsen, among others, have at one time or another led their own gangs or taken up employment as part of a Venator crew, finding a home among their peers even on a world that might not be their own.

Guild and Imperial sanctioning for Venator gangs can come in many forms. In addition to the oathtokens which are bought, sold and traded between Merchants Guilds and hunters, the Guilders maintain their own cadres of Venators. Adjurators, such as Baertrum Arturos III hunt down oathbreakers, including other Bounty Hunters, while shacklemen track escaped slaves for the Guild's pit bosses. Sometimes Guilders might turn to ex-members of their caste or talented individuals who share their qualities for specialised tasks. For instance, the Water Harvesters of Hive Primus have long called upon the abilities of Eyros Slagmyst. The not-quite-human hunter has led bands of Water Harvesters in missions to bring water thieves to justice or liquidate settlements in the name of the Merchants Guild.

Venator Witch Hunters – those who specialise in taking down rogue psykers – are among the most feared warriors of the hive cities. Some of these gangs put their faith in anti-psy tech such as psyk-out grenades and neural inhibitors to make their own minds more defensible, then there are those who turn to belief to steel their souls. Venators dedicated to the Cult of the Redemption are not unknown, such as the Red Brothers or the Hammer of Psykers, whose singular purpose is the killing of witches and mutants. Rumours even hint at actual members of the Ministorum and the Adepta Sororitas leading Venator bands, bringing their own special set of skills to the underhive.

Clan and noble house Venators are perhaps the most 'common' kind of Venators – if any Venator gangs could ever truly bear that moniker. Belladonna Familus Umathurn De'Escher, daughter of Matriarch Majoris Orlena Deytheros Escher, is perhaps one of the Palatine Cluster's most well-known noble Bounty Hunters. While she mostly works alone, or hitches on to gangs that might know something about the assassin she is pursuing, more than once she has fallen in with a group of Venators. It was Belladonna and the Broken Blades, a group of outcast nobles, second sons and disgraced daughters, that held

the tide-lock beneath Dust Falls when a neurone plague outbreak unleashed a horde of living dead against the settlement. Famously, Belladonna negotiated a better price from the Guilders even as the zombies battered at the gates, threatening to walk away and leave Dustfalls to its fate, saying "If I'm getting zombie guts on my armour, you can be damn sure I'm getting paid extra!"

BENEFIT

A gang with the Venator Trait gains access to the following Bounties rules:

Captured Fighters

When a Law-Abiding Venator gang sells Captives to the Guilders, they earn the full value of each fighter in credits rather than the usual half. This is added to the gang's income for that battle. When Law-Abiding Venators sell Outlaws to the Guilders they claim the full value of each fighter plus an amount equal to the total XP of the fighter, in credits rounded up to the nearest 5.

When an Outlaw Venator gang sells a fighter to the slavers, Outlaw Venators double the amount they earn for each captured fighter sold.

Confirmed Kills

Similarly, Venators earn income from every enemy they kill.

When, after a battle with a Venator gang, an opponent (who is not an Enforcer or a deputised Watchmen gang) deletes a dead fighter from their roster during the Update Roster step of the post-battle sequence, the Venators immediately claim half of that fighter's value rounded up to the nearest 5 credits as bounty. This is added to the gang's income for that battle.

If the gang is Law-Abiding, and the deleted fighter is an Outlaw, they gain the full value of the fighter, plus an amount equal to the total XP of the fighter, in credits rounded up to the nearest 5.

DRAWBACK

Renowned: A gang with this trait may never hire generic hired guns, they may only hire Dramatis Personae.

Gang of Characters: Unlike other gangs, Venators may not swap Weapons and Wargear once equipped, as each item is the fighter's unique property. If a fighter dies and equipment is kept in the Stash, it may then be given to any other fighter in the gang.

LAW-ABIDING OR OUTLAW

Either

FIGHTER LEGACIES

Any – with a maximum of two of each in the gang.

EQUIPMENT

In addition to the Common Equipment List, a gang with the Venator trait may pick either the Primitive, Gang War, Industrial or Advanced Equipment Lists. Only one may be chosen for this trait (but may be combined with another trait's chosen list).

LEGACY RESTRICTIONS

None.

Wyrd Conclave

Psykers – or “Wyrds” – on Necromunda may be sanctioned - with *Psykers and psyker hunters often found in Venator gangs. The most lucrative, and indeed dangerous to hunt, are those who have spontaneously come into psychic powers. So dangerous are these ‘rogue psykers’ that the Imperial House has issued an open contract on all their kind.*

Sanctioned psyhunters, such as Ortruum 8-8, hire out their services or are hired out by their masters to aid Venators, while others, such as the Psylock Cabals, provide more permanent services if their unusual demands can be met. There is even tell of entire psyker gangs, for example the Wyrd Brethren, who have special dispensation from the Imperial House to operate below the Wall, provided that they submit to obedience implants

For Unsanctioned Psykers, the challenges are harder. To escape the Redemptionist Crusade and Venator witch hunters, Unsanctioned Wyrds have only a few stark choices. They can go into hiding, eking out an existence in the very depths of the Underhive or in the wasteland outside. Alternatively they can associate with gangs or outlaws, trading their usefulness for protection.

Occasionally however a charismatic Wyrd, a Mentor, forms a gathering of Wyrds who will work together and look out for one another. These Gatherings move from place to place in the wastes, hoping to stay one step ahead of Imperial Agents and Redemptionists that hunt them relentlessly. Inevitably they have to fight to survive, and in this respect they are the same as all the other Outlanders, despite their special powers.

BENEFIT

Wyrd Gathering: All fighters may have wyrd upgrade (rather than usual 1 per gang). You must either have Sanctioned or Unsanctioned Wyrds – you may not mix the two.

DRAWBACK

Psychic Majority: At least half the gang must be psykers, including all fighters with the Gang Hierarchy special rule. A fighter without a wyrd power may not be promoted to a Champion or Leader; if they may be, they only gain another skill.

LAW-ABIDING OR OUTLAW

If the gang has Sanctioned Psykers, it must start as Law-Abiding. If the gang ever goes outlaw, then all psykers lose the Sanctioned Psyker rule and gain the Unsanctioned Psyker rule.

If the gang has Unsanctioned Psykers, it must start as Outlaw.

EQUIPMENT

In addition to the Common Equipment List, a gang with the Guild Henchmen trait may pick either the Primitive or Gang War Equipment Lists. Only one may be chosen for this trait (but may be combined with another trait’s chosen list).

LEGACY RESTRICTIONS

A gang with this trait may not also take the Redemptionist trait.

FIGHTER RESTRICTIONS

A gang with this legacy may not have fighters with the Cawdor fighter legacy, unless they have the Unsanctioned Psyker upgrade.

FIGHTER LEGACIES

Each fighter in the gang, depending on the Gang Legacies (see below), may be upgraded to have a fighter legacy – these are Cawdor, Delaque, Enforcer, Escher, Goliath, Orlock, Van Saar, as well as Ratskin or Scavvy.

There is no restriction on differing House Legacies within a gang – however, a Venators gang may contain up to two of each as many or as few as you wish. However, no more than two fighters may be upgraded to each legacy (unless a Gang Trait says otherwise).

Bear in mind, for convenience, a Gang Legacy does not necessarily mean a fighter literally comes from the Clan – instead use it to attenuate your list further.

A fighter can have *either* one Gang Legacy, Ratskin Legacy or Scavvy Legacy.

In addition, up to one fighter in the gang, in addition, may be upgraded to have a Wyrd power (whether they have a Legacy or not).

GANG LEGACIES

Cawdor, Delaque, Escher, Goliath, Orlock or Van Saar.....20 Credits

Enforcer 20 Credits

Any fighter in the gang may be given a single Gang Legacy for 20 Credits, choosing between Cawdor, Delaque, Escher, Goliath, Orlock, Palanite Enforcer or Van Saar. Only two fighters in the gang may have the same Gang Legacy.

A fighter with a Gang or Palanite Legacy may choose equipment from their respective House Equipment Lists for their class (Leader, Champion, Ganger and Juve) when recruited. In addition, if a Leader or Champion, they may roll on the Rare Trade Chart of their House.

Regardless of House Legacies within the gang, a Venator gang may hire Hangers-on and Brutes, but may not hire any Hangers-on or Brutes associated with a specific House (for example a Goliath Zerker or Van Saar Arachni-Rig Suit).

Models with each Legacy are subject to the special rules that affect fighters for each Clan gang (for Cawdor, **Reclaimed Weapons** and **Scavengers**; for Delaque, **Assassins**, **Dark Sight** and **Wetware**; for Escher, **Chem-Alchemy** (although only they may equip and use Chem Elixers); for Goliaths, **Gene-Smithing** (the fighter must choose Vatborn, Natborn or Unborn and access Genesmithing Upgrades from that list – up to 1 for Gang Fighters, and 2 for Gang Hierarchy); for Orlock, **Legendary Names** and **Road Warriors**; for Van Saar, **Bodyglove** and **Archaeo-Cyberteknika**).

Finally, for each fighter with a Legacy in the gang, the player may put one Tactics card from the respective deck into their own Tactics card deck (a gang with two fighters with Van Saar legacies may include up to two Van Saar cards in their deck).

OUTLANDER LEGACIES

RATSKIN LEGACY

Ratskin.....20 credits

Ratskins are wild underhivers who grew up amidst the Badzones of the hive, and are better adapted to the conditions in the Badzones. Any member of a Venator gang may be upgraded to a Ratskin for +20 credits. Ratskins benefit from the following special rules in battles **in** the hive (not battles in the Ash Wastes):

- Ratskins are also remarkably resilient to injury and have a natural ability to survive in the Underhive. To represent their resilience to injury, a Ratskin who suffers a Lasting Injury may reroll the result – however the result of the second roll must be accepted, even if worse.
- Ratskins have a 6+ Special Save against damage resulting from Underhive Perils, Exotic Beasts, Horrors of the Underhive and environmental effects.
- A Ratskin may never be armed with any Limited Weapon Type when recruited; they may be given these during the campaign.
- A Ratskin – whatever their fighter class – may always be equipped with any of the following items: Bow, Crossbow, Hand Bow, Blunderbuss, Blindsnake Pouch, Musket, Blackpowder Pistol, Stiletto Knife.
- Finally, Ratskins can always see at least 12" in Pitch Black conditions.

SCAVVY LEGACY

Scavvy.....-10 credits

Scavvies are physically degenerated Necromundans, having suffered through countless generations from the ill effects of radiation, chemical poisoning and environmental adaptation.

A Venator may be upgraded to a Scavvy for -10 credits for Leaders and Champions and -5 credits for Gangers and Juvies. They benefit from the following rules:

- A Scavvy Venator costs only 2 credits to feed as an Outlaw.
- Scavvy Venators gain the ability to perform Canibalise actions:
 - o Starving Scavvy fighters must make a Willpower check when they activate if there is a Seriously Injured fighter (friend or foe) within their maximum Charge range. If they fail this check, they must Charge the down fighter and perform a free Cannibalise (Basic) action (instead of a Fight (Basic) action). If for any reason they cannot reach their intended victim, such as if there are other models in the way or impassible terrain, they must use their activation to move as close to the downed fighter as possible. If the fighter has an opportunity to perform a Coup de Grace action (such as against an opponent that has been Seriously Injured in close combat), they instead make a Cannibalise action.
 - o **Cannibalise (Basic)** Action: The fighter feeds on the flesh of a wounded adversary. The action can be performed in place of a Fight or Coup de Grace action. It can only be made against fighters who are Prone and Seriously Injured. Immediately roll on the Lasting Injuries table for the fighter and apply the result, counting results of Lesson Learned (11) as Out Cold (14-26). Note, the Seriously Injured fighter remains on the battlefield, and may be fed on again, unless they roll a Critical Injury (61-63) Death (64-65) or Memorable Death (66) result, in which case, they are removed from the battlefield and considered to have been taken Out of Action (whether dead or close to dead). A fighter who successfully fed using the Cannibalise action loses the Starving condition.
- Scavvies always suffer from a -1 penalty to their Ammo Rolls.
- Scavvies when recruited reduce their Ballistic Skill by -1 and their Leadership by -1.
- Scavvies are immune to Brain-Leaf Outbreaks and the Plague virus.
- Furthermore a Scavvy venator may *never* be armed with any weapon with the following types – Arc, Bolt, Grav, Melta, Plasma, Power, Seismic or Shock. They lack the skill or tenacity to maintain such items.

SCAVVY MUTATIONS

Any fighter with the Scavvy Legacy may purchase Scavvy Mutations when recruited. A fighter with the Gang Hierarchy special rule may purchase two mutations; a fighter with the Gang Fighter (X) rule may only purchase one mutation. Any fighter with a Scavvy Mutation is a **mutant**, and has the following special rule:

Mutant: Should this fighter be taken Out of Action, the enemy gang is rewarded a bounty of D3x10 credits at the end of the battle which is added to their Scenario rewards. In addition, any time a mutant rolls twice on the Rare Trade Chart at the Trading Post or Black Market, pass an Intelligence test – if the fighter fails, roll twice each time with the fighter offered only the lower-costed item

Mutations are highly unstable, and it is unusual for the same mutations to be present in the same community. As such, each mutation may only be purchased once by the gang, with the exception of the Scaly mutation (see below)

Mutations must be modelled appropriately.

Eyestalks – 20 credits

The mutant gains a 180° fire and vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is benefiting from full cover or partial cover.

Extra Arm – 30 credits

Any fighter with a third arm may use it to better handle ranged Unwieldy weapons, or to gain an extra attack in combat. A fighter with this trait adds +1 to their Capacity for each additional arm they have.

In addition,

- if armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action.
- if the fighter is not armed with an Unwieldy ranged weapon, when making a Fight action, they may use up to three weapons with the Sidearm and/or Melee traits rather than the usual two, or use one weapon with the Melee trait with two hands (either an Unwieldy weapon or the 2-handed profile of a Bimanual weapon) as well as a single-handed weapon with either the Sidearm and/or Melee trait. If the fighter uses more than one weapon, they will gain +1 A per extra weapon, and their totals attacks must be split equally among the weapons. A fighter with 4 arms will be able to use two double-handed weapons, or use one double-handed weapon alongside up to two single-handed weapons.

Giant Claw – 20 credits

One of the mutant's hand is a huge claw. They may attack with the claw, using the following profile:

	S	L	S	L	S	Ap	Dam	Ammo	Traits
<i>Giant claw</i>	-	E	-	-	S+1	-1	1	-	Augmetic, Melee, Rending

Hideous – 10 credits

The mutant is frightening to behold, it gains the *Fearsome* skill - if they ever roll this skill subsequently, they gain the Terrifying special rule:

Terrifying: If an enemy fighter wishes to make a Fight (X) or Shoot (X) action that targets this

SCALIES

Scaly.....+50 credits

fighter, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately.

Note that, as the action has not been performed, and if the fighter's activation has not ended, they may attempt to make the same action again..

Long Legs – 10 credits

The mutant gains a +1 bonus to their Movement characteristic (this applies to their Maximum characteristic too).

Regeneration – 20 credits

The fighter may perform the following action:

Regeneration (Basic) – A fighter who is seriously injured or suffering flesh wounds may perform this action. If they are seriously injured, roll a D6. On a 4+, they recover as though they rolled a Flesh Wound in the Recovery phase. If they are not seriously injured, but have flesh wounds, roll a D6. On a 4+, their flesh wounds are removed and they recover their full toughness.

Scales/Chitin – 25 credits

The model counts being armed with an Armoured Undersuit (layer) which can never be removed, nor combined with other (layers).

Spines and Growths – 30 credits

The mutant has extensive bones and spikes that emerge from them, and which take up one its weapons slots:

	S	L	S	L	S	Ap	Dam	Ammo	Traits
<i>Spines and Growths</i>	E	2"	-	-	S+1	-	2	-	Melee, Versatile

Suckers – 10 credits

The mutant has suckers on its limbs, giving it the *Clamber* skill.

Two Heads – 20 credits

Increases model's vision and fire arc to 180°, and they gain either the Gunfighter or Combat Master skill.

Wings – 60 credits

The mutant counts as having a grav-chute, grapnel launcher and drop rig.

If the Gang has the Scavvy Gang Trait, then up to two Champions or Gangers of the third profile may instead of being downgraded to Scavvies may be upgraded to Scalies. Scalies automatically have the following Scavvy Mutations: **Hideous, Regeneration, Scales**. Scalies gain +1 Strength, suffer -2 Intelligence, and may never be promoted to the Leader of the gang.

WYRD LEGACY

Up to one member of the gang (including any fighter with a Legacy) may be upgraded to a Wyrd when recruited. The fighter may be an Unsanctioned Psyker, for 25 credits, or a Sanctioned Psyker, for 50 credits.

Any model upgraded to a Wyrd picks a single Wyrd discipline to be an additional Primary Skill table for the fighter. The fighter then picks ones power from the discipline, in addition to their other starting skill; for Gangers and Juves, this is a unique free starting skill.

Further powers may be obtained when the fighter gains a subsequent primary power from the Advancement chart, when they may roll for an additional primary power, rolling on the appropriate Wyrd discipline. If the fighter gains a secondary skill, then they must roll on the Table to determine which discipline, then rolling within it to determine the power.

In addition, a gang with one or more Unsanctioned Psykers may not hire hired guns or Dramatis Personae who are Sanctioned Psykers, and a gang with one or more Sanctioned Psykers may not hire hired guns or Dramatis Personae who are Unsanctioned Psykers, nor may they hire Shivvers.

WYRD POWERS TABLE

D6	Discipline	Discipline
1	Biomancy	Roll a D6: 1: Blood Boil; 2: Choke; 3: Enfeeble, 4: Hammerhand, 5: Quickening, 6: Warp Strength
2	Chronomancy	Roll a D6: 1: Displacement, 2: Freeze Time, 3: Mirror Image, 4: Premonition, 5: Throw Voice, 6: Trip Up
3	Pyromancy	Roll a D6: 1: Fireball; 2: Flame Blast, 3: Melta, 4: Molten Man, 5: Scouring, 6: Spontaneous Combustion,
4	Technomancy	Roll a D6: 1: Bang Flash, 2: Machine Empathy, 3: Trigger Finger; 4: Walk Through Walls; 5: Weapon Jinx, 6: Zen Shootist
5	Telekenesis	Roll a D6: 1: Assail, 2: Dark Shield, 3: Force Blast, 4: Levitation, 5: Psychic Shockwave, 6: Spider
6	Telepathy	Roll 2D6: 2: Chameleon; 3: Hypnosis, 4: Maddening Visions, 5: Mind Control, 6: Mind Lock, 7: Psychic Assault, 8: Psychic Scream, 9: Terrify, 10: Unbreakable Will, 11: Zealot, 12: You Can Fly

For descriptions of these powers, see rules for Psykers (page 52)

FIGHTERS

A starting Solo gang is made up of the following fighters:

SOLO LEADER (LEADER)

105 credits

Select one of the following profiles to use when recruiting your Leader.

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

Equipment

A Solo Leader has no equipment. At gang creation when hired they may choose equipment available to them from the Equipment lists their Gang Traits and any Fighter Legacies they have allow. They have no equipment restrictions.

- During the course of a campaign, a Solo Leader may only be given additional weapons and Wargear purchased from the Trading Post and from the Black Market, obtained from fighter legacy lists, scenario rewards or other sources.
- A Solo Leader has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

Gang Leader: An Outsider gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death or ousting.
- Should this fighter die during the course of a campaign, or otherwise be removed (for example, if a captured Leader is sold to the Guilders), another fighter must be promoted to replace them.

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

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

Group Activation (2): When a fighter with this special rule is activated, their controlling player can choose to activate a number of additional Ready Solo fighters equal to the number shown in brackets that are within 3" of this fighter as part of a 'Group Activation':

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

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

Skills: When recruited, a Solo Leader must choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

SOLO CHAMPION (CHAMPION)

80 credits

Select one of the following profiles to use when recruiting a Hunt Champion.

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

Equipment

A Solo Champion has no equipment. At gang creation when hired they may choose equipment available to them from the Equipment lists their Gang Traits and any Fighter Legacies they have allow. They have no equipment restrictions.

- During the course of a campaign, a Solo Champion may only be given additional weapons and Wargear purchased from the Trading Post and from the Black Market, obtained from fighter legacy lists, scenario rewards or other sources.
- A Solo Champion has no restrictions upon the types of weapons they can take; all weapon types are available.

SPECIAL RULES

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

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

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

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

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

Skills: When recruited, a Solo Champion must choose one skill from their Primary skill sets. This skill does not cost any XP and does not increase the fighter's credit value.

SOLO GANGER (GANGER)

40 credits

Select one of the following profiles to use when recruiting a Hunter.

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

Equipment

A Solo Ganger has no equipment. At gang creation when hired they may choose equipment available to them from the Equipment lists their Gang Traits and any Fighter Legacies they have allow. A Solo ganger may take Basic Weapons, Close Combat Weapons, Pistol and Wargear; a Solo Specialist may also take Special Weapons. .

- During the course of a campaign, both Solo Gangers and Solo Specialists may only be given additional weapons purchased from the Trading Post and Black Market (or from other options, such as Favours).
- In addition, during a campaign both Solo Gangers and Solo Specialists may be given additional Wargear purchased from the Trading Post and from the Black Market.

SPECIAL RULES

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

Promotion: When the gang is founded, a single Solo Ganger can be promoted to become a Solo Specialist. During the Campaign, additional Solo Gangers may become Solo Specialists through Advancements (see page **Error! Bookmark not defined.**). A Solo Specialist may purchase Special Weapons.

If a Solitiare Specialist obtains a promotion to Champion through an Advancement, they will from now on count as a Solo Champion for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change but they will lose their current special rules and gain all the Special Rules associated with a Solo Champion as appropriate.

SOLO NOVICE (JUVE)

Solo Novice (juve) 15 credits

Select one of the following profiles to use when recruiting a Hunter Juve.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
6"	5+	5+	3	3	1	3+	1	8+	7+	8+	8+
4"	5+	5+	2	4	1	4+	1	8+	6+	8+	7+
5"	4+	5+	4	3	1	4+	1	8+	7+	8+	9+
5"	5+	4+	2	3	1	3+	1	8+	8+	7+	8+

Equipment

A Solo Initiate starts with no equipment. At gang creation when hired they may choose equipment available to them from the Equipment lists their Gang Traits and any Fighter Legacies they have allow. A Solo juve may be equipped with Close Combat Weapons, Pistols and Wargear available to them.

- During the course of a campaign, a Solo Initiate may only be given additional Close Combat Weapons, Pistols and Wargear purchased from the Trading Post and Black Market.

SPECIAL RULES

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

Promotion (Solo Ganger): If this fighter has gained five or more Advancements, this fighter must be promoted to become a Solo Ganger. When a fighter is promoted in this way, they will from now on count as a Solo Ganger for the purposes of determining which equipment and skill sets they can access. Their existing characteristics do not change but they will lose the Gang Fighter (Juve), Promotion (Solo Ganger), Hot-headed and Fast Learner special rules and gain all the Special Rules associated with a Solo Ganger.

Hot-headed: Fighters with this special rule have much to prove and often act on impulse alone, hoping to impress their superiors. Consequently, older and wiser fighters expect them to be short-lived. Should a fighter with this special rule be Seriously Injured or be taken Out of Action, friendly fighters (other than fighters with the Gang Fighter (Prospect) and Gang Fighter (Juve) special rule) that are within 3" of them do not have to take a Nerve test, unless they also have this special rule

Fast Learner: During campaign play, when this fighter rolls a D3 or D6 to determine Experience earned, they may reroll the result. They must accept the result of the second dice roll.

MAXIMUM CHARACTERISTICS

Each type of profile has a different maximum characteristic as follows, which may be affected by the Gang and Fighter legacies chosen:

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

SOLO GANG EQUIPMENT LISTS

All Solo gangs have access to the Common Equipment List – weapons and wargear found across Necromunda. In addition, depending on the Gang Traits chosen when founding the gang, your fighters will have access to up to two further Equipment Lists (Primitive, Gang War, Industrial, Advanced, Exotic, Ash Wastes and Redemptionist) as well as corresponding Rare Trade tables during the campaign.

Fighters may pick options available to them from each list when recruited, or may equip items later obtained from Rare Trade during the campaign. In addition, a gang fighter with a Fighter Legacy may have additional access to specific Gang Equipment Lists when recruited, or obtain Common items from that List during the Campaign.

COMMON EQUIPMENT LIST

All Solo fighters have access to the following equipment, irrespective of trait, when recruited or in any post-battle sequence:

	Cost	Size	Leader	Champion	Specialist	Ganger	Juve
WEAPONS							
Close Combat Weapons							
Axe	5	1	x	x	x	x	x
Fighting Knife	5	1	x	x	x	x	x
Flail	10	1	x	x	x	x	x
Polearm	10	2	x	x	x	x	x
Sword	15	1	x	x	x	x	x
Two-Handed Axe	15	2	x	x	x	x	x
Two-Handed Hammer	20	2	x	x	x	x	x
Whip	5	1	x	x	x	x	X
Pistols							
Autopistol	10	1	x	x	x	x	X
Laspistol	10	1	x	x	x	x	X
Stubgun	5	1	x	x	x	x	X
Basic Weapons							
Autogun	15	2	x	x	X	X	
Lasgun	15	2	x	X	x	X	
Sawn-Off Shotgun with Scatter Shot - Solid shot	15	2	x	x	x	X	
Shotgun	30	2	x	x	x	X	
Throwing Knives	10	1	x	x	x	X	
Special Weapons							
Autosluggger	30	2	x	x	x		
Long Rifle	30	2	x	x	x		
Heavy Weapons							
Heavy Stubber	90	3	x	x			

	Cost	Leader	Champion	Specialist	Ganger	Juve
WARGEAR						
Armour						
Suits						
Flak Armour	5	x	x	x	x	X
Furnace Plates	5	x	x	x	x	X
Plate Mail	15	x	x	x	x	X
Layers						
Gutterforged Cloak	10	x	x	x	x	X
Shields						
Scrap Shield	10	x	x	x	X	X
Chems						
Detox	10	x	x	x	X	X
Kalma	5	x	x	x	X	X
Grenades						
Flares	5	x	x	x	X	X
Frag Grenades	10	x	x	x	X	X
Smoke Grenades	10	x	x	x	X	X
Personal Equipment						
Drop Rig	5	X	X	X	X	X
Filter Plugs	10	X	X	X	X	X
Lho Sticks	5	x	X	x	X	X
Lock Punch	5	x	x	x	X	X
Photo Lumens	10	x	x	x	X	X
Respirator	15	X	X	X	X	X
Second Best (1 bottle)	10	X	X	x	x	X
Skinblade	5	X	X	X	X	X
Strip Kit	10	X	X	X	X	X
Wild Snake (1 bottle)	20	x	x	x	X	X
Weapon Accessory						
Telescopic Sight	20	x	x	x	X	X

OPTIONAL LISTS

Primitive Equipment List

The Primitive Equipment List reflects the equipment found amongst either the poorest or technologically least advanced elements of Necromunda society. For these groups, the Lasgun will be the height of technological prowess, while more fighters might use crude bows or various blackpowder weapons.

	Availability After Recruitment	Cost	Size	Leader	Champion	Specialist	Ganger	Juve
WEAPONS								
Close Combat Weapons								
Boning Sword	Com.	30	1	x	x	x	X	X
Butcher's Cleaver	Com.	10	1	x	x	x	X	X
Flensing Knife	Com.	5	1	x	x	x	x	x
Stiletto Knife	Rare	15	1	x	x	x	X	X
Stiletto Sword	Rare	25	1	x	x	x	X	X
Pistols								
Blackpowder Pistol	Com.	3	1	X	x	x	x	X
Hand Bow	Com.	5	1	X	x	x	x	X
Basic Weapons								
Blunderbuss	Com.	15	2	X	x	x	X	
Bow	Com.	5	2	x	x	x	X	
Crossbow	Com.	10	2	x	x	x	X	
Musket	Com.	5	2	X	x	x	X	
Stubcannon (Scaly fighters only)	Com.	20	2		x	x	X	
Special Weapons								
Scrap Flamer	Com.	30	2	x	x	x		
Heavy Weapons								
Harpoon Launcher	Com.	70	3	x	X			
Heavy Crossbow	Com	100	3	X	x			
WARGEAR								
Additional Ammunition								
Bows								
- Explosive Arrows	Com.	15		X	X	X	X	X
- Fire Arrows	Com.	15		X	X	X	X	X
- Hunting Arrows	Rare	10		X	X	X	X	X
- Poisoned Arrows	Rare	10		X	X	X	X	X
Stubweapons								
- Dum Dum Rounds	Rare	5		X	x	x	x	X
Armour								
Layers								
Ablative Overlay	Rare	20		X	x	x	x	X
Armoured Undersuit	Rare	25		X	x	x	x	X
Grenades								
Demolitions Charges	Rare	50		X	x	x	x	X
Fire Bombs	Com.	10		X	x	x	x	X
Tox Bombs	Rare	40		X	x	x	x	X
Personal Equipment								
Blindsnake Pouch (Ratskins only)	Com for Ratskins	30		X	x	x	x	X
Hexagrammic Fetish	Rare	25		X	x	x	x	X
Status Items								
Exotic Beasts								
0-3 Critter	Rare	25 + options		x	X			
0-3 Giant Rat	Rare	50		x	X			

Gang War Equipment List

The Gang War Equipment List reflects the equipment found in most underhive gangs, including the rare items favoured or seen more often in use by gang bosses and heavies, as well as private security groups and many cabals.

	Availability after Recruitment	Cost	Size	Leader	Champion	Specialist	Ganger	Initiate
WEAPONS								
Close Combat Weapons								
Assault Shield	Rare	35	1	x	X			
Chain Axe	Rare	20	1	X	X			
Chainblade	Rare	40	2	X	X	x	x	
Chainsword	Rare	20	1	X	X	x	x	
Lightning Claw	Rare	50	1	X	X			
Power Axe	Rare	25	1	X	X			
Power Knife	Rare	20	1	x	X	x	x	
Power Sword	Rare	35	1	x	X			
Servo Claw	Rare	20	1	x	X			
Pistols								
Bolt pistol	Rare	45	1	x	X			
Hand Flamer	Rare	50	1	x	X	x	x	
Special Weapons								
Boltgun	Rare	80	2	X	X			
Combi-Boltgun/Grenade Launcher (Frag)	Rare	80	2	x	X			
Grenade Launcher	Rare	30	2	x	X	x		
Long Las	Common	20	2	x	X	x		
Heavy Weapons								
Autocannon	Rare	160	3	x	X			
Harpoon Launcher	Common	70	3	x	X			
Heavy Flamer	Rare	120	3	x	X			
Missile Launcher (Frag & Krak Missiles)	Rare	165	3	x	X			
Multi-Laser	Rare	140	3	x	X			
WARGEAR								
Additional Ammunition								
Autoweapons								
- Fragmentation Rounds	Rare	10		X	X	X	X	
- Manstopper Rounds	Rare	10		X	X	X	X	
- Phosphor Rounds	Rare	5		X	X	X	x	
Boltweapons								
- Gunk Bolts	Common	10		x	X	x	x	x
Grenade Launchers								
- Flares	Common	5		X	X	X		
- Frag Grenades	Common	10		X	X	X		
- Krak Grenades	Rare	25		X	X	X		
- Smoke Grenades	Common	10		x	x	x		
Shotguns								
- Phosphor Rounds	Rare	5		X	X	x	x	
Stubweapons								
- Dum Dum Rounds	Rare	5		x	X	X	x	X
Armour								
Suits								
Carapace Armour (Light)	Rare	60		X	X			
Hardened Flak Armour	Rare	15		x	x	x	x	X
Mesh Armour	Rare	15		x	x	X	X	X
Layers								
Armoured Undersuit	Rare	25		X	X	X	x	X
Grenades								
Krak Grenades	Rare	25		X	X	X	X	X
Personal Equipment								
Grapnel Launcher	Common	25		X	X	X	X	X
Photo goggles	Rare	30		X	X	x	x	X
Status Items								
Exotic Beasts								
Hacked Cybermastiff	Illegal	60		x	x			
Weapon Accessory								
Gunshroud	Rare	10		x	X	X	X	X
Infra-sight †	Rare	25		x	x	X	X	X
Las-projector	Rare	25		x	x	x	x	X
Macro-Magazine	Rare	50%		x	x	x	X	X
Mono-sight †	Rare	25		x	x	x	x	X

Industrial Equipment List

The Industrial Equipment List reflects the equipment found amongst factions aligned with the heavy industries of Necromunda, and includes augmetic options suitable to these

	Availability	Cost	Size	Leader	Champion	Specialist	Ganger	Juve	Champion	Specialist	Ganger	Juve
WEAPONS												
Close Combat Weapons												
Arc Hammer	R	35	3	x	x	x	X					
Butcher's Chain Cleaver	R	30	1	x	x	x	X	X				
Flensing Knife	R	5	1	x	x	x	X	X				
Heavy Chain Cleaver	R	50	1	x	x	x	X					
Heavy Rock Cutter	R	80	2	x	x	X	X					
Heavy Rock Drill	R	60	2	x	x	X	X					
Heavy Rock Saw	R	70	2	x	x	X	X					
Lascutter	R	60	2	x	x	X	X					
Power Hammer	R	35	1	x	X	X						
Power Pick	R	30	1	X	x	x						
Rotary Flensing Saw	R	35	2	x	x	X	X					
Servo Claw	R	20	1	x	x	X	X					
Shock Maul	R	25	1	x	x	X						
Shock Whip	R	30	1	x	x	X						
Spud Jacker	C	10	1	x	x	x	X	X				
Pistols												
Combi-Autopistol/Hand Flamer	R	35	1	x	x	x	X					
Combi-Autopistol/Plasma Pistol	R	45	1	x	x							
Combi-Stubgun/Hand Flamer	R	30	1	x	x	x	X					
Combi-Stubgun/Plasma Pistol	R	40	1	x	x							
Hand Flamer	R	50	1	x	x	x	X					
Basic Weapons												
Shotgun (Solid and Scatter)	C	30	2	X	X	X	X					
- Inferno Ammo	R	+15		x	x	X	X					
Special Weapons												
Combi-Autogun/Flamer	R	50	2	x	x	X						
Combi-Autogun/Grenade Launcher (Frag)	R	30	2	x	x	X						
Combi-Autogun/Plasmagun	R	100	2	x	x							
Flamer	R	80	2	x	x	X						
Krumper Rivet Cannon	C	40	2	x	x	X						
Heavy Weapons												
Harpoon Launcher	C	70	3	x	x							
Heavy Flamer	R	120	3	x	x							
Mining Laser	R	125	3	x	x							
Seismic Cannon	R	160	3	x	X							
WARGEAR												
Additional Ammunition												
Autoweapons												
- Phosphor Rounds	R	5		x	x	x	X	X				
Shotguns												
- Phosphor Rounds	R	5		x	x	x	X	X				
Stubweapons												
- Dum Dum Rounds	R	5		x	x	x	X	X				
Armour												
Suits												
Carapace Armour												
- Light	R	60		x	x							
Hazard Suit	R	10		x	x	x	X	X				
Layers												
Armoured Undersuit	R	25		X	X	x	x	X				
Servo Harness												
- Full	R	120		X	X	x	x	x				
- Partial	R	80		x	X	x	x	x				
Shields												
Ceramite Shield	R	40		x	x	x	x					
Bionics												
Audio Bionics												
Heuristic Auris												
- Mundane	R	20		x	x	x	X	X				
Cranial Bionics												
Bionic Skull												
- Mundane	R	10		x	x	x	X	X				
Brain Bionics												
Cortex-Cogitator												
- Mundane	R	10		x	x	x	X	X				
Lobo Chip												
- Mundane	R	20		x	x	x	X	X				
Pain Suppressor												
- Mundane	R	15		x	x	x	X	X				
Stimulamygdala												
- Mundane	R	10		x	x	x	X	X				
Motive Bionics												
Bionic Leg												
- Mundane	R	20		x	x	x	X	X				
Ocular Bionics												
Bionic Eye												
- Mundane	R	30		x	x	x	X	X				
Syndextrous Bionics												
Augmetic Fist	r	40		X	X	X	X	X				
Augmetic Weapon*	R	25 + Wpn		X	X	X	X	X				
Bionic Arm												
- Mundane	R	20		x	x	x	X	X				
Torsonic Bionics												
Skeletal Enhancers												
- Mundane	R	30		x	x	x	X	X				
Vascular Bionics												
Aortic Supercharger												
- Mundane	R	30		x	x	x	X	X				
Chems												
Freezor	R	15		X	X	X	X	X				
Slaughter	R	10		X	X	X	X	X				
Spur	R	15		X	X	X	X	X				
Grenades												
Blasting Charges	R	20		X	X	X	X	X				
Demolitions Charges	R	50		X	X	X	X	X				
Incendiary Grenades	R	5		X	X	X	X	X				
Phosphor Canister	R	25		X	X	X	X	X				
Personal Equipment												
Bio-Booster	R	25		X	X	X	X	X				
Chem Collar	R	20				X	X	X				
Industrial Respirator	R	30		X	X	X	X	X				
Photo goggles	R	30		X	X	X	X	X				
Rad Counter	R	50		X	X	X	X	X				
Stim-slug Stash	R	25		X	X	X	X	X				
Suspensor Harness	R	20		X	X	X	X	X				
Status Items												
Exotic Beasts												
X0-3 Cyber-Mastiff	R	50		x	x							
Weapon Accessory												
Infra-sight	R	25		x	x	X	X	X				
* Fighters with one Augmetic weapon (other than Augmetic Servo Claws, Augmetic Fists, Augmetic Power Fists and Audmetic Venon Claws) may not also be equipped with any two-handed close combat weapon or any ranged weapon without the Sidearm trait, and a fighter with two augmetic weapons (other than Claws or Fists) may not wield any other weapon..												

Advanced Equipment List

The Advanced Equipment List reflects the equipment found amongst either the more wealthy of Necromunda factions.

	Availabil	Cost	Size	Leader	Champion	Specialist	Ganger	Juve		Availabil	Cost	Leader	Champion	Specialist	Ganger	Juve
WEAPONS									Bionics							
Close Combat Weapons									Audio Bionics							
Power Axe	R	25	1	x	x	x	x		Heuristic Auris	R	50	x	X	x	X	X
Power Knife	R	20	1	x	x	x	x	x	- Superior							
Power Maul	R	25	1	x	x	x	x	X	Cranial Bionics							
Power Sword	R	35	1	x	x	x	X		Bionic Skull							
Shock Maul	R	25	1	x	x	x	x		- Superior	R	30	x	X	x	X	X
Shock Stave	R	30	1	x	X	x	X		Brain Bionics							
Shock Whip	R	30	1	X	x	x	x		Cortex-Cogitator							
Pistols									- Improved	R	20	X	X	X	X	X
Boltpistol	R	45	1	x	x	X			- Superior	R	40	x	x	X	X	x
Combi-Boltpistol/Hand Flamer	R	70	1	x	X	X			Lobo Chip							
Combi-Boltpistol/Plasmapistol	R	80	1	x	X				- Improved	R	45	X	X	X	X	X
Combi-Laspistol/Hand Flamer	R	35	1	X	X	x			- Superior	R	70	X	X	X	X	x
Combi-Laspistol/Plasma Pistol	R	45	1	X	X				Pain Suppressor							
Hand Flamer	R	50	1	X	X	x	X		- Superior	R	60	x	X	x	X	X
Las Sub-Carbine	R	15	1	X	X	x	X		Stimulamygdala							
Plasma Pistol	R	60	1	X	X	x			- Superior	R	30	x	X	x	X	X
Basic Weapons									Motive Bionics							
Combat Shotgun	R	50	1	X	X	X	X		Bionic Leg							
- Firestorm Ammo		+15		x	x	x	X		- Superior	R	20	x	X	x	X	X
Lascarbine	R	20	1	x	X	x	X		Ocular Bionics							
Special Weapons									Bionic Eye							
Boltgun	R	80	2	x	x	x			- Superior	R	30	x	X	x	X	X
Combi-Boltgun/Flamer	R	100	2	x	x	x			Syndextrous Bionics							
Combi-Boltgun/Plasmagun	R	150	2	x	x				Augmetic Weapon*	R	25 + Wp n	x	x	x	x	x
Combi-Lasgun/Flamer	R	50	2	x	x	x			Bionic Arm							
Combi-Lasgun/Plasmagun	R	100	2	x	x				- Superior	R	60	x	X	x	X	X
Flamer	R	80	2	x	x	x			Torsonic Bionics							
Grenade Launcher	R	30	2	x	x	x			Skeletal Enhancers							
Long Las	C	20	2	x	x	x			- Superior	R	70	x	X	x	X	X
Plasmagun	R	120	2	x	x	x			Vascular Bionics							
Heavy Weapons									Aortic Supercharger							
Heavy Bolter	R	160	2	x	x				- Superior	R	80	x	x	x	x	x
Heavy Flamer	R	120	2	x	x				*A fighter with one Augmetic weapon (other than Claws or Fists) may not also be equipped with any two-handed close combat weapon or any ranged weapon without the Sidearm trait, and a fighter with two augmetic weapons (other than Claws or Fists) may not wield any other weapon..							
Lascannon	R	180	2	x	X											
Multi-Laser	R	140	2	x	X				Grenades							
Plasma Cannon	R	160	2	x	X				Melta Bombs	R	30	X	X	X	X	X
WARGEAR									Photon Flash Grenades	R	10	X	X	X	X	X
Additional Ammunition									Plasma Grenades	R	30	X	X	X	X	X
Boltweapons									Stun Grenades	R	10	X	X	X	X	X
- Shatter Ammo	R	10		x	X	x	x	x	Personal Equipment							
Grenade Launchers									Bio-Booster	R	25	X	X	X	X	X
- Plasma Grenades	R	30		X	X	X			Bio-Scanner	R	20	X	X	X	X	X
- Smoke Grenades	C	10		X	X	X			Data Thief	R	35	X	X	X	X	X
- Stun Rounds	R	5		x	x	x			Grapple Launcher	C	25	X	X	X	X	X
Shotguns									Medicæ Kit	R	20	X	X	X	X	X
- Phosphor Rounds	R	5		X	X	X	X	X	Photo goggles	R	30	X	X	X	X	X
- Shatter Ammo	R	10		x	x	x	x	x	Stimm-slug Stash	R	25	X	X	X	X	X
Stubweapons									Status Items							
- Dum Dum Rounds	R	5		x	X	x	X	X	Cyber Skulls							
Armour									Gun skull	R	40	x	X			
Suits									Harrier-skull	R	30	x	X			
Light Carapace Armour	R	60		x	X	x	x		Medi skull	R	55	x	x			
Layered Flak Armour	R	15		x	x	x	X	X	Sensor skull	R	60	x	X			
Mesh Armour	R	15		x	x	x	X	X	Weapon Accessory							
Field Armour									Gunshroud	R	10	X	X	X	X	X
Conversion Field	R	40		x	X				Hot Shot Power Pack	R	15	X	X	X	X	X
Refractor Field	R	35		X	x				Las-projector	R	25	X	X	X	X	X
Layers									Mono-sight †	R	25	X	X	X	X	X
Armoured Undersuit	R	25		X	X	x	X	X								
Servo harness (Full)	R	120		x	x	x										
Servo Harness (Partial)	R	80		x	x	x										

Exotic Equipment List

The Exotic Equipment List reflects the most unusual and rare of items on the planet used commonly by gangs.

	Availability	Cost		Leader	Champion	specialist	Ganger	Juve
WEAPONS								
Close Combat Weapons								
Digi-Weapon (max 10)	R	15	0	x	x			
Energy Shield	R	35	1	x	x	x	X	X
Mono Blade	R	15	1	x	x	x	X	X
Mono Sword	R	25	1	x	x	x	X	
Power Fist	R	75	1	x	x			
Stiletto Knife	R	15	1	x	x	X	X	x
Stiletto Sword	R	25	1	x	x	x	X	
Thunder Hammer	R	55	1	x	x			
Pistols								
Arc Pistol	R	50	1	x	x	X		
Blackpowder Pistol	R	3	1	x	x	x	X	x
Combi-Autopistol/Needler	R	35	1	x	x	X		
Combi-Boltpistol/Needler	R	70	1	x	x	x		
Combi-LAspistol/Needler	R	30	1	x	x	x		
Combi-Stubgun/Needler	R	40	1	x	x	X		
Flechette Pistol (Solid and Fleshbane)	R	30	1	x	x	X		
Hand Bow	R	5	1	x	x	X	X	x
Inferno Pistol	R	100	1	x	x			
Needle Pistol	R	30	1	x	x	X		
Pulse Pistol	R	30	1	x	X	X		
Sling Pistol	R	30	1	x	x	x		
Web Pistol	R	80	1	x	x	X		
Basic Weapons								
Bow	R	5	2	x	x	x	X	
Crossbow	R	10	2	x	x	x	X	
Musket	R	5	2	x	x	x	X	
Special Weapons								
Arc Rifle	R	100	2	x	x	X		
Combi-Autogun/Grav gun	R	50	2	x	x	X		
Combi-Autogun/Needler	R	30	2	x	x	X		
Combi-Boltgun/Grav Gun	R	100	2	x	x	X		
Combi-Boltgun/Needler	R	80	2	x	x	X		
Combi-Lasgun/Grav gun	R	50	2	x	x	X		
Combi-Lasgun/Needler	R	30	2	x	x	X		
Galvanic Rifle	R	50	2	x	x	x		
Grav Gun	R	100	2	x	x	X		
Meltagun	R	120	2	x	x	X		
Needle Rifle	R	40	2	X	x	x		
Pulse Rifle	R	60	2	x	x	X		
Radium Carbine	R	50	2	x	x	X		
Slingun	R	55	2	X	x	x		
Stake Crossbow	R	60	2	X	x	x		
Storm Bolter	R	120	2	x	X	X		
Web Gun	R	125	2	x	X	X		
Heavy Weapons								
Grav Cannon	R	180	3	x	X			
Mole Launcher	R	100	3	x	X			
Multi Melta	R	180	3	x	X			

	Availability	Cost	Leader	Champion	specialist	Ganger	Juve
WARGEAR							
Additional Ammunition							
Autoweapons							
- Plantbuster Rounds	R	10	X	X	X	X	X
- Rad Rounds	R	5	X	X	X	X	X
- Static Rounds	Illg	10	x	x	x	x	x
Blackpowder							
- Gas Ammo	R	10	x	x	x	x	x
Boltweapons							
- Gas Ammo	R	10	x	x	x	x	x
Bows							
- Poisoned Arrows	R	10	x	x	x	x	x
Grenade Launchers							
- Anti-Plant Grenades	R	10	X	X	X		
- Choke Gas Grenades	R	20	X	X	X		
- Scare Gas Grenades	R	20	x	x	x		
Needle Weapons							
- Terror Darts	Illg	10	x	x	x	x	x
Shotguns							
- Executioner Ammo	R	20	x	x	x	x	
- Gas Shell	R	15	X	X	X	X	
- Plantbuster Rounds	R	5	X	X	X	X	
- Rad Rounds	R	10	x	x	x	x	
Stubweapons							
- Static Rounds	Illg	10	x	x	x	x	x
Armour							
Suits							
Armourweave (Suit)	Illg	20	x	x	x	x	X
Reflec shroud (Suit)	R	30	x	x	x	X	X
Field Armour							
Displacer Field	R	50	X	X			
Holochromatic Field	Illg	50	X	X			
Layers							
Armoured Undersuit	R	25	X	X	x	x	x
Chems							
Ghast	Illg	15	x	x	x	x	X
Obscura	Illg	20	x	x	x	x	x
Grenades							
Anti-Plant Grenades	R	10	X	X	X	X	x
Choke gas grenades	R	20	X	X	x	x	X
Phosphor canister	R	25	x	x	x	x	X
Psyk-Out Grenades	R	40	X	x	x	x	X
Scare Gas Grenades	R	20	X	X	x	X	X
Personal Equipment							
Blindsnake Pouch	R	30	X	X	X	X	x
Chem Synth	R	15	X	X	X	X	x
Cred sniffer	Illg	40	X	X	X	X	x
Falsehood	Illg	30	x	X	x	x	x
Grav Chute	R	40	X	X	X	X	x
Hexagrammic fetish	R	25	X	X	X	X	x
Psi-grub	Illg	30	X	X	X	X	x
Suspensor Harness	R	20	X	X	X	X	x
Threadneedle worms	Illg	30	X	X	X	X	x
Web Solvent	R	20	X	X	X	X	x
Status Items							
Exotic Beasts							
Critter	R	25	X	X			
Grapplehawk	Illg	70	X	X			
Gyrinx cat	Illg	100	x	x			
Weapon Accessory							
Focusing Crystal	R	15	X	X	X	X	x
Suspensor	R	60	X	x	x	x	X

Ash Wastes Equipment List

In addition to their chosen List, add the following items if not present (as these reflect the requirements of living in the Ash Wastes, including the heavy tools required to break into the hive):

	Availability	Cost	Size	Leader	Champion	Specialist	Ganger	Juve
WEAPONS								
Close CObat Weapons								
Master-Crafted Fighting Knife	R	10	1	x	x			
Special Weapons								
Grenade Launcher	R	30	2	x	x	x		
Master-Crafted Long Rifle	R	40	2	x	x			
Heavy Weapons								
Harpoon Launcher	C	70	3	x	x			
Lascannon	R	180	3	x	X			
Missile Launcher	R	165	3	x	X			
Multi-Laser	R	140	3	x	X			
Multi-Melta	R	180	3	X	x			
Plasma Cannon	R	160	3	x	x			
WARGEAR								
Additional Ammunition								
Grenade Launchers - Krak Grenades	R	30		x	x	X		
Armour								
Suits								
Layered Flak Armour	R	15		x	x	X	X	X
Hardened Layered Flak Armour	R	25		x	x	X	X	X
Hazard Suit	R	15		x	x	X	X	X
Layers								
Cameleoline Cloak	R	35		x	x	X	X	X
Grenades								
Krak Grenades	R	25		x	x	x	X	X
Melta Bombs	R	40		x	x	x	X	X
Personal Equipment								
Bio-Scanner	R	20		x	x	x	X	X
Grapnel Launcher	C	25		x	x	x	X	X
Industrial Respirator	R	30		x	x	x	X	X
Jump Booster	R	35		x	x	x	X	X
Photo goggles	R	30		x	x	x	X	X
Rad Counter ¹	R	50		x	x	x	X	X
Suspensor Harness	R	20		x	x	x	X	X
Status Items								
Exotic Beasts								
Critter	R	25 + opt.		x	X			
Weapon Accessory								
Gunshroud	R	10		x	X	X	X	X
Mono-sight †	R	25		x	x	X	X	X
Suspensor	R	60		x	x	x	x	x

SOLO GANG RARE TRADE TABLES

If you would like, instead of the normal Rare Trade rules, a Solo member of a given legacy may roll on a rare trade table reflecting their origins.

For each Gang Trait a Solo gang has, it gains access to one

Redemptionist Equipment List

In addition to their chosen List, add the following items if not present (as these reflect the preferences of many followings of the Red Redemption for fire):

	Availability	Cost	Size	Leader	Champion	Specialist	Ganger	Juve
WEAPONS								
Close Combat Weapons								
Butchers Cleaver	R	30	1	x	x	x	X	X
Chainglaive*	R	40	2	x	x	X	X	
Heavy Rock Saw with Exterminator Cartridge	R	80	2	x	x	x	X	
Pistols								
Hand Flamer	R	50	1	x	x	X	X	x
Special Weapons								
Flamer	R	80	2	x	X	X		
Grenade Launcher	R	30	2	x	X	X		
Meltagun	R	120	2	x				
Scrap Flamer	C	30	2	x	X	X		
Stake-Crossbow	R	60	2	x				
Heavy Weapons								
Heavy Crossbow	R	100	3	x	x			
Heavy Flamer	R	120	3	x	x			
WARGEAR								
Additional Ammunition								
Grenade Launchers - Incendiary Grenade	R	25		x	x	X	X	
Shotguns - Inferno Ammo	R	15		x	x	X	x	
Gang Equipment								
Booby Traps - Incendiary Trap	R	45						
Grenades								
Fire Bombs	R	10		x	x	X	x	X
Incendiary Charges	R	25		x	x	X	x	X
Personal Equipment								
Cult Icon	C	40		x	x			
Hexagrammic Fetish	R	25		x	x	X	x	X
Weapon Accessory								
Exterminator Cartridge	R	20		x	x	X	x	

or two Rare Trade Tables, reflecting the trading milieu in which your gang is situated.

- If your gang has one Trait, then you have one Rare Trade Table
- If your gang has two traits, then combine the two appropriate tables into one D66, changing the numbers of the second table to D41-D66.

Primitive Rare Table

D36	Primitive Item
11-	Close Combat Weapon
16	Roll a D6: 1-3: Stiletto Knife, 4-6: Stiletto Sword

21-23	Additional Ammunition: Roll a D6: 1-2: Hunting Arrows, 3-4: Poisoned Arrows, 5-6: Dum Dum Rounds
24-26	Armour, Roll a D6 1-3: Ablative Overlay, 4-6: Armoured Undersuit
31-33	Grenade, Roll a D6: 1-3: Demolition Charges, 4-6: Tox Bombs
33-36	Personal Equipment: 1-3: Hexagrammic Fetish, 4-6: Exotic Beast, Roll a D6: 1-3: Critter (choose options), 4-6: Giant Rat

Gang War Rare Table

D36	Gang War Item
11-13	Close Combat Weapon, Roll a D6: 1-2: Blunt Weapon, Roll a D6: 1-3: Assault Shield, 4-6: Servo Claw 3-4: Chain Weapon, Roll a D6: 1-2: Chain Axe, 3-4: Chainglaive, 5-6: Chain Sword 5-6: Power Weapon, Roll a D6: 1-2: Lightning Claw, 3: Power Axe, 4: Power Sword, 5-6: Power Knife
15-16	Ranged Weapon, Roll a D6: 1-2: Pistol, Roll a D6: 1-3: Bolt Pistol, 4-6: Hand Flamer 3-4: Special Weapon, Roll a D6: 1-2: Boltgun, 3: Combi Boltgun/Grenade Launcher; 4: Grenade launcher 5-6: Heavy Weapon, Roll a D6: 1: Autocannon, 2-3: Heavy Flamer, 4-5: Missile Launcher, 6: Multi-Laser
21-23	Additional Ammunition and Grenades, Roll a D6: 1: Fragmentation Rounds; 2: Manstopper Rounds; 3: Phosphor Rounds; 4: Dum Dum Rounds; 5-6: Krak Grenades or Krak Grenades for Grenade Launcher
24-26	Armour, roll a D6: 1: Armoured Undersuit, 2: Light Carapace Armour, 3: Hardened Flak Armour, 4-6: Mesh Armour
31-33	Personal Equipment and Status Items, roll a D6: 1-4: Photo Goggles; 5-6: Hacked Cyber-Mastiff
34-36	Weapon Accessory, roll a D6: 1-2: Gunshroud, 3: Infra-sight †, 4: Las-projector, 5: Macro-Magazine, 6: Mono-sight †

Industrial Rare Table

D36	Industrial Item
11-13	Close Combat Weapon, Roll a D6: 1-2: Blunt Weapon, Roll a D6: 1: Arc Hammer, 2-3: Flensing Knife, 4-6: Servo Claw 3-4: Chain Weapon, Roll a D6: 1: Butcher's Chain Cleaver, 2: Heavy Chain Cleaver, 3: Heavy Rock Cutter, 4: Heavy Rock Drill, 5: Heavy Rock Saw, 6: Rotary Flensing Saw 5-6: Powered Weapon, Roll a D6: 1-2: Lascutter, 3: Power Hammer, 4: Power Pick, 5: Shock Maul, 6: Shock Whip

15-16	Ranged Weapon, Roll a D6: 1-2: Pistol, Roll a D6: 1-2: Combi-Autopistol (D6, 1-3: Hand Flamer, 4-6: Plasma Pistol); 3-4: Combi-Stubgun (D6, 1-3: Hand Flamer, 4-6: Plasma Pistol); 5-6: Hand Flamer 3-4: Special Weapon, Roll a D6: 1-3: Combi-Autogun (D6, 1-2: Flamer, 3-4: Grenade Launcher with Frag, 5-6: Plasmagun), 4-6: Flamer. 5-6: Heavy Weapon, Roll a D6: 1-2: Heavy Flamer, 3-4: Mining Laser, 5-6: Seismic Cannon
21-23	Additional Ammunition and Grenades, Roll a D6: 1-3: Ammo: Roll a D6, 1-2: Inferno Ammo; 3-4: Phosphor Rounds, 5-6: Dum Dum Rounds 4-6: Grenades, Roll a D6: 1-3: Blasting Charges, 4: Demolition Charges, 5: Incendiary Charges, 6: Phosphor Canister
24-26	Armour, roll a D6: 1: Armoured Undersuit, 2: Light Carapace Armour, 3: Hazard Suit, 4: Full Servo Harness, 5: Partial Servo Harness, 6: Ceramite Shield
31-33	Bionics, Roll a D3: 1: Head Bionic, Roll a D6: 1: Mundane Heuristic Auris, 2: Mundane Bionic Eye, 3: Mundane Bionic Skull, 4-6: Brain Bionic, Roll a D6 (1-2: Mundane Lobo Chip, 3: Mundane Cortex-Cogitator, 4-5: Mundane Pain Suppressor, 6: Mundane Stimulamygdala) 2: Limb Bionic, Roll a D3: 1: Bionic Leg, 2: Augmetic Weapon (either Fist or other weapon in Stash), 3: Mundane Bionic Arm 3: Chest Bionic, Roll a D6: 1-3: Mundane Aortic Supercharger, 4-6: Mundane Skeletal Enhancer
34-36	Personal Equipment, roll a D6: 1-3: Chems, Roll a D6: 1-2: Frenzon, 3-4: 'Slaughter, 5-6: Spur 4-6: Personal Equipment, Roll a D6: 1-3: Industrial Item, roll a D6: 1: Bio-Booster, 2: Chem Collar, 3: Industrial Respirator, 4: Rad Counter, 5: Stimm-Slug Stash, 6: Suspensor Harness 4-5: Sighting, roll a D6: 1-3: Photo-Goggles, 4-6: Infra-Sight 6: Cyber-Mastiff

Advanced Rare Table

D36	Advanced Item
11-13	Close Combat Weapon, Roll a D6: 1-3: Power Weapon: 1-3: Power Knife, 4: Power Axe, 5: Power Maul, 6: Power Sword 4-6: Shock Weapon: 1-2: Shock Maul, 3-4: Shock Stave, 5-6: Shock Whip
15-16	Ranged Weapon, Roll a D6: 1-2: Pistol, Roll a D6: 1-2: Las Sub-Carbine, 3: Bolt pistol, 4: Hand Flamer, 5: Plasma Pistol, 6: Combi-Pistol, Roll a D6: 1-3: Bolt pistol (Roll a D6, 1-3: Hand Flamer, 4-6: Plasma Pistol), 4-6:

	Las pistol (Roll a D6, 1-3: Hand Flamer, 4-6: Plasma Pistol) 3-4: Basic and Special Weapon, Roll a D6: 1-3: Roll a D6, 1-3: Combat Shotgun, 4-6: Lascarbine, 4-6: Roll a D6: 1-2: Boltgun, 3, Flamer, 4: Grenade Launcher, 5: Plasma Gun, 6: Combi-Rifle, Roll a D6: 1-3: Boltgun (Roll a D6, 1-3: Flamer, 4-6: Plasmagun), 4-6: Lasgun (Roll a D6: 1-3: Flamer, 4-6: Plasmagun) 5-6: Heavy Weapon, Roll a D6: 1-2: Heavy Flamer, 3: Heavy Bolter, 4: Lascannon, 5: Multi-Laser, 6: Plasma Cannon
21-23	Additional Ammunition and Grenades, Roll a D6: 1-3: Ammo: Roll a D6, 1: Shatter Ammo, 2-3: Dum Dum Rounds, 4-6: Grenade Launcher Ammo, Roll a D6: 1-3: Plasma Grenades, 4-6: Stun Rounds. 4-6: Grenades, Roll a D6: 1-2: Stun Grenades, 3: Melta Bombs, 4: Plasma Grenades, 5-6: Photon Flash Grenades.
24-26	Armour, roll a D6: 1: Armoured Undersuit, 2: Light Carapace Armour, 3: Layered Flak Armour, 4: Mesh Armour, 5: Servo Harness (Roll a D6: 1-3: Partial, 4-6: Full), 6: Field Armour (Roll a D6: 1-3: Conversion Field, 4-6: Refractor Field)
31-33	Bionics, Roll a D3: 1: Head Bionic, Roll a D6: 1: Superior Heuristic Auris, 2: Superior Bionic Skull, 3: Superior Bionic Eye, 4-6: Brain Bionic, Roll a D6: 1: Lobo Chip (Roll a D6: 1-3: Improved, 4-6: Superior), 2-3: Cortex-Cogitator (Roll a D6: 1-3: Improved, 4-6: Superior), 4: Superior Pain Suppressor, 5-6: Superior Stimulamygdala 2: Limb Bionic, Roll a D3: 1: Superior Bionic Leg, 2: Augmetic Weapon (use a weapon in Stash or also purchased this sequence), 3: Superior Bionic Arm 3: Chest Bionic, Roll a D6: 1-3: Superior Aortic Supercharger, 4-6: Superior Skeletal Enhancer
34-36	Personal Equipment, roll a D6: 1-3: Equipment, Roll a D6: Bio-Booster, Bio-Scanner, Data Thief, Medicae Kit, Photo Goggles, Stimm Slug Stash, 4-5: Weapon Enhancement, Roll a D6: Gunshroud, Hot Shot Power Pack, Las-Projector, Mono-Sight 6: Cyber-Skull: Gun Skull, Harrier Skull, Medi Skull, Sensor Skull

Exotic Rare Table

D36	Exotic Item
11-13	Close Combat Weapon, Roll a D6: 1-2: Accessory: 1-4: Digi-Weapon, 5-6: Energy Shield 3-4: Monomolecular and Power Weapons: 1-2: Mono Blade, 3-4: Mono Sword, 5: Power Fist, 6: Thunder Hammer 5-6: Stiletto Weapon: 1-3: Stiletto Knife, 4-6:

Stiletto Sword	
15-16	Ranged Weapon, Roll a D6: 1-2: Low-Tech: 1: Blackpowder Pistol, 2: Bow, 3: Crossbow, 4: Hand Bow, 5: Musket, 6: Stake Crossbow 3-4: High-Tech: 1: BOLTweapon (Roll a D6: 1-3: Bolt pistol, 4-5: Boltgun, 6: StormBolter), 2: Grav Weapon (Roll a D6, 1-4: Grav Gun, 5-6: Grav Cannon), 3: Melta Weapon (Roll a D6, 1: Inferno Pistol, 2-5: MELtagun, 6: Multi Melta), 4: Mole Launcher, 5: Needle Weapon (1: Flechette Pistol, 2-3: Needle Pistol, 2-5: Needle Rifle, 6: Combi-Needler [Roll a D6, 1-3: Pistol, Roll a D6: Combi-Autopistol/Needler, Combi-Boltpistol/Needler, Combi-LAspistol/Needler, Combi-Stubgun/Needler; 4-6: Rifle, Roll a D6: Combi-Autogun/Needler, Combi-Boltgun/Needler, Combi-Lasgun/Needler], 6: Web Weapon (Roll a D6, 1-3: Web Pistol, 4-6: Web Gun) 5-6: Off-World: Roll a D6: 1-2: Mechanicus Weapon (Roll a D6: 1, Arc Pistol, 2: Arc Rifle, 3-4: Galvanic Rifle, 5-6: Radium Carbine), 3-4: Tau Weapon (Roll a D6, 1-3: Pulse Pistol, 4-6: Pulse Rifle), 5-6: Eldar Weapon (1-3: Sling Pistol, 4-6: Sling Gun)
21-23	Additional Ammunition and Grenades, Roll a D6: 1-3: Ammo, Pick a Category: Arrows, Roll a D6: 1-3: Hunting Arrows, 4-6: Poisoned Arrows Ammo, Roll a D6: 1: Executioner Ammo, 2: Gas Ammo, 3: Plantbuster Ammo, 4: Rad Rounds, 5: Static Rounds, 6: Terror Darts Grenade Launcher Rounds, Roll a D3: 1: Anti-Plant Grenades, 2: Choke Gas Grenades, 3: Scare Gas Grenades 4-6: Grenades, Roll a D6: 1: Anti-Plant Grenades, 2: Choke Gas Grenades, 3: Phosphor Canister, 4: Psyk-Out Grenades, 5: Scare Gas Grenades, 6: Stun Grenades
24-26	Armour, roll a D6: 1: Armoured Undersuit, 2: Armourweave, 3: Reflex Shroud, 4-6: Field Armour (Roll a D6: 1-3: Displacer Field, 4-6: Holochromatic Field)
31-33	Personal Equipment, roll a D6: 1-2: Esoteric: Blindsake Pouch, Critter, Hexagrammic Fetish 3-4: High Tech: Chem-Synth, Cred Sniffer, Falsehood, Grav Chute, Suspensor Harness 5-6: Off-World: Grapplehawk, Gyrinx Cat, Psi-Grub, Threadneedle Worms
34-36	Weapon Accessory, Roll a D6: 1-3: Focusing Crystal, 4-6: Suspensor

Ash Wastes Rare Table

D36	Gang War Item
11-16	Weapon, Roll a D6: 1: Master-Crafted Fighting Knife 2: Master-Crafted Long Rifle

	3-4: Grenade Launcher 5-6: Heavy Weapon, roll a D6: 1: Lascannon, 2-3: Missile Launcher (with Frag and Krak Missiles), 4: Multi-Laser, 5: Multi-Melta, 6: Plasma Cannon
21-23	Additional Ammunition and Grenades, Roll a D3: 1-2: Krak Grenades for Grenade Launcher or Krak Grenades (Thrown); 3: Melta Bombs
24-26	Armour, roll a D6: 1-2: Cameleoline Cloak, 3: Layered Flak Armour, 4: Hardened Layered Flak Armour, 5-6: Hazard Suit
31-33	Personal Equipment and Status Items, roll a D6: 1-3: Survival Gear, Roll a D6: 1: Bio-Scanner, 2: Industrial Respirator, 3-4: Photo-Goggles, 5-6: Rad Counter 4-5: Mobility Gear, Roll a D6: Jump Booster, Suspensor Harness 6: Critter Status Item
34-36	Weapon Accessory, roll a D3: 1: Gunshroud, 2: Mono-sight †, 3: Suspensors

Redemptionists Rare Table

D36	Gang War Item
11-13	Close Combat Weapon, Roll a D6: 1-3: Chainglaive; 4-6: Heavy Rock Saw with Exterminator Cartridge
14-16	Flamers, Roll a D6: 1-3: Hand Flamer, 4-5: Flamer, 6: Heavy Flamer
21-23	Other Ranged Weapons, Roll a D6: 1-3: Grenade Launcher, 4: Meltagun, 5: Stake-Crossbow, 6: Heavy Crossbow
24-26	Additional Ammunition, Roll a D6: 1-3: Inferno Ammo, 4-6: Incendiary Grenade Launcher Ammunition,
31-33	Traps and Grenades, Roll a D6: 1-3: Incendiary Trap, 4-6: Incendiary Charges
34-36	Personal Equipment and Weapon Accessories, roll a D6: 1-3: Hexagrammic Fetish, 4-6: Exterminator Cartridge

SOLO GANG TACTICS

Name	Rating	Condition	Description
Blood Debt^(B)	*	Play this card when one of your fighters is taken Out of Action by an enemy fighter's attack.	For the remainder of this round, your gang's Reaction attacks are made at +1 to Hit. With Blast weapons, you only get the +1 to hit bonus if the Blast marker is centred on them.
Counter-Assault^(U)	*	Play this card when one of your fighters makes a Reaction attack.	The fighter's Reaction attacks are made at +1 to Hit. In addition, they automatically disengage.
Frag Trap^(B)	*	Play this at the start of the battle, when setting up your gang.	Pick any of your fighters to make this action. Set Frag Trap (Double) – Place a Frag Trap marker within 1' of the fighter. They can move up to D6". If the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggers where the fighter was.
Grenade Bouquet^(U)	*	Play this card when a fighter makes an attack with a grenade that has a Blast trait.	The fighter may immediately make three attacks with this type of grenade, rather than the usual one. Each of these attacks counts against its scatter and automatically scatter. Once all three attacks are resolved, the fighter will automatically fail the Ammo check and run out of grenades of that type.
Hidden Passage^(B)	*	Play this card at the start of your turn, immediately before activating a fighter. Note: Zone Mortalis or battles with walls only.	Place an unused Ductway marker anywhere on the board, following the normal rules for placement.
Last Round^(U)	*	Play this card when activating a fighter that has one or more Out of Ammo markers on them.	Choose one of this fighter's ranged weapons that is Out of Ammo. The fighter immediately makes an automatic hit with that weapon.
Lucky Find^(B)	*	Play this card when activating a fighter with a weapon that is Out of Ammo.	One of the fighter's weapons is automatically returned to the cost of one action – no Ammo! Single Shot.
Makeshift Armour^(B)	*	One of your fighters can spend an action to play this card.	Tuck this card under the fighter's card; while it is there, the fighter is treated as having better than it is. If any weapon on the fighter is hit by an attack(s), discard this card after resolving the attack(s).
Makeshift Cover^(U)	*	Play this card at the start of any round.	Place D3 within 3".
Melta Trap^(B)	*	Play this at the start of the battle, when setting up your gang.	Pick any of your fighters to carry the frag trap. Once during the game, the fighter makes a Move action. Set Melta: Then the fighter goes Out of Action before making this action, roll a D6. On a 1, the trap triggers where the fighter was. Recovery: Replace a Melta Trap marker with a Stand Firm ^(W) .
Ricochet^(G)	*	Play this card after making an unsuccessful hit roll for a ranged attack that does not have the Blast or Template trait.	Pick another attacker, and roll to hit against them. Do not roll the Firepower dice again.
Rigged Door^(B)	*	Play this card immediately after an enemy fighter makes an action. Note: Battles with doors only.	Pick any door on the board and either close or open it. Wall Breach^(ZM) – Play this gang tactic when a friendly fighter makes a ranged attack.
Spreading Conflagration^(U)	*	Play this card at the start of any round.	For the duration of this round, fighters activating within 3" of a fighter that is subject to the Blaze condition must test to see if they catch fire, just as if they had been hit by a weapon with the Blaze trait. If the fighter subject to Blaze activates first, all fighters within 3" must test to see if they catch fire.
Trip Wire^(ZM)	*	Play this gang tactic when an enemy fighter ascends or descends a ladder or Stairs	Once the enemy fighter completes their Move action, they become Pinned.
Underhive Gloom^(ZM)	*	Play this gang tactic at the start of the battle. after both crews have been deployed	For the duration of this battle, the hit rolls for ranged attacks made through open doorways or against fighters on a different level to the attacker suffer an additional -2 modifier to the hit roll.
A Present for You^(WD)	**	Play this card when your opponent activates one of their fighters, even if the fighter was activated as part of a Group Activation.	Centre the 3" blast marker on the fighter who has just activated, then roll the Scatter dice and a D6 to see where the marker moves to. If a Hit is rolled on the Scatter dice, the marker remains where it is. Roll a D6 on the table below to determine what kind of Traits the Blast has: [1-2 Concussion, 3-4 Flash, 5-6 Fear, Gas]. Any fighters under the marker immediately suffer a hit with the Trait(s) listed.

Ancient Vox Box (WD)	***	Play this card when activating a fighter.	<i>A strange archeotech box with a hand crank on the side...</i> When this card is played, decide how many times the activating fighter will turn the crank (one to three times). Roll that many D6, add the results together and consult the table below (effects last until the end of the current Round): <table><tr><th>Total of D6s</th><th>Effect</th></tr><tr><td>1-4</td><td>Grating Harmony: All fighters within 12" reduce their Cool and Willpower checks by -2.</td></tr><tr><td>5-8</td><td>Jaunty Tune: All fighters within 12" add 1 to their Movement</td></tr><tr><td>9-12</td><td>Clanking Cacophony: No fighter within 18" may be the target of Gang Tactics or Skills.</td></tr><tr><td>13+</td><td>Jack in the Box: All fighters (including the activating fighter) within 12" must make a Nerve test or become Broken.</td></tr></table>	Total of D6s	Effect	1-4	Grating Harmony: All fighters within 12" reduce their Cool and Willpower checks by -2.	5-8	Jaunty Tune: All fighters within 12" add 1 to their Movement	9-12	Clanking Cacophony: No fighter within 18" may be the target of Gang Tactics or Skills.	13+	Jack in the Box: All fighters (including the activating fighter) within 12" must make a Nerve test or become Broken.
Total of D6s	Effect												
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9-12	Clanking Cacophony: No fighter within 18" may be the target of Gang Tactics or Skills.												
13+	Jack in the Box: All fighters (including the activating fighter) within 12" must make a Nerve test or become Broken.												
Bait and Switch (W)	***	Play this card instead of activating a fighter.	Take a Ready marker from any of your fighters and place it on a fighter who has already activated this round.										
Blood Money (W)	***	Play this card when an enemy Champion or Leader is taken Out of Action.	Your gang immediately adds a number of credits equal to half the Champion's or Leader's cost (rounding up) to its Stash.										
Double Time (W)	***	Play this card when activating a fighter.	This fighter can perform a free Move (Simple) action during its activation. This free action is in addition to its two normal actions.										
From Below (ZM)	***	Play this gang tactic after rolling for Reinforcements but before placing reinforcement fighters on the battlefield	Friendly fighters arriving via the Reinforcement rules can be deployed anywhere on the battlefield , as long as they are deployed within 2" of a Pipe or Vent, and more than 6" away from an Enemy fighter .										
Group Tactics (B)	***	Play this card when it is your turn, before activating any fighters.	Instead of activating one fighter, activate up to three fighters (in the same way as making a Group activation).										
Hidden Vent (ZM)	***	Play this gang tactic when a friendly fighter performs Move (Simple) action.	During their movement, this fighter may pass through Impassable terrain, provided they end their movement with no part of their base within the Impassable terrain.										
Hive Tremors (W)	***	Play at the start of any round.	Every Active fighter on the table must make an Initiative test – any who fail are Pinned. After all fighters have tested, place D3 additional loot caskets anywhere on the table not within 6" of a fighter. Finally, if the game uses a Zone Mortalis scenario, place D3 spare ductways across any walls of your choice. If the game uses a Sector Mechanicus scenario, remove D3 ladders or stairs of your choice. <i>Fighters who are flying, in flyers, levitating, or using the Levitation psychic power ignore the Tremor.</i>										
Hunters in the Dark (ZM)	***	Play this gang tactic during the Priority phase of any round, after Roll for Priority, but before Ready Fighters.	Choose a 12" x 12 " section of the battlefield. Fighters within that section of the battlefield immediately gain the Hidden condition, as if affected by the Pitch Black rules. Any fighter moving into this section of the battlefield during this round also gains the Hidden condition. The Hidden condition can be lost as described in the Pitch Black rules or is lost if the fighter moves outside this section of the battlefield. A fighter who loses the Hidden condition cannot gain it again this round, During the End phase of this round, all fighters discard any Hidden condition markers caused by this tactic's effects and the tactic is discarded,										
Lucky Ricochet (ZM)	***	Play this gang tactic when a friendly fighter hits with a ranged attack, and their target was within 2" of a piece of Impassable terrain.	After working out the effects of the hit, and if the hit fighter has not been removed from play. roll a D6 to see if that hit fighter is hit by a Stray Shot from the same weapon.										
Rat Warren (ZM)	***	Play this gang tactic after your opponent activates one of their fighters	If the fighter they have just activated does not have line of sight to any friendly fighters, they must make an Intelligence check. If this check is failed, you may place that fighter anywhere within 6" of their current location. You may not place that fighter within 3" of any of your fighters.										
Take the Initiative (W)	***	Play this card at the start of the round before rolling for Priority	Your gang has Priority this round. If multiple gangs play this card then they must roll off to see who has Priority as normal.										

APPENDICES

FOUNDING YOUR GANG

Before you are ready to play Necromunda, you need to start a gang. A gang can be any size from three models upwards. To start your gang refer to the Gang Recruitment lists in this section. The lists explain how much it costs to recruit and equip the different gang fighters. You have a total of 1000 Guilder credits with which to recruit your gang.

FIGHTER NAMES, CATEGORIES AND TYPES

There are six types of standard gang fighter available for hire: Gang Leaders, Champions, Specialists, Gangers, Juves and Prospects.

The Gang Leader (Gang Hierarchy (Leader))

Your gang must be led by a gang leader. This model represents the player themselves in their guise as a ruthless Underhive fighter – and hopefully roleplay through a campaign. A gang can only have one leader.

Champions (Gang Hierarchy (Champion))

The gang leader's chief lieutenants are called Champions. Some carry special weapons or technical equipment, they might be deadly close combat fighters or even psykers. Generally Champions are ready to step into leadership if the leader perishes – or if they feel like they will do better!

Gangers (Gang Fighter (Ganger))

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

Specialists (Gang Fighter (Specialist))

The more experienced or specialised Gangers are called Specialists.

Juvs (Gang Fighter (Juve))

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

Prospects (Gang Fighter (Prospect))

The most promising youngbloods are Prospects – future Champions in training who seek out glory in often the most dangerous ways.

In addition, there are a few more categories: Brute, Exotic Beast, Hanger On, and Hired Gun (including Dramatis Personae) who will be explored in detail later.

NAMES IN GANGS

Each type of fighter available to a gang is of a named type; this is the name given to that fighter's rank within the parlance of their House or cult. In addition, each has a category listed in brackets. For example, a lowly gang fighter in a Goliath gang is a Goliath Bruiser (Ganger). This indicates that within House Goliath, such fighters are called 'Bruisers', whereas within the rules of the game this fighter is a 'Ganger'.

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

GANG ROSTER

You'll need a gang roster sheet to write down the details of your gang. An entry should be completed for each fighter when they are all added to the gang, the characteristics of the fighter and any equipment they now have should be noted down in the appropriate sections of the roster.

You may also wish to complete Fighter Cards for each fighter – otherwise, using you can use the entry in the roster as a "Fighter Card".

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

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

TERRITORY RECORDS

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

ARBITRATOR CASKET

In addition, the player determines 3 random objects from the Rare Trade Chart to represent some of the gang's heritage. These will be in addition to the gang's **starting** 1000 credits, and may be equipped by any fighter in the gang per the normal rules.

GANG RECRUITMENT

GANG COMPOSITION

The first step is to choose and purchase the fighters that make up the gang. Each gang lists details of all the fighters available to the gang. These fighters are purchased by paying the credits cost shown in their entry from the budget available. All gangs must always follow these rules:

- **Minimum 3 fighters:** There must be at least 3 fighters in the gang.
- **Gang Leader:** There must be one fighter with the Gang Hierarchy (Leader) special rule.
- **Champions:** A founding gang can have two Champions – and then one further Champion per 10 Reputation (rounded up) a gang has.
- **Gang Fighters:** The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined (ie all fighters in the gang with the Gang Hierarchy (X) or Gang Auxillary (X) rule). Hired Guns do not count for this ratio.

Should it occur during the course of a campaign that the number of fighters without the Gang Fighter (X) special rule exceeds the number of fighters with the Gang Fighter (X) special rule, the controlling player must either:

- Retire a number of fighters without the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance, or
- Recruit fresh fighters with the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance.
- **Gang Auxiliaries (Hangers-On):** Gang Auxiliaries are additional characters, animals and beasts, and include Exotic Beasts, Hangers-On and Brutes. A starting gang may include some Gang Auxiliaries (usually Exotic Beasts available at recruitment, or Hangers On obtained from Territories); after recruitment, however, Gang Auxiliaries are normally discoverable only from Trade actions.
- **Hired Guns:** A player may choose to use some of their starting 1000 credits to hire between one and five Hired Guns.

WEAPONS AND WARGEAR

- **Weapons:** A fighter's Strength determines their Capacity to carry weapons. Each weapon has a value, its **Size**, which varies between 0 and 3. A fighter can only carry a combination of weapons which are equal to or less than their Strength. Some items of Wargear enable them to carry more, either by increasing Strength, or by reducing the Size of objects.
- **Compact Weapons:** Certain items have the Compact weapon trait. Up to one weapon with the Compact trait equipped by a fighter may be treated as having a Size of 0.
- **Wargear:** In addition, a fighter may be equipped with Wargear – there is no limit on the amount of wargear a fighter can have in general, although they may only have one of each kind of armour (suit, layer, shield and/or field armour) and only a maximum of three Exotic Beasts. Weapons accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.
- **Discarding items:** During a campaign, gangs may gain new equipment and seek to change fighters' earlier gear. Any fighter – as long as they are not in Recovery – may discard any Weapons or Wargear they are equipped with in favour of new Weapons or Wargear. Any item discarded in this way is placed in the gang's Stash and may be given to other fighters. Any item in the gang's Stash and may be given to other fighters, traded, or sold.

LIMITED WEAPON TYPES

Certain types of weapons are rarer and more limited. These rules do not count or apply to the weapons of Gang Auxiliaries (X) or Hired Guns.

If fighters with the Gang Hierarchy (X) and Gang Fighter (X) special rule in the gang have more than one ranged weapon of the following types as indicated in their weapon profiles – **arc, bolt, grav, melta, needle, plasma, seismic, and web** (including Corrupted and Xenos weapons with these types) – they will suffer penalties to their ammo rolls for all examples of that weapon type used by them (weapons in the Stash do not matter). For each weapon of these types after the first equipped by fighters, the ammo roll value of all weapons of the type are reduced by -1. If this reduces a weapon below 6+, the weapon gains the Scarce trait as well as having a 6+ ammo roll. If the weapon already has the Scarce trait, it gains the Unstable trait.

Rare close combat types include **Power** and **Shock**. If a gang has more than **three** close combat weapons of either one of these types, apply a -1 modifier to ammo rolls for each weapon beyond the initial 3 – this modifier is applied to all weapons of the type in the gang.

However, for each Gang Auxillary (Ammo Jack), Gang Auxillary (Heretek), Gang Auxillary (Tech Merchant) or any Gang Fighter or Gang Hierarchy fighter with the Munitioneer skill, the gang may have one more weapon

of each rare type before the penalty is applied, as they help maintain the gear..

VEHICLES AND BEAST MOUNTS

In addition to their starting 1000 credits, gangs can spend up to 250 credits on Ash Wastes Mounts – vehicles, bikes and beasts – for the Wastes beyond Port Mad Dog. **See page Error! Bookmark not defined.** for more information.

TACTICS CARDS

Before finishing, the player must prepare a Tactics Card deck for the gang. Tactics Cards represent the tools of the gang, its connections and blind luck. For this campaign, cards are ranked from 1 star to 3 stars. A deck will be composed of twelve 1-star cards (*), twelve 2 star cards (**) and twelve 3-star cards (***). These are chosen from the list of cards available to the gang, *Outlaw, Chaos-Corrupted and Genestealer-Infected gangs use the cards of the Gang type they belong too (e.g. Orlock, Escher, Solo, etc).*

This are to be entered into a D66 spreadsheet on our campaign spreadsheet, which will look as follows:

D66 Roll	Card Name	Rating	Condition	Effect
11		*		
12		*		
13		*		
14		*		
15		*		
16		*		
21		*		
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SPLINTER GANGS

Players may wish to found a splinter gang from a previous gang in the campaign.

- Either hire a new Leader, or choose one fighter with the Gang Hierarchy (Champion) from one of your old gangs, and promote them to the Leader of the new gang. They keep all their equipment, Advancements and permanent injuries – and you pay their value as last recorded. *Please note that some Champions (such as Escher Death Maidens) cannot become Leaders.*
- Any Champions other than the one promoted to Leader may be recruited as well, keeping their existing rank – note that no Champion may have a higher Leadership than the new Leader.
- Any Specialists can be recruited from an old gang into a new one in this way.
- Prospects can be recruited, and will remain as Prospects until they obtain their fifth advance.
- Juves can be recruited also, remaining as Juves until they obtain their fifth advance.
- Any favoured Gangers can be hired again as Gangers into a new gang.

New fighters can be hired to fill out the ranks and help keep the cost down. All that must be remembered is that the splinter gang must abide by the same gang composition rules as a freshly founded gang, and is limited to the same credits as new gangs.

LAW-ABIDING OR OUTLAW

“Good and bad... Quick and dead. There’s a line that is drawn between things. Some call it law, some call it peace. But down here we like to deal in truth, so you should know that the only difference between those that hold the scales of justice and those that dance on a rope is one thing, my friend – who wins.”

Skherner Krow, Exiled King of Down Town, Hive Primus

What is right and what is wrong? On Necromunda, these questions have a simple answer and a complicated reality. Every hive is balanced on the edge of a blade. In the hive cities, gang war is just a fact of life, and a great part of the wealth of Lord Helmawr and those that rule is built on the trade in Ghastr; a trade that is a crime in the eyes of the wider Imperium. In such a place what is a crime? Not murder, unless it is of someone too important to die. Not bribery, because the Merchant Guilds are little more than a mechanism for bribery given the weight of ancient institutions. Every vile and vicious act of greed and violence happens many times a second across Necromunda, and yet it has laws, and enforcers of laws, and criminals. What makes something criminal in such a place? The answer, of course, is who is committing the crime, and whether they are breaking the greatest unwritten law of all: do they stand inside the order of things, or do they stand outside the balance of blood and coin that has lasted for millennia. Are they keepers of the peace or minions of misrule?

LAW AND MISRULE

In the Campaign, gangs are either Law-Abiding, or Outlaw. These rules represent gangs who operate inside or outside the established ‘rules’ of the hive and gain various benefits and drawbacks as a result.

For many gangs, players can choose to found the Gang as either Law-Abiding or Outlaw, or may during the campaign voluntarily choose to or be forced to change Alignment.

There are a number of ways in which a gang might be outlawed, such as using illegal weapons bought from the Black Market or turning to the worship of Chaos. In all cases these will be clearly stated in the rules.

- Clan House Gangs, as well as Genestealer Cult gangs, may be founded as either Law-Abiding or Outlaw, and may change alignment.
- Solo gangs may be Law-Abiding or Outlaw, dependent on its Traits.
- Chaos-aligned gangs – by dint of their nature as secretive cults – may start as Law-Abiding; however if they are ever Outlawed they may not change their alignment to become Law-Abiding ever again.
- Slave Ogryn gangs are always Outlaw gangs and may never change their alignment.
- Enforcer gangs are always Law-Abiding, even if up to no good. *They are the Law!*

CHANGING ALIGNMENT

Any gang may voluntarily become an Outlaw gang, or may be forced to if reported on by their opponents. Once an Outlaw, a gang will struggle to become Law-Abiding again as it will have to pay off a substantial bounty.

BEING OUTLAWED

If a gang does not start as an Outlaw gang, after every gang fight there's always a chance that a gang will be declared 'outlaw' by the Guilders. A gang may not have committed any crime at all and be outlawed anyway because they have been falsely accused by someone who's scared of them or jealous of their status. Far more likely is that the gang has broken the law and just had the misfortune to be caught and punished. The law is uncompromising in the Underhive and anyone who is outlawed will have to fear their head adorning a pole as a warning to others.

After a battle, any player can decide to report their opponent to the Guilders afterwards (after re-assigning territory and receiving rewards from the scenario).

There is nothing to prevent both players reporting to the Guilders; indeed, such acrimonious counter allegations are very common.

Each accused player must roll 2D6 on the Outlaw table to see whether the accusations against his gang come to the attention of the Guilder courts. The rolls must be witnessed by the opposing player and are modified as noted. Note that it is possible for both gangs to be outlawed if each reports the other to the Watchmen

OUTLAW TABLE

2D6	Result
2	Outlawed Time to get out of town, your gang has been outlawed!
3-6	Clean You're a clean citizen, move along.
7-11	Black Mark You're a clean lawful citizen. In addition, the Guilders are unimpressed with the reporting gang wasting their time. They suffer an extra -1 modifier the next time they are reported to the Watchmen.
12	Deputised The Guilders are so impressed (or fooled) by your law-abiding manner that you are given the chance to become Watchmen (or mercenaries) for a Guilder faction and help keep the peace. If you accept you must enter into faction with a Guilder faction of your choice, and immediately gain the benefits of this alliance (if you are already in an Alliance, you may choose to remain in the alliance or instead ally with another Guild). Mark your new Watchman status on the gang roster. As long as you are a Watchman gang, you cannot yourselves be reported by other gangs. However, if you ever lose your Guild Alliance due to Testing the Alliance or other causes, you stop being Watchmen and must immediately roll on this table.

The roll is subject to the following modifiers:

Gang

- -1: For each Mutant, Escaped Pitslave or Unsanctioned Psyker who fought for you in the battle.
- +1 If your gang rating is under 1,000.
- -1/+1 If your gang rating is between 2000-3000 (roll a D6 each game 1-3 = -1, 4-6 = +1).
- -2/+2 If your gang rating is over 3,000 (roll a D6 each game 1-3 = -2, 4-6 = +2)

Other

- -1: If the game used the Sneak Attack rules and you attacked.
- -1: If you performed the first Shoot action in a battle.
- -1: For each fighter who suffered a Dead or Memorable Death result in the battle.
- -2: If you fought against any Guilders or Enforcers in the battle.
- +1 If none of the negative modifiers above have ever applied to your gang when you are reported.

Naturally, Outlaw gangs can't report other gangs to the Guilders, unless they have a Proxy Hanger-On.

Finally, Enforcers cannot be reported to the Watchmen; they are the Law. Doing so is more likely to see the reporter outlawed or killed!

BEING A LAW-ABIDING GANG

EFFECTS OF BEING A LAW-ABIDING GANG

Law Abiding gangs gain the following effects:

- Law Abiding gangs can sell Captives to the Guilders and can claim bounties for them, once their owner's gang has had a chance to rescue them.
- Law Abiding gangs may trade Captives with other Law Abiding gangs, but may not trade Captives back to Outlaw gangs.
- Law Abiding gangs can hire any Hangers-on, Brutes, Hired Guns and Dramatis Personae that do not have the Outlaw special rule.
- Fighters in a Law Abiding gang do not have bounties on their heads.
- Law Abiding gangs have restricted access to the Black Market in the post-battle sequence, though they may freely visit the Trading Post.
- Law Abiding gangs may form Guild Alliances and Noble House Alliances (see page Error! Bookmark not defined.)
- A Law-Abiding gang may not recruit into a Splinter gang any previously Outlawed fighters who were not part of a gang that paid off their Guild Price.

BOUNTIES

Law Abiding gangs can claim bounties for enemy fighters belonging to Outlaw gangs that suffered a Death or

Memorable Death result on the Lasting Injury table, or that they have Captured, providing the Captive's controlling player has had the opportunity to attempt a Rescue Mission, as described on page Error! Bookmark not defined., or Public Execution, as described on Error! Bookmark not defined..

- For every fighter belonging to an Outlaw gang that suffered a Death or Memorable Death result on the Lasting Injury table during the preceding battle, this gang claims a bounty of half the value of the fighter, plus an amount equal to the total XP of the fighter, in credits rounded up to the nearest 5.
 - Law-Abiding Venator Solo gangs obtain instead the full value of the fighter, plus an amount equal to the total XP of the fighter, in credits rounded up to the nearest 5.
- When a Law-Abiding gang claims a bounty for a fighter belonging to an Outlaw gang that they have Captured, they are worth their half their value in credits, rounded up to the nearest 5.
 - When Law-Abiding Venator Solo gangs sell Captives to the Guilders, they earn the full value of each fighter in credits rather than the usual half.

BEING AN OUTLAW

Being an outlaw makes life very different. Food has to be scavenged from the tumbled rocks and rusting pipes of the wastes, be it rats, snakes, edible fungus or nutritious slime. Even getting enough food to stay alive can be problematic. Any trading has to be done in notorious outlaw trading posts and black markets, or with the night trains where a ready gun serves you better than good bargaining techniques. On the bright side there are plenty of hired guns in the badzones who never show their faces in the settlements. Some outlaw gangs succeed in setting up small kingdoms of their own in the badzones, a few square kilometres where the gang leader is lord of all he surveys. Others pay off their guild-debt and return to the settlements to take back their old territory. Others make vast fortunes and disappear up the hive, some are even rumoured to end up in the Spire serving the great families. But there are many more who simply just disappear without trace

EFFECTS OF BEING AN OUTLAW GANG

Outlaw gangs gain the following effects:

- Outlaw gangs obtain reduced Income.
- Outlaw gangs can Forage.
- Outlaw gangs must pay an additional amount per fighter to feed them after each game; otherwise fighters become Starving.
- Outlaw gangs cannot sell Captives to the Guilders or claim bounties for them; instead they may trade Captives with any other gang as they wish, while keeping their equipment, or Sell them into slavery on the night trains for D6x5 credits, while keeping their equipment. Finally, in some cases, outlaws might be able to sacrifice them to the Dark Gods once their owner's gang has had a chance to rescue them.
- Outlaw gangs can hire only Outlaw Hangers-on, Brutes, Hired Guns and Dramatis Personae.
- All fighters in an Outlaw gang have a bounty on their head.
- Outlaws pay more for items off their House equipment lists.
- Outlaw gangs have restricted access to the Trading Post in the post-battle sequence, though they may freely visit the Black Market.
- Outlaw gangs may form Criminal Alliances and Noble House Alliances (see page Error! Bookmark not defined.).
- Hired Guns (Bounty Hunters, Hive Scum, etc.), Hangers-On and Brutes hired by an Outlaw gang automatically gain the Outlaw special rule (if they did not have it already).
- Outlaw gangs may not hire any Dramatis Personae that do not have the Outlaw special rule, nor may they petition House Agents.

BECOMING AN OUTLAW

If a gang is Outlaw, the following rules apply:

ESCAPE FROM THE LAW

When a gang is Outlawed during a campaign, it must abandon its Territories. Generate a new Territory for each Territory the gang held before, minus one (to a minimum of 1). E.g. a gang which had five will then have four.

In addition, the gang will lose any Gang Auxiliary (Hangers-on) it had previously hired (see page Error! Bookmark not defined.). Such low-level flunkies will often be unwilling to follow their previously Law-Abiding employers into the life of an outlaw.

Finally, if the gang is in an Alliance, it must immediately Test the Alliance as described on page Error! Bookmark not defined.. Unless allied to the Imperial Imposters or a Noble House, you must add 3 to the dice roll.

OUTLAW HOUSE GANGS

When a House gang – Goliath, Van Saar, Delaque, Escher, Cawdor and Orlock – is founded as, or becomes an Outlaw gang, they lose their connections with their House. This means they can no roll on the House Favours table, the House-specific rare trade table, petition House Agents, or hire House specific Dramatis Personae.

If a gang has a House-specific Brute when they become an Outlaw gang, they may retain it, however if the Brute is later lost (such as due to a decrease in reputation), then it may not be replaced.

If a House gang manages to change alignment and become Law-Abiding again, they regain access to the House rare trade table, House Favours table and House Agents, may be able to purchase House-specific Brutes, and may be able to hire House-specific Dramatis Personae.

TERRITORY AND INCOME

Outlaws' earnings and ability to provide for their gang are affected in the following way:

SO MANY MOUTHS TO FEED

Unfortunately, the gang needs to be fed and supplied one way or another. After each game, once the gang's income have been generated and Foraging conducted, each member of the gang, including Hangers-On and Exotic Beasts, will need 3 credits worth of supplies to keep him going. Brutes and Ogryns require 6 credits. If the gang's income isn't enough to cover the cost of the fighter's upkeep then credits from the gang's stash must be used for the remainder.

Hired guns don't need to be given supplies – their pay will keep them in rat burgers. Any cash left over is put into the gang's stash.

STARVATION

If the gang can't pay out 3 credits for each gang member either from their stash or from generated income they are in danger of starving to death.

Any model that doesn't have 3 credits spent on them reduces their Strength and Toughness by 1 for each post-battle sequence they have starved.

These penalties will accumulate from game to game and any models that are reduced to a Strength or Toughness value of 0 starve to death and should be removed from the gang roster.

You can keep the equipment of someone who has starved to death.

If someone feeds, their natural Strength and Toughness is recovered.

FORAGING

Any fighter in an Outlaw Gang may conduct the "Foraging" Post-Battle Action (instead of other actions):

Foraging: Juves, Gangers, Prospects, Champions and even Gang Leaders and Hangers-On (excluding Brutes) can all forage, though if they forage they can't perform any post-battle actions such as visiting the outlaw trading post, black market or working the gang's territory. Each forager collects D6 credits worth of stuff from the wastes, which is added directly to the Gang's Stash. Hired guns and special characters never forage, that isn't what they're paid for.

CAPTIVES

CAPTURED OUTLAWS

If an outlaw is captured they can be ransomed or exchange as normal (**see page Error! Bookmark not defined.**).

Alternatively, outlaws generally have a bounty on their heads, that's why there are bounty hunters after all.

If the outlaw isn't rescued then they can be sold to the Guilders by a Law-Abiding gang for half their value plus an amount equal to their total XP, rounded up to the nearest 5 credits. You do not keep their equipment.

Law-Abiding Venator Solo gangs claim a captive's full value plus an amount equal to their total XP, rounded up to the nearest 5 credits.

Naturally outlaws can't collect bounty on other outlaws, more because they would be shot for trying than for ethical reasons – unless the gang has a Proxy Hanger-On in the gang or are allied with the Imperial Imposters. In which case, the gang can sell Captives to the Guilders as if they were a Law-Abiding gang.

OUTLAWS' CAPTIVES

Outlaws can either exchange or ransom fighters they capture back to their gang (**see page Error! Bookmark not defined.**). Alternatively, they can sell them into slavery on the night trains for D6x5 credits each. You may keep any of the fighter's equipment they were equipped with when captured. Some gangs (such as chaos-aligned gangs) have other options, which are detailed in each gang entry.

CHANGING ALIGNMENT: THE GUILD DEBT

Uncorrupted outlaw house gangs, as well as certain Solo gangs, may change alignment to Law-Abiding. However, an Outlaw gang can only change alignment at the end of a Week (**see page Error! Bookmark not defined.**), and to do so, must pay their Guild Fee to do so. The guild price levied against an outlaw gang to buy back their freedom is a tenth (10%) of their *current* gang rating, rounding up to the nearest 5 creds.

For example, the outlawed Dog Soldiers gang have a rating of 2,788, so the guild price to lose their Outlaw status is $(2,788/10=278.8)$, rounded up to 280 credits.

Please note that Slave Ogryns, as well as Outlawed gangs associated with Chaos or Genestealer Cults may not pay their Guild Debt – once Outlaws, they remain Outlaws forever.

EFFECTS

Change the alignment of the gang to Law-Abiding.

When the gang goes clean, it will lose any Gang Auxiliaries (Hangers-On) it had previously hired (**see page Error! Bookmark not defined.**). Such low-level flunkies may be unable to secure a pardon and find themselves unpopular reminders of an Outlaw past within the gang's hideout.

Finally, if the gang is in an Alliance, it must immediately Test the Alliance as described **on page Error! Bookmark not defined.** Unless allied to the Imperial Imposters or a Noble House, you must add 3 to the dice roll.

CHAOS GANG SPECIAL RULES

A number of special rules apply to Chaos-aligned gangs: **Aligned to the Dark Gods**, **Chaotic Mutations**, **The Dark Ritual**, and **Chaos Spawn**.

ALIGNED TO CHAOS

Chaotic Gangs may start as either Law-Abiding, representing a secretive cult, or Outlaw, representing an open cult. Once Outlawed, Chaos-aligned gangs may never become Law-Abiding. Gangs aligned to Chaos include Chaos-Corrupted gangs, Chaos Helot Cults and Corpse Grinder Cults.

THE DARK RITUAL

A Chaos Cult is built around the worship of the Chaos Gods, and membership requires adherence to a number of ritualistic practices. The leadership guides the rest of the cult in solemn rites that glorify their dark masters, and – should the congregation be deemed worthy – might result in a gift from the gods themselves.

A Cult Demagogue, Chaos-Corrupted Gang Leader or **Corpse Grinder Butcher** can make the following post-battle action, **Lead Ritual**, instead of other actions. This action can only be made once per post-battle sequence

LEAD RITUAL POST-BATTLE ACTION

First, decide which of the Chaos Gods the ritual is invoking: the Blood God, the Plague Lord, the Dark Prince or the Architect of Fate. *Corpse Grinders can only invoke the Blood God.*

If desired, a single member of the gang may be randomly chosen to be the focus of the ritual and offered up to be a vessel of the god's power. Make a deck of all of the gang's Fighter cards, removing the Leader card(s) and only including one card for each fighter (should a fighter have more than one equipment set). Then draw one card at random.

Alternatively, if the gang is holding a Captive that, if held by another gang would be eligible to be sold to the Guilders (**see page 42**), the Captive may be sacrificed to fuel the ritual.

Then roll 2D6 and apply the following modifiers:

- +1 if the gang won this battle.
- +1 if the gang gained Reputation in this battle.
- +2 if the cult already has the favour of the god the ritual is invoking marked on their roster.
- +2 if the gang is sacrificing a Captive to fuel the ritual.
- -2 if the cult has the favour of a different god to the one the ritual is invoking marked on their roster.
- -1 if the gang lost this battle.
- -1 if the gang lost Reputation in this battle.

If the final result is 9 or more, the ritual is heeded by the cult's patron. Mark on their roster sheet that they have the favour of their chosen god – the effects of this favour are listed below under 'Chaotic Boons'. If they already have the favour of a different god, it is replaced. In addition, if a member of the gang was picked to be the focus of the ritual, they immediately gain D6 Experience.

If, however, the final result is a natural double 1, or is 2 or less after modification, the cult is deemed unworthy. They lose any favour they had with the gods. Furthermore, if a member of the gang was picked to be the focus of the ritual, they are turned into a Chaos Spawn.

BLESSINGS OF THE DARK RITUAL

The following rules are accessed by corrupted house gangs and chaos helot cults that successfully perform a dark ritual.

All dedications: If a gang successfully completes the Dark Ritual, Warp Rounds become Common at the Trading Post or Black Market during that post-battle sequence.

Blood God

Gangs dedicated to the Blood God thirst for murder and carnage. These savage fighters enjoy nothing more than the feel of arterial blood spraying across their screaming faces and bare arms as they hack apart their victims. The most notorious followers of the Blood God on Necromunda are the Corpse Grinders, though there are many others who pay homage to the Lord of Skulls, such as the Quinspire Deathcults, the Gore Warriors of Mynerva and there are even whispers of a renegade Goliath clan known as the Blood Forge.

BENEFITS

Chaos-Corrupted, **Corpse Grinder Cult** and Helot Chaos Cult gangs who have earned the favour of the Blood God gain the following benefits in their next game:

- Once per round, a single failed Wound roll can be re-rolled.
- If a Chaos Spawn is part of the gang's crew, it gains +1 to its Strength characteristic.
- The gang's Leader adds +1 to their Attacks characteristic.

Plague Lord

Gangs dedicated to the Plague Lord have found ample places to thrive in the depths of the underhive. Amongst fungal wildernesses and zombie-choked ruins, muties offer up prayers to their foul deity for deliverance from their hellish existence. That the Plague God rewards them with pestilence does little to diminish their faith, and there are numerous cults scattered across Necromunda such as the Sons of the Weeping Sore, the Zombie Herders of Mortis or the debased ex-Cawdor fane dedicated to the Plague Emperor Ascendant.

BENEFITS

Helot Chaos Cults and Chaos Corrupted gangs who have earned the Favour of the Plague Lord gain the following benefits in their next game:

- Once per End phase, a single Recovery roll can be re-rolled.
- If a Chaos Spawn is part of the gang's crew, it gains +1 to its Toughness characteristic.
- The gang's Leader adds +1 to their Wounds characteristic.

Dark Prince

Gangs dedicated to the Dark Prince indulge in hedonism and excess in all its forms. Pain, terror and torment drive those pledged to this alluring tyrant, the god's followers constantly pushing themselves for ever more extreme sensations. Necromunda's spires and their decadent elite make fertile breeding grounds for such cults, though it is just as likely they will hide in the shadows of the underhive, such as the Gentlemen of Pain, disgraced noblemen from the peaks of the spires who exult in the most unspeakable pastimes, or the wandering torture-merchants known as the Screaming Brides.

BENEFITS

Helot Chaos Cults and Chaos Corrupted gangs who have earned the favour of the Dark Prince gain the following benefits in their next game:

- Once per round, during the Activation phase, two fighters that are Ready can be picked and activated one after the other, rather than the usual one.
- If a Chaos Spawn is part of the gang's crew it rolls two D6 when determining its movement and chooses the highest result.
- The gang's Leader adds +2 to their Movement characteristic.

Architect of Fate

Gangs dedicated to the Architect of Fate are schemers and psykers; always seeking to create confusion and chaos among the hives. Tapping into the dark power of the Warp, these Chaos cults pose perhaps the greatest threat to Necromunda, as they twist the very stuff of reality to their will. Such cults can be found hiding throughout Necromunda, such as the Coven of Eyes dealing secrets in Hive City or the Wyrdborn gathering up psykers in the underhive. Some are even more ancient and pervasive still, like the rumoured Immortal Cult of Necromunda, with its millennia-long mission to bring about the psychic awakening of humanity, whatever the price...

BENEFITS

Helot Chaos Cults and Chaos Corrupted gangs who have earned the favour of the Architect of Fate gain the following benefits in their next game:

- Once per round, a single fighter may ignore all negative modifiers when making a **Shoot (X)** action.
- If a Chaos Spawn is part of the gang's crew, it gains a Special Save of 4+.
- The gang's Leader gains a random wyrd power.

CHAOS SPAWN

Worship of the Chaos gods can be a route to unlimited power, but such power is not without its risks. Many a would-be champion has been found unworthy and reduced to a hideous Chaos Spawn, their flesh wracked with mutations and their mind scoured of even the slightest hint of sanity. Of course, a Chaos Spawn can be a potent (if unpredictable) weapon, and the cult that birthed it will still find uses for the creature.

If one of a gang's fighters is turned into a Chaos Spawn, they are effectively slain. They are deleted from the gang's roster, and any equipment they were carrying is lost. A Chaos Spawn no longer counts towards the gang's fighter limit – for example, if the gang has two Cult Disciples and one becomes a Chaos Spawn, they now only count as having one Cult Disciple.

They are immediately replaced with a Chaos Spawn, which is worth 130 credits for the purposes of calculating Gang Rating, and has the following profile:

M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
D6"	?	-	?	?	?	?	?	-	-	-	-

When the Chaos Spawn is added to the gang, fill in a Fighter card for it as normal. For each characteristic value that is shown as a (?), roll a D6 and consult the appropriate column on the following table (roll separately for each such characteristic).

For example, a player might roll a 1 for Weapon Skill, a 3 for Strength, a 6 for Toughness, a 1 for Wounds, a 5 for Initiative and a 6 for Attacks, to create a Chaos Spawn with a Weapon Skill of 5+, a Strength of 4, a Toughness of 6, 1 Wound, an Initiative of 4+ and 3 Attacks.

D6	WS	S	T	W	I	A
1	5+	3	4	1	5+	1
2-5	4+	4	5	2	4+	2
6	3+	5	6	3	3+	3

Note that the Movement characteristic is random, determined by rolling a D6 each time the Spawn makes a Move or Charge action, and that a Spawn will move D6" plus D3" when it charges.

EQUIPMENT

A Chaos Spawn carries no weapons and will always make unarmed attacks.

SPECIAL RULES

Warped Monstrosity: Chaos Spawn cannot be Pinned and will never become Broken or Insane. Any Flesh Wound and Serious Injury results on an Injury roll for it are ignored. If one is taken Out of Action, it does not suffer a Lasting Injury – instead, it is automatically restrained during the Wrap-up (as described below).

In addition, a Chaos Spawn has an Armour Save of 6+.

Mindless Beast: The only actions a Chaos Spawn can make are Move, Charge, Fight and Coup de Grace. It cannot use weapons or equipment of any kind. Any Cool or Willpower checks made for a Chaos Spawn automatically pass, but any Leadership or Intelligence checks automatically fail. **In addition, while weapons with the Blaze trait can set them on fire, while subject to the Blaze condition, the fighter may act normally during their activation, rather than acting as described by the Blaze trait.**

Out of Control: During the Wrap-up step of the post-battle sequence of any battle that featured the Chaos Spawn, the controlling player must roll to see whether the gang can restrain the Spawn.

First, nominate up to three gangers or juves from the gang who did not go Out of Action and were not Seriously Injured at the end of the battle. Roll a D6 for each nominated ganger or juve. If any of the dice score a 4 or more, the Chaos Spawn is restrained; otherwise, it scurries away to join the other nameless horrors of the underhive, and is removed from the gang's roster. If a dice scores a 1, make an immediate roll on the Lasting Injuries table for that Cultist, as they suffer the unfettered wrath of the Spawn.

Helot Cultists who are assigned to restrain the spawn may not work territories in the Post-Battle sequence, nor may they Forage for food.

Brute: A Chaos Spawn is a Brute, and follows all the rules for Brutes, including Reputation determining if the gang can have one, Crew restrictions, and so on. Unlike other Brutes, however, the Chaos Spawn does not need food

CHAOTIC GIFTS

Whenever a fighter in a Helot Chaos Cults, Corpse Grinder Cult or Chaos Corrupted gang gains a Lasting Injury (regardless of the cause), there is a chance it will become a Chaotic “Gift”.

If the result was Lesson Learned, Out Cold, Grievous Injury, Critical Injury, Death or Memorable Death, apply the Lasting Injury as normal.

Otherwise roll a D6 with the following modifiers:

- Add 1 if the Lasting Injury was inflicted by a fighter from a Chaos Corrupted gang, a Helot Chaos Cults gang or a Corpse Grinder gang.
- Add 1 if the Lasting Injury was inflicted by an attack with the Cursed trait.
- Add 1 if the Lasting Injury was caused by a Daemon or daemonically possessed fighter (**see page Error! Bookmark not defined., Error! Bookmark not defined. and Error! Bookmark not defined.**)
- Add 1 if the fighter who suffered the Lasting Injury already has at least one other Chaotic Gift.

If the result of the roll is a 6 or more then the Lasting Injury becomes a mutation.

Fighters may also suffer a Chaotic Gift if they receive the appropriate Lasting Injury from an attack with the Cursed trait. Roll a D6. On a 6, the Lasting Injury becomes a Chaotic Gift.

In either case, do not apply the effects of the Lasting Injury to the fighter, instead make a note on their Fighter card of the corresponding Chaotic Mutation:

Lasting Injury	Chaotic Mutation
Impressive Scars	Pleasant Mutilations: Reduce the model’s Initiative by 1. However, the fighter gains heightened rushes of stimulation from the flesh wounds they suffer in battle. For each flesh wound the model has, the model gains +1 Initiative, +1 Attacks, and +1 Movement.
Horrible Scars	Beastly Visage: The fighter appears more and more beastly. They suffer -2 Intelligence and -1 Initiative, but gain +1 Cool and gains an extra attack dice when then Charge (this may be combined with the Berserker skill)
Deafened	Do You Hear the Voices Too? The fighter gains a 360 degrees vision arc. However, the fighter’s ranged attacks gain the Reckless trait.
Shell Shock	Overweening Confidence: This fighter when activated must perform either a Fight (Basic) or Shoot (X) action. If they are not Engaged or able to make a Ranged attack against an enemy fighter, this fighter must make one Move (Basic) action or Charge (Double) action towards the nearest enemy fighter. These actions use up one or more of their actions, after which any other action can be performed (if they still have actions to perform).
Humiliated	Hungering Pride: The fighter must activate before any other fighters in their crew. If there is more than one fighter in the crew with this mutation, the controlling player must choose which one to activate first. Fighters with this mutation gain 1 additional Experience point if they take an Enemy Leader or Champion Out of Action.
Head Injury	Dark Madness: The fighter must make a Willpower check when they activate. If they fail, they immediately are subject to the Insanity condition (even if they are normally immune to this condition).
Eye Injury	Bestial Senses: The fighter cannot be included as part of a group activation, nor can they initiate a group activation if they are a Leader or Champion. In addition, the fighter counts as being equipped with a bio-scanner.
Hand Injury	Disturbing Appendage: The fighter counts as being equipped with a Fighting Knife which cannot be removed, disarmed or destroyed. When using weapons with the Unwieldy trait or which are marked by the * entry in the equipment lists, the fighter suffers a -1 Modifier to their Weapon Skill or Ballistic Skill.
Hobbled	Warped Limbs: Reduce the fighter’s Move characteristic by 1. When the fighter makes a Charge action, add D3” to their charge if they normally add half, and D6” if they normally add full Movement.
Spinal Injury	Crooked Body: Ranged attacks made against the fighter suffer a -1 modifier to hit while within the attacking weapon’s Long range. However, the fighter cannot wear any (Suit) armour, but they may still wear (layers), (shields) and (field armour) – any (Suit) armour they are currently equipped with is placed in the gang’s Stash.
Enfeebled	Twisted Flesh: When the fighter activates, they may remove one Flesh Wound from their Fighter card. The fighter cannot benefit from bio-boosters, medicae kits or assistance from other fighters when making Recovery tests.

The same Chaotic Gift cannot be gained more than once. If a fighter would gain a duplicate Gift, the player may choose another mutation from the Chaotic Gifts table instead. Chaotic Gifts cannot be “healed” via bionics, nor may bionics be installed for an injury once a model has received a Chaotic Gifts.

A fighter with a Chaotic Gift is a **mutant** and has the following special rule:

Mutant: Should this fighter be taken Out of Action, the enemy gang is rewarded a bounty of D3x10 credits at the end of the battle which is added to their Scenario rewards. In addition, any time a mutant rolls twice on the Rare Trade Chart at the Trading Post or Black Market, pass an Intelligence test – if the fighter fails, roll twice each time with the fighter offered only the lower-costed item

The boons of the Dark Gods always come with a price, and no one suffers their blessings for long without succumbing to madness and corruption. As soon as a fighter gains a number of Chaotic Gifts equal to their Toughness characteristic, they are transformed into a Chaos Spawn (**see page 45**).

Remove the fighter from the gang's Roster as if they died. However, a Chaos-aligned gang will attempt to keep the Spawn. If the gang already has a Chaos Spawn, the fighter is removed from the gang roster. If the gang does not have a Chaos Spawn, a Chaos Spawn is added to the gang roster immediately.

CHAOS-CORRUPTED GANG TERRAIN

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

Chaos-corrupted gangs can call upon a number of specialist terrain features to include in their gang. These pieces of terrain are bought from the Trading Post during the post-battle sequence. *To obtain these, a Gang may obtain these by rolling on the Chaos Helot Cult Rare Trade Chart or Corpse Grinder Cult Rare Trade Chart and obtaining gang terrain.*

Once bought, they are added to the gang's Stash, and can be fielded in any battle the gang takes part in unless noted otherwise (*These are not once-and-done, but retained between battles*).

PLACING GANG TERRAIN

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

The cost of Chaos terrain is added to the Crew Rating of a battle in which it is used, in addition to the Crew Value determined for the scenario. If a gang loses the battle, or flees the field, there is a chance it will be captured by the enemy gang. Treat them as unclaimed objectives, and the winner or remaining gang may attempt to capture them.

CHAOS TERRAIN

Terrain	Cost	Availability.
Chaos Relic	40	Illegal

Chaos Relic

A Chaos Relic counts as a Gang Relic, and benefits friendly fighters.

In addition, Enemy fighters who start their Activation within 6" of an Chaos Relic must pass a Willpower check. If passed, nothing happens. If failed, the fighter immediately becomes subject to the Insanity condition; *if they are immune to this condition, they instead may only make one action instead of two.*

A Chaos Relic may only be included if the gang is the defenders in a scenario with attackers and defenders. A Chaos Relic can be represented by a marker, appropriate piece of terrain or model on a 40mm base.

Note that if the Chaos Relic is defiled, it loses the bonuses it provides to friendly fighters but retains its other benefits.

GENESTEALER-INFECTED GANGS

The following section provides guidelines for creating a Genestealer Infected gang or running a gang that has become infected and joined a wider Genestealer Cult during a campaign. Any of the six House gangs – Orlock, Delaque, Escher, Cawdor, Goliath and Van Saar – as well as Slave Ogryn gangs can be infected by a Genestealer Cult if their player chooses.

Solo gangs may also be turned to the Cult during a campaign, but to be founded as a chaotic gang must choose the Genestealer-Infected Gang Trait.

LURE OF THE PATRIARCH

Infesting a gang with the Genestealer's curse can be done in one of two ways: either the gang can begin enthralled by a Genestealer Cult or they can join one during a campaign.

During gang creation a player can decide if their gang carries the Genestealer taint. If they do they gain the benefits detailed that follow, but are also automatically an Outlaw gang (see page Error! Bookmark not defined.).

During a campaign, a player may fall victim to the Genestealer infection, or may wilfully seek out the cult.

- If a gang takes over Territory from a Genestealer-aligned gang, roll 2D6. On a 2, the gang is infected by the cult.
- Alternatively, in the post-battle of any battle, their Leader can, instead of performing a post-battle action, seek out a cult. To do this, perform a Leadership test, applying a negative -1 modifier for every battle since the last time the gang fought a Genestealer-aligned gang, up to a maximum of -4 (a -4 modifier is applied if there are no Genestealer-aligned gangs in the campaign). If they pass the test they have found a cult and can attempt to join it. If they fail, they can try again after their next game.
- Whenever a gang joins the Secundus cult during a campaign, each fighter in the gang must make roll a D6. On a 1-5, they successfully survive implantation, and become a brood brother or sister of the cult. On a 6 the fighter unfortunately perishes from the implantation; however, their weapons and Wargear are kept by the gang.

BENEFITS OF THE BROOD

A Genestealer Infected gang gains the following benefits:

- The gang Leader may be upgraded to a Psyker (see next page).
- The ability to hire 0-1 Aberrants (see page Error! Bookmark not defined.).
- Access to a Cult Icon (see page 49).
- The ability to hire Hybrid Juves (see page 49).

Note that with the exceptions detailed previously, Clan House gangs retain access to their House Weapon lists and use the skill lists applicable to their gang.

SECRETIVE OR OUTLAW

A Genestealer-Infected gang can either be Law-Abiding or can be an Outlaw gang. However, once a Genestealer-infected gang is Outlawed, it can never change its alignment again.

If the gang is Outlawed (see page Error! Bookmark not defined.), the Genestealer-Infected gang cannot ever purchase House-specific Hangers On, Exotic Beasts or Brutes.

DESIGNER'S NOTE: DESIGNING THE SECUNDUS LOOK

Genestealer Infected gangs provide a wealth of modelling opportunities for players. Bald-headed Orlocks in purple leathers, Goliaths with extra alien arms and chitinous plating for armour or Cawdor gangers carrying cult icons into battle alongside hulking Aberrants are just some of the options available to players.

While there are no game requirements to model a Genestealer Infected gang as different from their more wholesome counterparts, it is certainly encouraged! Players will find that many components in the Warhammer 40,000 Genestealer Cult range are cross-compatible with the Necromunda gangs with little or no modelling work. Also, in a campaign the Arbitrator might require Genestealer Infected gangs to be distinctive from their non-Genestealer counterparts, so that their opponents know what kind of gang they are facing.

UPGRADING THE LEADER TO A PSYKER

The Leader of a Genestealer Infected gang can be upgraded to become an Unsanctioned Psyker for a cost of 40 credits. This cost is paid during the post-battle sequence and requires the Leader to forgo any Post-battle Actions, such as Trade or Seek Rare Equipment, and to not be In Recovery.

Once the Leader has been upgraded, they gain the Unsanctioned Psyker rule (see page Error! Bookmark not defined.) and can choose a single power from either the Telepathy or Telekenesis discipline. Thereafter, they count that discipline as one of the Primary Skill lists, with other disciplines becoming secondary skill sets.

Psychic Leaders also have access to Psychic Familiars (see page Error! Bookmark not defined.) and may hire them by following the rules for Exotic Beasts.

HIRING AN ABERRANT

Genestealer Infected gangs can include a single Aberrant in their gang. This fighter is recruited and equipped with Close Combat Weapons and Armour available to Gangers from the House Weapon list of the house or gang that recruited it (see page Error! Bookmark not defined.) and counts as one of the gang's Gang Fighter (X) fighters. An Aberrant may not Work Territories, however, nor may it ever be promoted to a Specialist.

ADDING A CULT ICON

Genestealer Infected gangs can include a single Cult Icon for 40 credits. This Cult Icon must be carried by the Leader or a Champion and follows the rules found on page 97.

HIRING HYBRID JUVES

When a Genestealer Infected gang recruits a Juve (either as part of gang creation, during the post-battle sequence or as a result of a territory such as a Settlement), they can instead recruit a Hybrid Juve. Hybrid Juvies represent the first generations of the budding cult. They have the same profile and weapon restrictions as a normal Juve but come with a Third Arm (see page Error! Bookmark not defined.) and cost 20 credits more.

CAPTURED FIGHTERS

If any member of a Genestealer-Infected gang is captured, the normal rules are followed. However, due to their alien nature, they are worth more when sold to the Guilders; the gang that is selling them receives their full value in credits, instead of half their value. Venator Solo gangs receive the full value and a half.

Outlaw gangs who sell Genestealer Cult fighters only earn the usual amount.

PSYKERS AND PSYCHIC POWERS

PSYCHIC POWERS

Psykers are a distinct type of fighter that are able to manifest strange and powerful abilities, bringing death, destruction and worse to the gang wars of the underhive.

During a battle, psykers are activated just like any other fighter, with the exception that they may perform 'Wyrd Power (X)' actions, which enable them to manifest their abilities.

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

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

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

MAINTAIN CONTROL (FREE)

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

CONCENTRATE (BASIC)

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

USING WYRD POWERS

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

Some **Wyrd Power (X) actions** are noted as being a Continuous Effect. Such a power lasts from when the psyker performs the action until either

- The fighter suffers a Wound or is forced to roll an Injury dice, at which point it ends,
- Or the start of their next activation when it will expire, unless their first action is to perform a **Maintain Control (Free) action**, in which case the Continuous Effect remains in play.

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

However, using Wyrd Powers is not without risk.

- If the Willpower check is failed on the roll of a double 1, the psyker must immediately roll on the Perils of the Warp table (see overleaf).
- If the Willpower check is passed on the roll of a double 6, the Wyrd Power takes effect, cannot be Disrupted (see overleaf) and the psyker must immediately roll on the Perils of the Warp table.

PSYCHIC DUELS

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

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

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

table. If a double 1 is rolled, the Disruption attempt fails and the psyker making the Disruption attempt must immediately roll on the Perils of the Warp table.

PERILS OF THE WARP

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

2D6	Result
2-3	A Tear in Reality! <i>The Psyker loses control and warp energy tears reality apart around them.</i> Centre a 5" Blast marker on the Psyker; any fighter touched by the marker must pass a Willpower check or lose a wound. The Psyker then goes Out of Action.
4-5	Immaterium Inverse. <i>The Warp inverts upon those attempting to control it.</i> The Psyker becomes the target of the power (regardless of range). If the power is beneficial, the Psyker instead becomes Pinned and suffers a Strength 6 hit that inflicts 2 Damage ignoring all saves. The power has no other effects.
6-8	Whispers from the Warp. <i>The psyker's mind is filled with screaming daemonic voices.</i> The psyker becomes subject to the Insanity condition. Place an Insanity marker on the psyker's Fighter card and roll a D6 on the Insanity table (see page Error! Bookmark not defined.) when they activate.
9-10	Warp Surge! <i>The Psyker's power becomes overcharged with warp energy.</i> The Psyker may immediately try to manifest the same power again as a free action, or if they were trying to disrupt a power, they may immediately manifest one of their own powers as a free action – this additional manifestation of the power can trigger Perils of the Warp as normal. After working out the effects of the power, the Psyker becomes Pinned and suffers a Strength 4 hit that inflicts 1 Damage ignoring all saves.
11-12	Daemonic Possession. <i>Daemonic energy courses through the Psyker's body.</i> The Psyker increases their Movement, Strength, Toughness and Attacks characteristics all by 3 and their Weapon Skill to 2+. Their unarmed attacks inflict 2 Damage and have an AP of -1. In the End phase of the following round, or if the Psyker generates this result again, they go Out of Action.

SANCTIONED AND UNSANCTIONED PSYKERS

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

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

SANCTIONED PSYKER

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

UNSANCTIONED PSYKER

Should a psyker with this skill be taken Out of Action, the enemy gang is rewarded a bounty of D3x10 credits at the end of the battle which is added to their Scenario rewards.

WYRD POWERS

When a fighter must determine a Wyrd Power, you can the following chart. When recruited a Wyrd may pick a single Discipline to be their power discipline – when they may roll for a Primary Power, they may roll for additional powers from that Discipline. When they may roll for Secondary powers, they can roll a D6 to pick a random power from any Discipline in the table below:

WYRD POWERS TABLE

D6	Discipline	Discipline
1	Biomancy	Roll a D6: 1: Blood Boil ; 2: Choke ; 3: Enfeeble , 4: Hammerhand, 5: Quickening, 6: Warp Strength
2	Chronomancy	Roll a D6: 1: Displacement , 2: Freeze Time, 3: Mirror Image , 4: Premonition , 5: Throw Voice , 6: Trip Up
3	Pyromancy	Roll a D6: 1: Fireball ; 2: Flame Blast, 3: Melta , 4: Molten Man , 5: Scouring, 6: Spontaneous Combustion ,
4	Technomancy	Roll a D6: 1: Bang Flash , 2: Machine Empathy , 3: Trigger Finger ; 4: Walk Through Walls ; 5: Weapon Jinx, 6: Zen Shootist
5	Telekenesis	Roll a D6: 1: Assail, 2: Dark Shield, 3: Force Blast, 4: Levitation, 5: Psychic Shockwave, 6: Spider
6	Telepathy	Roll 2D6: 2: Chameleon ; 3: Hypnosis, 4: Maddening Visions, 5: Mind Control, 6: Mind Lock, 7: Psychic Assault, 8: Psychic Scream, 9: Terrify, 10: Unbreakable Will, 11: Zealot, 12: You can Fly

BIOMANCY

BLOOD BOIL

The psyker reaches into his enemy's body with his mind, rapidly accelerating the target's pulse and pushing his blood pressure to near lethal levels. In the most spectacular successes, the victim's heart and brain explodes!

(Basic) Select an enemy fighter that has not yet activated this round within 9" and line of sight of the Psyker. If the Willpower check to perform this action is successful, that fighter suffers a hit action with a Str equal to their Toughness. No save is possible against Blood Boil.

CHOKE

With a simple gesture, the psyker reaches out with his powers and pinches tight on the enemy's windpipe, choking him of breath.

(Basic) Select an enemy fighter that has not yet activated this round within 9" and line of sight of the Psyker. If the Willpower check to perform this action is successful, roll a D6. If the result is higher than the target's Toughness or a natural 6, the fighter loses their Ready marker if they have it and rolls an Injury Dice. If the number is equal to or lower than their Toughness, the target loses their Ready Marker. No save is possible against Choke.

ENFEEBLE

The psyker drains the vigour from his victim, making him feel weak and incapable.

(Basic), Continuous Effect: Select an enemy fighter that has not yet activated this round within 9" and line of sight of the Psyker. If the Willpower check to perform this action is successful, that fighter loses 1 Toughness and the Psyker gains 1 Strength for as long as this power is in effect. If the target is reduced to 0 Toughness for any reason, they go Out of Action. The psyker keeps their enhanced Strength as long as they maintain the power.

HAMMERHAND

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

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

QUICKENING

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

WARP STRENGTH

(Simple), Continuous Effect: *The psyker invigorates the target with psychic energy, letting the power of the warp flow through muscles, tendons and bones, giving him amazing strength.* For as long as this Wyrd Power is maintained, the Psyker's Strength is increased by 2, and the Damage of any close combat attacks they make is increased by 1.

CHRONOMANCY

DISPLACEMENT

(Basic), Continuous Effect: While this power is active, the Wyrds Movement characteristic is doubled.

FREEZE TIME

(Double): All fighters, friend and foe, within 12", may only take one action when activated for the remainder of this round, and Tactics cards and other abilities may not be used to grant more actions. Line of sight is not required for this power to affect fighters, and this power is not blocked by walls or other impassable terrain.

MIRROR IMAGE

(Simple) The Wyrds may use this power if they are Engaged. If the power works they are able to create a mirror image of themselves which so confuses their opponent that the Wyrds can break from the combat without fear of reprisal. The Wyrds immediately performs a Disengage action, without needing to pass an Initiative test, in which any enemy fighters may not make any Reaction attacks.

PREMONITION

(Simple), Continuous Effect: The ability of this Psyker to sense the future enables them to dodge and evade all but the most unexpected of attacks. This Wyrds Power grants the Psyker a 4+ **Special save** roll as long as it is maintained, which cannot be modified by a weapons Armour Piercing characteristic.

THROW VOICE

(Basic), Continuous Effect: If the Wyrds uses this power successfully, any friendly fighters within 9" may add +2 to the dice roll of any Cool-, Leadership or Willpower-based checks they need to make, and any enemy fighters within 9" subtract -2 from the dice roll of any Cool-, Leadership or Willpower-based checks they need to make.

TRIP UP

(Basic), Continuous Effect: If an Enemy becomes Engaged with the Wyrds, the Wyrds can interrupt their action – the Wyrds must make a Willpower check. If passed, the enemy model is tripped up and placed prone – if they were in base-to-base contact, place them 1" away from the Wyrds prone, using the Scatter dice to determine where they will fall. The enemys activation then ends.

PYROMANCY

FIREBALL

(Basic): The Psyker makes a ranged attack with the following profile.

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Fireball	-	Sx3	-	-	3	-1	1	-	Blast (5"), Blaze

FLAME BLAST

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

MELTA

The Pyro is able to agitate the molecules of anything he concentrates on, creating a deadly microwave effect.

(Double) Select an enemy fighter that has not yet activated this round within 24" and line of sight of the Psyker. If the Willpower check to perform this action is successful, roll an Ammo dice. The target becomes Pinned and suffers a hit with a Strength equal to 3x the number of hits indicated by the dice roll, with an Armour modifier and Damage equal to the number of hits indicated, and the Melta trait. If the ammo check symbol is rolled, the target is not wounded, but is pinned instead.

MOLTEN MAN

The Pyro can make his body white hot so that anything that comes near him is burnt to a crisp.

(Basic), Continuous Effect: The fighter becomes immune to all attacks with the melta and blaze trait, and may not be put on fire. They may walk through Furnace Floors as if they were water. Any opponent Engaged with the fighter at the start of their activation suffers a Strength 8 hit with a -4 save modifier and the Blaze trait before doing anything else.

SCOURING

Coruscating balefire erupts from the Psyker's eyes or outstretched hands, engulfing the enemy.

(Basic): The Psyker makes a ranged attack with the following profile. If the fighter is a daemon or daemonically possessed, use the second profile instead:

Weapon	Rng		Acc		Str	AP	D	Ammo	Traits
	S	L	S	L					
Scouring	-	T	-	-	<u>3</u>	-1	1	-	Blaze, Template
Daemonic Scouring	-	T	-	-	<u>3</u>	-2	1	-	Blaze, Cursed, Template

SPONTAENOUS COMBUSTION

The psyker is able to cause an enemy's body to suddenly catch fire and burn up!

(Basic): Select an enemy fighter that has not yet activated this round within 12" and line of sight of the Psyker. If the power works then the victim must take a Willpower test. If the test is passed they survive the attack unscathed but are pinned. If the test is failed they are immediately put on fire as if from the Blaze trait.

TECHNOMANCY

BANG-FLASH

The Wyrd manipulates technology around them to produce a blinding flash.

(Basic): If the power works he may make an attack exactly as if he were throwing a Photon Flash Grenade.

MACHINE EMPATHY

This enables the Wyrd to engage with and tamper with the mechanical, electrical and electronic systems of the technology around them.

(Simple): Pick a console, lift or door without a console within 12" of the fighter and line of sight. If the power is successful, the door opens or closes as the player chooses, the lift moves up or down as the player chooses, or the console is activated without the need for an Intelligence test.

TRIGGER FINGER

The Wyrd makes an enemy weapon accidentally fire.

(Basic): Pick an enemy fighter within 24" and Line of Sight of the Wyrd. If the power works then the victim accidentally fires one random weapon he is holding. Roll the Scatter dice to see what direction the fighter now faces, centred on the direction of the dice. The closest fighter, vehicle or still in the facing may be hit. Roll to hit and wound normally, just as if the victim had fired the shot on purpose! If there are no models in the new front arc of the fighter, the shot automatically misses, but make a to hit roll anyway in case an Ammo roll is required or a piece of dangerous terrain is hit.

WALK THROUGH WALLS

The Wyrd is able to make a small rent in metal and other surfaces, which allows them to walk through walls and other obstacles.

(Basic), Continuous Effect: If the power works the Wyrd may walk through walls or other obstacles less than 1" thick until this power subsides. The Wyrd may also use this power to drop through a floor following the usual jumping down rules.

WEAPON JINX

The psyker uses their mind to tamper with weapons.

(Simple): Choose an enemy fighter within 18" of this fighter. The enemy fighter must immediately make an Ammo check for one of their weapons, chosen by this fighter. Line of sight is not required, and this power is not blocked by walls or other impassable terrain.

ZEN SHOOTIST

The Wyrd concentrates his mind so that he becomes one with any ranged weapon he uses

(Basic): If the power works then when he performs a **Shoot (X) action** that activation, he will automatically hit the target of his shot as long as they are visible and in range. Target priority remains in effect, however. Even though no to hit roll is needed you should still make one in case an Ammo roll is required

TELEKINESIS

ASSAIL

(Basic): The Psyker uses the force of their will to push enemies and objects from their path. Immediately make a ranged attack against an enemy fighter within 12" and line of sight. If hit, move the target D6" in any direction – if they were Standing, they become Prone and Pinned after moving. If they come into base contact with a Standing fighter or any terrain, they stop moving and suffer a Strength 3, Damage 1 hit. If they come into base contact with another fighter, that fighter also suffers a Strength 3, Damage 1 hit, and becomes Prone and Pinned.

DARK SHIELD

(Simple), Continuous Effect: Powerful energies envelop the Psyker, protecting them and their allies from harm. As long as this power is in effect, the Psyker and any other fighters from their gang within 6" of them gain a 6+ **special save**.

FORCE BLAST

(Basic): Any enemy fighters within 6" of this Psyker are immediately pushed D3+1" directly away. If this movement would push a fighter from a platform or into a pitfall, stop at the edge and take an Initiative test for them. If the test is passed, they are placed Prone at the edge. If the test is failed, they will fall. If this movement is interrupted by a wall or other impassable terrain, the fighter is immediately Pinned and takes a hit with a Strength equal to the number of inches rolled for the push distance.

LEVITATION

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

PSYCHIC SHOCKWAVE

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

Weapon	Rng (S/L)		Acc (S/L)		Str	AP	D	Ammo	Traits
<i>Psychic Shockwave</i>	12"	24"	+1	-	4	-1	2	-	Concussion, Impale, Pulverise, Reckless

SPIDER

(Basic), Continuous Effect: The Wyrd is able to generate a telekinetic energy field around his hands and feet which lets him move across gaps, walls and flat surfaces. As long as this power is in effect, the Wyrd gains the Clamber, Catfall and Mighty Leap skills.

TELEPATHY

Unless stated in the power's entry, Telepathy powers that affect friendly or enemy fighters can work through impassable terrain features such as walls and do not require line of sight

CHAMELEON

(Basic), Continuous Effect: If the power works then any enemy fighters shooting at the Wyrd suffer an additional -1 to hit penalty if the Wyrd is within the weapon's Short Range or an additional -2 penalty if within Long Range.

HYPNOSIS

With little more than a piercing stare, the Psyker can dominate the minds of the weaker-willed.

(Basic): Select an enemy fighter that has not yet activated this round within 9" and line of sight of the Psyker. If the Willpower check to perform this action is successful, that fighter may only perform a single **Move (Simple) action** when activated this round and may not attack any fighters from the Psyker's gang during their activation.

MADDENING VISIONS

Nearby enemies find themselves struck by nightmarish apparitions as the Psyker becomes a conduit for unfettered warp energy.

(Basic), Continuous Effect: For as long as this power is maintained, make a Willpower check for any enemy fighter who ends their turn within 12" of the Psyker. If the check is failed, the fighter is driven temporarily insane and becomes subject to the Insane Condition.

MIND CONTROL

Twitching and spasming under the control of the Psyker, an enemy fighter is forced to slowly raise their weapon and take aim upon one of their friends.

(Basic): Select an enemy fighter that is within 9" of the Psyker. That fighter immediately turns to face a fighter of the Psyker's player's choice, and then makes a **Shoot (Basic) action** or **Fight (Basic) action**, even if they have already activated this round.

MIND LOCK

The psyker reaches into the mind of the victim, using their mental powers to entrance the enemy.

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

PSYCHIC ASSAULT

The psyker musters the power of their mind and then launches it into their enemy's brain, overloading their senses and nervous system.

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

PSYCHIC SCREAM

Using their incredible empathic abilities, the psyker reaches into the mind of their victims and fills them with thoughts of panic and fear

(Basic): Any enemy fighters within 9" of this Psyker must immediately pass a Nerve test, subtracting 1 from the result. Any enemy fighter that fails this test is immediately Broken and runs for cover.

TERRIFY

The psyker places images of the target's worst nightmare into his mind, causing him to flee in terror..

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

UNBREAKABLE WILL

The Psyker exerts their mind to control nearby allies.

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

ZEALOT

The mere presence of the Psyker can drive their brethren to acts of aggressive hatred.

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

YOU CAN FLY

Reaching out with his mind, the psyker tries to manipulate the actions of his victim.

(Basic) If the power works the psyker may affect the mind of any single enemy model they can see within 16" and that is also within 1" of the edge of a structure, walkway or pitfall. The unfortunate target attempts to prove they can fly and immediately jumps off over the ledge!

Sadly, their delusion is shortlived as they plummet to the ground, suffering damage for falling following the usual rules, or step into a Badzone danger!

UNDERHIVE ARMOURY

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

WEAPON PROFILES

CLOSE COMBAT WEAPONS

Weapons of the Arc, Chain, Power, Shock and Stiletto families have two profiles. When a fighter makes a close combat attack with any of these weapons, they must roll a Firepower dice. If the Ammo check result comes up, make an Ammo check, and if the weapon fails, it will have lost its special abilities. It instead for the rest of the battle *after* that fight action use the second profile (called “Depowered” or “Devenomed”).

Other close combat weapons that have an ammo characteristic but no second profile must also roll a Firepower dice; if the weapon requires and then fails an ammo roll, it may not be used for the rest of the battle and the fighter loses any benefits of the item.

Finally, other close combat weapons (and the depowered profiles of the above) do not have an Ammo roll – do not roll an Ammo dice with these weapons, unless another rule instructs you should.

Weapon	S/L Rng		S/L Acc		Str	AP	D	Ammo	Type	Traits
Arc Hammer	E	2"	-	-	S+1	-1	3	-	Arc	Melee, Pulverise, Servo-Rig, Versatile
Arc welder									Arc	
- Powered	-	E	-	-	S+2	-3	3	3+		Augmetic, Blaze, Melee, Pulverise
- Depowered	-	E	-	-	S+1	-1	2	-		Augmetic, Knockback, Melee, Pulverise
Assault shield	-	E	-	-	S	-	1	-	Mundane	Assault Shield, Disarm, Knockback, Melee, Parry
Augmetic fist	-	E	-	-	S+1	-1	2	-	Augmetic	Augmetic, Knockback, Melee, Pulverise
Axe	-	E	-	-	S+1	-	1	-	Mundane	Bimanual, Disarm, Melee
Boning Sword	-	E	-	-	S	-2	2	-	Mundane	Melee, Parry, Rending
Brute cleaver	-	E	-	+1	S	-1	1	-	Mundane	Bimanual, Disarm, Melee
Butcher's chain cleaver									Chain	
- Powered	-	E	-	-	S+1	-2	2	3+		Bimanual, Melee, Shred
- Depowered	-	E	-	-	S+1	-	1	-		Bimanual, Melee
Butcher's cleaver	-	E	-	-	S+1	-1	1	-	Mundane	Bimanual, Disarm, Melee
Chainglaive									Chain	
- Powered	E	2"	-1	-	S+2	-2	2	3+		Melee, Rending, Unwieldy, Versatile
- Depowered	E	2"	-1	-	S+1	-	1	-		Melee, Unwieldy, Versatile
Chainaxe									Chain	
- Powered	-	E	-	+1	S+1	-1	1	3+		Bimanual, Disarm, Melee, Rending
- Depowered	-	E	-	-	S+1	-	1	-		Bimanual, Melee
Chainsword									Chain	
- Powered	-	E	-	+1	S	-1	1	3+		Melee, Parry, Rending
- Depowered	-	E	-	-	S+1	-	1	-		Melee
Desire's Needle									Stieltto	
- Empowered	-	E	-	+1	-	-1	1	3+	(Corrupted)	Chem Delivery, Melee, Power, Toxin ¹
- Depowered	-	E	-	-	S	-	1	-		Melee
Digi-weapon	E	3"	-	-	D6	D3-1	1	6+	Digi	Digi, Melee, Single Shot, Versatile
Energy shield	-	E	-	-	S	-	1	2+	-	Concussion, Energy Shield, Knockback, Melee, Parry, Scarce
Fighting knife	-	E	-	-	S	-1	1	-	Mundane	Backstab, Compact, Melee

¹ **FAQ 2019: Q.** Why does the Desire's Needle have the Power trait; the Power trait increases the Damage of the weapon by 1 on a natural 6 but a Toxin weapon doesn't do damage. Is that intentional? **A.** The inclusion of the Power trait is intentional. The extra damage is not the only effect of the trait in question – it also means that attacks made with Desire's Needle cannot be Parried and, on a natural 6, no save roll can be made against the weapon.

Flail	-	E	-	+1	S+1	-	1	-	Mundane	Entangle, Melee
Flensing Knife	-	E	-	-	S	-1	1	-	Mundane	Compact, Melee, Rending
Goredrinker axe	-	E	-	-	S+3	-1	2	-	Mundane (Corrupted)	Bimanual, Melee, Reckless, Rending
Heavy Chain Cleaver									Chain	
- Powered	-	E	-	+1	S+2	-2	2	3+		Bimanual, Melee, Sever
- Depowered	-	E	-	-	S	-	1	-		Bimanual, Melee
Heavy rock cutter									Industrial	
- Powered	E	1"	-	-	S+4	-4	3	3+		Melee, Unwieldy
- Depowered	E	1"	-1	-	S+1	-	1	-		Melee, Unwieldy
Heavy rock drill									Industrial	
- Powered	E	1"	-	-	S+2	-3	2	3+		Melee, Pulverise, Unwieldy
- Depowered	E	1"	-1	-	S+1	-	1	-		Melee, Unwieldy
Heavy rock saw									Industrial	
- Powered	E	1"	-	+1	S+3	-3	2	3+		Melee, Rending, Unwieldy
- Depowered	E	1"	-1	-	S+1	-	1	-		Melee, Unwieldy
Hex'iron blade	-	E	-	-	+1	-3	1	-	Mundane (Corrupted)	Cursed, Melee, Parry
Las cutter									Industrial	
- Powered	E	2"	+1	-	9	-3	2	6+		Melee, Scarce, Versatile
- Depowered	-	E	-	-	S	-	1	-		Melee
Lightning claw									Power	
- Powered	-	E	-	+1	+1	-2	1	4+		Melee, Parry, Power, Rending
- Depowered	-	E	-	+1	S	-1	1	-		Melee, Parry
Maul (club)	-	E	-	-	S	-	2	-	Mundane	Bimanual, Melee
Mono Blade	-	E	-	+1	S	-2	1	-	Mundane	Backstab, Melee
Mono Sword	-	E	-	+1	S	-2	1	-	Mundane	Melee, Parry
Polearm	E	2"	-1	-	S+1	-	1	-	Mundane	Melee, Versatile
Power axe									Power	
- Powered	-	E	-	-	S+2	-2	1	4+		Bimanual, Disarm, Melee, Power
- Depowered	-	E	-	-	S+1	-	1	-		Bimanual, Disarm, Melee
Power fist									Power	
- Powered	-	E	-	-	S+3	-3	3	4+		Melee, Power, Pulverise
- Depowered	-	E	-	-	S+1	-	1	-		Melee
Power hammer									Power	
- Powered	-	E	-	-	S+1	-1	2	4+		Bimanual, Melee, Power
- Depowered	-	E	-	-	S	-	2	-		Bimanual, Melee
Power knife									Power	
- Powered	-	E	-	-	S+1	-2	1	4+		Compact Backstab, Melee, Power
- Depowered	-	E	-	-	S	-1	1	-		Backstab, Melee
Power maul									Power	
- Powered	-	E	-	-	S+2	-1	2	4+		Bimanual, Melee, Power
- Depowered	-	E	-	-	S	-	2	-		Bimanual, Melee
Power pick									Power	
- Powered	-	E	-	-	S+1	-3	2	4+		Bimanual, Melee, Power, Pulverise
- Depowered	-	E	-	-	S+1	-	2	-		Bimanual, Melee
Power sword									Power	
- Powered	-	E	-	-	S+1	-2	1	4+		Melee, Parry, Power
- Depowered	-	E	-	-	S	-1	1	-		Melee, Parry
'Pulverizer' serrated axe									Chain	
- Powered	-	E	-	-	S+1	-1	1	3+		Bimanual, Melee, Pulverise
- Depowered	-	E	-	-	S+1	-	1	-		Melee
Rotary Flensing Saw									Industrial	

- Powered	E	4"	-	-1	S+1	-2	2	3+		Knockback, Melee, Shred, Versatile
- Depowered	E	4"	-	-1	S+1		1	-		Melee, Versatile
'Renderizer' serrated axe									Chain	
- Powered	-	E	-	-	S+2	-1	2	3+		Melee, Pulverise, Unwieldy
- Depowered	-	E	-	-	S+1	-	1	-		Melee, Unwieldy
Servo claw	-	E	-	-	S+2	-	2	-	Industrial	Melee
Shock baton									Shock	
- Powered	-	E	-	-	S+1	-	1	4+		Bimanual, Concussion, Melee, Parry, Shock
- Depowered	-	E	-	-	S	-	1	-		Bimanual, Melee
Shock stave									Shock	
- Powered	E	2"	-1	-	S+1	-	1	4+		Bimanual, Concussion, Melee, Shock, Versatile
- Depowered	E	2"	-1	-	S+1	-	1	-		Melee, Versatile
Shock whip									Shock	
- Powered	E	3"	-1	-	S	-	1	4+		Concussion, Drag, Entangle, Melee, Shock, Versatile, Whip
- Depowered	E	3"	-1	-	2	-	1	-		Drag, Entangle, Melee, Versatile, Whip
Spider-Rig	E	3"	+1	+1	S+1	-1	1	2+	Shock	Entangle, Melee, Paired, Parry, Shock, Versatile
Spud-jacker	-	E	-	-	S+1	-	1	-	Mundane	Bimanual, Knockback, Melee
Stiletto Knife									Stiletto	Compact
- Envenomed	-	E	-	-	-	-1	-	3+		Melee, Toxin
- Devenomed	-	E	-	-	S	-1	1	-		Melee
Stiletto Sword									Stiletto	
- Envenomed	-	E	-	-	-	-1	-	3+		Melee, Parry, Toxin
- Devenomed	-	E	-	-	S	-1	1	-		Melee, Parry
Sword	-	E	-	-	S	-1	1	-	Mundane	Melee, Parry
Tenebrous scourge									Power	
- Powered	E	3"	-	-	S+3	-	1	-	(Corrupted)	Drag, Entangle, Melee, Power, Versatile, Whip
- Depowered	E	3"	-1	-	2	-	1	-		Drag, Entangle, Melee, Versatile, Whip
Thunder hammer									Power	
- Powered	-	E	-	-	S+1	-1	3	4+		Bimanual, Melee, Power, Shock
- Depowered	-	E	-	-	S	-	2	-		Bimanual, Melee
Two-handed axe or sword	E	2"	-	-	S+2	-	2	-	Mundane	Melee, Unwieldy, Versatile
Two-handed hammer	E	2"	-	-	S+1	-	3	-	Mundane	Melee, Knockback, Unwieldy, Versatile
Venom Claw									Stiletto	Compact
- Envenomed	-	E	-	-	-	-2	-	3+		Entangle, Melee, Toxin
- Devenomed	-	E	-	-	S	-2	-	-		Entangle, Melee
Web gauntlet	-	E	-	+1	3	-	-	4+	Web	Backstab, Melee, Scarce, Web
Whip	E	3"	-1	-	2	-	1	-	Mundane	Drag, Entangle, Melee, Versatile, Whip
Whisperbane knife	-	E	-	+1	S	-	1	-	Mundane (Corrupted)	Backstab, Melee, Scattershot
Xenarch Death-arc									Shock	
- Powered	E	5"	+1	-	3	-	1	2+	(Xenos)	Melee, Plentiful, Rapid Fire (2), Shock, Versatile
- Depowered	-	E	-	-	S	-	1	-		Bimanual, Melee

In addition, any fighter with a pistol, basic or special weapon may use it as a close combat weapon with the following profile as a blunt instrument. If the weapon fails an ammo roll when used as a blunt instrument, it may not be used either as a close combat or ranged weapon for the remainder of the battle (using a ranged weapon in this manner is a last resort attack!):

	Range		Acc							
Weapon	S	L	S	L	Str	AP	D	Ammo	Type	Traits
Ranged Weapon Blunt Instrument Attack	-	E	-	-	S+1	-	1	5+	Mundane	Melee, Scarce, Unwieldy

RANGED WEAPONS

PISTOLS

Weapon	S/L Rng		S/L acc		Str	AP	D	Ammo	Size	Type	Traits
Arc Pistol	3"	12"	+2	-1	5	-	1	6+	1	Arc	Blaze, Shock
Autopistol	4"	12"	1	-	3	-	1	4+	1	Auto	Rapid Fire (1), Sidearm
- fragmentation rounds	4"	12"	1	-	3	-1	1	4+			Scarce, Rapid Fire (1), Sidearm
- manstopper rounds	4"	12"	1	-	4	-	1	4+			Scarce, Rapid Fire (1), Sidearm
- phosphor rounds	4"	12"	1	-	3	-	1	4+			Flare, Rapid Fire (1), Scarce, Sidearm
- plantbuster rounds	4"	12"	1	-	3	-	1	4+			Defoliate, Rapid Fire (1), Scarce, Sidearm
- rad rounds	4"	12"	-	-	3	-	1	4+			Rad-phage, Rapid Fire (1), Scarce, Sidearm
- static rounds	4"	12"	1	-	3	-	1	6+			Scarce, Rapid Fire (1), Shield Breaker, Shock, Sidearm
- warp round	4"	12"	1	-	3	-	1	6+			Cursed, Rapid Fire (1), Scarce, Sidearm
Blackpowder Pistol	5"	10"	+2	-	3	-	1	4+	1	Blackpowder	Compact, Plentiful, Sidearm
- blessed round	5"	10"	+2	-	3	-	1	4+			Hexagrammic, Scarce, Sidearm
- gas round	5"	10"	+2	-	3	-	1	4+			Blast (3"), Gas, Scarce
- shatter round	5"	10"	+2	-	3	-	1	4+			Blast (3"), Scarce
- warp round	5"	10"	+2	-	3	-	1	6+			Cursed, Scarce, Sidearm
Bolt pistol	6"	12"	+1	-	4	-1	2	6+	1	Bolt	Rapid Fire (1), Sidearm
- gas Ammo	6"	12"	+1	-	-	-	1	6+			Blast (3"), Gas, Scarce
- gunk bolts	6"	12"	-	-	4	-	1	6+			Rapid Fire (1), Gunk, Scarce, Sidearm
- shatter Ammo	6"	12"	+1	-	3	-1	1	6+			Blast (3"), Scarce
Combi-pistol									1		
Primary component: ²											
- autopistol	4"	12"	+1	-	3	-	1	4+		Auto	Combi, Rapid Fire (1), Sidearm
- bolt pistol	6"	12"	+1	-	4	-1	2	6+		Bolt	Combi, Rapid Fire (1), Sidearm
- laspistol	8"	12"	+1	-	3	-	1	2+		Las	Combi, Plentiful, Sidearm
- stubgun	6"	12"	+2	-	3	-	1	4+		Stub	Combi, Plentiful, Sidearm
Secondary component:											
- hand flamer	-	T	-	-	3	-	1	5+		Flamer	Blaze, Combi, Template, Unstable
- grav	5"	10"	+1	-	*	-1	2	5+		Graviton	Assault, Blast (3"), Combi, Concussion, Graviton Pulse, Scarce
- melta	4"	8"	+1	-	6	-2	2	4+		Melta	Assault, Combi, Melta, Scarce, Sidearm
- needler	4"	9"	+1	-	-	-1	-	6+		Needle	Combi, Scarce, Sidearm, Silent, Toxin
- plasma pistol	6"	12"	+2	-	5	-1	2	5+		Plasma	Combi, Scarce, Sidearm
- rad pistol	-	T	-	-	2	-2	1	4+		Rad	Rad-phage, Rending, Sidearm, Template
Enforcer Bolt pistol	6"	12"	+1	-	4	-1	2	4+	1	Bolt	Rapid Fire (1), Sidearm
- gas Ammo	6"	12"	+1	-	-	-	1	6+			Blast (3"), Gas, Scarce
- gunk bolts	6"	12"	-	-	4	-	1	6+			Rapid Fire (1), Gunk, Scarce, Sidearm
- Penetrator Rounds	6"	12"	+1	-	4	-2	2	4+			Rapid Fire (1), Rending, Sidearm, Unstable
- shatter Ammo	6"	12"	+1	-	3	-1	1	6+			Blast (3"), Scarce
Flechette pistol										Auto	
- solid ammo	4"	12"	+1	-	3	-	1	4+			Rapid Fire (1), Sidearm, Silent
- fleshbane ammo	4"	12"	-	-	-	-	-	6+			Rapid Fire (1), Scarce, Sidearm, Silent, Toxin
- fragmentation rounds	4"	12"	+1	-	3	-1	1	4+			Scarce, Rapid Fire (1), Sidearm, Silent
- manstopper rounds	4"	12"	+1	-	4	-	1	4+			Scarce, Rapid Fire (1), Sidearm, Silent
- phosphor rounds	4"	12"	+1	-	3	-	1	4+			Flare, Rapid Fire (1), Scarce, Sidearm, Silent
- plantbuster rounds	4"	12"	+1	-	3	-	1	4+			Defoliate, Rapid Fire (1), Scarce, Sidearm, Silent
- rad rounds	4"	12"	-	-	3	-	1	4+			Rad-phage, Rapid Fire (1), Scarce, Sidearm, Silent
- static rounds	4"	12"	+1	-	3	-	1	6+			Scarce, Rapid Fire (1), Shield Breaker, Shock, Sidearm, Silent
- warp round	4"	12"	+1	-	3	-	1	6+			Cursed, Rapid Fire (1), Scarce, Sidearm, Silent

Hand Bow									1	Bow	
- normal arrows	5"	10"	+1	-	S	-	1	4+			Compact, Sidearm, Silent
- acid arrows	5"	10"	+1	-	S	-	1	6+			Pulverise, Rending, Scarce, Silent

²A combi-pistol's component weapons may be upgraded with additional ammunition available to that type. The combi trait will be applied to any additional ammunition.

- explosive arrows	5"	10"	+1	-	2	-	1	6+			Blast (3"), Knockback , Scarce, Unstable
- fire arrows	5"	10"	+1	-	5	-	1	4+			Blaze, Scarce
- hunting arrows	5"	10"	+1	-	5	-	1	4+			Shred, Silent
- poisoned arrows	5"	10"	+1	-	-	-	-	6+			Scarce, Silent, Toxin
Hand flamer	-	T	-	-	3	-	1	5+	1	Flamer	Blaze, Sidearm , Template
Inferno pistol	4"	8"	-	-	8	-2	2	5+	1	Melta	Assault , Melta, Scarce, Sidearm
Las pistol									1	Las	
- normal	8"	12"	+1	-	3	-	1	2+			Plentiful, Sidearm
- with focusing crystal	8"	12"	+1	-	3	-2	1	3+			Scarce , Sidearm, Unstable
- with hotshot	8"	12"	+1	-	4	-1	1	4+			Scarce , Sidearm, Unstable
- with focusing crystal & hotshot	8"	12"	+1	-	4	-3	1	5+			Scarce , Sidearm, Unstable
Las sub-carbine									1	Las	
- normal	4"	12"	+1	-	3	-	1	4+			Plentiful, Rapid Fire (1), Sidearm
- with focusing crystal	4"	12"	+1	-	3	-2	1	5+			Rapid Fire (1), Scarce , Sidearm, Unstable
- with hotshot	4"	12"	+1	-	4	-1	1	6+			Rapid Fire (1), Scarce , Sidearm, Unstable
- with focusing crystal & hotshot	4"	12"	+1	-	4	-3	1	6+			Rapid Fire (1), Scarce , Sidearm, Unstable
Needle Pistol	4"	9"	+2	-	-	-2	-	6+	1	Needle	Scarce, Sidearm, Silent, Toxin
- Chem darts	4"	9"	+2	-	-	-2	-	6+			Chem Delivery, Scarce, Sidearm, Silent
- Terrify Rounds	4"	9"	+2	-	-	-2	-	6+			Fear, Sidearm, Scarce, Silent
Plasma Pistol									1	Plasma	
- low	6"	12"	+2	-	5	-1	2	5+			Frequency, Scarce, Sidearm
- maximal	6"	12"	+1	-	7	-2	3	5+			Frequency, Scarce, Sidearm, Unstable
Pulse Pistol	6"	12"	-	-	5	-	1	4+	1	Plasma (Xenos)	Sidearm
Rad Pistol	-	T	-	-	2	-2	1	4+	1	Rad	Rad-phage, Rending , Sidearm, Template
Sling Pistol	6"	12"	+2	-	4	-2	1	5+	1	Auto (Xenos)	Assault , Scarce, Shred , Sidearm
Stubgun	6"	12"	+2	-	3	-	1	4+	0/1	Stub	Compact, Sidearm
- with dum dum rounds	5"	10"	+1	-	4	-	1	4+			Scarce, Pulverise , Sidearm
- Excrutiator Rounds	6"	12"	+1	-	4	-	1	6+			Shock, Sidearm
- phosphor rounds	6"	12"	+2	-	3	-	1	4+			Flare , Scarce, Sidearm
- plantbuster rounds	6"	12"	+2	-	3	-	1	4+			Defoliate, Scarce, Sidearm,
- rad rounds	6"	12"	+2	-	3	-	1	4+			Rad-phage, Scarce, Sidearm,
- Static Round	6"	12"	+2	-	3	-	1	6+			Scarce, Shield Breaker, Shock, Sidearm
- Warp Round	6"	12"	+2	-	3	-	1	6+			Cursed, Scarce, Sidearm
Web pistol	-	T	-	-	3	-	-	6+	1	Web	Sidearm , Silent, Template, Web
Withertouch pistol	6"	9"	-	-	3	-	1	6+	1	Melta (corrupted)	Assault , Melta, Sidearm, Silent

BASIC WEAPONS

Weapon	Range S/L		Acc S/L		Str	AP	D	Ammo	Size	Type	Traits
Autogun	8"	24"	+1	-	3	-	1	4+	2	Auto	Rapid Fire (1)
- Phosphor Rounds	8"	24"	+1	-	3	-	1	4+			Flare, Rapid Fire (1), Scarce
- Plantbuster Rounds	8"	24"	+1	-	3	-	1	4+			Defoliate, Rapid Fire (1), Scarce
- Rad Rounds	8"	24"	-	-	3	-	1	4+			Rad-phage, Rapid Fire (1), Scarce
- Static Rounds	8"	24"	+1	-	3	-	1	6+			Scarce, Shield Breaker, Shock, Rapid Fire (1)
- Warp Rounds	8"	24"	+1	-	3	-	1	6+			Cursed, Scarce
- Fragmentation Rounds	8"	24"	+1	-	3	-1	1	4+			Scarce, Rapid Fire (1)
- Manstopper Rounds	8"	24"	+1	-	4	-	1	4+			Scarce, Rapid Fire (1)
Blunderbuss									2	Blackpowder	
- Grape Shot	-	T	-	-	2	-	1	6+			Plentiful, Template , Scattershot
- Purgation Shot	-	T	-	-	3	-	1	6+			Blaze, Template , Scarce
- Emperor's Wrath Shot	8"	12"	-	-1	4	-1	2	4+			Knockback, Pulverise
Bow									1	Bow	
- Normal Arrows	Sx3"	Sx6"	-	-1	3	-	1	4+			Silent
- Acid Arrows	Sx3"	Sx6"	-	-1	3	-	1	6+			Pulverise , Rending , Scarce, Silent
- Explosive Arrows	Sx3"	Sx6"	-	-1	2	-	1	6+			Blast (3"), Scarce, Unstable
- Fire Arrows	Sx3"	Sx6"	-	-1	3	-	1	4+			Blaze, Scarce
- Hunting Arrows	Sx3"	Sx6"	-	-1	3	-1	1	4+			Scarce, Shred, Silent
- Poisoned Arrows	Sx3"	Sx6"	-	-1	-	-	-	6+			Scarce, Silent, Toxin
Combat Shotgun									2	Shotgun	
- Salvo Fire	4"	12"	+1	-	4	-	2	4+			Assault , Knockback, Rapid Fire (1)
- Shredder Blast	-	T	-	-	2	-	1	4+			Assault , Scattershot, Template
- Executioner Ammo	4"	16"	-1	+1	4	-2	2	6+			Assault , Knockback, Scarce
- Firestorm Ammo	-	T	-	-	4	-1	1	6+			Blaze, Scarce, Template
- Gas Ammo	4"	12"	+1	-	-	-	1	6+			Assault , Blast (3"), Gas, Scarce
- Phosphor Rounds	-	T	-	-	2	-	1	4+			Flare, Scarce, Scattershot, Template
- Plantbuster Rounds	-	T	-	-	2	-	1	4+			Defoliate, Scarce, Scattershot, Template
- Rad Rounds	-	T	-	-	2	-	1	4+			Rad-phage, Scarce, Scattershot, Template
- Shatter Ammo	4"	12"	+1	-	3	-1	1	5+			Assault , Blast (3"), Scarce
Crossbow									2	Bow	
- Normal Arrows	10"	20"	+1	-	3	-	1	4+			Knockback, Primitive, Silent
- Acid Arrows	10"	20"	+1	-	3	-	1	6+			Knockback, Pulverise , Rending , Scarce, Silent
- Explosive Arrows	10"	20"	+1	-	2	-	1	6+			Blast (3"), Knockback , Scarce, Unstable
- Fire Arrows	10"	20"	+1	-	3	-	1	4+			Blaze, Knockback , Scarce
- Hunting Arrows	10"	20"	+1	-	3	-1	1	4+			Knockback , Scarce, Shred, Silent
- Poisoned Arrows	10"	20"	+1	-	-	-	-	6+			Knockback , Scarce, Silent, Toxin
Lasgun	18"	24"	+1	-	3	-	1	2+	2	Las	Plentiful
Lasgun With Focusing Crystal	18"	24"	+1	-	3	-2	1	3+	2	Las	Scarce, Unstable
Lasgun With Hot Shot Pack	18"	24"	+1	-	4	-1	1	4+	2	Las	Scarce, Unstable
Lasgun With Focusing Crystal & Hot Shot Pack	18"	24"	+1	-	4	-3	1	5+	2	Las	Scarce, Unstable
Las Carbine	10"	24"	+1	-	3	-	1	4+	2	Las	Plentiful, Rapid Fire (1)
Las Carbine With Focusing Crystal	10"	24"	+1	-	3	-2	1	5+	2	Las	Rapid Fire (1), Scarce, Unstable
Las Carbine With Hot Shot	10"	24"	+1	-	4	-1	1	6+	2	Las	Rapid Fire (1), Scarce, Unstable

Las Carbine With <i>Focusing Crystal & Hot Shot Pack</i>	10"	24"	+1	-	4	-3	1	6+	2	Las	Rapid Fire (1), Scarce, Unstable
Musket	10"	20"	+1	-1	3	-	1	4+	2	Blackpowder	Plentiful
- Gas Round	10"	20"	+1	-1	3	-	1	4+			Blast (3"), Gas, Scarce
- Shatter Round	10"	20"	+1	-1	3	-	1	4+			Blast (3"), Scarce
- Warp Round	10"	20"	+1	-1	3	-	1	6+			Cursed, Scarce
Polearm/Autogun									2	Auto	
Polearm	E	2"	-1	-	S+1	-	1	-			Melee, Versatile
Autogun	8"	24"	+1	-	3	-	1	5+			Rapid Fire (1)
Polearm/Blunderbuss									2	Blackpowder	
Polearm	E	2"	-1	-	S+1	-	1	-			Melee, Versatile
Blunderbuss											
- Grape Shot	-	T	-	-	2	-	1	6+			Plentiful, Template, Scattershot
- Purgation Shot	-	T	-	-	3	-	1	6+			Blaze, Template, Scarce
- Emperor's Wrath	8"	12"	-	-1	4	-1	2	4+			Knockback, Pulverise
Ripper Gun									2	Shotgun	Ogryns only
- Ranged	6"	12"	+3	-	5	-1	1	5+		(Special)	Assault, Rapid Fire (2)
- Melee	-	E	-	-	S+1	-	1	2+			Melee, Scarce, Unwieldy
Sawn-Off Shotgun									2	Shotgun	
- Scatter Shot	4"	8"	+2	-	3	-	1	6+			Scattershot, Sidearm
- Solid Shot	4"	8"	-	-2	4	-	2	6+			Knockback, Sidearm
- Gas Ammo	4"	8"	+1	-	-	-	1	6+			Blast (3"), Gas, Scarce
- Phosphor Rounds	4"	8"	+2	-	3	-	1	6+			Flare, Scarce, Scattershot, Sidearm
- Plantbuster Rounds	4"	8"	+2	-	3	-	1	6+			Defoliate, Scarce, Scattershot, Sidearm
- Rad Rounds	4"	8"	+1	-	3	-	1	6+			Rad-phage, Scarce, Scattershot, Sidearm
- Shatter Ammo	4"	8"	+1	-	3	-1	1	5+			Blast (3"), Scarce
Shotgun									2	Shotgun	
- Acid Rounds	4"	8"	+1	-	3	-1	1	5+			Scarce, Rending, Pulverise
- Executioner Ammo	4"	16"	-1	+1	4	-2	2	6+			Knockback, Scarce
- Gas Ammo	4"	18"	+1	-	-	-	1	6+			Blast 3", Gas, Scarce
- Inferno Ammo	4"	16"	+1	-	4	-	2	5+			Blaze, Scarce
- Phosphor Rounds	8"	16"	+1	-	4	-	2	4+			Flare, Scarce
- Plantbuster Rounds	8"	16"	+1	-	4	-	2	4+			Defoliate, Scarce
- Rad Rounds	8"	16"	+1	-	4	-	2	4+			Rad-phage, Scarce
- Scatter Ammo	4"	8"	+2	-	2	-	1	4+			Scattershot
- Shatter Ammo	4"	18"	+1	-	3	-1	1	5+			Blast 3", Scarce
- Solid Ammo	8"	16"	+1	-	4	-	2	4+			Knockback
Stub cannon	9"	18"	+1	-	5	-	1	3+	2	Stub	Assault , Knockback
- Dum Dum Rounds	8"	16"	+1	-	6	-	1	4+			Assault , Knockback, Pulverise, Scarce
- phosphor rounds	9"	18"	+1	-	5	-	1	3+			Assault , Flare, Knockback, Pulverise, Scarce
- plantbuster rounds	9"	18"	+1	-	5	-	1	3+			Assault , Defoliate, Knockback, Pulverise, Scarce
- rad rounds	9"	18"	+1	-	5	-	1	3+			Assault , Rad-phage, Knockback, Pulverise, Scarce
- static rounds	9"	18"	+1	-	5	-	1	6+			Assault , Knockback, Pulverise, Scarce, Shield Breaker, Shock
- warp rounds	9"	18"	+1	-	5	-	1	6+			Assault , Cursed, Knockback, Pulverise, Scarce
Suppression laser (normal)									2	Las	
- broad burst	4"	8"	+2	-	2	-	1	4+			Assault, Frequency, Plentiful, Scattershot
- short burst	8"	16"	+1	-	4	-	2	4+			Assault, Frequency, Knockback, Plentiful

Suppression laser (focusing crystal)									2	Las	
- broad burst	4"	8"	+2	-	2	-2	1	5+			Assault, Frequency, Scarce, Scattershot, Unstable
- short burst	8"	16"	+1	-	4	-2	2	5+			Assault , Frequency, Knockback, Scarce, Unstable
Suppression Laser (hotshot)									2	Las	
- broad burst	4"	8"	+2	-	3	-1	1	6+			Assault, Frequency, Scarce, Scattershot, Unstable
- short burst	8"	16"	+1	-	5	-1	2	6+			Assault, Frequency, Knockback, Scarce, Unstable
Suppression Laser (focusing crystal & hotshot)									2	Las	
- broad burst	4"	8"	+2	-	3	-3	1	6+			Assault, Frequency, Scarce, Scattershot, Unstable
- short burst	8"	16"	+1	-	5	-3	2	6+			Assault, Frequency, Knockback, Scarce, Unstable
Throwing Knives	Sx2	Sx4	-	-1	S	-1	-	5+	1	Throwing	Assault, Compact, Scarce, Silent, Toxin

SPECIAL WEAPONS

Weapon	Range S/L		Acc S/L		Str	AP	D	Ammo	Type	Traits
Arc Rifle	9"	24"	+2	-1	5	-	1	6+	Arc	Blaze, Rapid Fire (1), Shock
Assault Grenade Launcher (Twin-Linked)									Launcher	
- Frag Grenades	6"	24"	-1	-	3	-	1	6+		Assault, Blast (3"), Knockback, Rapid Fire (1), Unstable, Scarce, Shred, Twin-Linked
- Krak Grenades	6"	24"	-1	-	6	-2	2	6+		Assault, Blast (25mm), Rapid Fire (1), Scarce, Twin-Linked, Unstable
- Smoke Grenades	6"	24"	-1	-	-	-	-	4+		Assault, Blast (*), Smoke*, Rapid Fire (1), Scarce, Twin-Linked
- Stun Rounds	6"	18"	-	-	2	-1	1	4+		Assault, Concussion, Rapid Fire (1), Scarce, Twin-Linked
Autoslugger	8"	24"	+1	-	3	-	1	4+	Auto	Rapid Fire (2)
- Phosphor Rounds	8"	24"	+1	-	3	-	1	4+		Flare, Rapid Fire (2), Scarce
- Plantbuster Rounds	8"	24"	+1	-	3	-	1	4+		Defoliate, Rapid Fire (2), Scarce
- Rad Rounds	8"	24"	-	-	3	-	1	4+		Rad-phage, Rapid Fire (2), Scarce
- Static Rounds	8"	24"	+1	-	3	-	1	6+		Scarce, Shield Breaker, Shock, Rapid Fire (2)
- Warp Rounds	8"	24"	+1	-	3	-	1	6+		Cursed, Scarce
- Fragmentation Rounds	8"	24"	+1	-	3	-1	1	4+		Rapid Fire (2), Scarce
- Manstopper Rounds	8"	24"	+1	-	4	-	1	4+		Rapid Fire (2), Scarce
Balefire Thrower	-	T	-	-	4	-1	2	5+	Flamer (Corrupted)	Blaze, Cursed, Template
Boltgun	12"	24"	+1	-	4	-1	2	6+	Bolt	Rapid Fire (1)
- Gunk Bolts	12"	24"	-	-1	4	-	1	5+		Gunk, Scarce
- Gas Ammo	12"	24"	+1	-	-	-	1	6+		Blast 3", Gas, Scarce
- Shatter Ammo	12"	24"	+1	-	3	-1	1	6+		Blast 3", Scarce
Chem-Thrower	-	T	-	-	-	-	-	5+	Gas	Gas, Silent, Template
Combi-Weapon										
Primary Component:										
- Autogun	8"	24"	+1	-	3	-	1	4+	Auto	Combi, Rapid Fire (1)
- Bolter	12"	24"	+1	-	4	-1	2	6+	Bolt	Combi, Rapid File (1)
- Lasgun	18"	24"	+1	-	3	-	1	2+	Las	Combi, Plentiful
Secondary Component:										
- Flamer	-	T	-	-	4	-1	1	5+	Flamer	Blaze, Combi, Scarce, Template, Unstable
- Grav-Gun	9"	18"	+1	-	*	-1	2	5+	Graviton	Assault, Blast (3"), Combi, Concussion, Graviton Pulse, Scarce
- Grenade Launcher									Launcher	
--- Frag Grenades	6"	24"	-1	-	3	-	1	6+		Blast (3"), Combi, Knockback, Scarce
- Melta	6"	12"	+1	-	8	-4	3	4+	Melta	Assault, Combi, Melta, Scarce
- Needler	9"	18"	+1	-	-	-1	-	6+	Needler	Combi, Scarce, Silent, Toxin
- Plasmagun	12"	24"	+2	-	5	-1	2	5+	Plasma	Combi, Scarce
Concussion Carbine	9"	18"	+1	-	3	-1	1	4+	Seismic	Blast (3"), Concussion, Knockback, Seismic
Enforcer Boltgun	12"	24"	+1	-	4	-1	2	4+	Bolt	Rapid Fire (1)
- With Penetrator Rounds	12"	24"	+1	-	4	-2	2	4+		Rapid Fire (1), Rending, Unstable
Flamer	-	T	-	-	4	-1	1	5+	Flamer	Blaze, Template
Galvanic Rifle	15"	30"	-	-	4	-1	1	6+	Shock	Shock
Grav-Gun	9"	18"	+1	-	*	-1	2	5+	Graviton	Assault, Blast (3"), Concussion, Graviton Pulse

Grenade Launcher									Launcher	
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- Anti-Plant Grenades	6"	24"	-1	-	-	-	-	4+		Blast (3"), Defoliante, Scarce
- Choke Grenades	6"	24"	-1	-	-	-	-	5+		Blast (3"), Gas, Scarce
- Flare Grenades	6"	24"	-1	-	-	-	-	4+		Blast (3"), Flare, Scarce
- Frag Grenades	6"	24"	-1	-	3	-	1	6+		Blast (3"), Knockback, Scarce, Shred
- Incendiary Grenades	6"	24"	-1	-	3	-	1	6+		Blast (3"), Blaze, Scarce
- Krak Grenades	6"	24"	-1	-	6	-2	2	6+		Blast (25mm), Scarce
- Photon Flash Grenades	6"	24"	-	-	-	-	-	5+		Blast (5"), Flash, Scarce
- Plasma Grenades	6"	24"	-1	-	5	-1	2	6+		Blast (3"), Unstable, Scarce
- Scare Gas Grenades	6"	24"	-1	-	-	-	-	6+		Blast (3"), Fear, Gas, Scarce
- Smoke Grenades	6"	24"	-1	-	-	-	-	4+		Blast (*), Smoke*, Scarce
- Stun Rounds	6"	18"	-	-	2	-1	1	4+		Assault, Concussion, Rapid Fire (1)
Hrud Fusil									Plasma (Xenos)	
- Low	9"	18"	-	-	6	-1	2	5+		Frequency, Scarce
- Maximal	12"	24"	+1	-	8	-2	3	5+		Frequency, Rapid Fire (1), Scarce, Unstable
Kai Hellspear	6"	18"	-	-	3	-3	1	3+	Las (Corrupted)	Impale, Pulverise, Rending
Kroot Long Rifle									Stub (Xenos)	
- Ranged	12"	24"	+1	-	4	-	1	4+		Knockback, Plentiful
- Close Combat	E	2"	-	-	S+1	-	1	-		Disarm, Melee, Versatile
Krumper "Rivet" Cannon									Industrial	
- Rapid Fire	3"	12"	+2	-	4	-1	2	3+		Rapid Fire (1), Rending
- Super-Heated Rivet	3"	9"	+2	-	6	-2	2	3+		Blaze, Rending, Unstable
Long Las (Basic)	18"	36"	-	+1	4	-	1	2+	Las	Plentiful
Long Las (Focusing Crystal)	18"	36"	-	+1	4	-2	1	3+	Las	Scarce, Unstable
Long Las (Hotshot)	18"	36"	-	+1	5	-1	1	4+	Las	Scarce, Unstable
Long Las (Focusing Crystal And Hotshot)	18"	36"	-	+1	5	-3	1	5+	Las	Scarce, Unstable
Long Rifle	24"	48"	-	+1	4	-1	1	4+	Stub	Knockback
- With Dum Dum Rounds	20"	40"	-	+1	5	-1	1	6+		Knockback, Pulverise, Scarce
- Phosphor Rounds	24"	48"	-	+1	4	-1	1	4+		Flare, Knockback, Scarce
- Plantbuster Rounds	24"	48"	-	+1	4	-1	1	4+		Defoliante, Knockback, Scarce
- Rad Rounds	24"	48"	-	+1	4	-1	1	4+		Rad-phage, Knockback, Scarce
- Static Round	24"	48"	-	+1	4	-1	1	6+		Scarce, Knockback, Shield Breaker, Shock
- Warp Round	24"	48"	-	+1	4	-1	1	6+		Cursed, Knockback, Scarce
Meltagun	6"	12"	+1	-	8	-4	3	4+	Melta	Assault, Melta, Scarce
Necrotic Beamer									Melta (Xenos)	
- Ranged	6"	12"	-	-1	6	-1	3	6+		Melta, Scarce, Scattershot
- Close Combat	E	3	+1	-	3	-	3	6+		Melee, Melta, Versatile
Needle Rifle	9"	18"	+2	-	-	-2	-	6+	Needle	Scarce, Silent, Toxin
- Chem Darts	9"	18"	+2	-	-	-2	-	6+		Chem Delivery, Scarce, Silent
- Terrify Darts	9"	18"	+2	-	-	-2	-	6+		Fear, Scarce, Silent
Neural Flayer									Gas (Xenos)	
- Short Blast	-	T	-	-	-	-	-	4+		Concussion, Flash, Frequency, Template
- Full Blast	-	T	-	-	-	-	-	6+		Concussion, Fear, Flash, Frequency, Gas, Pulverise, Template
Plasmagun									Plasma	
- Low	12"	24"	+2	-	5	-1	2	5+		Frequency, Scarce
- Maximal	12"	24"	+1	-	7	-2	3	5+		Frequency, Rapid Fire (1), Scarce, Unstable
Pulse Rifle	15"	30"	-	-	5	-	1	4+	Plasma (Xenos)	
Rad Beamer									Rad	
- Focused Beam	12"	24"	+2	-	4	-2	1	5+		Frequency, Rad-phage, Rending

- Dispersed Beam	12"	24"	-	-1	2	-2	1	5+		Frequency, Rapid Fire (1), Rad-phage, Rending
Rad Gun	-	T	-	-	2	-2	1	4+	Rad	Rad-phage, Rending, Template
Radium Carbine	9"	18"	+1	-	3	-	1	6+	Rad	Rapid Fire (1), Rad-Phage, Rending
Rak'gol Razor Gun	6"	20"	-	-1	-	-2	1	6+	Needle (Xenos)	Rapid Fire (2), Toxin
Scrap Flamer	-	T	-	-	3	-1	1	6+	Flamer	Blaze, Template, Unstable
<i>Slhg Pattern Assault Ram 'Sledge Hammer'</i>									Launcher	
- Assault Ram	E	2"	-	-	S+2	-1	2	-		Knockback, Melee, Pulverise, Versatile, Unwieldy
- Auxiliary Grenade Launcher:										
- With Choke Gas Grenades	6"	24"	-1	-	-	-	-	5+		Blast (3"), Gas, Scarce
- With Frag Grenades	6"	24"	-1	-	3	-	1	6+		Blast (3"), Knockback, Scarce, Shred
- With Krak Grenades	6"	24"	-1	-	6	-2	2	6+		Blast (25mm), Scarce
- With Photon Flash Grenades	6"	24"	-	-	-	-	-	5+		Blast (5"), Flash, Scarce
- With Scare Gas Grenades	6"	24"	-1	-	-	-	-	6+		Blast (3"), Fear, Gas, Scarce
- With Smoke Grenades	6"	24"	-1	-	-	-	-	4+		Blast (*), Smoke, Scarce
- With Stun Rounds	6"	24"	-	-	2	-1	1	4+		Concussion, Scarce, Rapid Fire (1)
Sling Gun	6"	12"	+2	-	4	-2	1	5+	Auto (Xenos)	Assault, Rapid Fire (1), Scarce, Shred
Sniper Rifle	24"	48"	-	+1	4	-1	1	4+	Stub	Knockback, Rending
- Dum Dum Rounds	20"	40"	-	+1	5	-1	1	6+		Knockback, Pulverise, Scarce
- Excrutiator Rounds	24"	48"	-	+1	5	-1	1	6+		Knockback, Shock, Scarce
- Phosphor Rounds	24"	48"	-	+1	4	-1	1	4+		Flare, Knockback, Scarce
- Plantbuster Rounds	24"	48"	-	+1	4	-1	1	4+		Defoliate, Knockback, Scarce
- Rad Rounds	24"	48"	-	+1	4	-1	1	4+		Rad-phage, Knockback, Scarce
- Static Round	24"	48"	-	+1	4	-1	1	4+		Knockback, Scarce, Shield Breaker, Shock
Storm Bolter	12"	24"	+1	-	4	-1	2	6+	Bolt	Rapid Fire (2), Scarce
- Gunk Bolts	12"	24"	-	-1	4	-	1	5+		Gunk, Scarce, Rapid Fire (2)
- Gas Ammo	12"	24"	+1	-	-	-	1	6+		Blast 3", Gas, Scarce
- Shatter Ammo	12"	24"	+1	-	3	-1	1	6+		Blast 3", Scarce
Storm Welder	8"	16"	+1	-	5	-	1	3+	Industrial	Assault, Rapid Fire (3), Reckless, Shock, Unstable
Stake-Crossbow	5"	15"	+1	-	3	-	1	4+	Bow	Hexagrammatic, Silent
- Explosive Stake	5"	15"	+1	-	2	-	1	4+		Blast (3"), Hexagrammatic, Scarce, Unstable
- Fire Stake	5"	15"	+1	-	3	-	1	4+		Blaze, Hexagrammatic, Long Reload
- Hunting Stakes	5"	15"	+1	-	3	-	1	4+		Hexagrammatic, Long Reload,, Scarce, Shred, Silent
- Poisoned Stake	5"	15"	+1	-	-	-	-	4+		Hexagrammatic, Scarce, Silent, Toxin
Warpstorm Bolter	12"	24"	+1	-	4	-1	2	6+	Bolt (Corrupted)	Cursed, Rapid Fire (1), Scarce
Web Gun	-	T	-	-	4	-	-	5+	Web	Silent, Template, Web
Yu'vath Puzzle Box	3"	6"	+2	-	2	-1	1	3+	Shotgun (Xenos)	Rapid Fire (3), Scattershot, Unwieldy

HEAVY WEAPONS

Encumbered: The sheer impracticality of lugging a heavy weapon around means if a fighter carries one of these weapons then To Hit rolls when Engaged in close combat suffers a -1 penalty. This does not apply fighters with Str 4 or greater, the fighter has the Bulging Biceps skill, or if the weapon is fitted with Suspensors.

Weapon	S	L	S	L	Str	AP	D	Ammo	Type	Traits
Autocannon	24"	48"	-	-	7	-2	2	4+	Auto	Knockback, Rapid Fire (1), Unwieldy
- <i>fragmentation rounds</i>	24"	48"	-	-	7	-3	2	4+		Knockback, Scarce, Rapid Fire (1), Unwieldy
- <i>manstopper rounds</i>	24"	48"	-	-	8	-2	2	4+		Knockback, Scarce, Rapid Fire (1), Unwieldy
- <i>Phosphor Rounds</i>	24"	48"	-	-	7	-2	2	4+		Flare, Knockback, Scarce, Rapid Fire (1), Unwieldy
- <i>Plantbuster Rounds</i>	24"	48"	-	-	7	-2	2	4+		Defoliate, Knockback, Scarce, Rapid Fire (1), Unwieldy
- <i>Rad Rounds</i>	24"	48"	-	-	7	-2	2	4+		Knockback, Scarce, Rad-phage, Rapid Fire (1), Unwieldy
- <i>Static Rounds</i>	24"	48"	-	-	7	-2	2	6+		Knockback, Scarce, Rapid Fire (1), Shield Breaker, Shock, Unwieldy
- <i>Warp Rounds</i>	24"	48"	-	-	7	-2	2	6+		Cursed, Knockback, Scarce, Unwieldy
Demiurg Energy Drill	3"	9"	+2	-	7	-4	2	6+	Launcher (Xenos)	Impale, Unwieldy
Grav Cannon	20"	80"	-1	+1	*	-1	2	5+	Graviton	Blast (5"), Concussion, Graviton Pulse, Unwieldy
Harpoon Launcher	6"	18"	+2	-	5	-3	1	5+	Launcher	Drag, Impale
Heavy Bolter	18"	36"	+1	-	5	-2	2	6+	Bolt	Rapid Fire (2), Unwieldy
- <i>Gunk Bolts</i>	18"	36"	-	-	5	-	1	6+		Gunk, Rapid Fire (2), Unwieldy
Heavy Concussion Ram	15"	30"	+1	-	4	-1	1	4+	Seismic	Blast (3"), Concussion, Knockback, Seismic
Heavy Crossbow									Launcher	
- <i>Frag</i>	15"	30"	-	-1	4	-1	1	4+		Blast (5"), Knockback, Unwieldy, Scarce, Shred
- <i>Krak</i>	15"	30"	-	-1	6	-2	2	6+		Blast (25mm), Unwieldy, Scarce
Heavy Flamer	-	T	-	-	5	-2	1	5+	Flamer	Blaze, Template
Heavy Stubber	20"	40"	-	-1	4	-1	1	4+	Auto	Rapid Fire (2), Unwieldy
- <i>fragmentation rounds</i>	20"	40"	-	-1	4	-2	1	4+		Scarce, Rapid Fire (2), Unwieldy
- <i>manstopper rounds</i>	20"	40"	-	-1	5	-1	1	4+		Scarce, Rapid Fire (2), Unwieldy
- <i>Phosphor Rounds</i>	20"	40"	-	-1	4	-1	1	4+		Flare, Scarce, Rapid Fire (2), Unwieldy
- <i>Plantbuster Rounds</i>	20"	40"	-	-1	4	-1	1	4+		Defoliate, Scarce, Rapid Fire (2), Unwieldy
- <i>Rad Rounds</i>	20"	40"	-	-1	4	-1	1	4+		Scarce, Rad-phage, Rapid Fire (2), Unwieldy
- <i>Static Rounds</i>	20"	40"	-	-	4	-1	1	6+		Scarce, Rapid Fire (2), Shield Breaker, Shock, Unwieldy
- <i>Warp Rounds</i>	20"	40"	-	-	4	-1	1	6+		Cursed, Scarce, Unwieldy
Lascannon	24"	48"	-	+1	10	-3	3	4+	Las	Knockback, Scarce, Unwieldy
Mining Laser	18"	24"	-	-1	9	-3	3	3+	Las/Industrial	Unwieldy
Missile Launcher									Launcher	
- <i>Frag Missile</i>	24"	48"	+1	-	4	-1	1	4+		Blast (5"), Knockback, Unwieldy, Scarce, Shred
- <i>Krak Missile</i>	24"	48"	+1	-	6	-2	3	6+		Unwieldy, Scarce
Mole Launcher	20"	60"	-1	-	6	-2	1	5+	Launcher	Blast (3"), Burrowing, Concussion, Unwieldy
Multi-Laser	18"	36"	+1	-	6	-	1	4+	Las	Rapid Fire (2), Unwieldy
Multi-Melta	12"	24"	+1	-	8	-4	3	4+	Melta	Blast (3"), Melta, Scarce, Unwieldy
Plasma Cannon									Plasma	
- <i>Low Power</i>	18"	36"	+1	-	6	-1	2	5+		Frequency, Scarce, Unwieldy
- <i>Maximal Power</i>	18"	36"	+1	-	8	-2	3	5+		Blast (3"), Frequency, Scarce, Unstable, Unwieldy
Rad Cannon	16"	32"	-	-1	2	-2	1	4+	Rad	Blast (5"), Rad-phage, Rending, Unwieldy
Seismic Cannon									Seismic/Industrial	
- <i>Short Wave</i>	12"	24"	-	-1	6	-1	2	5+		Frequency, Knockback, Rapid Fire (1), Seismic, Unwieldy
- <i>Long Wave</i>	12"	24"	-1	-	3	-	1	5+		Frequency, Knockback, Rapid Fire (3), Seismic, Unwieldy

UNIQUE CHARACTER WEAPONS

EXOTIC BEAST WEAPONS

Weapon	S	L	S	L	Str	AP	D	Ammo	Type	Traits
Cawdor Sheen Bird Beak & talons	-	E	-	-	S	-1	2	-	Mundane	Melee, Rending
Cyber-mastiff Savage Bite	-	E	-	-	S	-2	1	-	Mundane	Disarm, Melee
Delaque Cephalopod Spekter Shock tendrils	E	2"	-	-	S+1	-	1	-	Shock	Melee, Shock, Versatile
Enforcer Hardcase Shock bite	-	E	-	-	S	-1	1	-	Shock	Melee, Rending, Shock
Escher Phyr Cat Talons	-	E	-	-	S	-1	2	-	Mundane	Melee, Pulverise
Giant Rat Jaws	-	E	-	-	S	-1	1	-	Mundane	Melee, Rending
Goliath Sumpkroc Ferocious jaws	-	E	-	-	S	-1	1	-	Mundane	Melee, Rending
Grapplehawk Talons	-	E	-	-	S	-1	1	-	Mundane	Disarm, Entangle, Melee
Van Saar Cyberachnid Venomous bite	-	E	-	-	-	-	-	-	Mundane	Melee, Toxin
Van Saar Cyberachnid Web projector	-	T	-	-	2	-	-	6+	Web	Scarce, Template, Web

BRUTE WEAPONS

Weapon	S	L	S	L	Str	AP	D	Ammo	Type	Traits
Ambot - Grav-fist - melee - ranged	- 6"	E 12"	- +1	- -	S *	-1 -1	2 2	- 5+	Graviton	Melee, Pulverise Blast (3"), Concussion, Graviton Pulse
Ambot Tunnelling claw - melee - ranged	- 4"	E 8"	- -	- -	S 6	-1 -2	2 2	- 5+	Melta	Melee Melta, Scarce ³
Cawdor Stig-Shambler Twin-Linked Heavy Stubber	20"	40"	-	-1	4	-1	1	4+	Stub	Rapid Fire (3), Twin-Linked, Unwieldy
Escher Khimerix Chemical Cloud Breath	6"	12"	+1	-	3	-1	1	-	Mundane	Blast (3")
Escher Khimerix Gaseous Eruption Breath	-	T	-	-	-	-	-	-	Gas	Gas, Template
Escher Khimerix Razor-Sharp Talons	-	E	-	-	S+1	-2	3	-	Mundane	Melee, Rending
Escher Khimerix Talons	-	E	-	-	S	-1	2	-	Mundane	Melee, Pulverise
Goliath 'Zerker Mutated fists & bone Spurs	E	2"	-	-	+1	-2	2	-	Mundane	Knockback, Melee, Pulverise, Versatile
Goliath 'Zerker Open Fists	-	E	-	-	S	-1	1	-	Mundane	Knockback, Melee
Iron Automata Assault Cannon	12"	24"	+1	-	5	-1	1	6+	Auto	Rapid Fire (2), Rending, Scarce
Iron Automata Power Claw	-	E	-	-	S	-1	2	-	Power	Melee, Power, Pulverise
Jotunn Ogryn - Arc welder - Powered - depowered	- -	E E	- -	- -	S+2 S+1	-3 -1	3 2	3+ -	Arc	Blaze, Melee, Pulverise Knockback, Melee, Pulverise
Jotunn Ogryn Augmetic fist	-	E	-	-	S+1	-1	2	-	Industrial	Knockback, Melee, Pulverise
Orlock Lugger Servitor combat weapon	-	E	-	-	S	-1	1	-	Industrial	Knockback, Melee
Van Saar Arachni-Rig Servo arm	E	3"	-	+1	S	-	1	-	Industrial	Melee, Versatile
Van Saar Arachni-Rig Twin-Linked Heavy Las Carbine	15"	30"	+1	-	4	-	1	4+	Las	Plentiful, Rapid Fire (3), Twin-Linked

³ Sidearm Removed.

DRAMATIS PERSONAE UNIQUE WEAPONS

Weapon	S	L	S	L	Str	AP	D	Ammo	Type	Traits
Abomination of Badzone 12 - Jaws	-	E	-	-	S	-1	1	-	Mundane	Melee, Rending
Abomination of Badzone 12 <i>Claws, Tentacles and other Appendages</i>	E	2"	-	-	S+1	-2	2	-	Mundane	Knockback, Melee, Pulverise, Versatile
Ajex - Great Chainsword									Chain	
- Powered	E	2"	-1	-	S	-1	1	-	3+	Bimanual, Melee, Parry, Rending, Versatile
- Depowered	E	2"	-1	-	S	-	1	-		Bimanual, Melee
Ajex - Powered Servo Claw									Industrial	
- Powered	-	E	-	-	S+3	-	2	-	3+	Melee, Pulverise
- Depowered	-	E	-	-	S+2	-	2	-		Melee
Arbalesta Dae Catallus Needle Long Rifle	24"	48"	-	+1	-	-2	-	6+	Needle	Scarce, Silent, Toxin
Attilus the Axe - God Cleaver									Chain	
- Powered	-	E	-	-	S+2	-2	2	-	3+	Melee, Pulverise, Unwieldy
- Depowered	-	E	-	-	S	-	1	-		
Baertrum Arturos <i>Artisan needle pistol with auto loader</i>	4"	9"	+2	-	-	-1	-	4+	Needle	Rapid Fire (1), Sidearm, Silent, Toxin
Djangan 'Gunfists' – Custom Stub cannon									Stub	
- normal rounds	9"	18"	+1	-	5	-	1	3+		Assault , Knockback, Plentiful, Sidearm
- Dum Dum Rounds	8"	16"	+1	-	6	-	1	4+		Assault , Knockback, Pulverise, Scarce, Sidearm
- static rounds	9"	18"	+1	-	5	-	1	3+		Assault , Knockback, Pulverise, Scarce, Sidearm, Shield Breaker, Shock
Estus Jet – Jet Knife	-	E	-	+1	-	-	1	-	Stiletto	Melee, Toxin
Hermaphage Magos Razor-Sharp Talons	-	E	-	-	S+1	-2	3	-	Mundane	Melee, Rending
Jonny Razor - Bladed cyber arm	-	E	-	-	S+1	-1	2	-	Mundane	Melee, Parry
Kal Jericho - Dueling Sabre	-	E	-	+1	S	-2	1	-	Mundane	Melee, Parry
Mad Dog Mono – Grabhook	E	2"	-	-	S	-	1	-	Mundane	Bimanual, Melee, Disarm, Versatile
Old Three Eyes – Jaws	-	E	-	-	S	-1	1	-	Mundane	Melee, Reckless, Rending
Queen Lorsha - Bone Sceptre	E	2"	-1	-	S+1	-	1	-	Mundane	Melee, Versatile
Scrutinator-Primus Servalen Scrutinator Stubgun	6"	12"	+2	+1	3	-	1	4+	Stub	Infra-sight, Sidearm
- Excrutiator Rounds	6"	12"	+1	-	4	-	1	6+		Shock, Sidearm
Slate Merdena – Custom Plasma Pistol									Plasma	
- Low power	12"	24"	+2	-	5	-1	2	5+		Scarce
- Maximal Power	12"	24"	+1	-	7	-2	3	5+		Scarce, Unstable
Vunder Gorvos Gold-plated stubguns	6"	12"	+2	-	3	-	1	4+	Stub	Gold-Plated, Master-Crafted, , Sidearm
Vorgen 'Gunner' Mortz - Assault Stubber									Auto	
- Standard Ammo	20"	40"	-	-1	4	-1	1	4+		Rapid Fire (3), Unwieldy
- Tracer Ammo	20"	40"	-	-2	4	-2	2	5+		Rapid Fire (3), Unstable, Unwieldy

BESTIARY WEAPONS

Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Ambull Enormous Claws	-	E	-	-	S	-3	2	-	Melee
Beast Lure Tentacles	E	6"	-	-	S	-2	3	-	Knockback, Melee, Versatile
Possessed Hiver Daemonic Scouring	-	T	-	-	3	-2	1	-	Blaze, Cursed, Template
Possessed Hiver Daemonic Talons	-	E	-	-	S	-2	2	-	Cursed, Melee, Rending
Purestrain Genestealer Venomous Bites	-	E	-	-	-	-2	-	-	Melee, Toxin
Purestrain Genestealer Razor-Sharp Talons	-	E	-	-	S+1	-1	1	-	Melee, Rending
Xenos Abomination Razor-Sharp Talons	-	E	-	-	S+1	-1	1	-	Melee, Rending
Xenos Abomination - Shearing Spines and Bony Growths	E	2"	-	-	S+1	-	2	-	Melee, Versatile
Xenos Abomination - Venomous Bites	-	E	-	-	-	-2	-	-	Melee, Toxin
Xenos Abomination - Writhing Tentacles	E	3"	-	-	S	-1	1	-	Entangle, Melee, Versatile
Xenos Abomination - Web Shooter	-	T	-	-	2	-	-	2+	Silent, Template, Web

RANGED WARGEAR

Although these have weapon profiles, these are Wargear for the purposes of fighters' and/or gangs' equipment.

BOOBY TRAPS

Weapon	S	L	S	L	Str	AP	D	Ammo	Type	Traits
<i>Frag trap</i>	-	-	-	-	3	-	1	-	Trap	Blast (5"), Hidden, Knockback, Shred, Single Shot
<i>Gas Trap</i>	-	-	-	-	-	-	-	-	Trap	Blast (5"), Hidden, Gas, Single Shot
<i>Incendiary Trap</i>	-	-	-	-	3	-	1	-	Trap	Blast (3"), Blaze, Hidden, Single Shot
<i>Melta trap</i>	-	-	-	-	8	-4	3	-	Trap	Blast (3"/5"), Blaze, Hidden, Melta, Single Shot

FIXED WEAPONS

Gangs can only include a fixed-point weapon if they are the defender in a scenario with an attacker and a defender.

Weapon	S	L	S	L	Str	AP	D	Ammo	Type	Traits
Autoslugger	8"	24"	+1	-	3	-	1	4+	Auto	Fixed, Rapid Fire (2)
Rad Cannon Emplacement	24"	48"	-	-1	2	-2	1	3+	Rad	Blast (5"), Fixed, Plentiful, Rad-Phage, Unwieldy
<i>Heavy Rivet Cannon</i>									Industrial	
- <i>Rapid Fire</i>	6"	18"	+1	-	4	-1	2	3+		Fixed, Rapid Fire (1), Rending
- <i>Super-Heated</i>	3"	12"	+2	-	6	-2	2	3+		Blaze, Fixed, Rending
<i>Heavy Stubber</i>	20"	40"	-	-1	4	-1	1	4+	Auto	Fixed, Rapid Fire (2)
Twin-Linked Heavy Stubber	20"	40"	-	-1	4	-1	1	4+	Auto	Fixed, Rapid Fire (3), Twin-Linked

GRENADES

Weapon	S	L	S	L	Str	AP	D	Ammo	Type	Traits
<i>Anti-plant grenades</i>	-	Sx3	-	-	-	-	-	4+	Grenade	Blast (3"), Defoliate, Grenade, Scarce
<i>Blasting charges</i>	-	Sx2	-	-	5	-1	2	5+	Grenade	Blast (3"), Knockback, Grenade, Pulverise, Scarce
<i>Choke gas grenades</i>	-	Sx3	-	-	-	-	-	5+	Grenade	Blast (3"), Gas, Grenade, Scarce
<i>Demolitions charges</i>	-	Sx2	-	-	6	-3	3	6+	Grenade	Blast (5"), Demolitions , Grenade, Pulverise, Scarce
<i>Fire bombs</i>	-	Sx3	-	-	2	-	1	4+	Grenade	Blast (3"), Blaze, Grenade, Scarce , Unstable
<i>Flare grenades</i>	-	Sx3	-	-	-	-	-	4+	Grenade	Blast (5"), Flare, Grenade, Scarce
<i>Frag grenades</i>	-	Sx3	-	-	3	-	1	4+	Grenade	Blast (3"), Grenade, Knockback, Scarce , Shred
<i>Gunk bombs</i>	-	Sx2	-	-	2	-	-	5+	Grenade	Blast (3"), Grenade, Gunk, Scarce
<i>Incendiary charges</i>		Sx3	-	-	3	-	1	5+	Grenade	Blast (3"), Blaze, Grenade, Scarce
<i>Krak grenades</i>	-	Sx3	-	-1	6	-2	2	4+	Grenade	Blast (25mm), Demolitions, Grenade, Scarce
<i>Melta bombs</i>		Sx3	-	-1	8	-4	3	6+	Grenade	Blast (25mm), Demolitions, Grenade, Scarce
<i>Mindflect shard</i>	-	Sx3	-	-	3	-1	1	4+	Grenade	Blast (5"), Cursed, Grenade, Scarce
<i>Phosphor canister</i>	-	Sx3	-	-1	4	-3	2	5+	Grenade	Blaze, Blast (3"), Grenade, Scarce
<i>Photon flash grenades</i>	-	Sx3	-	-	-	-	-	5+	Grenade	Blast (5"), Flash, Grenade, Scarce
<i>Plasma grenade</i>	-	Sx3	-	-	5	-1	2	4+	Grenade	Blast (3"), Grenade, Scarce , Unstable
<i>Psyk-Out Grenades</i>	-	Sx3	-	-	-	-	-	6+	Grenade	Blast (3"), Fear, Grenade, Null
<i>Rad grenades</i>		Sx3	-	-	2	-2	1	4+	Grenade	Blast (3"), Grenade, Scarce , Rad-phage
<i>Scare gas grenades</i>	-	Sx3	-	-	-	-	-	6+	Grenade	Blast (3"), Fear, Gas, Grenade, Scarce
<i>Shard grenades</i>	-	Sx3	-	-	2	-2	1	4+	Grenade	Blast (5"), Cursed, Grenade, Scarce , Rending
<i>Smoke grenades</i>	-	Sx3	-	-	-	-	-	4+	Grenade	Blast (*), Grenade, Scarce , Smoke
<i>Stun grenades</i>	-	Sx3	-	-	2	-1	1	4+	Grenade	Blast (3"), Concussion, Grenade, Scarce
<i>Tox Bombs</i>	-	Sx2	-	-	-	-	-	4+	Grenade	Blast (3"), Gas, Grenade, Scarce , Tox Bomb, Unstable
<i>Web Grenades</i>	-	Sx3	-	-	-	-	-	6+	Grenade	Blast (3"), Grenade, Scarce , Web

WEAPON TRAITS

ASSAULT

A weapon with the Assault trait does not suffer a -1 hit modifier if shot after the shooter has performed a Move (Simple) action.

ASSAULT SHIELD/ENERGY SHIELD

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

AUGMETIC

An augmetic weapon is bionically attached to its owner; it cannot be removed ever, and all the rules for the Augmetic weapon bionic apply to it (see page 87)

BACKSTAB

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

BIMANUAL

Bimanual weapons usually have long shafts or poles; they are best wielded two-handed but can also be used one-handed. When used one-handed, use the standard profile; when wielded two-handed, these weapons gain the Unwieldy trait but also gain +1 Strength.

BLAST (* /25MM/3"/5")

The weapon uses a Blast marker. As describe [page Error! Bookmark not defined.](#)

Blast and Rapid Fire: If a blast weapon has rapid fire, roll the ammo dice to determine the number of grenades shot. If the number is 1, then centre one template as normal on the targeted fighter. If the number is higher than 1, then place the first template on the originally targeted fighter, then you may centre any additional templates on either the original target or any fighters within 4" of the original target. Roll to hit as normal, and scatter the hits as normal if they miss.

BLAZE

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

- If Prone and Pinned the fighter immediately becomes Standing and Active and acts as described below.

- If Standing and Active the fighter moves 2D6" in a random direction, determined by the Scatter dice. The fighter will stop moving if this movement would bring them into base contact with impassable terrain. If this movement brings them within 1/2" of the edge of a level or platform, they risk falling as described [on page Error! Bookmark not defined.](#) If this movement takes the fighter beyond the edge of a level or platform, they will simply fall. At the end of this move, the fighter may choose to become Prone and Pinned. The fighter may then attempt to put the fire out.
- If Standing and Engaged or Prone and Seriously Injured, the fighter does not move and attempts to put the fire out. To attempt to put the fire out, roll a D6, adding 1 to the result for each other Active friendly fighter within 1". On a result of 6 or more, the flames go out and the Blaze marker is removed. Pinned or Seriously Injured fighters add 2 to the result of the roll to see if the flames go out.
- Any fighters that are on fire cannot be involved in melee combat and so cannot be charged or attacked with Versatile weapons. If a fighter was already Engaged before catching fire then the combat is immediately broken and their opponent moves D3" away from the burning fighter.
- If a burning fighter would come into contact with a friendly or enemy fighter during their action, move those fighters D3" away from the burning fighter in a random direction.

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

BURROWING

Burrowing weapons can be fired at targets outside of the firer's line of sight, and follow their own special rules.

When firing at a target outside of line of sight do not make an attack roll, instead place the 3" Blast marker anywhere on the battlefield, then move it 2D6" in a direction determined by the Scatter dice. If a Hit is rolled on the Scatter dice, the Blast marker does not move. If a Hit and 2 are rolled, the weapon misfires.

At the start of the End phase of the round in which this weapon was fired, before step 1, any fighters touched by the marker are hit by the weapon.

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

CHEM DELIVERY

When a weapon with the Chem Delivery trait is used, the fighter declares what kind of chem they are firing at the target. This can be any chem the fighter is equipped with (note that firing the weapon does not cost a dose of the chem and that friendly fighters cannot be targeted), or if the weapon also has the Toxin or Gas trait, the fighter can

use these Traits instead. Instead of making a Wound roll for a Chem Delivery attack, roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, the target is affected by the chosen chem just as if they had taken a dose. If the roll is lower than the target's Toughness, they shrug off the chem's effects

COMBI

A combi-weapon has two profiles. When it is fired, pick one of the two profiles and use it for the attack.

Due to the compact nature of the weapons, they often have less capacity for ammunition, and are prone to jams and other minor issues. When making an Ammo check for either of the weapons, roll twice and apply the worst result. However, if one profile runs Out of Ammo, the other can still fire unless it has also run Out of Ammo.

COMPACT

Compact weapons are smaller than other weapons. If a fighter has one or more weapons with this Trait, a maximum of one can have its Size reduced to 0. This means they can carry one Compact weapon in addition to their usual Capacity.

CONCUSSION

Any model hit by a Concussion weapon has their **Ballistic Skill, Weapon Skill and Initiative** reduced by 2 to a minimum of 6+ until the end of the round.

CURSED

A fighter hit by a weapon with the Cursed trait must make a Willpower check or gain the Insane condition (**see page Error! Bookmark not defined.**)

In addition, if a fighter suffers any of the following Lasting Injuries (Impressive Scars, Horrible Scars, Deafened, Shell Shock, Humiliated, Head Injury, Eye Injury, Hand Injury, Hobbled, Spinal Injury, Enfeebled) from an attack by a Cursed weapon, roll a D6. On a 6, they may suffer the appropriate Chaotic Gift instead of the normal Lasting Injury (**see page 46**).

DEFOLIATE

Carnivorous Plants hit by a weapon with the Defoliate Trait immediately take D3 Damage.

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

DEMOLITIONS

Grenade with the Demolitions trait can be used when making close combat attacks against scenery targets (such as locked doors or scenario objectives), **stationary vehicles and by embarked enemy fighters on the hull, engine or propulsion of a vehicle/beast without any passengers**. A fighter who uses a grenade in this way makes one attack (regardless of how many Attack dice they would normally roll), which hits automatically. Before resolving the hit, the fighter moves D6" away from the target (**including D6" from a vehicle they have embarked on**).

DIGI

A digi weapon is worn mounted on a ring or hidden inside a glove. Though miniaturized, they are capable of replicating the

punch of full-sized weapons, but this type of weapon can only be fired once and reloading is extremely difficult.

A digi-weapon can be used in addition to any other Melee weapon or Pistol carried by the fighter granting either an additional shot or an additional close combat attack. A weapon with this trait does not count towards the maximum number of weapons a fighter can carry, however the maximum number of weapon with this trait a fighter can carry is 10. **Determine a digi-weapon's Strength and AP only when it is used.**

DISARM

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

DRAG

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

If the weapon also has the Impale special rule and hits more than one fighter, only the last fighter to be hit can be dragged. **Vehicles and big beasts cannot be dragged by a melee weapon with this rule. If hit by a ranged weapon with the Drag special rule, they will be Dragged always on a roll of 5+.**

ENTANGLE

Hits scored by weapons with the Entangle trait cannot be negated by the Parry trait. In addition, if the hit roll for an Entangle weapon is a natural 6, the target reduces their total Attacks by half until the end of the round.

FEAR

If a fighter is hit by an attack with the Fear trait, instead of completing a Toughness check or to Wound roll, they must make a Willpower test, subtracting -2 from the result **rolled**. If the test fails, the target is immediately Broken and runs for cover.

For Fear attacks which are not Gas attacks, make an armour save as normal; if failed, the victim must perform the Willpower test as above.

For Fear attacks with the Pulverise trait, Pulverise will only come into effect if the fighter rolls an Injury dice as above.

Finally, if a fighter fails a Willpower test due to a Fear test, at the end of the battle, they lose D6 XP points from the total XP they gained that battle.

FIXED

A fixed weapon is not included on a fighter's card, but is instead represented by a weapon on its own base.

Fixed weapons can only be moved by fighters who begin their activation in base contact with the weapon and take the Move Weapon (Double) action. This action allows a fighter to move up to their Movement characteristic and

then place the weapon in base contact with themselves when they finish moving.

Fighters in base contact with a fixed weapon count it as if it were a weapon on their Fighter card (i.e., they can aim, shoot and reload it as normal), provided there are no enemy fighters also in base contact with the weapon.

FLARE

A fighter who takes a hit from a weapon with the Flare Trait, or who is touched by a Blast marker fired from a weapon with the Flare Trait, is Revealed if the battlefield is in darkness (see Pitch Black **on page Error! Bookmark not defined.**). If a weapon has both the Flare Trait and the Blast Trait after determining where the Blast marker ends up, leave it in place. In the End phase, roll a D6. On a 4 or more, the flare goes out and the marker is removed, otherwise it remains in play. While the Blast marker is on the board, all models at least touched by it are illuminated as if they had a Blaze marker or a Revealed marker.

Flares shot from Grenade Launchers may target a location on the ground anywhere rather than a fighter, but count as targeting a small target. A Target Priority check is not required to do this.

FLASH

If a fighter is hit by a Flash weapon, **after resolving the hit**, make an Initiative check for the target. If it is failed, they are blinded. A blinded fighter loses their Ready marker; if they do not have a Ready marker, they do not gain a Ready marker at the start of the following round. Until the next time the fighter is activated, they cannot make any attacks other than reaction attacks, for which any hit rolls will only succeed on a natural 6.

FREQUENCY

A weapon with the Frequency trait has multiple profiles that do not represent different types of ammunition, but instead alternative power settings. If the weapon burns through a power cell, it means the cell is dead and no attacks may be made unless it can be replaced. If a weapon with this Trait fails an Ammo check, then no profile with the Frequency trait shared by the weapon can be used unless they are Reloaded. Profiles with the Frequency and Scarce trait cannot be reloaded at all, and if a weapon only has profiles with these traits, then it cannot be used for the rest of the battle.

GAS

When a fighter is hit by an attack made by a Gas weapon, **they are not Pinned** and a wound roll is not made. Instead, roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, make an Injury roll for them (regardless of their Wounds characteristic) **and the fighter then becomes Pinned**. If the roll is lower than the target's Toughness, they shrug off the effects of the gas.

No Armour save roll or a special save granted by Field Armour can be made against attacks with the Gas trait.

YAQ: Attacks with this Trait have no effect against Iron Automata, doors and vehicles (but may affect drivers and passengers).

GOLD-PLATED

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

GRAVITON PULSE

Instead of rolling to wound normally with this weapon, any model caught in the blast must instead roll to or under their Strength on a D6 (a roll of 6 always counts as a fail). **If failed, the model is wounded and must make an Armour save as normal and may take damage from the weapon as normal.**

After the weapon has been fired, leave the Blast marker in place. For the remainder of the round, any model moving through this area will use 2" of their movement for every 1" they move. Remove the Blast marker during the End phase.

GRENADE

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

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

A grenade with the Single Shot trait is automatically used up.

GUNK

A fighter hit by a weapon with the Gunk Trait becomes subject to the Gunked condition. Gunked fighters reduce their Movement characteristic by 1 to a minimum of 1 and don't add the extra half movement to their move when making a Charge action. In addition, they subtract 1 from the dice roll when making an Initiative check.

Gunked fighters are also more flammable and catch fire on a 2+, rather than a 4+, when hit by a weapon with the Blaze trait.

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

HEXAGRAMMATIC

The ammo used by this weapon has been specially treated to defeat psychic defences and severely harm Psykers **and those tainted by the warp**. Hits from weapons with this Trait ignore saves provided by psychic powers. Additionally, weapons with this Trait will inflict double damage against **fighters in Chaos gangs, Psykers and any Daemonically-possessed hivers or fighters**.

IMPALE

If an attack made by this weapon hits and wounds the target, and the save roll is unsuccessful (or no save roll is made), the projectile continues through them and might hit another fighter! Trace a straight line from the target,

directly away from the attacker. If there are any fighters within 1" of this line, and within the weapon's Long Range, the one that is closest to the target is at risk of being hit. Roll a D6 – on a 3 or more, resolve the weapon's attack against that fighter, subtracting 1 from the Strength. The projectile can continue through multiple fighters in this way, but if the Strength is reduced to 0, it cannot hit any more fighters.

KNOCKBACK

If the hit roll for a weapon with the Knockback trait is equal to or higher than the target's Strength, they are immediately moved 1" directly away from the attacking fighter. If the fighter cannot be moved the full 1" because of impassable terrain or another fighter, they move as far as possible and the attack's Damage is increased by 1.

If a Blast weapon has the Knockback trait, roll a D6 for each fighter that is hit. If the result is equal to or higher than their Strength, they are knocked back as described above – however, they are moved directly away from the centre of the Blast marker instead. If the centre of the Blast marker was over the centre of their base, roll a Scatter dice to determine which way they are moved.

If a Melee weapon has the Knockback trait, the attacking fighter can choose to follow the target up, moving directly towards them after they have been knocked back to remain in base contact. If the attack was made across a barricade, the attacker cannot do this. If any part of the knocked back fighter's base crosses the edge of a platform, make an Initiative check. If this is failed, they will fall. If this is passed, they stop moving at the edge of the platform.

MASTER-CRAFTED

Once per battle, a fighter with a Master-crafted weapon may re-roll a single failed hit roll and/or Firepower dice (at the same time).

MELEE

This weapon can be used during close combat attacks.

MELTA

If a Short range attack from a weapon with this Trait reduces a fighter to 0 wounds, no Injury dice are rolled – instead, any Injury dice that would be rolled cause an automatic Out of Action result. Roll for *each* Lasting Injury that would be caused as normal.

NULL

If a psyker is hit by a weapon with this Trait, any continuous effect psychic power they have cast immediately ends. In addition, the psyker will not be able to perform any psychic powers until they make a Willpower test with a -4 modifier.

If Alyce Shiver, a Chaos Familiar, Genestealer Familiar, Daemon, Chaos Spawn or Warp Monstrosity is hit by a weapon with this Trait, they receive D3 hits with a Strength equal to their Toughness, which cannot be saved against (either normal or special saves).

If a Possessed Fighter in the Ritual scenario is hit by a weapon with this Trait, the daemon immediately leaves their body and will jump into another victim if possible.

Scrutinator Servalen, inanimate objects and (unpossessed) Iron Automata are immune to the effects of weapons with this Trait.

PAIRED

When a fighter uses two of the same single-handed (ie not unwieldy or non-unwieldy profiles of) weapons with the Melee (not Sidearm) trait in a Fight action as part of a Charge, those weapons gain the Paired trait. A fighter that uses Paired weapons when they Charge adds +2 Attacks instead of +1 Attacks for wielding two weapons. Paired may not be combined with the benefit of third arms.

PARRY

After an enemy makes close combat attacks against a fighter armed with a Parry weapon, the defending fighter's owning player can force the attacking player to re-roll one successful hit, **suffering an additional -1 to Hit modifier**. If the defending fighter is armed with two Parry weapons, their owning player can force the attacking player to re-roll two successful hits instead.

PLENTIFUL

Ammunition for this weapon is incredibly common. **The first time in a battle a fighter makes a Reload (X) action with a weapon with the Plentiful trait, no Ammo check is required – it is automatically reloaded.** Subsequent reload actions occur normally.

If a weapon has the Plentiful and Scarce traits together, the fighter may reload it once in the way described above; if the weapon fails a subsequent Ammo test, it loses ammo for the rest of the battle.

POWER

The weapon is surrounded by a crackling power field. Attacks made by Power weapons cannot be parried except by other Power weapons. In addition, if the hit roll for a Power weapon is a 6, no Armour save roll can be made against the attack and its Damage is increased by 1.

PULVERISE

After making an Injury roll for an attack made by this weapon, the attacking player can roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, they can change one Injury dice from a Flesh Wound result to a Serious Injury result.

RAD-PHAGE

After fully resolving all successful hits a fighter suffers from a weapon with this Trait during an Action, roll one additional D6. If the roll is a 4 or higher, or a 6 if the fighter belongs to House Van Saar, the fighter will suffer an additional Flesh Wound. **This occurs irrespective of the result of whether the hit wounds or not, or is saved, and is applied after the hit has been resolved. If they receive further attacks from weapons with this trait, they may incur further flesh wounds and characteristic losses.**

After the weapon has been fired, if it used a Blast or Flame template, leave the Blast or Template in place. For the remainder of the round, any model moving through this area must roll a D6 after they finish moving – if the

roll is a 5 or 6, or a 6 if they belong to House Van Saar, they suffer a Flesh Wound.

RAPID FIRE (X)

The controlling player can roll more than one Firepower dice, up to the number shown in brackets (for example, when firing a Rapid Fire (2) weapon, up to two firepower dice can be rolled).

First roll the Firepower dice to determine the number of hits. Make an Ammo check for each Ammo symbol that is rolled. If any of them fail, the gun runs Out of Ammo. If two or more of them fail, the gun has jammed and cannot be used for the rest of the battle.

Each shot is treated as a separate shot which can be made at the same target, or another model within 4" of the original target. At least one of the shots must be allocated to the original target. Other than this you can allocate the shots in any manner you wish. Once the shots have been allocated, make a roll to hit for each shot against the relevant targets. Remember that some of the shots may require different scores to hit than others, since their respective targets may be in cover and so on.

After making 'to hit' rolls, roll for wounds and injuries as normal for any models which have suffered a hit.

A rapid fire weapon with sidearm will always fire only 1 shot when engaged (either in base-to-base or reacting against an attack by a Versatile weapon).

RECKLESS

Reckless weapons are indiscriminate in what they target:

- Before making a ranged attack with a Reckless weapon, randomly determine the target of the attack from all eligible fighters (including friendly fighters) within this fighter's line of sight and range of the weapon.
- Attacks made with a Reckless weapon that also has the Melee trait are randomly distributed between any fighters (including friendly fighters) that are in base contact with this fighter.
- Attacks made with a Reckless weapon that also has the Versatile trait are randomly distributed between any fighters (including friendly fighters) that are within the weapon's Long range.

If the weapon also has the Rapid Fire (X) trait, then any additional hits generated from the Firepower dice must be distributed among the maximum number of eligible targets. If there are more hits than eligible targets, the fighter may choose where any spare hits are allocated.

RENDING

If the roll to wound with a Rending weapon is a natural 6 the attack causes 1 extra point of damage.

SCARCE

Ammunition is hard to come by for Scarce weapons, and as such they cannot be reloaded – once they run Out of Ammo, they cannot be used again during the battle.

SCATTERSHOT

When a target is hit by a scattershot attack, make D6 wounds roll instead of 1.

If a ranged weapon with the Scattershot trait is used against a Target who is Engaged, roll to Hit without randomly distributing the Hit. Instead, if the hit occurs, *then* distribute the D6 wound rolls randomly among all fighters Engaged following the rules on page **Error!**

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If a ranged weapon with the Template and Scattershot traits is used against fighters who are Engaged, all fighters hit by the template successfully receive D6 wound rolls.

SEISMIC

If the target of a Seismic attack is Active, they are always Pinned – even if they have an ability that would normally allow them to avoid being Pinned by ranged attacks. In addition, if the wound roll for a Seismic weapon is a natural 6, no Armour save roll can be made against that attack.

SERVO-RIG

Weapons with this trait usually require a Partial or Full Servo Harness to use. If a fighter does not have a servo harness currently equipped, or has a natural Strength of less than 5, they may not equip this weapon.

SEVER

If a wound roll from a weapon with this Trait reduces a fighter to 0 wounds, no Injury dice are rolled – instead, any Injury dice that would be rolled cause an automatic Out of Action result. Roll for *each* Lasting Injury that would be caused as normal.

SHIELD BREAKER

Weapons with this Trait ignore the effects of the Assault Shield/Energy Shield trait, as well as the effects of a Scrap Shield or Ceramite Shield. In addition, when a target equipped with Field Armour is **hit** by a weapon with this Trait, they must roll two dice when making a Field Armour Special Save and choose the lower result **and must also make two rolls when testing to see if the Field Armour runs out, choosing the worst result.**

SHOCK

If the hit roll for a Shock weapon is a natural 6, the wound roll is considered to automatically succeed (no wound roll needs to be made)

SHRED

If the roll to wound with a weapon with this trait is a natural 6, then the Armour Penetration of the weapon is doubled (if the weapon doesn't have an AP value, it becomes -1).

SIDEARM

Weapons with this Trait can be used to make ranged attacks, and can also be used in close combat to make a single attack. Note that their Accuracy bonus only applies when making a ranged attack, not when used to make a close combat attack.

SILENT

In scenarios that use the Sneak Attack special rules, there is no test to see whether the alarm is raised when this weapon is fired. Additionally, if using the Pitch Black rules,

a fighter using this weapon that is Hidden does not become Revealed.

SINGLE SHOT

This weapon can only be used once per game. After use it counts as having automatically failed an Ammo Check.

Roll the Firepower dice as normal, however.

Single Shot weapons or rounds are replaced between battles.

SMOKE

Smoke weapons do not cause hits on fighters – they do not cause Pinning and cannot inflict Wounds. Instead, mark the location where they hit with a counter. They generate an area of dense smoke, which extends 2.5" out from the centre of the counter; a 5" Blast marker can be used to determine this area, but it should be considered to extend vertically as well as horizontally, extending infinitely high.

Fighters shooting at a target within or shooting a target through a smoke cloud will struggle to hit them. The target will count as being in heavy cover, and if the target is already in cover, the attacker suffers an additional -2 to hit penalty.

If a fighter has photo-goggles, is using an equipment with an infravision equipped, or has bionic eyes, the smoke is ignored entirely.

In the End phase of each round, roll a D6. On a 4 or less, the cloud dissipates and the counter is removed.

Smoke grenades shot from Grenade Launchers may target a location on the ground anywhere rather than a fighter, but count as targeting a small target. A Target Priority check is not required to shoot in this manner.

TEMPLATE

Template weapons use the Flame template to determine how many targets they hit. See [page Error! Bookmark not defined.](#)

TOX-BOMB

A Tox bomb is basically a sealed pot or flask containing some truly noxious (and lethal) toxic waste or chemical collected by its makers – from an Escher Chymist collecting the dregs of their laboratories to Scavvies out in the wastes collecting sump spores and slime. These are unpredictable, but when a Tox bomb is thrown it cracks open and the deadly pollutant inside splatters across the target area, forming puddles of corrosive slime and noisome poisonous gas.

A tox bomb is basically a gas weapon with unknown effects. Only once the area that the template hits is determined, roll a D3. Then roll that number of times on the Tox Bomb Effects table to determine what the strange contents are within the tox bomb do to any model covered by the Blast template:

D20	Tox Bomb Effects
1	Bleeding
2	Concentrated
3	Debilitating
4	Decaying
5	Exploding
6	Maddening
7	Maiming
8	Panicking
9	Paralysing
10	Silencing
11	Acidic
12	Bane
13	Blackout
14	Blinding
15	Expansive
16	Fear
17	Hallucinogen
18	Leadon
19	Pathogenic
20	Pyrophoric

See Chem-Alchemy rules (page [Error! Bookmark not defined.](#)) and weapon traits for Fear to determine what these do to targets within the Blast area of the grenade. While some of the above use the rules for Escher Toxin Ammo, in these cases they apply for the Gas attack of the grenade.

TOXIN

Instead of making a wound roll for a Toxin attack, roll a D6. If the result is equal to or higher than the target's Toughness, or is a natural 6, make an Injury roll for them (regardless of their Wounds characteristic). If the roll is lower than the target's Toughness, they shrug off the toxin's effects.

YAQ: A save roll can be made against Toxin attack (if the Toxin roll results in the target being Seriously Injured or Out of Action and it has armour, their controller make a save roll. If it's passed, the results of the Toxin roll is ignored.) Toxin does bypass Wounds though (the target directly goes Seriously Injured or Out of action no matter how many Wounds they have left. If they are Seriously Injured by a Toxin attack, they don't lose any Wounds).

This special rule doesn't apply against inorganic targets, like doors or Automata. An attack made with a weapon with the Melee trait will instead use the unmodified Strength of the fighter using it.

TWIN-LINKED

When a fighter makes a ranged attack with a weapon with this Trait, they may re-roll any number of the Ammo dice rolled. However, they must accept the result of the re-roll, even if it is worse.

UNSTABLE

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

If the Ammo Symbol is rolled on the Firepower dice when attacking with this weapon, there is a chance the weapon will overheat **in addition** to needing an Ammo check.

Make an Ammo test as normal. If the roll is a 1 then the weapon is not only out of ammo or jammed, but there is a chance it might explode.

Roll a further D6. If the score is less than the weapon's standard Ammo Roll rating then the weapon explodes.

If a weapon would automatically fail an ammo test, roll a D6 and on a roll of a 1, the weapon will explode, overheat or otherwise damage the user.

An exploding weapon inflicts an automatic hit on the user as if he were struck by his own weapon but with a Strength value, AP and Damage of 1 less than normal. In the case of weapons that use blast markers, centre the blast marker on the fighter. For weapons which use the flamer template, centre a 3" blast marker on the fighter.

Unless the weapon is a grenade, if the weapon explodes, the attack is still resolved against the target. An unstable grenade which explodes in this way is instead resolved only against the user, with the blast marker centred on them.

UNWIELDY

A Shoot action made with this weapon counts as a Double action as opposed to a Single action.

In addition, a fighter who uses a weapon with both the Unwieldy and Melee traits in close combat cannot use a second weapon at the same time – this one requires two hands to use – unless they have additional hands, or have equipped the unwieldy weapon with suspensors.

VERSATILE

The wielder of a Versatile weapon does not need to be in base contact with an enemy fighter in order to Engage them in melee during their activation.

They may Engage and make close combat attacks against an enemy fighter during their activation, so long as the distance between their base and that of the enemy fighter is equal to or less than the distance shown for the Versatile weapon's Long range characteristic. For example, a fighter armed with a Versatile weapon with a Long range of 2" may Engage an enemy fighter that is up to 2" away.

When a fighter with a Versatile weapon makes a Charge action, they may stop at a point the player judges is within the range of the fighter's Versatile attacks. At that point, measure – if the fighter is indeed within range, they are Engaged, and may perform a Fight action.

The enemy fighter is considered to be Engaged, but may not in turn be Engaging the fighter armed with the Versatile weapon unless they too are armed with a Versatile weapon or a weapon with the Sidearm trait (whose ranged profile can be used to attack the fighter with the Versatile weapon, with normal bonuses for short range), and so may not be able to make Reaction attacks.

At all other times other than during this fighter's activation, Versatile has no effect. When either this fighter or the fighters they are attacking are shot at, for example, they do not count as being Engaged.

WEB

If the wound roll for a Web attack is successful, no wound is inflicted, and no save roll or Injury roll is made. Instead, the target automatically becomes Webbed. Treat the fighter as if they were Seriously Injured and roll for Recovery for them during the End phase). If a Flesh Wound result is rolled during Recovery, apply the result to the fighter as usual and remove the Webbed condition. If a Serious Injury is rolled, the fighter remains Webbed. If an Out of Action result is rolled, the fighter succumbs to the powerful sedative and is removed from play, automatically suffering a result of 12-26 (Out Cold) on the Lasting Injuries table.

A fighter who is Webbed may not make any actions when Activated other than **Attempt to Break Free (Double)**. Roll a D6 and add the model's Strength. If the total is 9 or more the victim frees themselves and may either remain Prone or stand up and become Standing. If the total is less than 9 then nothing occurs.

A fighter that is Webbed at the end of the game does not succumb to their Injuries and will automatically recover. However, during the Wrap Up, when rolling to determine if any enemy fighters are Captured at the end of the game, add +1 to the dice roll for each enemy fighter currently Webbed and include them among any eligible to be Captured.

Bikes and vehicles – and fighters embarked on them - may not be Webbed, and are immune to the effects of Web.

WHIP

Whips are not usually killing weapons; instead they allow their owners to control people and beasts around them. In particular, fighters often use whips to goad beasts of burden into doing what they want, or controlling prisoners. Friendly Brutes and exotic beasts within 6" of a fighter with a whip add +1 to their Cool and Willpower. In contrast, prisoners and captives within 6" subtract -1 from their Cool and Willpower.

WARGEAR

Wargear also includes Additional Ammunition, Grenades and Booby Traps but as these have weapon profiles they are placed above.

ARMOUR

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

A fighter may be equipped with up to one (Layer), up to one (Suit), up to one (Shield), and/or up to one Field Armour.

(SUITS)

ARCHAEO-CARAPACE (SUIT)

An ancient device from the Dark Age of Technology, the Archaeo-carapace is a piston-driven rig that grafts itself to the user. It offers impressive protection, but at the same time slowly begins to take over the wearer, until there is little distinction between them and the machine.

An Archaeo-carapace grants its wearer a 4+ Armour save. If the wearer suffers a Lasting Injury result of Shell Shock, Deafened, Humiliated, Head Injury, Eye Injury, Hand Injury, Hobbled, Spinal Injury or Enfeebled, instead of suffering the effects of the injury they gain a mundane bionic (see page 85) appropriate to the location damaged (i.e., if a Head Injury was suffered, they would gain a Cortex-cogitator bionic). These bionics do not increase the fighter's characteristics. Unlike normal bionics, they cannot be damaged or destroyed, and if the fighter suffers an injury to a location already replaced by a bionic then the injury is ignored.

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

ARMOURWEAVE (SUIT)

A product of xenos science, the armourweave suit combines psycho-reactive plastics and kinetic bafflers to deaden blows.

Armourweave is also practically impossible to tear or cut, meaning even against the most powerful attacks it will offer some measure of protection. Armourweave grants its wearer an Armour save of 5+. This save cannot be reduced to lower than 6+ by AP or other modifiers, though attacks that do not allow a save will ignore Armourweave as normal.

CARAPACE ARMOUR (SUIT)

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

Carapace comes as light and heavy variants:

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

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

FLAK ARMOUR (SUIT)

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

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

LAYERED FLAK ARMOUR

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

HARDENED FLAK ARMOUR

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

HARDENED LAYERED FLAK ARMOUR (Suit)

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

FURNACE PLATES (SUIT)

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

Hardened Furnace Plates

Hardened furnace plates grant a 5+ Armour save roll. This is increased to 4+ against attacks originating within the fighter's vision arc (the 90° arc to their front); check this before the fighter model is placed prone and is Pinned. If it is not clear if the attacker is within the fighter's arc, use a Vision Arc template to check – if the centre of the attacker's base is within the arc, use the 5+ Armour save roll. Against attacks with the Blast trait, use the centre of the Blast marker in place of the attacker. If the fighter does not have a facing (for example, if they are prone), use the 6+ Armour save roll.

Additionally, when an enemy fighter makes a ranged attack against a fighter wearing hardened furnace plates, the Armour Penetration of the weapon used is decreased by 1, to a minimum of '-'.

HAZARD SUIT (SUIT)

The Ash Wastes are a hostile place, their dunes are frequently toxic or corrosive, and strong winds whip up regular ash storms capable of blasting any exposed skin raw in minutes. Consequently, those such as ash crust miners and the poor wretches who maintain a hive's outer armoured skin frequently wear heavy suits of rubberised canvas with vulcanised plates that protects them from the dangers of their working environment.

A hazard suit grants a 6+ Armour save roll, **which increases to 5+ against attacks with the Blaze or Rad-Phage trait**. The fighter wearing a hazard suit **will only be affected by the effects of the Rad-phage or Blaze Weapon Trait on a 6 on a D6, rather than 4+**. Finally, when a hazard suit is combined with a respirator, the fighter's Toughness is increased by 3 against Gas attacks, rather than the usual 2; if the fighter is equipped with an industrial respirator, their Toughness is increased by 4 against Gas attacks, rather than the usual 3.

MANTLE MALIFICA (SUIT)

Constructed from pieces of gore-forged metal, a Mantle Malifica incorporates profane icons and Warp-infused materials to protect its wearer from harm. Unfortunately, wearing such a tainted garment will slowly erode the mind and soul of all but the most strong-willed – or those already insane.

A Mantle Malifica grants its wearer a 4+ Armour save, and an unmodifiable 4+ Special Save against the effects of psychic powers. Note that this save, if successful, does not cancel the use of a psychic power, it only renders the wearer immune to the power's effects. In the End phase of each round, the wearer must make a Willpower check

or gain the Insane condition (**see page Error! Bookmark not defined.**).

MESH ARMOUR (SUIT)

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

Mesh armour grants a 5+ Armour save roll.

PLATE MAIL (SUIT)

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

Against attacks with the Blast trait, plate mail always grants a 5+ Armour save roll **which cannot be modified**.

REFLEC SHROUD (SUIT)

Created from layers of reflective metals, a Reflec shroud provides an effective ward against energy weapons.

A Reflec shroud grants its wearer an Armour save of 5+. The wearer also counts the AP of las, plasma and melta weapons as '-' regardless of their actual AP.

SIMPLE ARMOUR (SUIT)

Padded armour grants a 6+ Armour save roll.

(LAYERS)

ABLATIVE OVERLAY (LAYER)

Sometimes the best way to improve a suit of armour is to add even more armour over the top.

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

Arbitrator's Note: As all attacks are rolled at the same time, Ablative Overlay does not reduce from successive hits from multiple hits from the same close combat attack, and for simplicity's sake, it does not reduce from multiple hits from the same Rapid Fire attack. Only at the next action where the fighter is hit, will it reduce.

ARMoured BODYGLOVE (LAYER)

All Van Saar wear bodygloves to help sustain them from their radiation poisoning. Some gangers from the house upgrade these with armoured versions.

A fighter wearing an Armoured Bodyglove **will only be affected by the effects of the Rad-phage Weapon Trait on a 6 on a D6**, otherwise they will not suffer the additional flesh wound.

In addition, if a fighter is wearing an armoured bodyglove they reduce the Strength of hits against them by 1. For example, if they are hit by a Str 3 attack, reduce the Strength to 2. For weapons with the Toxin effect, add 1 to the fighter's Toughness, to a maximum of 6. The bodyglove has no effect against gas attacks.

ARMoured UNDERSUIT (LAYER)

If a fighter is wearing an armoured undersuit they reduce the Strength of hits against them by 1. For example, if they are hit by a Str 3 attack, reduce the Strength to 2. For weapons with the Toxin effect, add 1 to the fighter's Toughness, to a maximum of 6. The undersuit has no effect against gas attacks.

CAMELEOLINE CLOAK (LAYER)

Cameleoline is a much-sought after material within the Imperium, and is commonly used by the armies of the Emperor for stealth and scout troops. On Necromunda, some examples of the material can be found in the underhive, stitched into more common clothing or as an extra layer on a cloak, allowing the wearer to seemingly vanish if they stand still.

If the wearer of a Cameleoline cloak did not move during their activation, ranged attacks made against them suffer a -2 to hit until the start of their next activation.

GUTTERFORGED CLOAK (LAYER)

Made from fragments of ruined armour, a Gutterforged cloak provides protection at a very modest price. Common among badzones settlers, the cloak is also designed to offer some measure of defence against the hazards of the underhive.

A Gutterforged cloak improves its wearer's Armour save by +2 against damage resulting from Falls, as well as Underhive Perils, **Beast's Lairs**, **Carnivorous Plants**, **Exotic Beasts**, **Open War Perils**, **Peril Minoris Xenos Abominations**, **Pitfalls**, or Badzone environmental effects. If a fighter does not have a save, they gain a 5+ Armour save against these.

SERVO HARNESSES

Partial Servo Harness (Layer)

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

Additionally, a fighter wearing partial servo harness gains the benefits of suspensors on any weapons they carry.

Finally, should a fighter with a partial servo harness not move before performing a Shoot action with a weapon

with the Rapid Fire (X) trait, they will not suffer to hit penalties for using more than Firepower dice.

However, a fighter wearing a servo harness reduces their Movement and Initiative by 1. This item cannot be combined with any other type of servo harness or servo claw.

Full Servo Harness (Layer)

A fighter wearing a full servo harness gains all of the benefits of a partial servo harness, but without the negative modifiers to Movement and Initiative. **If worn with a Heavy Carapace Armour (suit), the negative modifiers for wearing Heavy Carapace do not apply.** In addition, their unarmed attacks have +1 Damage.

This item cannot be combined with a servo claw or any other type of servo harness.

STIMULANT BODYGLOVE (LAYER)

All Van Saar wear bodygloves to help sustain them from their radiation poisoning. Some gangers from the house upgrade these with versions equipped with powerful stimulants that allow them to match the physical performance of other Necromundans.

A fighter wearing a Stimulant Bodyglove **will only be affected by the effects of the Rad-phage Weapon Trait on a 6 on a D6**, otherwise they will not suffer the additional flesh wound.

In addition, at the start of the battle, the player then adds +1 to D3 of the following characteristics for the battle: Movement, Strength, Attacks, or Initiative. This may take the fighter beyond the maximum characteristic allowed to the fighter for that battle (roll a D3 for each fighter with a Stimulant Bodyglove to determine how many of their characteristics are enhanced this battle).

(SHIELDS)

If a fighter is equipped with a weapon marked with an * symbol, they cannot benefit from the effects of a (shield).

ASSAULT/ENERGY SHIELD (SHIELD)

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

CERAMITE SHIELD (SHIELD)

Ceramide shields are made from scavenged armoured plating destined for the military vehicles of the Imperium. As much mobile cover as personal protection, they are lugged into battle

by burly gangers who don't mind the weight compared to the benefits the shield affords.

A fighter with a Ceramite shield adds +2 to their Armour save against attacks originating in their line of sight provided they are Standing, however for the wielder the Move action becomes a (Basic) action rather than a (Simple) action. A fighter with a Ceramite shield ignores the effects of the Melta trait if an attack originates in their line of sight.

SCRAP SHIELD (SHIELD)

Sometimes fighters fashion crude shields from bits of barricades or simply panels prised from tunnel walls. These are then painted in gang colours and affixed to other suits of armour, either strapped to an arm or mounted over a shoulder.

A scrap shield offers no protection against ranged attacks, but while Engaged, enemy fighters suffer a -1 to hit modifier when attacking the fighter with melee attacks. In addition, the fighter increases their save by 1 against melee attacks that originate from within the fighter's vision arc (the 90° arc to their front).

(FIELD ARMOUR)

Any Leader or Champion may wear a force field, but they may only be equipped with one. These provide an alternative or addition to conventional armour, providing either a Special Save or an alternative effect that protects the fighter. A fighter may roll both a special save and an armour save as detailed on page Error! Bookmark not defined..

CONVERSION FIELD

A conversion field works by transforming the kinetic energy of an attack into light energy, absorbing the impact in a blinding flash.

When a fighter wearing a conversion field is hit by an attack, a fighter rolls a D6 **Special Save**. On a 5+, the conversion field works and the attack has no further effect (including not pinning the fighter).

However, any fighters, friend or foe, within 3" of the wearer count as being hit by a weapon with the Flash trait as the field reacts in a tremendous burst of light.

Note that the wearer is unaffected by this flash of light as they are inside the field.

Finally, should the field work and the hit be ignored, roll another D6. If the result is a 1, then the field has been overburdened by the attack and its generator is burned out. The Conversion field stops working for the remainder of the battle.

DISPLACER FIELD

A displacer field reacts to the energy of an impact by teleporting the wearer a safe distance away. The harder the impact, the further the wearer will be moved.

If a fighter wearing a displacer field is hit by an attack with a Strength value, the fighter rolls a D6 **Special Save**. On a 4+, the fighter is moved a number of inches equal to the Strength of the attack in a random direction, determined by rolling a Scatter dice, and the hit is ignored (even if any part of the fighter is still under the template

– if the attack used one – after being displaced). A displacer field is ineffective against attacks without a Strength value.

A displacer field will not deposit its wearer inside a terrain feature, the fighter will move by the shortest route possible so that it can be placed clear of any impassable terrain features. Similarly, the fighter's base cannot overlap another fighter's base and the wearer must be moved by the shortest route possible until its base can be placed without overlapping. Note that the wearer may end up within 1" of an enemy fighter and may even end up Engaged as a result of being displaced.

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

If a fighter wearing a displacer field is transported off the board, they immediately go Out of Action. If the wielder is a scenario-specific NPC, such as an Uphive agent or cyborg assassin, the model does not go off the board, but is placed at the edge.

Finally, should the field work and the hit be ignored, roll another D6. If the result is a 1, then the field has been overburdened by the attack and its generator run dry. The Displacer field stops working for the remainder of the battle.

HOLOCHROMATIC FIELD

A Holochromatic field surrounds its wearer in an aura of scintillating colours.

Ranged attacks against a fighter with a Holochromatic field suffer a -2 to hit, while melee attacks against them suffer a -1 to hit.

Each time the fighter is targeted with an attack, roll a D6. On a 1, the Holochromatic field has been drained and cannot be used again this game.

Fighters wearing an active Holochromatic field count as always having a revealed marker on them in scenarios using the Pitch Black rules. A Holochromatic field cannot be combined with Cameleoline Cloaks or similar devices that make the wearer harder to see.

REFRACTOR FIELD

A refractor field bends the energy of an attack around the wearer, harmlessly distributing it over a large area and robbing the attack of its lethal force.

When a fighter wearing a refractor field is hit by an attack, roll a D6 **Special Save**. On a 5+ the hit is ignored.

However, should the field work and the hit be ignored, roll another D6. If the result is a 1, then the field has been overburdened by the attack and its generator is burned out. The Refractor field stops working for the remainder of the battle.

BIONICS

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

BIONIC REPLACEMENT

Implanting a bionic in the dilapidated medshops of the Underhive is an arduous and highly risky medical procedure. Because of this few gangsters would willingly chop off a perfectly healthy appendage, and so a fighter can only be implanted with a bionic arm, chest, eye or leg, if he has the appropriate serious injury. Other bionics may be installed without the relevant injury.

BIONIC PARTS

Bionics are specially modified by the bio-surgeons to suit the host before implantation to become a living extension of the body. Because of this, once a fighter has a bionic, it is permanent – ***it is not possible to remove it by any means***. You cannot swap it between gang members once it has been installed, nor can you steal a bionic from a captive sold into slavery.

Each area of a fighter's body may only have one Bionic (with the exception of the head, which may have up to two Cranial Bionics). In addition, Van Saar fighters may also install one item of Cyberteknika in each area of their body (see page **Error! Bookmark not defined.**).

Bionics comes in either two or three levels, ranked Mundane (the most basic), Improved (intermediate) and Superior (more advanced). Not every type of bionic has an Improved version. When a fighter gains a Bionic, they may choose any level provided they have access to this rank and can pay its cost in credits. The price of getting a Doc to install the bionic is included in its cost.

A fighter then enters into Recovery. Once a fighter leaves the Recovery, they have the appropriate level of Bionic and the effects are applied.

Fighters can also upgrade their Bionics – this is the only instance in which they may exchange a Bionic they have. To upgrade a piece of Bionic, if the gang finds the right level of bionic (or has access via other means), the fighter must pay the difference between the cost of the one they have and the upgrade, after which they will go into Recovery.

MULTIPLE CHARACTERISTIC

Players should note that some Lasting Injuries only cause one characteristic to be decreased whilst other Lasting Injuries cause two characteristics to be decreased. Where a Lasting Injury causes two characteristics to be decreased, the bionic will give a choice of which characteristic is improved. If a fighter wishes to rectify

two characteristic decreases caused by a Lasting Injury, they should look at purchasing an Improved Bionic (as follows), they cannot purchase two Mundane bionics in order to rectify the effects of a single Lasting Injury.

IMPROVED BIONICS

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

SUPERIOR BIONICS

Superior Bionics are very rare among hive gangsters, and give special bonuses to their recipients. With the exception of eyes, arms and legs, these can be implanted without a prior Lasting Injury.

CHARACTERISTIC INCREASES AND BIONICS

If a characteristic has been increased advancements since the injury was sustained as a result of any Advancements, any bionics purchased (Mundane and Improved), may still increase the characteristic by 1 but may not take any characteristics beyond the maximum characteristics. If received without an Injury, the characteristic can be enhanced beyond the normal maximum – but if ever lost, the fighter will suffer the effect of the Lasting Injury *and* lose the benefits of the bionic.

BIONICS AND RECOVERY

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

DAMAGED BIONICS

If a fighter with Bionic suffers a Lasting Injury to a location with Bionic, roll a D6. On a 4+, the Lasting Injury itself is ignored, though the fighter goes into Recovery.

Otherwise, the Bionic is damaged, and stops working (the fighter can no longer use its benefits), and the fighter then goes into Recovery. If a bionic was purchased to repair a Lasting Injury, and is damaged, then the effect of the Lasting Injury again applies.

To repair a Bionic, the fighter must pay half its cost in credits before or during Step 3 of the pre-battle sequence of any battle.

BIONICS AVAILABLE

AUDIO BIONICS

HEURISTIC Auris

A Heuristic Auris replaces the fighter's ears and audio system.

- This Bionic upgrade repairs damage caused when a fighter receives a Deafened result on the Lasting Injury table.
- This Bionic upgrade may be damaged if the fighter suffers a Deafened result on the Lasting Injury table.

MUNDANE HEURISTIC AURIS

The fighter no longer suffers the effects from being deafened.

SUPERIOR HEURISTIC AURIS

The fighter no longer suffers the effects from being deafened. If the fighter is a sentry in a scenario that uses the Sentries special rule, during the attacker's "Sneak Attack" phase, all fighters suffer a -1 modifier to their Initiative tests to activate. In addition, if a fighter with Infiltrate uses it to move within 12" of this fighter, no other enemy fighter may make an Infiltrate action.

CRANIAL BIONICS

A fighter may have a Bionic Skull and up to one Brain Bionic.

Bionic Skull

A Bionic Skull replaces the fighter's cranium with a tougher form. Each level of this Bionic grants the fighter the benefits detailed below

MUNDANE BIONIC SKULL

The fighter gains the Headbutt skill if they did not already have it.

SUPERIOR BIONIC SKULL

The fighter gains the Headbutt skill if they did not already have it. In addition, the fighter ignores the effects of future Head Injuries.

Brain Bionics

A fighter may only have one of the following brain enhancements:

CORTEX-COGITATOR

A Cortex-Cogitator makes the brain function more like a computer.

- This Bionic upgrade repairs damage caused when a fighter receives a Head Injury result on the Lasting Injury table.
- This Bionic upgrade may be damaged if the fighter suffers a Head Injury result on the Lasting Injury table.

Each level of this Bionic grants the fighter the benefits detailed below:

MUNDANE CORTEX-COGITATOR

Increase either the fighter's Intelligence or Willpower by +1 (if they had a Head Injury, only one of the two affected characteristics is repaired).

IMPROVED CORTEX-COGITATOR

Increase both the fighter's Intelligence and Willpower by +1 (if they had a Head Injury, only the fighter's original characteristics are restored, and the injury fully repaired).

SUPERIOR CORTEX-COGITATOR

Increase both the fighter's Intelligence and Willpower by +1. The fighter further ignores any penalty to their Intelligence when attempting to operate locked doors and vaults.

LOBO CHIP

A Lobo-Chip removes the fighter's anxieties and fears.

- This Bionic upgrade repairs damage caused when a fighter receives a Humiliated result on the Lasting Injury table.
- This Bionic upgrade may be damaged if the fighter suffers a Humiliated result on the Lasting Injury table.

Each level of this Bionic grants the fighter the benefits detailed below

MUNDANE LOBO-CHIP

Increase either the fighter's Leadership or Cool by +1 (if they were Humiliated, only one of the two affected characteristics is repaired).

IMPROVED LOBO-CHIP

Increase both the fighter's Leadership and Cool by +1 (if they were Humiliated, only the fighter's original characteristics are restored, and the injury fully repaired).

SUPERIOR LOBO-CHIP

Increase both the fighter's Leadership and Cool by +1, but decrease the model's Initiative by 1. When a fighter equipped with a superior lobo chip is hit by a ranged attack, they do not become Prone and Pinned. However, a fighter with this special rule is unable to perform a Take Cover (Basic) action. In addition, they are immune to Insanity and automatically passes nerve tests.

PAIN SUPPRESSOR

A Pain Suppressor replaces or enhances the brain's ability to withstand pain.

- This Bionic upgrade may be damaged if the fighter suffers a Head Injury result on the Lasting Injury table.

Each level of this Bionic grants the fighter the benefits detailed below:

MUNDANE PAIN SUPPRESSOR

The fighter's nervous system is enhanced. The fighter gains +1 Wound. However when they lose their first wound, the fighter also receives a Flesh Wound on a D6 roll of 1 or 6.

SUPERIOR PAIN SUPPRESSOR

The fighter's nervous system is enhanced. The fighter gains +1 Wound. In addition, while weapons with the Blaze trait can set them on fire, while subject to the Blaze condition, the fighter may act normally during their activation, rather than acting as described by the Blaze trait. They still take damage as normal from the flames until they go out.

STIMULAMYGDALA

A Stimulamygdala helps calm an unsteady mind.

- This Bionic upgrade repairs damage caused when a fighter receives a Shell Shock result on the Lasting Injury table.
- This Bionic upgrade may be damaged if the fighter suffers a Shell Shock result on the Lasting Injury table.

Each level of this Bionic grants the fighter the benefits detailed below

MUNDANE STIMULAMYGDALA

The fighter's Initiative is increased by +1 (if they had a Shell Shock Lasting Injury, only their original characteristic is restored).

SUPERIOR STIMULAMYGDALA

The fighter's Initiative is increased by +1 (if they had a Shell Shock Lasting Injury, only their original characteristic is restored). In addition, if the fighter becomes Pinned due to a ranged attack, roll a D6. On a 6, the stimulants kick in, and the fighter immediately stands back up.

MOTIVE BIONICS

Bionic Leg

Motive Bionic are leg, back and foot augmetics.

- This Bionic upgrade repairs damage caused when a fighter receives a Hobbled result on the Lasting Injury table.
- This Bionic upgrade may be damaged if the fighter suffers a Hobbled result on the Lasting Injury table.

Each level of this Cyberteknika grants the fighter the benefits detailed below

MUNDANE BIONIC LEG

The fighter's Movement is increased by +1 (if they had a Hobbled Lasting Injury, only their original characteristic is restored).

SUPERIOR BIONIC LEG

The fighter's Movement is increased by +1 (if they had a Hobbled Lasting Injury, only their original characteristic is restored). In addition, if the fighter attempted to jump down from a ledge and the Initiative check is failed, roll a D6. On a roll of 4+ the bionic leg takes the brunt of the force. The fighter suffers no damage and may continue their activation, just as if the Initiative test was passed.

OCULAR BIONICS

Bionic Eye

Bionic Eyes replaces the fighter's eyes with mechanical enhancements.

- This Bionic upgrade repairs damage caused when a fighter receives an Eye Injury result on the Lasting Injury table.
- This Bionic upgrade may be damaged if the fighter suffers an Eye Injury result on the Lasting Injury table.

Each level of this Bionic grants the fighter the benefits detailed below:

MUNDANE BIONIC EYE

The fighter's Ballistic Skill is increased by +1 (if they had a Eye Injury Lasting Injury, only their original characteristic is restored).

SUPERIOR BIONIC EYE

The fighter's Ballistic Skill is increased by +1 (if they had a Eye Injury Lasting Injury, only their original characteristic is restored). A fighter implanted with a superior bionic eye also counts as wearing photo-goggles; in addition any ranged weapons they use count as being augmented with a las-projector or telescopic sight (pick which scope when the item is installed).

SYNDEXTROUS BIONICS

Augmetic weapon

Augmetic weapons replace one or both arms with a weapon. If the gang can install a mundane or superior bionic, any ranged or close combat weapon the gang owns can be implanted to replace a character's hand or arm by paying the cost of the weapon, **plus 25 credits** for the cost of the surgery. Special weapons marked *, and any heavy weapons may only be installed on fighters with Strength 5 or higher.

The fighter may not use any other weapon with that arm. Once installed, a weapon may not be replaced.

An implanted weapon counts toward the maximum number of weapons a fighter can be equipped with. Weapons with the Unwieldy trait still take the space of two weapons but may be attached and wielded with one single bionic arm.

The weapon functions exactly as normal, with the following improvements:

- An implanted **melee weapon** may never be disarmed. In addition, it grants one additional Attack dice (allocated to it) in close combat.
- An implanted **ranged weapon** grants a +1 modifier to Ammo checks made for this weapon. In addition, if a fighter makes an Aim (Basic) action, add 2 to the result of any hit rolls (instead of +1).

If a fighter has replaces all their arms with augmetic weapons (usually two, unless a fighter has more arms), they obviously have no hands. They may not be able to climb any vertical surface nor can he use ladders. They may neither do the following actions: Carry, Descend, Drive, Grapple, Set Trap, nor Operate or Activate any scenery or device (Door, Lock, Terminal, etc.).

Bionic Arm

Syndextrous Bionics repairs hands and arms with mechanical limbs and hands.

- This Bionic upgrade repairs damage caused when a fighter receives a Hand Injury result on the Lasting Injury table.
- This Bionic upgrade may be damaged if the fighter suffers a Hand Injury result on the Lasting Injury table.

Each level of this Bionic grants the fighter the benefits detailed below:

MUNDANE BIONIC ARM

The fighter's Weapon Skill is increased by +1 (if they had a Hand Injury Lasting Injury, only their original characteristic is restored).

SUPERIOR BIONIC ARM

The fighter's Weapon Skill is increased by +1 (if they had a Hand Injury Lasting Injury, only their original characteristic is restored), and they also receive a +1 Strength bonus.

TORSONIC BIONIC

Skeletal Enhancers

Skeletal Enhancers reinforce or replace the skeleton of the fighter.

- This Bionic upgrade repairs damage caused when a fighter receives a Spinal Injury result on the Lasting Injury table.
- This Bionic upgrade may be damaged if the fighter suffers a Spinal Injury result on the Lasting Injury table.

Each level of this Bionic grants the fighter the benefits detailed below:

MUNDANE SKELETAL ENHANCERS

The fighter's Strength is increased by +1 (if they had a Spinal Injury Lasting Injury, only their original characteristic is restored).

SUPERIOR SKELETAL ENHANCERS

The fighter's Strength and Attacks are increased by +1 (if they had a Spinal Injury Lasting Injury, only their original characteristic is restored), and their unarmed attacks gain the Pulverise and Parry traits.

Vascular Bionics

Aortic Supercharger

An Aortic Supercharger replaces or enhances the fighter's heart.

- This Bionic upgrade repairs damage caused when a fighter receives an Enfeebled result on the Lasting Injury table.
- This Bionic upgrade may be damaged if the fighter suffers an Enfeebled result on the Lasting Injury table.

Each level of this Cyberteknika grants the fighter the benefits detailed below:

MUNDANE AORTIC SUPERCHARGER

The fighter's Toughness is increased by +1 (if they had a Enfeebled Lasting Injury, only their original characteristic is restored).

SUPERIOR AORTIC SUPERCHARGER

The fighter's Toughness is increased by +1 (if they had a Enfeebled Lasting Injury, only their original characteristic is restored). The fighter also counts as wearing a respirator and improves their armour save by +1.

CHEMS

Chems in all their forms are an integral part of Necromunda. Without stimms, gruelling work quotas might not be met; without their speciality meds, the ruling elite could not extend their lifetimes; and without the Ghast trade, the coffers of Lord Helmawr would be significantly lighter.

BLACK MARKET CHEM SUPPLIERS

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

When a gang buys a Chem from the Legal Trading Post or Black Market, they are buying only one dose. This means the chem can be used once – as detailed in its description – and then it is gone.

For chems Black Market Chems, after the gang buys a chem, however, make a note that they have found a supplier for that chem. The next time they want to buy the same chem from the Black Market, it counts as having a Legality/Rarity of Common.

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

LIST OF LEGAL CHEMS

DETOX

A common stimulant used to off-set the effects of venoms and toxins.

Use: Detox is used at the start of a battle, or may be consumed through a **Administer Dose (simple)** action.

Effect: A fighter affected by Detox increases their Toughness characteristic by 2 when taking Toughness tests against Toxin.

SIDE EFFECTS

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

ICROTIC SLIME

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

Use: Ictrotic Slime is used at the start of a battle.

Effect: When a fighter uses Ictrotic Slime, make a Characteristic check for their Movement, Strength,

Chems bought from the Legal Trading Post, however, do not have Suppliers.

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

SIDE EFFECTS, DURATION AND MIXING CHEMS

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

Chems counts as Wargear. A fighter can start the battle under the effects of any Chem they are equipped with if they choose, or can administer that Chem during a battle to themselves or a friendly fighter (with the exception of Hired Guns and Exotic Beasts) in base contact by performing an **Administer Dose (simple)** action during their activation.

Finally, if a fighter takes more than one chem at a time, there is a chance they will have a bad reaction.

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

Toughness, Initiative, Attacks and Cool characteristics. For each test that is passed, improve that characteristic by D3 for the battle.

SIDE EFFECTS

Whilst under the effects of Ictrotic Slime, the fighter's Leadership, Intelligence and Willpower are decreased to 10+ (unless these characteristics are already worse than this).

At the end of any battle in which a fighter used Ictrotic Slime, roll 2D6 for that fighter.

- On a roll of 2, the slime eats the fighter's brain and they are killed. Immediately remove them from the gang's roster.
- On a roll of 3-11, the slime is successfully removed but the fighter is placed Into Recovery.
- On a roll of 12, the slime is successfully removed but not without complications. Make a roll on the Lasting Injury table against the fighter, re-rolling results of 61-66.

KALMA

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

Use: In addition to other methods of use (consuming prior to a battle, through the **Administer Dose (simple)** action, or through Chem Darts), a gang can give Kalma to a fighter they hold captive during the Rescue or Public Execution scenario.

Effect: While under the effects of Kalma, a fighter's Cool is increased to **3+**. However, when a fighter affected by Kalma wishes to make an action, roll 2D6 for them and add their Toughness.

- On a roll of 10 or lower, they do nothing and the action is wasted.
- On a roll of 11 to 15, they may only perform one action.
- On a roll of 16 or more, they shake off the effects of the chem and can act normally for the remainder of the battle. They no longer have the augmented Cool.

SIDE EFFECTS

There are no long term effects from taking Kalma.

LIST OF BLACK MARKET CHEMS

FRENZON

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

Use: Frenzon is used at the start of a battle, or during a battle may be consumed through a **Administer Dose (simple)** action or delivered to enemy fighters through Chem Darts.

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

SIDE EFFECTS

Frenzon is highly addictive. During the Wrap-up, any fighter who used Frenzon must make a Toughness check, adding 2 to the dice roll. If the check is failed, the fighter has become addicted to Frenzon. Once a fighter is addicted to Frenzon, they can only be included in a crew

STINGER MOULD

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

Stinger Mould is kept in the gang's Stash and is **Gang Equipment**.

Use: A dose of Stinger Mould can be used after a battle on a fighter who rolled on the Lasting Injury table during the battle.

Effect: If the result of the roll was anything other than a 64-65 Death or 66 – Memorable Death, the result it is ignored (including positive results such as 11 – Lesson Learned).

Use: Alternatively, a fighter can attempt to use a dose of Stinger Mould to remove certain Lasting Injuries they have suffered. The injuries which can be cured in this way are: Impressive Scars, Horrible Scars, Hand Injury, Eye Injury, Head Injury, Enfeebled and Leg Injury.

Effect: During Step 6 of the post-battle sequence, after distributing equipment but before updating the gang roster, roll a D6 for any fighter attempting to use a dose of Stinger Mould in this way (only one dose may be used per fighter). On a 5 or 6, the effects of one appropriate Lasting Injury the fighter has suffered are immediately negated, although the fighter goes into Recovery.

SIDE EFFECTS

There are no long term effects of taking Stinger Mould.

if they have taken a dose of the chem. The only way a fighter can shake this addiction is to pay 2D6x10 credits for anti-addiction chems during the post-battle sequence when the gang is buying equipment.

GHAST

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

Use: Ghast is used at the start of a battle, or during a battle may be consumed through a **Administer Dose (simple)** action, during the Ghast Harvest scenario, or delivered through Chem Darts to enemy fighters.

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

SIDE EFFECTS

At the end of any game in which a Lasting Injury Tablesighter used Ghast, they must make a Willpower check. If the check is failed, the fighter suffers a decrease of 1 to their Willpower (i.e., if the fighter's Willpower is 7+, it becomes 6+). If a natural 12 is rolled for the check, the fighter's mind is permanently damaged and they must begin any future battles subject to the Insane condition.

OBSCURA

A recreational narcotic used from the Noble Hedonistia of the spire to the chem dens of the underhive, Obscura sends its users into a dream-like state in which reality melts away around them. This high is followed by a period of crushing depression, alleviated only by the taking of more Obscura.

Use: Obscura is used at the start of a battle, or may be consumed through a **Administer Dose (simple)** action, delivered through Chem Darts, or a gang can give Obscura to a fighter they hold captive during the Rescue scenario.

Effects: A fighter under the influence of Obscura changes their Movement characteristic to D6" and all their weapons count as having the Reckless trait.

Note that when they move, a fighter under the influence of Obscura must move the full distance rolled, even if this would take them into base contact with an enemy fighter, in which case they will Engage that enemy fighter, or over the edge of a ledge. Fighters under the influence of Obscura may end up in base-to-base contact with another fighter..

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

SIDE EFFECTS

When a dose of Obscura wears off, the fighter enters a deep melancholy and they may only perform a single action in each of their activations for the remainder of the battle.

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

'SLAUGHT

'Slaughter, officially known as Onslaught, is a crude combat drug made from a dangerous combination of amphetamines and mutant rat adrenal glands. 'Slaughter enhances an individual's fighting abilities; increasing alertness and speed by slowing down a person's perception of the world around them.

Use: 'Slaughter is used at the start of a battle, or may be consumed through a **Administer Dose (simple)** action or delivered to an Enemy through Chem Darts.

Effect: A fighter affected by 'Slaughter increases their Weapon Skill and Initiative to 2+ and adds 1 to their Attacks characteristic.

SIDE EFFECTS

During the Wrap-up, any fighter who used 'Slaughter must make a Toughness check. If the check is failed, the fighter has become addicted to 'Slaughter.

In each future battle the fighter takes part in, if they do not take a dose of 'Slaughter, they must decrease their Weapon Skill and Initiative to 5+, and their Attacks to 1 (unless these characteristics are already worse than this). If they take a dose, the effects are reduced and their Weapon Skill and Initiative become 3+ and they gain no bonus to their Attacks characteristics.

A fighter can shake their addiction to 'Slaughter by voluntarily going into Recovery during any post-battle sequence.

SPUR

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

Use: Spur is used at the start of a battle, or may be consumed through a **Administer Dose (simple)** action or delivered to an Enemy through Chem Darts.

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

SIDE EFFECTS

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

Gang Equipment

Gang Equipment does not belong to any one fighter, but is kept in the Stash.

GEAR

GUILDER CARTOGRAPH

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

While a gang is in possession of a Guilder Cartograph, they may alter the Peril and Loot determined for the battle in a normal scenario (see page Error! Bookmark not defined.), and may reroll the Peril and Loot when determining an Open War battle (on page Error! Bookmark not defined.).

After determining the Peril and Loot for a scenario, or the Open War Peril at the beginning of the game, the gang with the Cartograph may immediately discard it and generate new ones. If both players have a Cartograph, they should roll off to see who gets to use theirs for this fight.

In addition to changing the Peril and Loot, Cartographs often show the location of Guilder supply caches. During deployment, a gang with a Cartograph can place four loot caskets anywhere on the battlefield not within 6" of any fighter.

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

ISOTROPIC FUEL ROD

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

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

MNEMONIC INLOAD SPIKE

Adeptus Mechanicus Tech-Priests use Mnemonic Inload Spikes for the swift transfer of data from one cortex to the next. Each spike contains potential secrets and skills that the user can inload directly to their brain, though for those without the proper cybernetic interfaces the process can be fatal.

When a gang buys an inload spike, they must choose one of their fighters to attempt to use its data. The chosen fighter must immediately roll on the Lasting Injuries table. If the fighter is still alive after making this roll they gain one skill of their choice from Agility, Brawn, Combat, Cunning, Ferocity, Leadership, Savant or Shooting. The spike is then used up and removed from the gang's stash.

Increase the fighter's cost by +10 credits if the skill is from a Primary skill tree, +15 if from a Secondary skill tree, and +25 if from any other tree.

Note that the inload spike is kept in the gang's territory and is not associated with any specific fighter. As it does not belong to a specific model its value is not included in the gang's rating.

RATSKIN MAP

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

Before a gang with a Ratskin Map rolls to determine the scenario as part of the pre-game sequence, they can declare they are using their Ratskin Map. If both gangs have a Ratskin Map, they should roll off to see whose gang gets to use theirs for this game – capitalising on the map's information before their opponent can. The player then rolls on the Ratskin Map table to see how valuable the information on it is.

D6	Type	Effect
1	Fake	Instead of rolling for the scenario as normal, your opponent chooses the scenario for this game. Remove the Ratskin Map from your gang roster.
2	Worn and Incomplete	After making the roll to determine the scenario, you may add or subtract 1 from the result. If playing with an Open War scenario, you may decide to redraw/reroll one of the four conditions for the battle.
3	Treasure Map	Roll another D6. On a 1-5, the map is a Fake (see above). On a 6, it is a genuine treasure map. If your gang wins the scenario, they can add an extra D6x20 credits to their Profit for this battle.
4	Ancient and Faded	After making the roll to determine the scenario, you may add or subtract 2 from the result. If playing with an Open War scenario, you may decide to redraw/reroll two of the four conditions for the battle.
5	Secret Pathways	D3 Fighters in your gang gain the Infiltrate skill for the duration of this scenario.
6	Recent and Accurate	After making the roll to determine the scenario, you may add or subtract up to 3 from the result.

Note, once the type of map is determined, it remains the same, and provided it is worth something, a gang may use it again in the pre-game sequence of subsequent games.

GANG TERRAIN

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

Once bought, a piece of gang terrain is added to the gang's Stash, and can be fielded in any battle the gang takes part in unless noted otherwise. Some pieces of terrain (as noted in their description) can only be used if the gang is the defender in a scenario with an attacker and a defender.

Gang terrain is placed on the battlefield before any fighters are deployed, but after other terrain has been set up. A gang can place its terrain in its own deployment area or, if noted, in no-man's-land (i.e., anywhere outside both their opponent's deployment zone and their own deployment zone).

The cost of any Gang Terrain deployed in a battle is used in addition to the Crew Rating of a battle in which it is used. If a gang loses the battle, or flees the field, there is a chance it will be captured by the enemy gang. Treat them as Unclaimed Objectives (see page Error! Bookmark not defined.), and the winner or remaining gang may capture them. If not Captured, Gang Terrain is retained between battles.

AMMO CACHE

Immediately after the last of the fighters in the crew is set up at the start of a battle, the controlling player can choose to set up any ammo caches from their Stash. If the scenario has an attacker and a defender, and this gang is defending, roll a D6 for each of their ammo caches. On a 1-4, they were not expecting the attackers and the caches cannot be used; on a 5 or 6, they are lucky enough to have them to hand. Each ammo cache must be set up within 1" of one of their fighters and within their deployment zone if the scenario has one. It is then deleted from the gang's Stash. During the battle, ammo caches follow the rules on page Error! Bookmark not defined..

Note that the ammo cache is kept in the gang's territory and is not associated with any specific fighter. As it does not belong to a specific model its value is not included in the gang's rating.

BOOBY TRAPS

A booby trap uses the **Hidden Traps rule**, and is represented on the battlefield by six markers. These markers can be tokens, or appropriate terrain elements on 25mm bases.

When preparing these markers, one out of the six is the real trap (mark its underside, or secretly make a note to determine which one is real), the others are false traps. The markers are placed upon the battlefield at the start of the game, after the battlefield has been set up but before deploying any fighters. If both gangs possess and wish to use booby traps, the defender or the winner of a roll-off (if there is no defender) places theirs first.

Once set, if any fighter, friendly or enemy, comes within 2" of a set booby trap for any reason, they risk setting the booby trap off – at this point the hidden trap marker is revealed. False traps are discarded while the real trap remains on the board.

If the trap is real, roll a D6. On a 1, the booby trap is a dud and is removed from the battlefield. On a 2 or 3, the booby trap does not go off but is left in place. On a 4, 5 or 6, the booby trap is triggered and will explode. The profiles for booby traps can be found below. The movement of a moving fighter is interrupted whilst this roll is resolved. If the booby trap does not go off, their movement continues after the roll is made. If the booby

trap does go off, and the fighter is Pinned or Injured as a result, their movement ends.

Weapon	S	L	S	L	Str	AP	D	Ammo	Traits
Frag trap	-	-	-	-	3	-	1	-	Blast (5"), Knockback, Single Shot
Gas Trap	-	-	-	-	-	-	-	-	Blast (5"), Gas, Single Shot
Incendiary Trap	-	-	-	-	4	-1	1	-	Blast (5"), Blaze, Single Shot
Melta trap	-	-	-	-	8	-4	3	-	Blast (5"), Melta, Single Shot
Stun Trap	-	-	-	-	2	-1	1	-	Blast (5"), Concussion, Single Shot

Note that even when the real trap is revealed, other false traps remain on the board until they have been interacted with – this is important if more than one trap is in play, as it will keep the enemy guessing as to just how many traps remain to be discovered.

Booby traps are not used up when deployed in a scenario.

FIXED WEAPONS

Often gangs might employ cheap, effective large autoweapons and stubbers to defend their territory, hauling them into position to cover corridors and doorways. A gang may include a fixed weapon only if they are the defender in a scenario with an attacker and a defender. They use the following profile:

	Range		Accuracy						
Weapon	S	L	S	L	S	Ap	D	Am	Traits
Autosluggers	8"	24"	+1	-	3	-	1	4+	Fixed, Rapid Fire (2)
Heavy Stubber	20"	40"	-	-1	4	-1	1	4+	Fixed, Rapid Fire (2)
Twin-Linked Heavy Stubber	20"	40"	-	-1	4	-1	1	4+	Fixed, Rapid Fire (3), Twin-Linked

GANG RELIC

Add 2 to the result of any Cool, Willpower and Leadership checks made for friendly fighters within 6" of the gang relic. Gang Relics, however, can be defiled - if an enemy fighter is able to get within 1" of an enemy gang's gang relic, they can make a **Defile Relic (Double) action**. Once a relic has been defiled, it no longer offers any bonuses to

Cool, Willpower checks and Leadership checks, and cannot be defiled again. A fighter who defiles a relic gains D3 XP.

Personal EQUIPMENT

The Underhive merchants sell all kinds of equipment ranging from advanced gear smuggled down from Hive City, ancient archaeotech devices, mystical items fashioned from the flora and fauna unique to Hive Bottom as well as simple accessories made to make Underhive life a little more bearable. In battle, Personal Equipment is carried by a fighter.

ARCHAEOTECH DEVICE

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

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

D66	Effect	Value
11-16	Dangerous: The fighter accidentally triggers the device as they're messing about with it. They immediately suffer D6 Str 2 Damage 1 hits and the archaeotech is reduced to a pile of worthless molten slag. If the fighter survives, the scraps may be sold for D3x5 credits	0 credits
21-26	Viewer: <i>The fighter can use the device to view different places, shifting their perspective to almost any point, even if it's beyond closed doors and solid walls.</i> If a fighter with an Archaeotech Viewer is a sentry in a scenario that uses the Sentries special rule, during the attacker's "Sneak Attack" phase, all fighters suffer a -3 modifier to their Initiative tests to activate. In addition, when the rules for Pitch Black are in effect, if the fighter performs a Scan (Basic) action, the fighter may subsequently target any fighter beyond the limits of vision determined that round within their field of vision.	40 credits
31-36	Cutting Beam: <i>The device can be used to focus a cutting beam of great power on a stationary object. Unfortunately, it's useless as a weapon because both the target and the fighter have to be perfectly still for the beam to focus, but it makes for a good can opener!</i> A fighter with this device can make the Laser Cut (Basic) action if they are within 1" of a door, loot casket, piece of terrain, or stationary vehicle. This action inflicts a single automatic hit against the chosen target, resolved with Strength 8, Damage 3, AP '-3'.	40 credits
41-43	Lifter: <i>The device is a sophisticated form of suspensor which can negate or lessen gravity for its bearer, allowing them to float up or down for a limited period.</i> When making a Move, Run or Charge action, the fighter ignores all terrain 2" or less in height, may move freely between levels without restriction, and can never fall. They may not, however, ignore impassable terrain or walls, and may not end their movement with their base overlapping an obstacle or another fighter's base.	40 credits
51-53	Holo Projector: <i>The device functions as a holo projector and can be used to make the fighter appear a short distance away from where they really are.</i> The Holo Projector is a field armour and grants the fighter a Special Save of 4+ against ranged attacks. This fighter cannot be the target of attacks made by weapons with the Template or Blast trait too. As soon as the saving throw is failed, the projector stops working for the rest of the game. Also note that the holo projector is useless against close combat attacks.	50 credits
54-56	Weapon: <i>The device is a powerful and compact weapon. It is only pistol-sized but it is as effective as a much larger piece of ordnance.</i> Roll a D6 to find out what it is: 1 – autoslugger (40 credits value), 2 – boltgun (100 credits value), 3 – flamer (100 credits value), 4 – meltagun (125 credits value), 5 – plasmagun (150 credits value), 6 – rad gun (75 credits value). The weapon has the standard profile for a weapon of its type but with the addition of the Sidearm Trait. Because the weapon is compact and self-maintaining it can be used by anyone, not just Specialists, Champions or Leaders.	Varies
61-66	Arcanae: The mysterious device is barely fathomable. Roll on the Wyrd Power table to see what strange purpose it has. The device can be used following the usual Wyrd rules except ignores the Perils of the Warp rules. However, if the Willpower test is failed by the fighter then the temperamental device refuses to work for the remainder of the game.	120 credits

BIO-BOOSTER

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

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

BIO-SCANNER

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

If a fighter with a bio-scanner is a sentry in a scenario that uses the Sentries special rule, during the attacker's "Sneak Attack" phase, all fighters suffer a -1 modifier to their Initiative tests to activate. **In addition, if a fighter with Infiltrate uses it to move within 8" of this fighter, no other enemy fighter may make an Infiltrate action.**

Finally, when the rules for Pitch Black are in effect, fighters with a bio-scanner may target any fighter beyond the limits of vision determined that round who they would normally be eligible to shoot with a ranged attack, but will suffer a -2 to hit modifier in addition to any others.

BLIND SNAKE POUCH

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

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

BOMB DELIVERY RATS

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

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

and they may freely leap any gap of 2" or less. Wider gaps are considered impassable.

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

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

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

CHEM COLLAR

A method of control, the Chem collar is usually found clamped around the necks of unwilling penal troopers, where its cocktail of combat drugs drives them into battle at the behest of their masters. Underhive gangers sometimes wear these collars willingly into combat, or as part of a dare.

Only fighters with the Gang Fighter (X) rule may be equipped with a Chem Collar – more senior fighters would not embrace this kind of humiliation.

Before a battle a player may choose to load a Chem collar with a dose of a Chem. Remove the chem from the Stash.

A fighter equipped with a Chem collar **loaded with a chem** is considered to be under the effects of the chem. **Where this is relevant, they may become addicted.**

In addition, each collar comes with a master motivator. At the start of the game, the player must decide if their Leader or one of their Champions is carrying the master motivator. When the Leader or Champion with the master motivator makes a group activation, they may include models wearing Chem collars (up to the normal number of fighters they may group activate) regardless of where they are on the battlefield.

Note that if a gang includes more than one fighter equipped with a Chem collar, they will only ever have a single master motivator which governs all collars in the gang.

CHEM-SYNTH

Containing potent chemicals, these tools enhance greatly the toxins, poisons and gases used by underhive fighters.

During their activation, a Standing and Active or Standing and Engaged fighter with a chem-synth can choose to make a **Use Chem-Synth** (Free) action. Make an Intelligence check. If the check is passed, any Gas or Toxin weapons they use until the end of their activation are enhanced and the target's Toughness counts a 1 lower when resolving those attacks.

CHRONO-CRYSTAL

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

In addition, when a fighter with a Chrono-crystal makes a Move, Run or Charge action, they add +D6" to their total Movement. In addition, they will always be able to perform Reaction attacks before an enemy performs an Attack (X) action, interrupting even if Charged, and they can always Disengage without the enemy having the chance to perform Reaction attacks.

CRED SNIFFER

Cred Sniffers are modified auspexes created by enterprising archaeo-thieves. They literally sniff out the rare alloys in cred chits and direct the user to their location.

If a fighter equipped with a Cred Sniffer was part of a game and was not taken Out of Action, or Seriously Injured at the end of the battle, they earn D6x10 credits for their gang which is added **directly to the Gang's Stash**.

CULT ICON

This symbol of dedication and devotion serves to inspire gang members to greater acts in battle.

Only one fighter in a gang may carry a cult icon, this must be a fighter with the Gang Hierarchy special rule. When the fighter carrying the icon makes a group activation, they may activate one additional Readied fighter within 3", meaning that the Leader may activate three additional fighters whilst a Champion may activate two additional fighters.

In addition, friendly fighters who fail Leadership, Cool and Willpower tests can check to see if they are within 6" of the fighter equipped with the Cult Icon. If they are, they may reroll the failed test.

DATA-THIEF

Data-thief slates monitor enemy comms and farm useful information from Necromunda's various vox-nets and noosphere.

If a crew includes at least one fighter equipped with a Data-thief, at the start of the game prior to the first round, they can **either**

- make their opponent randomly reveal one of their Gang Tactics cards **for each fighter equipped with a Data-Thief.**
- **Or determine an additional random Tactics card from their deck; only one is determined no matter how many fighters are equipped with Data-thieves.**

DROP RIG

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

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

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

FALSEHOOD

When this device is activated it projects a distortion field that changes the wearer's appearance, making them appear as someone else.

Until the end of Round 2 of a battle, enemy fighters and human NPC fighters (but not Exotic Beasts, Harrier Skulls, Underhive vermin, horrors and automata) must pass an Intelligence check to target this fighter with ranged or melee attacks, psychic powers and to Charge them. If they fail, they may perform another action.

If the fighter makes a melee or ranged attack, uses a psychic power on an enemy fighter, or uses an item like a grapnel launcher or jump booster, their suspicious or openly hostile acts give them away, and the illusion is dispelled and the hood has no further effect.

Finally, when a fighter is using a Falsehood, they may not benefit from any other Field Armour until the start of Round 3 of a battle.

FILTER PLUGS

Filter plugs, or 'flugs', are simple filters which hivers stick firmly up their nostrils to purify the air they breathe. Cheap and disposable, these are used in their millions throughout the lower regions of Hive City and the Underhive, where smog, pollutant clouds and toxic gases are constant hazards

If a fighter with filter plugs is hit by a weapon with the Gas trait, their Toughness is increased by 1 for the purposes of the roll to see whether they are affected.

FORGED GUILDER SEAL

Truly decent forged documents are a rarity in the underhive, and ones good enough for a ganger to pass themselves off as a Guilder even more so – though they do exist. Only the boldest criminals pretend to be Guilders, however, for the consequences of being discovered and caught involves a long and painful execution.

When a fighter with a Forged Guilder Seal visits the Legal Trading Post, they may add or subtract 1 to either D6 dice rolled on a Rare Trade roll (the 10s or the 1s). In addition, the prices of any items this fighter finds are reduced by 3D6 credits to a minimum of 10 credits. However, if they roll a double 1 or double 6 when reducing the price of an item, they have been discovered. The item is bought as normal, however the seal is then removed from their Fighter card, and the fighter's gang are declared Outlaws.

GORY ICON

This symbol of blood and gore serves to work members of the cult into a frenzy, throwing themselves at their enemies in a crimson rage.

Only one fighter in a gang may carry a Corpse Grinder cult icon, and this fighter must have the Gang Hierarchy special rule.

A fighter cannot carry a normal Cult icon as well. If the fighter carrying this icon is Standing and Active, they may make the following action:

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

GRAPNEL LAUNCHER

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

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

Grapnel (Double) – The fighter can move up to 12" in a straight line, in any direction. This move can take them to a different level, **even to a point they cannot see, as long as they do not move through any obstacles or structures (it is assumed they move in an arc over the battle).** However, landing from a grapnel launcher a fighter is **unsteady on their feet and must regain their footing, making them unable to end within 1" of another fighter.**

GRAV-CHUTE

The grav chute is a passive gravitic repeller which reduces the downward pull of gravity to a fraction of its normal strength. It enables the wearer to float from great heights and land softly.

If a fighter falls or jumps down to a lower level, they do not suffer any damage – they simply move down without any rolls being made. **If jumping down, the fighter does not need to test to see if Pinned, but if they fall off a ledge, or are thrown over a ledge by a skill or trait, test to see as normal.**

GRAV-CUTTER

A Grav-Cutter is an anti-grav platform employed by the more reckless members of House Van Saar.

A Grav-Cutter is a Bike which improves the movement characteristic of the fighter using them to 7" (rather than 10" of other bikes). In addition a Grav-Cutter is a Skimmer, and follows all the rules for bikes upgraded to Skimmers.

Unlike other mounts, a Grav-Cutter is bought with a gang's normal credits, and belongs to specific fighter – if that fighter is not part of a battle, then the Grav-Cutter cannot be used in that battle.

Finally, a Grav-Cutter may be used in scenarios even when other Mounts are not.

HALO DEVICE

From the forlorn regions beyond the edge of the Imperium, intrepid Rogue Traders sometimes bring back strange objects. Known as Halo devices, these alien artefacts are often imbued with ancient energies, able to sustain their owners even beyond death, though often at a cost to others.

When a fighter equipped with a Halo device suffers a Lasting Injury (including death), their player can choose another member of their gang to suffer the effects of the Lasting Injury instead. Note that if the fighter was taken Out of Action they are still removed from the game, while the fighter chosen to suffer the Lasting Injury remains on the board, with the result applied after the battle, unless the result was a 61-66, in which case they are also removed.

HEXAGRAMMIC FETISH

Badzone peddlers and sumphole wise women often sell charms and fetishes 'guaranteed' to offer protection. The truly astonishing thing is some of these charms actually work!

When a fighter buys a Hexagrammic Fetish they must roll a D6.

On a 1, the fetish is rubbish, though the fighter can sell it on to an unsuspecting underhiver for 3D6 credits.

On a 2-5, it has some power, and if a Chaos-aligned fighter attempts to shoot the wearer, they must pass a Willpower test. If a Psyker targets the fighter with a psychic power, the Psyker suffers a -1 to their Willpower check.

On a 6, the fetish has some real juice; if a Chaos-aligned fighter attempts to shoot the wearer, they must pass a Willpower test as above, but with a -2 modifier; a Psyker using a Psychic power against the fighter will suffer a -3 to their Willpower check

INDUSTRIAL RESPIRATOR

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

An Industrial Respirator adds 3 to a fighter's Toughness, or 4 if combined with a Hazard Suit, against attacks from weapons with the Gas trait.

In addition, an Industrial Respirator contains a limited air supply. Once per game, when a fighter with an Industrial Respirator is activated, they can declare they are using its air supply. Until the fighter is activated again, they gain immunity to Gas attacks (**including Gaseous Ammo**), can act normally while on fire (though they may still take

damage) and may ignore effects keyed to breathing or air quality.

However a fighter with a Respirator suffers -2 Initiative due to their all-encompassing nature and impact on their ability to hear and see.

JUMP BOOSTER

A jump booster greatly enhances a warrior's mobility by allowing them to travel quickly across the Ash Wastes, leaping from vehicle to vehicle or over ancient wrecks. In the hive these are rarer, but most commonly associated with Orlock prospects seeking fame.

Once per activation, a fighter equipped with a jump booster may choose to use it when they make a Move (Simple) action, Run (Double) or a Charge (Double) action. When a jump booster is used, it may be used in one of two ways, chosen by the controlling player:

- The fighter may use the jump booster in 'safe mode', allowing them to add 3" to their Movement characteristic for the duration of this action.
- The fighter may 'overcharge' the jump booster, allowing them to add D3+3" to their Movement characteristic for the duration of this action. However, doing so is not without risk, and should a natural 1 be rolled when rolling the dice, something has gone wrong and the jump booster will malfunction. The fighter does not move at all, and instead immediately becomes Prone and Pinned.

When a fighter moves with the aid of a jump booster, up to half of their total movement may be made vertically, allowing the fighter to move between levels and even to move over impassable terrain if they have sufficient movement to do so. However, should the fighter's movement end in the air, i.e., if the fighter does not have sufficient movement to land safely on a level surface, they will fall the remaining distance (note that, if this distance is 2" or less, the fighter will count as jumping down). **Remember not to premeasure**

Should a fighter use a jump booster when making a Charge (Double) action, for the duration of this activation they may apply both a +1 modifier to each Hit roll they make and a +1 modifier to their Strength characteristic.

Finally, using a jump booster is not without its risks, and this is never more true than when the user is attempting to use plasma or flame weapons, or lob grenades. To represent this added danger during any activation in which a fighter equipped with a jump booster uses it when making a movement-based action, any weapon they are armed with that have either the Grenade or Template trait will also gain the Unstable trait. For plasma weapons, roll an Additional firepower dice for each dice rolled, and pick the worse result for each pair. Once the fighter's activation ends, this rule ceases to apply.

LHO STICKS

A Lho-stick is a popular narcotic, made of a rolled paper tube containing a scented plant-derived substance. The tube is lit and the resultant smoke inhaled through it, causing a mildly narcotic sensation.

A fighter equipped with Lho sticks is considered to be 'cool' by the more gullible members of their gang. Any

friendly fighter with an Intelligence characteristic of 7+ or worse may use this fighter's Cool characteristic instead of their own if they are within 6" and have line of sight of this fighter.

LOCK-PUNCH

Lock-punches are crude pneumatic devices used to smash locks out of doors and force them open.

A fighter equipped with a lock-punch can use it when they are taking the Force Door (Basic) action to add 4 to their Strength. Doors opened with lock-punches are permanently damaged and must be removed from the board.

MALEFIC ARTEFACT

Malefic Artefacts are objects of the Warp or those that have lingered in the hands of corrupted individuals.

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

D6	Type	Effect
1	Cursed Artefact	The fighter accidentally triggers the artefact as they're messing about with it. The Malefic Artefact mysteriously vanishes; roll a D6 – on a 4-6, the fighter gains a random Chaotic Mutation (see page 46).
2	Whisper Vox	Hidden truths issue forth from the artefact, informing its bearer as to the intentions of those around them. The fighter gains the Overwatch skill. If they already have the Overwatch skill, they can take the Aim (Basic) action in addition to the Shoot (Basic) action when using this skill.
3	Void Gate	The artefact is a gateway to a dark yawning void that the fighter may open to sap the strength of those around them. The fighter can perform the Unleash the Void (Basic) action . If they take this action, all other fighters within 6" of them can only take a single action during their activation.
4	Etheric Lantern	When the artefact is activated, it acts as a beacon to the denizens of the Warp who would feast upon the dead and dying. The fighter can perform the Ignite Etheric Lantern (Basic) action . If they do, any Seriously Injured fighter within 12" must make a Toughness check or go Out of Action.
5	Chrono-scope	Time works differently around the artefact, sometimes speeding up, sometimes slowing down. When the fighter activates this round. On a 1, they may take no actions this round. On a 2-5, they can take an extra action this round. On a 6, either at the

start or end of their activation, they may be placed anywhere up to 12" of their location.

- 6 Terrox Telepathica** Dire thoughts are projected from the artefact driving all those nearby mad. The fighter gains immunity to the Insane condition, but any other fighter that activates within 6" of the fighter must immediately make a Willpower check or gain the Insane condition.

MAGNACLES

Used by both the Adeptus Arbites and local Enforcers across the Imperium, Magnacles are magnetic shackles for locking prisoners in place.

A fighter equipped with Magnacles can try to lock them onto an enemy in base contact as an Attack (Basic) action – this will use up one Attack dice from the fighter's close combat attacks. The target must make an Initiative check to avoid the attack. If this test is failed they are locked in place and cannot move, cannot make ranged attacks and can only make **unarmed** melee attacks with a -2 to hit modifier. The target can attempt to free themselves by performing a Break Bonds (Double) action. Roll 2D6. If the result is equal or lower than their Strength then they have freed themselves, otherwise they remain trapped. Each friendly fighter in base contact with the target adds 2 to their Strength for the purposes of this roll.

MEDICAE KIT

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

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

In addition, a fighter with a Medicae kit can perform the following action:

Patch Up (Basic): A fighter within 1" of the fighter equipped with the Medicae Kit may remove one Flesh Wound from their fighter card, or if they do not have any Flesh Wounds, restore one Wound to their profile.

PHOTO GOGGLES

Photo-goggles or photo-visors enhance vision in poor light conditions. They also incorporate a photochromatic layer that protects the wearer against sudden bright flashes.

A fighter with photo goggles can attack through smoke clouds, can make ranged attacks against fighters 12" away under the Pitch Black rules (**see page Error! Bookmark not defined.**) and may gain other benefits in low light conditions, depending upon the scenario.

In addition, if they are hit by a Flash weapon, add 1 to the result of the Initiative test to see whether they become subject to the Blind condition.

PHOTO-LUMENS

Commonly carried by Palanite Enforcers, a fighter that is equipped with a photo-lumen can make ranged attacks against enemy fighters up to 12" away under the Pitch Black rules (**see page Error! Bookmark not defined.**).

However, when the Pitch Black rules are in effect, a fighter equipped with a photo-lumen cannot be Hidden – they are instead always subject to the Revealed condition due to the bright light emanating from their gear.

PSI-GRUB

Psi-grubs are alien parasites that feed upon psychic power. When bloated with the energies of the Immaterium, they can then be used to fuel psychic abilities.

If a fighter with a Psi-grub uses a psychic power or is the target of a psychic power, place a token on their Fighter card after working out the effects of the power.

Once there is at least one token on the fighter's card, they can attempt to use the Psi-grub whenever they manifest a psychic power, or if they are not a psyker, may generate a power.

To trigger the Psi-grub, the fighter makes a Tap Psi-Grub (Basic) Action and rolls a D6. If the result is equal to or lower than the number of tokens on their Fighter card, the Psi-grub is triggered, otherwise there is no effect.

When the Psi-grub is triggered, remove all Psi-grub tokens from the fighter's card and immediately use one of the fighter's psychic powers just as if they had taken the Wyrd Power (X) action (**see page 50**), **or if they are not a Wyrd, randomly generate a psychic power (see page 52)**. This action does not require the fighter to make a Willpower check; **if it is a continuous effect power, a psyker may maintain it as normal using Willpower in subsequent rounds, but a non-psyker cannot maintain the power in subsequent rounds.**

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

RADCOUNTER

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

A fighter equipped with a radcounter can never be the random target of an Open War Peril unless there are no other fighters to choose from. **They also may reroll the dice to determine if they receive a Flesh Wound from the Rad-phage trait or lingering Rad-phage marker, but must accept the second result rolled.**

RESPIRATOR

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

If a fighter with a respirator is hit by a weapon with the Gas trait, their Toughness is increased by 2 for the purposes of the roll to see whether they are affected. **However a fighter with a Respirator suffers -1 penalty to any Initiative checks they take, as it affects their senses.**

SANCTIONING WRIT

A Sanctioning Writ is an official document penned and signed by the Merchants Guild granting its bearer the right to set bounties on the enemies of Necromunda. Sometimes these are stolen from Guilders – signed but without the subject of the bounty filled in – and are used by gangs to put an official target on their rivals.

During the post-battle sequence, a fighter with the Gang Hierarchy (x) special rule may use a Sanctioning Writ as their post-battle action to place a bounty on any member of a Law Abiding gang in the campaign (see page 40).

This bounty remains in place until it is fulfilled, the targeted fighter dies, or the campaign comes to an end.

If the fighter ever suffers a Death or Memorable Death during a battle, a Law-Abiding gang that inflicted the death automatically receives a bounty of half the value of the fighter, plus an amount equal to the total XP of the fighter, in credits rounded up to the nearest 5. (Law-Abiding Solo Gangs with the Venator trait will claim the full amount).

If the fighter is ever Captured and sold to the Guilders, they are worth a bounty of half their value in credits, rounded up to the nearest 5. (Law-Abiding Solo gangs with the Venator trait will claim the full amount).

The gang that posted the bounty gains a fee of a quarter of the targeted fighter's total value (in addition to the bounty if they claim it) when the bounty is claimed.

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

SECOND BEST

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

A fighter with a bottle of Second Best can make the Take a Swig (Simple) action. After they take this action, roll a D6. On a 1, 2 or 3, the bottle is empty; remove it from the fighter's card.

Every time a fighter makes this action, place an Intoxicated marker on their card and remove one of their Flesh Wounds (if they have any). Intoxicated markers remain until the end of the game. The effects of the booze are dependent on how many markers they have on their card.

Intoxicated Markers	Effect
1	Feeling Good: -1 to ranged attack hit rolls, +1 to the result of Cool, Willpower and Leadership checks
2	Getting Unsteady: -2 to ranged attack hit rolls, +2 to the result of Cool, Willpower and Leadership checks. If the fighter makes two

Move actions in a row, they must pass an Initiative check after completing the second action or become Prone.

3+ Blind Drunk: -3 to ranged attack hit rolls and -1 to melee attack hit rolls, +3 to the result of Cool, Willpower and Leadership checks, **and add +1 to the fighter's Toughness for the remainder of the battle.** When the fighter makes a Move action, instead of using the fighter's Movement characteristic, move the fighter D6" in a direction determined by the Scatter dice.

SKINBLADE

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

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

STIMM-SLUG STASH

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

STRIP KIT

When a fighter with a strip kit makes an Intelligence check to operate a terminal, bypass the lock on a loot casket or door, **Jury Rig a servohauler, or take over a vehicle**, add 2 to the result.

SUSPENSOR HARNESS

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

A fighter equipped with a suspensor harness adds +1 to their Strength when determining the Capacity of Weapons they can carry (e.g. a Str 3 fighter counts as Str 4 when determining the total number of weapons they can carry).

In addition, for each fighter with a Suspensor Harness left on the field at the end of a battle, add D3x10 credits to the scenario rewards earned by the gang.

THREADNEEDLE WORMS

Threadneedle Worms are deadly bio-weapons, that are able to ravage an area of life within seconds. Their lethality makes the Worms an ideal weapon of last resort for Underhive gangsters on Necromunda, who do not care about collateral damage

A fighter equipped with Threadneedle worms can unleash them by taking the Can of Worms (Basic) action.

Threadneedle worms can only be used once, after which they are removed from the fighter's card. When Threadneedle worms are used, roll a D6 on the Threadneedle Worms table. The worms are then used up and removed from the gang's stash.

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

WILD SNAKE

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

A fighter with a bottle of Wild Snake can make the Take a Swig (Simple) action. After they make this action, roll a D6. On a 1 or 2, the bottle is empty; remove it from the fighter's card.

Every time a fighter makes this action, place an Intoxicated marker on their card and remove one of their Flesh Wounds (if they have any). Intoxicated markers remain until the end of the game. The effects of the booze are dependent on how many markers they have on their card:

Intoxicated Markers	Effect
1	A Good Buzz: -1 to ranged attack hit rolls, +2 to the result of Cool, Willpower and Leadership checks.
2	Seeing Double: -1 to ranged attack hit rolls, +3 to the result of Cool, Willpower and Leadership checks. When making ranged attack hit rolls after choosing a target, randomise the actual target of the attack between the intended target and any model (friend or foe) within 6" of them.
3+	Snake Courage! -2 to ranged attack hit rolls, automatically pass any Cool, Willpower and Leadership checks and add +1 to the fighter's Toughness and Wounds for the remainder of the battle. When making ranged attack hit rolls after choosing a target, randomise the actual target of the attack between the intended target and any model (friend or foe) within 12" of them.

WEB SOLVENT

When a fighter equipped with web solvent performs an **Attempt to Break Free (Double)** action due to the Webbed condition (**see page 80**), add +2 to their dice result. In addition, when they make a Recovery check due to being subject to the Webbed condition, roll an extra Injury dice, picking one of the dice to resolve it and discarding the other.

Additionally, when a fighter equipped with web solvent assists a fighter subject to the Webbed condition with a Recovery test, roll an extra two Injury dice and choose which one to apply.

XENOCULUM

A Xenoculum can represent any number of esoteric alien devices, the true purposes of which only becomes apparent through experimentation.

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

D6	Type	Effect
1	Alien Trap	<i>The fighter accidentally triggers the Xenoculum as they're messing about with it.</i> They immediately suffer D3 S3 D1 hits and the Xenoculum is reduced to a collection of junk; if the fighter survives, the gang gains 3D6 credits from the scrap added to the Stash.
2	Xenos Claws	<i>The Xenoculum moulds itself to the fighter's hands, lengthening into a pair of lethal claws.</i> The fighter's unarmed attacks become S+2 D2 and gain the Power trait. While the fighter is equipped with the Xenoculum any attacks they make with other Melee or Ranged weapons suffer a -2 to hit.
3	Ghost Form	<i>The Xenoculum is a powerful transmatter convertor, allowing its user to slip out of sequence with reality for short periods.</i> When the fighter activates, they can enter ghost form. This state persists until their next activation. While in ghost form, the fighter ignores all walls and obstacles, the effects of falling and all attacks with the exception of psychic powers. However, they cannot make attacks themselves or interact with their environment in any way. Each time the fighter enters ghost form, they must roll a D6. On a 4+, the Xenoculum has expended its charge and cannot be used again during the battle.
4	Horror Aura	<i>A subliminal animalistic howl constantly screams forth from the Xenoculum and only its user is immune to its effects.</i> When the fighter activates, any fighter, friend or foe, within 6" must make a Nerve test or become Broken. In addition, this fighter gains the Terrifying Aura special rule: Terrifying Aura: If a fighter within 6" wishes to make a Fight or Shoot action that targets this fighter, they must make a Willpower check. If the check is failed, they cannot perform the action and their action ends immediately. Note that, as the action has not been performed, and if the fighter's activation has not ended, they may attempt to make the same action again..
5	Alien Chem-factory	<i>Strange mechanisms concoct alien chems within the Xenoculum, dispensing them as the fighter desires.</i> The fighter rolls two extra Injury dice when making Recovery rolls, or assisting another Seriously Injured fighter in the Recovery phase, and chooses the dice they wish to take effect. In addition, a fighter with a Medicae kit can perform the following action: Patch Up (Basic): A fighter within 1" of the fighter equipped with the Medicae Kit may remove up to two Flesh Wounds from their fighter card, or if they do not have any Flesh Wounds, restore one Wound to their profile. In addition, in the post-battle sequence, one member of the fighter's crew can make a Medical Escort action for free (without using up any actions).
6	Brain Booster	<i>A cranial spike allows the Xenoculum to be affixed to the fighter's brain, greatly boosting their cognitive function.</i> The fighter adds 5 to the dice roll when making an Intelligence check. In addition, each time the fighter would gain any Experience, they gain one additional point of Experience. Finally, when the fighter would roll on a Skill table, they may roll on any table available to their gang.

STATUS ITEMS

The following section covers the rules for Extravagant Goods and servo-skulls. The rules for Exotic Beasts can be found **on page Error! Bookmark not defined.** These can be purchased for fighters with the Gang Hierarchy (X) rule as normal when visiting the Trading Post or Black Market in the post-battle sequence.

EXTRAVAGANT GOODS

Extravagant Goods are only available to Gang Leaders or Champions.

GOLD-PLATED WEAPON

Any weapon a fighter with the Gang Hierarchy (X) in the gang owns can be gold-plated (note that grenades are Wargear, not weapons). A Gold-Plated weapon gains the "Gold-Plated" weapon trait:

Gold-Plated: A fighter with a gold-plated gun adds +1 to their Leadership characteristic as long as they own this weapon. Additionally, once per game, the fighter may re-roll a failed Ammo check by the weapon.

EXOTIC FURS

Should this fighter make a Trade action in the post-battle sequence, they may reroll one of the dice rolled for the D66 on any Rare Trade table (either the 10s or 1s dice). The second result must be accepted.

MASTER-CRAFTED WEAPON

The fighter purchases a new weapon of exceptional craftsmanship.

Almost any weapon may be master-crafted (note that grenades are Wargear, not weapons). When you obtain a master-crafted weapon at the Trading Post or Black Market, either roll a D26 (a D2 and D6) on the Trading Post Chart to determine what weapon is master-crafted, or pick a Common weapon. The determined weapon may then be bought for 25% more than its normal price, rounded up to the nearest 5 credits. If it is not bought that post-battle sequence, the chance to buy the weapon is lost.

A master-crafted weapon gains the Master-Crafted trait:

Master-Crafted: Once per battle, a fighter with a Master-crafted weapon may re-roll a single failed hit roll and/or Firepower dice (this must occur at the same time).

MUNG VASE

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

A Mung Vase is a type of Status Item. However unlike other Status Items, rather than being given to a Leader or Champion to carry, the Mung Vase is kept in the gang's Stash – it is effectively a piece of **Gang Equipment**.

However, if the Gang Leader is killed and removed from the gang roster, or deleted from the gang roster for another reason (being sold to the Guilders or Slavers), the vase is lost too – no one else in the gang knows where the vase has been kept hidden!

When a gang in possession of a Mung Vase recruits a Hired Gun, they can reduce the Hire Gun's **True Cost** by D6x10 credits, to a minimum of 10 credits. The vase is shown off as an example of the gang's wealth and success, and the Hired Gun believes that agreeing to a reduced fee now will earn them favour with this potentially prosperous employer. There is, however, a chance the Hired Gun will simply try to steal the vase when they leave! After a game in which a Mung Vase was used to reduce the hiring cost of a Hired Gun, roll 2D6. On a 2 or 12, both the Hired Gun and the vase disappear, never to be seen again.

In the post-battle sequence of any battle, a gang can sell the vase when it visits the Trading Post. If they do, roll a D6 on the Mung Vase table to see what it is worth.

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

OPULENT JEWELLERY

If this fighter makes a Medical Escort action in the post-battle sequence, they will attempt to impress the Doc with their visible wealth. Sometimes this works, sometimes it does not...

You may re-roll the dice when determining the fee the Doc charges, but you must accept the second result, even if it is worse.

UPHIVE RAIMENTS

If this fighter is not In Recovery during the post-battle sequence, their gang gains an extra D3x10 credits during the Collect Income step, which is added to the income then applied the Income chart.

SERVO-SKULLS

The manufacture of servo-skulls is common across the Imperium, yet they remain incredibly rare artefacts normally only found in the company of planetary nobility, priests of the Ecclesiarchy or of Mars, in the service of military officers, or in the service of Rogue Traders and Inquisitors. Most commonly, they are made from the skulls of the most devout of the Emperor's servants, their duty continuing beyond death.

Yet they do appear in the underhive, occasionally coming up for sale offered by a Guilder or trader unwilling to speak about their provenance, or more, rarely still, as antiques of certain Houses, artefacts of a famous gang noble from history perhaps, or of a House member that succeeded beyond the confines of normal Necromundan expectations.

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

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

GUN SKULL

A gun skull is equipped with a compact autopistol or compact laspistol. The pistol is upgraded with a las-projector, and the skull counts as having photo-goggles too. A compact weapon uses the normal profile for the weapon, except that it gains the Scarce trait (and loses the Plentiful trait if it has it).

The skull has a BS of 5+, and will target whatever or whoever the owning fighter does when they make a ranged attack. Simply roll one extra hit dice and one extra Ammo dice for the gun skull, ideally of a different colour to those being used for the fighter, to represent the gun skull making a ranged attack. Note though that range, line of sight and cover must be worked out from the gun skull itself rather than that of the owning fighter. If the owning fighter does not possess any ranged weapons, the gun skull may shoot at an enemy it can see, chosen by the owning fighter and following the normal target priority rules in relation to the owning fighter's position.

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

A gun skull has a BS of 5+ and may never benefit from aiming or any wargear or skills that modify the owning fighter's to-hit rolls. **A gun skull can be upgraded to use any additional ammunition for an autopistol; it may be equipped with one additional ammunition at a time (the value of which is added to the skull's owner's rating). If a gunskull has run out of ammunition, it may perform a Reload (free) action at the start of its owner's activation.**

HARRIER-SKULLS

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

MEDI SKULL

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

SENSOR SKULL

A sensor skull grants the owning fighter the same benefits as a bio-scanner (**see page 105**). In addition, when the fighter takes an Aim action, they may add 2 to the result of any hit rolls they make for subsequent shots taken in the same activation rather than the usual 1. This bonus is in addition to any granted by any other wargear or skills the fighter may have.

WEAPON ACCESSORIES

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

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

EXTERMINATOR CARTRIDGE

(Basic Weapons Only)

Commonly the fanatics of the Redemption and House Cawdor use Exterminators, a flamer nozzle attached to a small canister of fuel. This is strapped under a real basic weapon like an autogun or a shotgun to give the fighter carrying it a single-shot flamer to use at close quarters.

An Exterminator Cartridge being fitted to a basic weapon gives the user a ranged weapon with the following profile in addition to their other weapons:

Weapon	Range		Accuracy		S	Ap	D	Am	Traits
	S	L	S	L					
Exterminator Cartridge	-	T	-	-	4	-1	1	6+	Blaze, Single-Shot Template, Unstable

GUNSHROUD

(Pistol, Basic and Special Autoweapons, Boltweapons, Lasweapons and Stubweapons)

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

A weapon fitted with a gunshroud gains the Silent trait.

FOCUSING CRYSTAL

(Special, Basic and Pistol Las Weapons only)

These multi-wave focusing crystals are harvested from underhive silicoid jungles and can significantly increase the penetrating power of a las weapon, though the user does run the risk of triggering a catastrophic burnout each time they fire. The use of these crystals with Imperium weaponry is strictly prohibited by the Adeptus Mechanicus.

At the expense of reliability, a lasgun, laspistol, las carbine, las sub-carbine or suppression laser can be fitted with a focusing crystal. If it does, its basic weapon profile or profiles for a suppression laser) are replaced with a new profile, improving its Armour Piercing by -2. However, the weapon loses the Plentiful trait, gains the Scarce and Unstable trait, and its Ammo value is reduced by -1.

HOTSHOT LAS PACK

(Special, Basic and Pistol Las Weapons only)

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

At the expense of reliability, a lasgun, laspistol, las carbine, las sub-carbine or suppression laser can be fitted with a hotshot las pack. If it does, its basic weapon profile (or profiles for a suppression laser) are replaced with a new profile, increasing their Strength by 1, and improving its Armour Piercing by -1. However, the weapon loses the

Plentiful trait, gains the Scarce and Unstable trait, and its Ammo value is reduced by -2.

A lasweapon may have both a hotshot las pack and focusing crystal, combining the effects of both.

INFRA-SIGHT

(Pistols, Basic, Special and Heavy weapons)

An infra-red sight is calibrated to register infra-red rather than visible light. The enhanced image appears in the scope and makes it easier to pick out concealed targets behind cover. The sight works effectively from a stable platform but offers no benefit to a shooter whose own movement disrupts the sensor's image.

Weapons with the Rapid Fire (X) or Blast (X) trait cannot be fitted with an infra-sight. A weapon with an infra-sight can be used to attack through smoke clouds (see page 79), and prove more effective in Pitch Black conditions (see page Error! Bookmark not defined..). In addition, there is no hit modifier when the weapon targets a fighter in partial cover, and a -1 modifier (instead of -2) when it targets a fighter in full cover.

YAQ: This does not stack with Trick Shot

LAS-PROJECTOR

(Pistols, Basic and Special weapons)

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

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

A fighter hit by a weapon with a las-projector stands a chance of spotting the red dot and ducking aside. If the shooter is within the vision arc of the target then he receives a 6+ special save. If the target is a sentry and spots the dot then the 'Sneak Attack' phase immediately ends.

MACRO-MAGAZINE

(Pistols & Basic Weapons only)

Adding extra ammunition to the weapon, perhaps through ammo belts from a mechanised backpack or extended capacity or even custom redesigns of common weapons, macro-magazines enable fighters to deliver punishing amounts of ammunition at enemy fighters.

Any Pistol or Basic Weapon may be equipped with a Macro-Magazine; however once equipped, it cannot be removed from the weapon.

When a fighter shoots with the weapon, the fighter may choose to make a Macro-Shoot (Double) action instead of a Shoot (Simple) or Shoot (Basic) action. If so, the weapon either rolls an Additional Rapid Fire dice if it already has the Rapid Fire (X) trait, or gains the Rapid Fire (1) trait if it did not already have it. However, if the weapon has to make an Ammo Test, it automatically fails it.

MONO-SIGHT

(Basic, Special and Heavy weapons)

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

If the fighter attacks with this weapon after making an Aim action, add 2 to the result of the hit roll instead of 1.

SUSPENSOR

(All weapons)

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

An Unwieldy ranged weapon fitted with suspensors is far more manoeuvrable and easy to use. Firing a ranged unwieldy weapon with Suspensors becomes a Basic action rather than a Double action.

A ranged weapon without the Unwieldy trait gains the Assault trait if it is equipped with Suspensors.

Any melee weapon fitted with a Suspensor gains +1 to hit when the fighter is Engaged, but if it has the Parry trait or Disarm trait, these no longer apply to the weapon as long as the suspensor is equipped.

TELESCOPIC SIGHT

(Pistols, Basic and Special weapons)

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

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

If the weapon's Long range accuracy modifier is better than the weapon's Short range accuracy modifier, then add +1 to hit at Long Range if this fighter makes an Aim action.

