

ARBITERS

THE C TEAM EDITION



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INTRODUCTION

This document was created with three main goals:

1. Reduce the variance of the Rare Trade rules
2. Collect rules for existing gangs that have no 'official' entries within the core rulebooks
3. Expand the game to use the new models/equipment currently in production

The rules for Trading Depots were created first, which can be visited by giving up the normal rare trade rolls post game.

The rules for allegiances were an extension of the depot rules, these let us add in the extra house weapons and equipment without making any major overhauls to the existing books.

Compared to 'Core' Necromunda, these rules add a layer of complexity as well as a boost in power level, as there is less variance and there are options for more powerful weapons.

Any of the chapters below can be added to your games of Necromunda separately, altogether or not at all. You should always discuss with your gaming group which rules you are going to be using.

Finally the additional gang rules have been collated and then expanded from the following sources:

- Squats in Necromunda – Fold
- Chaos Cult – Anthony Case
- Chaos Cultists – Anthony Case
- Enforcer Precinct Team – Dixie
- Necromunda Enforcers – Jim A. Westby
- Terror in the Hive! - Commissariat
- Genestealer Neophytes – Anthony Case
- Cover Art – Will Beck

Numerous other sources of inspiration have brought about the completion of this document.

- Headcase, Iron Slag, Alex and Sgt. Butch

NEW COMMON EQUIPMENT

The following items have been added to the list of **Common** items available.

Additionally the following items are added to the gang house lists as follows:

Handbow – All
Musket – All
Whip – Escher
Storm Welder – Goliath
Harpoon Launcher - Orlock

The classification of these weapons (basic, pistol etc) is detailed in the table below.

PRIMITIVE WEAPONS

HANDBOW

Handbows are easily cobbled together weapons that use scavenged springs and elastics to fire short, barbed heavy arrows. They are particularly favoured by ratskins due to their silence, and fire ammunition that can be easily collected and reused

Range		To Hit		Save		Ammo	
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-12	12-16	-	-1	3	1	-	4+

Silent: This weapon emits no noise when fired, which may be useful in certain scenarios, such as The Raid.

Envenom: Handbows can make use of Blade Venom.

MUSKET

Muskets comprise of a long, narrow barrel strapped to a stock and are usually designed to fire any number of common bullets, though more primitive fighters simply pack the barrel with explosive and fire a projectile made from scrap metals.

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

HAND-TO-HAND COMBAT WEAPONS

WHIP

A whip is a melee weapon that is made of a braided, ductile material.

<u>Range</u>	<u>Strength</u>	<u>Damage</u>	<u>Save Mod.</u>
Close Combat	*As user	1	-

They can also be used for ranged attacks, usually employing the tip of the rope and a whiplash motion to strike a target at range.

Range		To Hit		Save		Ammo	
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-3	-	-	-	*	1	-	2+

Grapple: The whip can be used as to help jump over distances. A fighter using a whip may re-roll the D6 when Jumping Across a horizontal gap.

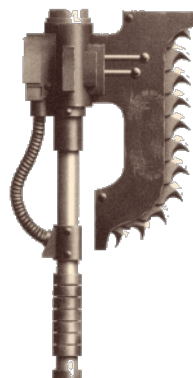
Ammo: If the whip fails an Ammo roll then it will also no longer grant any of the above benefits.

CHAINAXE

The Chainaxe takes the form of an axe with motorised chainsaw teeth and is able to tear through both flesh and armour with relative ease. It is even more lethal than the Chainsword, but cannot be used to parry.

<u>Range</u>	<u>Strength</u>	<u>Damage</u>	<u>Save Mod.</u>
Close Combat	5	1	-3

Noisy: Chainaxes are loud when used so must test to sound the alarm in scenarios such as The Raid.



INDUSTRIAL WEAPONS

MINING DRILL/ROCK SAW

A variety of industrial tools are used by the denziens of the underhive to complete their daily work. Inventive gangers have learnt that bodies are much easier to carve up than rocks and metal and have used those same tools for horrifying effect.

Range	Strength	Damage	Save Mod.
Close Combat	4	4	-3

Two-handed: It requires two hands to use a rock drill so it can never be used together with another weapon.

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

Noisy: Drills/Saws are loud when used so must test to sound the alarm in scenarios such as The Raid.

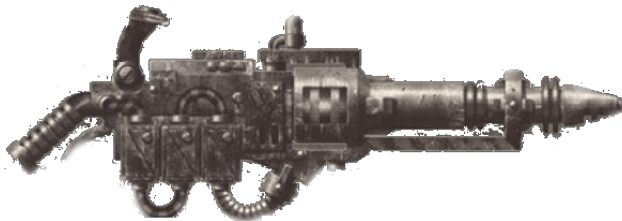
Demolition: If a rock drill is used against a stationary target (e.g. a Gateway), then its Strength is doubled.

MINING LASER

When their range limiters are short-circuited the mining lasers of guilds make powerful weapons, able to blast apart rock, armour or flesh with equal indifference.

Range		To Hit		Save		Ammo
Short	Long	Short	Long	Str.	Damage	Mod. Roll
0-6	6-24	+1	-	9	D6	-6 2+

Demolition: If a rock drill is used against a stationary target (e.g. a Gateway), then its Strength is doubled.



STORM WELDER

Storm welders are used in the forges across Necromunda to melt sheets of metal together. Inventive but suicidal juves from house Goliath were the first to start using them as weapons.

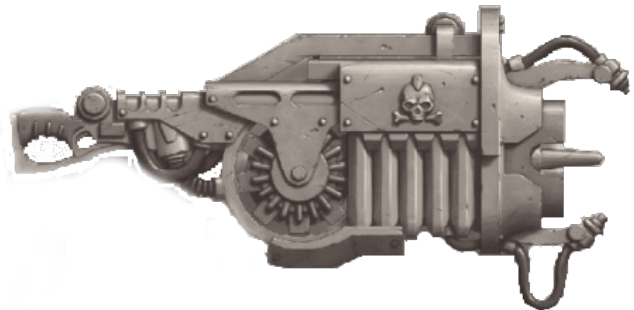
Range		To Hit		Save		Ammo
Short	Long	Short	Long	Str.	Damage	Mod. Roll
0-6	6-12	-	-1	5	1	-2 6+

Simple: This weapon is easy to use and as such can be used by any fighter regardless of the usual weapon type restrictions.

Unstable: After a shot with this weapon is resolved you must roll a D6 on the Unstable table below to see if the weapon has malfunctioned.

Unstable

- 1-2 **Critical:** The weapon vents super-heated lightning that inflict a D3 Strength hit against the user. The weapon also cannot be fired in the fighter's next turn nor in the following opponent's turn.
- 3-4 **Overheat:** The weapon needs to cool down so cannot be fired in the fighter's next turn nor in the following opponent's turn.
- 5-6 **Stable for now:** The weapon remains stable and can be fired again as normal next turn.



HEAVY WEAPONS

HARPOON LAUNCHER

Harpoon Launchers guns are big, brutal weapons built from several hefty springs scavenged from ancient machines. The gun is loaded using brute strength to compress the springs as it fits a short hafted spear or harpoon into the barrel. The gun fires the spear with tremendous power, enough force for it to go straight through one body and into another even at long range.

Range		To Hit		Save	Ammo		
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-12	12-24	+1	-	6	D3	-3	6+

Spear: A model wounded by a spear gun is hurled backwards D6". If the model hits another en route, the second model is also skewered and suffers a Strength 5 hit causing 1 wound with a -2 save modifier. The second target is then carried the remaining distance. If by mischance a third model is hit by this flying kebab he will suffer a Strength 4 hit causing 1 wound with a -1 save modifier and so on. Models knocked over a ledge fall as normal.

MISCELLANEOUS EQUIPMENT

COMBAT SHIELD

Humans have used shield in combat since the ancient days on Terra. Modern designs include shock absorbers and force dampeners that can help deflect immense blows while still providing cover from attacks.

A combat shield improves the cover of the user as well as confers the parry rule.

A combat shield requires one hand to use, so can't be combined with a weapon in that same hand.

Mobile Cover: A combat shield provides increased cover, when either in the open or already in cover. If the fighter with this shield is in the open, they now count as being in cover. If they are partial cover they now count as being in full cover. If they are in full cover they receive no additional benefit.

Parry: Fighters with combat shields are able to parry as described in the game rules.

<u>Hand to Hand Weapons</u>	<u>Cost</u>	<u>Availability</u>
Whip	10	Common
Chainaxe	25	Common
Mining Drill or Rock Saw	15	Common

<u>Pistols</u>	<u>Cost</u>	<u>Availability</u>
Handbow	5	Common

<u>Basic Weapons</u>	<u>Cost</u>	<u>Availability</u>
Musket	10	Common

<u>Heavy Weapons</u>	<u>Cost</u>	<u>Availability</u>
Mining Laser	200	Common
Harpoon Launcher	50	Common
Storm Welder	40	Common

<u>Extras</u>	<u>Cost</u>	<u>Availability</u>
Combat Shield	20	Common

BEASTS AND BRUTES

Humans are not the only inhabitants of Necromunda. When mankind's first colony ships made planet-fall, animals from both earth and elsewhere were brought with them.

Millennia later, Dogs remain a common companion for mankind but more exotic animals are often trained by the inhabitants of the underhive.

Abhumans are not an uncommon sight on Necromunda. Ratlings are both renowned cooks and crack shots, Ogryns are brutal strong and make excellent workers.

HANDLERS & BEASTS

The dogs and other exotic animals on Necromunda are referred to collectively as Beasts.

The dogs and other exotic life on Necromunda require training and handling so that they follow the commands of the masters.

A gang member that is trained to care and maintain these Beasts is called a Handler.

A gang is allowed a maximum of:

1 Handler

1 Beast

HANDLERS

RECRUITING A HANDLER

The gang member with the 'Ganger' type (or the equivalent) can be recruited into a gang with the skill "Handler".

This can be either at gang creation or during the course of a campaign.

Recruiting a gang member with the Handler skill costs **+10 credits** on top of the cost of the normal credit cost for the gang member.

LEARNING THE HANDLER SKILL

When a gang member with the 'Ganger' type rolls either a 2 or a 12 on the Advance Rolls table, which would allow them to pick a skill from any table, they can instead choose to learn the Handler skill.

They can only do this if the gang does not already contain a gang member with this skill – a gang can only ever have 1 Handler.

NEW SKILL: HANDLER

This gang member is able to purchase and use Beasts.

Beasts follow the same general rules, but have different profiles. They are purchased as equipment and their cost is added to the cost of the handler. Although they count as belonging to the Handler, they are also treated as a separate model with some special rules.

A handler is only ever allowed to have 1 Beast at a time.

DEATH OF A HANDLER

Should a gang member with the Handler skill die (11-15 on the Serious Injury Chart), any Beast they have is transferred to the Stash, ready to be assigned to a new Handler when a new one joins the gang.

BEASTS

Beasts follow the same general rules, but have different profiles. They are purchased as equipment and their cost is added to the cost of the handler. Although they count as belonging to the Handler, they are also treated as a separate model with some special rules.

Protecting the Handler: As long as the Beast is not taken out of action, its Handler may never be captured (the Beast will defend them utterly). Treat rolls of 61-63 on the Serious Injury table as a roll of 66 instead.

The Beast must remain within 6" of the Handler at all times. If the Handler is taken down or out of action, the Beast must remain within 6" of the body, but may otherwise move and fight normally.

As long as the Handler remains with the gang, the Beast will remain. Should the Handler leave, the Beast will go with him and be removed from the gang roster.

Experience & Injury: Beasts do not gain experience like normal. For purposes of gang rating, their cost is added to that of their handler.

If a Beast is taken out of action, roll on the Beast Injury Table below.

BEAST INJURY TABLE

D6 Injury Result

- 1 **Dead:** The beast has been mortally wounded, or injured so badly that it had to be put down. It should be removed from the gang and the gang-rating of the handler should be updated accordingly.
- 2-3 **Limp:** The beast has developed a permanent limp. It suffers -1M. This injury stacks with itself. Track each of these injuries clearly.
- 4-5 **Full recovery.**
- 6 **Better than ever!** Your best friend feels much better: One previous movement injury has healed over time. This can not increase movement past the starting value. If no results of 2-3 has been rolled before, treat the result as Full Recovery.

The following beasts are available to hire/purchase by any gang with a Handler:

BEAST : GUARD DOG

Cost to recruit: 25 credits

Mankind has used dogs for long millennia as both guards, companions and pets. The word 'dog' is often used to cover a wide range of animals, from scavvy-dogs, large cats and even giant rats.

This dog has been trained to guard territory and will bark and growl whenever it sees something it doesn't recognise or fears.

M	WS	BS	S	T	W	I	A	Ld
5	3	-	3	3	1	4	1	6

BEAST : ATTACK DOG

Cost to recruit: 25 credits

Mankind has used dogs for long millennia as both guards, companions and pets. The word 'dog' is often used to cover a wide range of animals, from scavvy-dogs, large cats and even giant rats.

This dog has been trained to attack when directed by its master.

M	WS	BS	S	T	W	I	A	Ld
5	3	-	3	3	1	3	2	6

Gangs are able to hire/purchase rarer and more exotic Beasts, details of which can be found later in this book.

BRUTES

Many gangs want to hire extra muscle that the typical mercenary scummer can't deliver.

A gang is allowed to have one Brute in their gang at any time. They are typically large and unique models that vary greatly from Brute to Brute. They have unique rules that are detailed in their entry and for the most part act like regular gang members.

Some Brutes are permanent members of a gang, others are hired guns. In either case, a gang can still only have one Brute in their gang at any time.

TRADING DEPOTS

Sometimes the usual trading posts don't have the services that a gang leader is looking for. Perhaps he is looking for a hard-to-get weapon or a custom service that can only be provided by a rare few.

Throughout the underhive (and even up-hive) there exists specialist depots that service a particular industry or product.

A gang leader can journey to these place to try and find the exact thing he is looking for, as long as he is prepared to pay the price.

The trading posts detailed in the Necromunda rulebook represent a hustling and bustling settlement. Sometimes these settlements will have what a gang leader is looking for, but perhaps not.

A gang leader can forgo his usual rolls on the rare trade table to visit one of these further afield locations instead. He may only visit one of these locations, but may purchase both Goods and Services from those locations.

GOODS

The gang leader is offered up to D3 goods from the tables (specified on each table) however, additional gangers do not generate additional rare items as per normal. Gangers have no sway this far from the gang's territory.

SERVICES

The gang leader may also pay for specialist services. The rules for these vary from location to location. A gang leader may only use each service once unless specified.

TRADE DEPOTS AND SERVICES

The following traders and locations may be visited:

- Ammo-Jack
- Archeotech Merchant
- Armourer
- Chiurgeon
- Gunsmith
- Quatermaster
- Shrine
- Up-Hive Road House
- Weaponsmith

OUTLAW GANGS AND OUTLANDERS

Outlaw and Outlanders gangs are not usually tolerated outside of the underhive.

These kinds of gangs are still allowed to visit Trade Depots however, there is a chance they will be spotted and chased away.

When an Outlaw or Outlander gang attempts to visit a trading depot roll a D6 and consult the following table:

D6 Result

1 Chased Away and Sold Out:

The gang is not able to purchase any of the goods or use the services available before they are spotted and chased away.

Furthermore, their next opponent may add or subtract from the Scenario Table in your next game, representing the trader selling your location out.

You may instead use the Outlaw Rare Trade table as normal.

2 Chased Away:

The gang is not able to purchase any of the goods or use the services available before they are spotted and chased away.

You may instead use the Outlaw Rare Trade table as normal.

3-5 Noticed but Accepted:

You may use the goods and services as per a normal gang.

6 Mistaken Identity:

The trader has confused you with a legendary gang leader and offers you one additional roll on their respective goods table.

AMMO-JACK

Ammo-Jacks sell ammunition and explosives. They often stock gun-upgrades and weapons mods as well.

GOODS: AMMO (D3 ROLLS)

A gang leader is offered D3 rolls on the following table.

D6	Item	Cost
1-3	Ammo: Choose <u>one</u> :	
	Hotshot Laser Power Packs	15+2D6
	Drum Magazine	15+2D6
	Hellfire Bolts	20+3D6
4	Grenades: Choose <u>one</u> :	
	1: Smoke Bombs	10+3D6
	2: Photon Flash Flares	20+2D6
	3: Choke Grenades	15+2D6
	4: Scare Grenades	20+2D6
	5: Hallucinogen Grenades	40+4D6
	6: Plasma Grenades	35+3D6
5	Weapon mods: Roll again	
	1-3: Silencer	10+2D6
	4-5: Blade venom	10+D6
	6: Suspensor	50+3D6
6	Gunsights: Roll again	
	1:2 Red-dot Laser Sight	40+3D6
	3-4: Telescopic Sight	20+3D6
	5: Mono-sight	40+3D6
	6: Infra-red Sight	30+3D6

SERVICE: WEAPON MAINTENANCE

The gang can have their weapons serviced by the Ammo-Jack to ensure they are in the best state for the coming battles.

This costs D3X10 creds and allows your gang to ignore the first D3 failed ammo rolls in their next game.

ARCHEOTECH MERCHANT

Archeotech is the word used to describe both strange objects from the distant past as well as high value exotic equipment.

An Archeotech Merchant specialises in this rare and arcane equipment.

GOODS: ARCHEOTECH (D3 ROLLS)

A gang leader is offered D3 rolls on the following table.

D6	Item	Cost
1-3	Survival and Infiltration items: Roll again	
1-2:	Cameleoline Cloak	75+4D6
3-4:	Holochromatic Field	100+4D6
5:	Bio-scanner	50+3D6
6:	Falsehood	100+4d6
4-5	Suit items: Roll again	
1-3:	Armoured Undersuit	25+2D6
4-5:	Partial Servo Harness	80+4D6
6:	Full Servo Harness	160+4D6
6	Rare items	
1-2:	Mnemonic Inload Spike	50+4D6
3-4:	Isotropic fuel rod	50+4D6
5:	Cred Snifer	50+2D6
6:	Archeotech	D6x10

SERVICE: BROKER ARCHEOTECH

An Archeotech Merchant is able to better understand and therefore sell rare and ancient items found in the bowels of the hive.

When visiting an Archeotech Merchant, the gang leader is able to 'broker a deal for next time'.

This has the effect that when the gang next rolls for income at an Archeotech Horde the gang is able to roll 3D6 for income without incurring any risk.

CAMELEOLINE CLOAK

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

If wearer of a cameleoline cloak doesn't move on their turn, then ranged attacks incur a -1 penalty to hit them during their opponents turn or when the target of shots from overwatch.

CRED SNIFFER

Cred Sniffers are modified auspexes created by enterprising archeo-theives. 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 not taken out of action during or after a game then they can use their Cred Sniffer to generate an additional 1D6X10 credits in income for their gang.

FALSEHOOD

When this device is activated it projects a distortion field that changes the wearers appearance making them appear as someone else.

Fighters wishing to either shoot or charge a fighter wearing a falsehood must pass an Initiative test. If the fail they are free to pick a different target. An enemy fighter can ignore this rule, if the wearer of the falsehood is within a number of inches equal to or less than the enemy fighter's Initiative.

Additionally, in scenarios involving sentries a fighter wearing a falsehood always counts as being in full cover for the purposes of spotting. Sentries will still spot the wearer of a falsehood if the wearer is within the Initiative distance in inches, regardless of cover or hiding.

HOLOCHROMATIC FIELD

A holochromatic field surrounds its wearer in a aura of scintillating colours.

Ranged attacks targetting this fighter suffer a -1 to hit. Opponents engaged in close combat suffer a -1 to their combat score.

Fighters using a holochromatic field cannot hide. In scenarios involving sentries, a fighter using a holochromatic field is always treated as being in the open for purposes of spotting.

A holochromatic field cannot be combined with equipment that makes the wearer hard to see, for example a Cameleoline cloak.

MNEMONIC INLOAD SPIKE

The tech priests of the Adeptus Mechanicus 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 fighter is equipped with a Mnemonic Inload Spike they should pick a skill on any skill table and roll on the table below.

D6 Result

1-2: **Complication**, roll again:

1: The fighters brain was overloaded and they have died. This is similar to result 11-15 on the Serious Injury Chart, except that the fighters equipment may be kept.

2: The fighter has suffered serious brain damage from the spike and suffers the effect of a Head Wound as per result 25 on the Serious Injury Chart.

3-5: The fighter is struggling to process the data and need time to adjust. The fighter learns the chosen skill but they must miss the next D3 games.

6: The fighter has rejected the spike. The spike is undamaged and can be used by a different fighter after the next game, who will need to roll on this table again. The original fighter cannot try to use this spike again.

3-4: **Mis-sold**, roll again:

1-3: The spike contains completely different data. Pick a different skill table from the skill chosen. Roll on that table instead to see which skill has been learnt by the fighter.

4-6: The spike contains similar data to that expected. Roll on the skill table from the skill chosen (re-rolling the chosen skill). The fighter learns that skill instead.

5-6: **Data Acquired**: The fighter learns the chosen skill.

ARMoured UNDERSUIT

An armoured undersuit may be worn in addition to any armour type. If a fighter is wearing an armoured undersuit their armour save is improved by 1. If a fighter does not already have a save roll, an armoured undersuit grants a 6+ save.

PARTIAL SERVO HARNESS

A servo harness is a suit made of pistons, gears and levers that a fighter places over his arms and legs to enhance his physical presence. While these suits slow down a fighter, they often have additional weapon harnesses that allow a fighter to sling around the armaments of several men.

A partial servo harness improves a fighters Strength by 2 and their Toughness by 1.

However it also reduces a fighters Movement by 1 and their initiative by 1.

Finally a fighter in a partial servo harness rolls an extra Attack dice when wielding pistols and/or hand-to-hand combat weapons even if they are also carrying a basic, special or heavy weapon. The additional bulk of those weapons is offset by the harness.

FULL SERVO HARNESS

A full servo harness is a more sophisticated version of the partial servo harness. Additional engineering has been applied to both the legs and extra appendages so that the draw backs are off-set and the enhancements maximised.

The full servo harness follows all the rules of the partial servo harness.

Additionally, a fighter wearing a full servo harness does not suffer the Encumbered penalty for carrying a heavy weapon in close combat. And they gain the effects of a Suspensor (Ignore *Move or Fire* but with -1 to hit).

ARMOURER

Considered a luxury within the underhive, armour, can give a killer edge to any gang.

GOODS: ARMOUR (D3 ROLLS)

A gang leader is offered D3 rolls on the following table.

D6	Item	Cost
1-2	Shields: Roll again	
1-4:	Riot Shield	35+2D6
5-6:	Energy Shield	60+3D6
3-5	Armour: Roll again	
1-3:	Flak Armour	10+2D6
4-5:	Mesh Armour	25+2D6
6:	Carapace Armour	60+3D6
6	Exotic Armour: Roll again	
1-4:	Forcefield	100+4D6
5-6:	Power Armour	300+5D6

SERVICE: ARMOUR MAINTENANCE

The gang can have their armour serviced by the Armoursmith to ensure they are in the best state for the coming battles.

This costs D3X10 creds and allows your gang to re-roll the first D3 failed armour saves in their next game.

RIOT SHIELD

The typical riot shields belong in the hands of the Enforcers. Those shields are distinctive and any non-enforcers that use them risk the wrath of the law. However some generic designs do exist, but they are rare and hard to come by.

A riot shield improves the cover of the user as well as confers the parry rule.

A riot shield requires one hand to use, but can be used as a close combat weapon giving the user an extra attack.

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

Mobile Cover: A riot shield provides increased cover, when either in the open or already in cover. If the fighter with this shield is in the open, they now count as being in cover. If they are partial cover they now count as being in full cover. If they are in full cover they receive no additional benefit.

Parry: Fighters with riot shields are able to parry as described in the game rules.

ENERGY SHIELD

Energy shields are an advanced piece of technology that many view as of being of xenos origin, however there are Imperial versions. Some are crafted on Necromunda itself as seen by their popularity among the Van Saar.

An energy shield improves the cover of the user as well as confers the parry rule. It also can generate kinetic blasts that are used to blast-back enemy fighters.

Mobile Cover: An energy shield provides increased cover, when either in the open or already in cover. If the fighter with this shield is in the open, they now count as being in cover. If they are partial cover they now count as being in full cover. If they are in full cover they receive no additional benefit.

Blast-back: An energy shield can be used in the wielders shooting phase to blast backwards engaged enemy fighters. The fighter with the energy shield nominates an enemy fighter they are engaged in close combat with. Both fighters roll a D6 and add their Weapon Skill. If the fighter with the energy shield beats or draws with his opponent, then the enemy fighter is directly backwards from the combat by 2". If this would push a fighter over an edge, that fighter may make an initiative test, if they pass then they manage to grab hold of the ledge and are pinned by it.

The fighter with the energy shield is able to still fire in the shooting phase, but they suffer a -1 penalty.

Parry: Fighters with energy shields are able to parry as described in the game rules.

POWER ARMOUR

Power armour is one of the most iconic items in the Imperium, it is the armour used by the Adeptus Astartes. However, other forms of power armour exist but few have the money to afford or maintain such an prestigious piece of equipment.

Armour Save: A fighter wearing power armour receives a 3+ armour saving throw.

Strength Bonus: A fighter wearing power armour receives a bonus +1 to Strength.

Maintenance: A fighter wearing power armour counts as 2 fighters when determining the number of models in a gang for income. (A gang leader cannot remove the power armour quickly to try and avoid this impact!)

CHIURGEON

Visiting an underhive doc is something of a calculated risk. Although their medical goods and services are much sought after, they often have no formal training, unsterilised equipment and a fondness for medicinal alcohol.

A Chiurgeon however is considered a more qualified medical professional, but many have fake credentials and most are expensive.

GOODS: DRUGS & BIONICS (D3 ROLLS)

A gang leader is offered D3 rolls on the following table.

D6	Item	Cost
1-2	Drugs*: Roll again	
1-3:	Kalma	5+D6
4-5:	'Slaughter	5+3D6
6:	Spur	5+3D6
3	Medi-pack	80+4D6
4-5**	Bio-Chips: Choose Berserker-chip <u>or</u> Skull-chip <u>or</u> Bio-booster	25+3D6 30+3D6 40+4D6
6**	Bionics: Choose Bionic Leg <u>or</u> Bionic Arm <u>or</u> Bionic Chest <u>or</u> Bionic Eye	80+3D6 80+3D6 50+3D6 50+3D6

* Note that whilst opportunistic and unscrupulous Docs will sell drugs when they can, they prefer to make their money sawing up bodies. Drugs will only be available if this result is rolled on the Doc Goods table.

** The Chiurgeon is able to offer any one of these items as the gang leader chooses.

SERVICE: SURGERY

Any fighter with a lasting injury can visit the Doc to attempt to have the injury healed (although doing so might not be advisable). The fighter undergoing surgery cannot undertake any other post game actions, such as working territory. However, they may have gone out of action in the previous game. The Doc will demand payment whatever the result of the surgery. Many Docs are violently unhinged individuals and refusing payment would be most unwise. Surgery costs 50 + 3D6 creds. Roll 1D6 on the following table:

1 - Complications: Roll again:

- 1: The fighter dies on the operating table.
- 2-5: The Doc saws off the wrong limb, leaves a scalpel in the body or otherwise botches the surgery. Not only is the surgery unsuccessful, the fighter must roll again on the injury table, re-rolling Dead, Captured and Full Recovery results.
- 6: The injury is healed but the fighter is scarred for life. They now have horrible scars.

2 - Surgery unsuccessful: The operation has no effect.

3 - This is going to be expensive: The Doc demands a further 3D6 creds payment after surgery has begun. Roll on this table again.

4-5 - Surgery successful: Heal one injury of your choice on the fighter.

6 - Clean bill of health: All injuries on the fighter are healed (including beneficial ones).

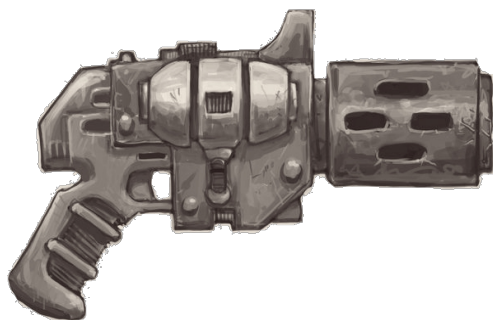
GUN SMITH

Gun Smiths sell all manner of exotic and exciting ways to kill or maim your opponents. If you want to start killing your opponents in style, a gun smith is the place to go. A Gun Smith typically doesn't offer other services, weapons of mass destruction are all that are usually on offer.

GOODS: WEAPONS (D3 ROLLS)

A gang leader is offered D3 rolls on the following table.

D6	Item	Cost
1-2	Pistols: Roll again	
1-2:	Needle Pistol	80+4D6
3-4:	Web Pistol	120+4D6
5:	Inferno Pistol	60+4D6
6:	Grav Pistol	45+4D6
3-4	Special Weapons: Roll again	
1:	Needle Rifle	180+4D6
2:	Web Gun	150+4D6
3:	Grav Gun	120+4D6
5	Combi Weapons: Roll again	
1-2:	Combi-Flamer	60+4D6
3-4:	Combi-Melta	70+4D6
5:	Combi-Plasma	75+4D6
6:	Storm Bolter	80+4D6
6	Heavy Weapons: Roll again	
1-2:	Grav Cannon	200+4D6
3-4:	Mole Mortar	175+4D6
5-6:	Multi-Melta	240+4D6



INFERNO PISTOL

Inferno pistols are ruinously effective, if short-ranged, and capable of melting their way through blast doors or vaporising flesh in an instant.

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

WEB GUN

This weapon fires a tangle of gluey threads which envelop and ensnare their target, trapping and rendering them immobile. A victim who struggles too hard may be strangled or even crushed by the constricting mesh.

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

Webbed Targets: Once a web gun has hit its target the victim is automatically enmeshed – there is no roll for wounds and no armour saving throw is allowed.

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

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

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

Capture: If a fighter carrying a web gun takes an enemy model out of action in hand-to-hand combat, and the gun has not ran out of ammo, then roll a D6. On a roll of 4+ the enemy fighter has been captured! The enemy model does not make a roll on the Serious Injuries chart, instead it is automatically assumed a Captured result was rolled

COMBI-FLAMER

The combi-flamer combines the prodigious stopping power of a boltgun with a single-shot flamer unit, perfect for filling a crawlway or ruin with scouring flame.

A combi-flamer can be fired either as a boltgun or a flamer, but can only be fired as a flamer once per game. If an Ammo roll is failed for a combi-flamer before the flamer is fired, then the flamer can be used once, but the boltgun can no longer be fired. Weapon reloads only apply to the boltgun, and cannot be purchased for the flamer. Sights and upgrades purchased for a combi-flamer only apply when firing it as a boltgun.

COMBI-MELTA

Combining a boltgun and a single-shot melta unit, the combi-melta all but guarantees the death of a single, deeply unfortunate foe.

A combi-melta can be fired either as a boltgun or a meltagun, but can only be fired as a meltagun once per game. If an Ammo roll is failed for a combi-melta before the meltagun is fired, then the meltagun can be used once, but the boltgun can no longer be fired. Weapon reloads only apply to the boltgun, and cannot be purchased for the meltagun. Sights and upgrades purchased for a combi-melta only apply when firing it as a boltgun.

COMBI-PLAMA

Combining a boltgun and a single-shot plasma unit, the combi-plasma offers a flexible and deadly weapon.

A combi-plasma can be fired either as a boltgun or a plasma gun, but can only be fired as a plasma gun once per game. If an Ammo roll is failed for a combi-plasma before the plasma gun is fired, then the plasma gun can be used once, but the boltgun can no longer be fired. Weapon reloads only apply to the boltgun, and cannot be purchased for the plasma gun. Sights and upgrades purchased for a combi-plasma only apply when firing it as a boltgun.

STORM BOLTER

A storm bolter is a compact, double-barrelled boltgun, capable of a high rate of fire without sacrificing anything in terms of range or stopping power.

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

Sustained Fire: 1 dice.

GRAV PISTOL

Manipulating the very nature of gravity itself, a grav pistol turns a target's mass against it, crushing it to pulp under its own weight. Grav weapons are typically used to destroy heavily armoured troops or vehicles. Unlike its larger cousins the grav pistol's range make it more of a status weapon for a gang leader.

Range		To Hit		Save		Ammo	
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-8	8-16	+1	-	*	1	*	5+

Blast: A grav pistol shot expands to fill an entire area so use the blast template.

Graviton Pulse: Instead of rolling to wound, any fighters hit by the blast must pass a strength test. Those that fail take damage with no armour save or special save allowed.

Leave the blast marker in place after the shot is fired. Models within the blast cannot test to escape pinning and models entering the area must pass a strength test or immediately be pinned. Remove this marker at the beginning of your next turn.

GRAV GUN

Manipulating the very nature of gravity itself, a grav gun turns a target's mass against it, crushing it to pulp under its own weight. Grav weapons are typically used to destroy heavily armoured troops or vehicles. Grav guns are typically used by the armies of the imperium as anti-armour weaponry.

Range		To Hit		Save		Ammo	
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-12	12-24	+1	-	*	1	*	5+

Sustained Fire: 1 dice.

Blast: A grav gun shot expands to fill an entire area so use the blast template.

Graviton Pulse: Instead of rolling to wound, any fighters hit by the blast must pass a strength test. Those that fail take damage with no armour save or special save allowed.

Leave the blast marker in place after the shot is fired. Models within the blast cannot test to escape pinning and models entering the area must pass a strength test or immediately be pinned. Remove this marker at the beginning of your next turn.

GRAV CANNON

Manipulating the very nature of gravity itself, a grav cannon turns a target's mass against it, crushing it to pulp under its own weight. Grav weapons are typically used to destroy heavily armoured troops or vehicles. Grav cannons are most often mounted miniature vehicles, however man-portable designs do exist, but they are very rare.

Range		To Hit		Save		Ammo	
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-20	20-72	+1	-	*	1	*	5+

Gas Cloud: A grav gun shot expands to fill an entire area so use the gas cloud template.

Graviton Pulse: Instead of rolling to wound, any fighters hit by the blast must pass a strength test. Those that fail take damage with no armour save or special save allowed.

Leave the gas cloud marker in place after the shot is fired. Models within the blast cannot test to escape pinning and models entering the area must pass a strength test or immediately be pinned. Remove this marker at the beginning of your next turn.

MOLE MORTAR

The Mole Mortar is a specialized missile launcher known more formally as a breaching torpedo. The weapon fires burrowing warhead capable of digging through obstacles and detonating on the other side. The explosive charge is contained within a shoulder-mounted launch tube, which can lock in place facing the ground or the side of a tunnel. When fired the torpedo is launched into the earth, where a powerful drill and small power field generator allow it to slice through rock very quickly.

The Mole Mortar's primary purpose is for blasting into enemy tunnels, causing a sudden and catastrophic collapse. It can also be used against surface targets, burrowing up to the surface and exploding underneath the enemy.

The Mole Mortar counts as a missile launcher with Frag Missiles, except it may only target models at ground level and may target models that cannot be seen by the user, providing another friendly model can see the target.

When firing at a target that is not in the user's sight then a -1 penalty to hit is incurred.

MULTI-MELTA

Multi-meltas are huge weapons that are typically only carried by the elite shock troops of the imperium. They are used on battlefields across the galaxy to turn heavy armour and fortifications to slag. A direct hit from a multi-melta can turn a human into a charred lump of meat.

Range		To Hit		Save		Ammo	
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-12	12-24	+1	-	8	4D6	-4	4+

Blast: A multi-melta shot envelops an entire area in a searing discharge so uses the blast template.

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

QUATERMASTER

Quatermasters sell all manner of useful objects, to the right gang. For many gangs however, these items might seem like useless detritus.

GOODS: GEAR (D3 ROLLS)

A gang leader is offered D3 rolls on the following table.

D6	Item	Cost
1-3	Survival, Security and Infiltration items: Roll again	
1-2: Choose:		
	Screamers <u>or</u>	10+D6
	Stummers	10+3D6
3-4: Choose:		
	Respirator <u>or</u>	15+2D6
	Photo Visor	25+2D6
5-6:	Infra-red Goggles	30+3D6
6:	Bio-scanner	50+3D6
4-5	Mobility items: Roll again	
1-3:	Grapnel	30+4D6
4-6:	Grav Chute	40+4D6
6	House Special items: Roll again	
1-2:	Incombustible Cloak/Robe	10+2D6
3:	Jump Booster	30+3D6
4:	Combat Stimm Harness	60+3D6
5:	Psychomancer's Harness	80+3D6
6:	Grav Cutter	35+4D6

SERVICE: BROKER JUNK

A Quatermaster is able to see the profit in what many consider junk.

When visiting an Quatermaster, the gang leader is able to 'broker a deal for next time'.

This has the effect that when the gang generates income from a territory that produces a non-random amount of income, that income is doubled.

SHRINE

There are many shrines and small temples across the underhive, where the pious can pray to the Emperor or other, more unsavoury gods.

GOODS: HOLY ITEMS (1 ROLL)

A gang leader is only ever offered a single option to buy some holy items for the gang.

D6	Item	Cost
1-3	Holy Trinkets (2D6)	5 each
4-5	Cult Icon	40+3D6
6	Cult Relic	30+4D6

SERVICE: FORTUNE TOLD

The Shrine Keeper will offer to read the gang leaders future for you for a donation of 2D6 creds. Roll a D6 on the following table:

- 1 – The Shrine Keeper turns out to be a fraud.
- 2 – 3: Add or subtract 1 from the scenario roll in your next game.
- 4 – 5 Add or subtract 2 from the scenario roll in your next game.
- 6 – You can choose the scenario in your next game

HOLY TRINKETS

While at the shrine you can buy Holy Trinkets. Holy Trinkets are a single use item. They are added to the gang's stash and crossed off as used. Each Holy Trinket allows you to re-roll one dice during a battle.

No dice can be re-rolled more than once.

You can buy 2D6 Holy Trinkets at a cost of 2D6X5 credits, whenever you visit the shrine.

CULT ICON

The most zealot of worshippers like to quite literally, fly the flag for their religion. These standard come in many forms, but all are big, bold and noticeable.

Any friendly fighter within 6" of the fighter carrying a cult icon is able to re-roll any Leadership tests or Initiative tests taken to escape pinning at the start of their turn. This represents the fighter being inspired by his religion proudly on display.

However, a fighter carrying a cult icon cannot confer these benefits if he is down or broken himself. The sight of blood covering your religious icon does not inspire devotion to ones god.

A gang can only ever own a single cult icon, although some mentors may also carry them, those icons only confer these rules to the mentor band itself.

CULT RELIC

A saint's tooth. A bead from a Space Marine's rosary. A shard of broken glass from the Emperors palace on Holy Terra. All are powerful religious objects in the right hands.

Any fighter with a cult relic can ignore the next wounding hit that they suffer.

If that hit was from a ranged weapon, they are not pinned.

If that hit was inflicted by an enemy in close combat, subsequent wounds caused by that enemy in that round of close combat are also ignored (further combatants and future rounds are treated normally).

If that hit inflicted multiple wounds, all of them are ignored.

The cult relic is then destroyed and must be removed from the gang roster.

UP-HIVE ROAD HOUSE

Road houses litter the boundary wall between the underhive and the hive-proper. They are a place to gain influence as well as pick up work, rumours and expensive hangovers.

GOODS: ALCOHOL (1 ROLL)

A gang leader is only ever offered a single option to buy some exotic drink for this gang.

D6	Item	Cost
1-3	Case of Second Best	D6
4	Bottle of Wildsnake	10 + D6
5	Flask of Fine Amasec	20+D6
6	Cask of Fenrisian Ale	30+D6

SERVICES

It is expected that all those that come to a road house must both **Drink** and **Gamble**. A ganger leader cannot do one without the other. Although they can chose the order in which they do them.

SERVICE: GAMBLE

Roll any number of dice and win a number of credits equal to your rolls multiplied by 2. For example, rolling a 4 a 3 and a 1 wins you 16 credits. However, if any dice are the same then you lose the full amount instead. If there aren't enough credits in the gang's stash then you must sell off equipment to pay off the debt (otherwise legs start breaking).

SERVICE: DRINK

It costs D6 creds to drink at the Drinking Hole. Roll 2D6 on the following table:

2D6 Result

- 2 **Robbed:** Upon leaving the Drinking Hole, you realise you've been robbed. You lose 4D6 credits. If you don't have enough, one random piece of equipment is taken instead.
- 3-4 **Uneventful:** You drink too much and wake up with a raging hangover.
- 5 **Drinking contest:** Make a toughness test with your gang leader. If passed they win a drinking contest. Collect 4D6 creds from your comatose opponents. If failed you lose 2D6 creds.
- 6 **Fight:** Make a strength test with your gang leader. If passed, they win a bar brawl and gain 5 XP.
- 7 **Job:** a guider contact gives you the location of some valuables they would like recovered. You can choose to play the Scavengers scenario in your next game. The loot will be worth twice the usual amount, but you must pay the guild 10 credits for each loot counter (regardless of whether you capture it or not). If you can't pay, your gang will be outlawed.
- 8 **Tattoo:** Your leader can get a tattoo. The tattoo costs 3D6 creds. Roll a D6 on the following table:
 - 1 : The tattoo gets infected, your gang leader misses D3 games.
 - 2-5: The tattoo has no effect.
 - 6: Impressive tattoo: +1 Ld. (note that this can take your gang leader to Ld. 10)
- 9-10 **Rumour:** you overhear a rival gang's plans. You can add or subtract 1 to the scenario roll in your next game.
- 11 **Solid rumour:** you overhear a rival gang's plans. You can add or subtract 2 to the scenario roll in your next game.
- 12 **Territory:** You overhear some green hivers talking about a promising new territory. After plying them with drinks (or beating them), they reveal the location to you. You may add this territory to your own. Roll a D6:
 - 1: The territory has caved in.
 - 2-3: Old Ruins.
 - 4: Tunnels.
 - 5: Vents.
 - 6: Archeotech Hoard.

CASE OF SECOND BEST

Second Best is quite literally what it claims to be, though some may argue that it is a lot further down the list of preference than second. An alcoholic beverage brewed in the Underhive of Necromunda, it is a cheaper alternative to the exclusive Wildsnake drink for those whose purses are light.

A desperate leader can still use Second Best to instill a bit of "Snake Courage" into their gang by giving it to them to drink before a game. The case of Second Best is used up and the whole gang can reroll any failed nerve tests and Bottle rolls. Sadly their inebriation also reduces their Initiative characteristic by -2 as well. In addition, roll a D6 for each gang member. On a 1 that gang member counts as blinded for the first D6 turns of the game.

Once the game is over the gang's characteristics are returned to normal with accompanying blistering headaches.

BOTTLE OF WILDSNAKE

Wildsnake is a rare and potent liquor brewed out in the badzones where it commands a price to match. If they can find some it's common for an outlaw gang to get tanked up on Wildsnake before a fight - "Snake Courage" as it's called.

A cunning leader can still use the Wildsnake to instill a bit of "Snake Courage" into their gang by giving it to them to drink before a game. The bottle of Wildsnake is used up and the whole gang can reroll any failed nerve tests and Bottle rolls. Sadly their inebriation also reduces their Initiative characteristic by -2 as well.

Once the game is over the gang's characteristics are returned to normal with accompanying blistering headaches.

FLASK OF FINE AMASEC

Amasec is a potent alcoholic liquor similar to wine that is popular across the Imperium of Man and is distilled from different types of local grain, including vineyards on the world of Mistral. Many different Imperial worlds produce drinks that go by this name.

A distinguished leader can use the Amasec to elevate his courage and confidence before a game. The flask of fine Amasec is used up and the gang leader can reroll any failed nerve tests and Bottle rolls. Furthermore, the gang leaders leadership is increased by 1 for the game.

Once the game is over the gang's characteristics are returned to normal with accompanying blistering headaches.

CASE OF FENRISIAN ALE

Fenrisian Ale, called Mjød in the unique Fenrisian Low Gothic dialect, is an extremely potent concoction distilled from the fermentation of the native plants of Fenris. Highly alcoholic and toxic, it is one of the very few beverages that can actually intoxicate an Astartes, managing to bypass their impressive bioengineered resistance to such toxic substances as alcohol.

A reckless gang leader can use the Fenrisian ale to send his gang into a drunken rage before a game. The case of Fenrisian ale is used up and the whole gang is subject to frenzy for the entire game. Before the game begins, roll D6 for each gang member. On a 1 that gang member counts as blinded for the first D6 turns of the game.

WEAPONSMITH

Weaponsmiths sell the kinds of tools for those that like to get 'up-close and personal' with the enemies. They sell a range of destructive weapons to rip and tear your foes apart. A Weaponsmith typically doesn't offer other services.

GOODS: WEAPONS (D3 ROLLS)

A gang leader is offered D3 rolls on the following table.

D6	Item	Cost
1-3	Power Weapons: Roll again	
1-3:	Power Sword	40+3D6
4-5:	Power Axe	35+3D6
6:	Power Fist	85+3D6
4-5	Shock Weapons: Roll again	
1-3:	Shock Maul	35+3D6
4-5:	Shock Whip	35+4D6
6:	Shock Staff	40+4D6
6	Heavy Combat Weapons: Roll again	
1-3:	Servo-Arm	50+4D6
4-5:	Lightning Claw	50+4D6
6:	Thunder Hammer	100+4D6

SHOCK WHIP

A shock whip is a melee weapon that was made of a braided, conductive material that can release a powerful electrical discharge.

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

They can also be used for ranged attacks, usually employing the tip of the rope and a whiplash motion to strike a target at range.

Range		To Hit			Save	Ammo	
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-3	-	-	-	*	1	-	2+

Grapple: The whip can be used as to help jump over distances. A fighter using a whip may re-roll the D6 when Jumping Across a horizontal gap.

Ammo: If the whip fails an Ammo roll then it will also no longer grant any of the above benefits.

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

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

SHOCK STAFF

A large and more imposing version of a shock maul that needs to be wielded in two hands.

Range	Strength	Damage	Save Mod.
Close Combat	6	1	-3

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

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

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

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

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

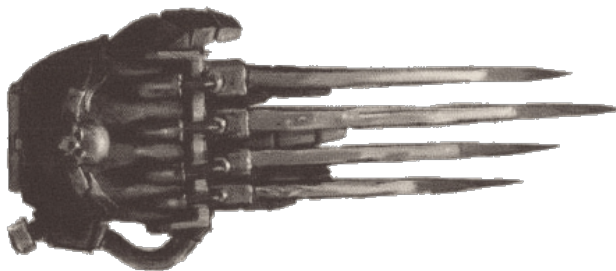
SERVO-ARM

A Servo-Arm is a large mechanical arm, traditionally weighed down and powered by a large power pack work on the back. After some training the arm can be used to complete both fine stitching as well as tearing limb from limb.

<u>Range</u>	<u>Strength</u>	<u>Damage</u>	<u>Save Mod.</u>
Close Combat	6	1	-3

Extra Weapon: A fighter equipped with a servo-arm can use it in addition to any other weapons they use in hand-to-hand combat. When they do so they roll an extra attack dice. However, only one hit in each combat can be caused by the servo-arm.

Heavy: This weapon can only be used by a fighter capable of using Heavy Weapons or a fighter with Strength 4 (whether naturally or with equipment).



LIGHTNING CLAW

A rare weapon, although most commonly seen in the arms of Adeptus Astartes, the Lightning Claw usually comprises of three or four razor-sharp adamantium blades, each a miniature power weapon sheathed in a matter disrupting power field.

<u>Range</u>	<u>Strength</u>	<u>Damage</u>	<u>Save Mod.</u>
Close Combat	As User +2	1	-

Parry: Fighters with a Lightning Claw are able to parry as described in the game rules.

Rend: Fighter with a Lightning Claw are able to re-roll to-wound rolls made with the claw.

Heavy: This weapon can only be used by a fighter capable of using Heavy Weapons or a fighter with Strength 4 (whether naturally or with equipment).

THUNDER HAMMER

A Thunder Hammer is a huge warhammer that features an oversized head. these weapons store energy and then release it in a violent explosion upon impact. The tremendous concussive force released is equivalent to a concentrated grenade explosion, strong enough to punch holes in vehicles and knock those nearby to the ground.

<u>Range</u>	<u>Strength</u>	<u>Damage</u>	<u>Save Mod.</u>
Close Combat	As User +5	D6	-

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

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

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

Heavy: This weapon can only be used by a fighter capable of using Heavy Weapons or a fighter with Strength 4 (whether naturally or with equipment).



ALLEGIANCES

Gangs are able to ally themselves with one of the many powerful organisations across Necromunda.

To initially make an allegiance the gang leader must reach out and visit representatives of the powerful group. After a game, instead of rolling on the rare trade chart, a gang leader may visit an ally instead.

The first thing that the gang leader must do is pledge allegiance. Once an allegiance is made to one of these organisations a gang isn't able to make an allegiance to another. So the decision to pledge shouldn't be made lightly.

Each allegiance offers one or more of the following:

- Perk – benefits to the allied gang
- Mentors – manpower support during tough fights
- Services – that vary by allegiance
- Goods – 'things' to purchase or hire

However most also come with a commitment:

- Commitment – a restriction that need to be obeyed or risk breaking the allegiance

MAKING THE ALLEGIANCE

Each major power on Necromunda jealously guard that power and the influence it bring.

When making an allegiance a gang leader needs to check how many allegiances they have had in the past and roll on the following table:

<u>Allegiances Made Previously</u>	<u>D6 Roll Required</u>
0	Automatic
1	2+
2	3+
3 or more	4+

Once an allegiance has been successfully made then the gang is now eligible for the Perks, Mentors, Services and Good.

Should the roll be unsuccessful then the visit has been wasted. The gang remains non-aligned, they can try again after their next game.

PERKS

Once a gang leader has pledged allegiance they are able to benefit from any perks of that allegiance, but also has to meet any commitments.

Typically the gang leader doesn't need to visit the allegiance to benefit from these perks, they are always in effect once an allegiance has been made.

Similar with any commitments, these are always in effect and the gang leader must meet them or risk breaking the allegiance – see below.

MENTORS

Many affiliations offer more than just political support and are able and willing to provide fighters to assist the affiliated gang during difficult fights.

Mentors will not always come to the assistance of the affiliated gang, and only when their affiliates are outclasses and outgunned.

Should a gang leader seek assistance from their allies, then they will need to roll on the appropriate table to see if they offer support during the next game. Mentors will only ever offer assistance to a gang, when the gangs gang-rating is lower than their opponent, i.e. **Mentors only assist underdogs**.

To request help in this fashion a gang leader does not have to visit his allegiance, to make their case for aid directly. Some mentors will require payment for any game in which they participate.

Mentors do not gain experience and do not suffer any lasting injuries, they are assumed to always have rolled a 'Full recovery'.

GOODS AND SERVICES

Some allegiances offer serves that can be found nowhere else. Each of these is detailed under the allegiance entry. These are similar to those offered at Trading Depots, and a gang leader must visit his allegiance (giving up rare trade rolls) to take advantage of these.

A common service offered by allegiances is the ability to hire two new types of fighter to a gang; Brutes and Beasts.

SERVICE: HIRING BRUTES

A gang is allowed to have one brute in their gang at any time. They are typically large and unique models that vary greatly from brute to brute. They have unique rules that are detailed in their entry and for the most part act like regular gang members.

SERVICE: HIRING BEASTS

A gang may want to hire exotic beasts into their gang. To do this one of its gang members will need to learn how to handle them.

One member of a gang, can be trained as a handler. This will cost the gang 10 credits and the cost of the handler should be updated to reflect that.

Beasts follow the same general rules, but have different profiles. They are purchased as equipment and their cost is added to the cost of the handler. Although they count as belonging to the Handler, they are also treated as a separate model with some special rules.

A handler is only ever allowed to have one Beast at a time.

Protecting the Handler: As long as the Beast is not taken out of action, its Handler may never be captured (the Beast will defend them utterly). Treat rolls of 61-63 on the Serious Injury table as a roll of 66 instead.

The Beast must remain within 6" of the Handler at all times. If the Handler is taken down or out of action, the Beast must remain within 6" of the body, but may otherwise move and fight normally.

As long as the Handler remains with the gang, the Beast will remain. Should the Handler leave, the Beast will go with him and be removed from the gang roster.

Experience & Injury: Beasts do not gain experience like normal. For purposes of gang rating, their cost is added to that of their handler.

If a Beast is taken out of action, roll on the Beast Injury Table below.

BEAST INJURY TABLE

D6 Injury Result

- 1 **Dead:** The beast has been mortally wounded, or injured so badly that it had to be put down. It should be removed from the gang and the gang-rating of the handler should be updated accordingly.
- 2-3 **Limp:** The beast has developed a permanent limp. It suffers -1M. This injury stacks with itself. Track each of these injuries clearly.
- 4-5 **Full recovery.**
- 6 **Better than ever!** Your best friend feels much better: One previous movement injury has healed over time. This can not increase movement past the starting value. If no results of 2-3 has been rolled before, treat the result as Full Recovery.

TESTING THE ALLEGIANCE

When a gang is required to test the allegiance they should make a note that they have had to test the allegiance and then roll on the following table:

<u>Tests Made Previously</u>	<u>D6 Roll Required</u>
0	Automatic
1	2+
2	3+
3 or more	4+

If the gang fails to make the required roll, the alliance is broken.

BREAKING THE ALLEGIANCE

If a test on the allegiance is failed, or if the gang chooses to break the allegiance it should be noted.

Once an allegiance is broken it cannot be remade again with that group.

Allegiances with other groups can be made, but they become more difficult to make as the gang builds up an unreliable reputation.

GUILDS

The guilds of Necromunda, of which there are many, control and monetise all aspects of life on the planet. Their authority to do this is given to them by House Helmawr itself and has existed for millennia.

Availability: Guild Allegiance is available to any non-outlaw house gang.

Benefits: Mentors and Perks

The major Guilds are:

Guild of Coin
Iron Guild
Water Guild
Promethium Guild
Corpse Guild
Slave Guild

NOBLE HOUSES

The noble houses of Necromunda live within the top most sections of the spires. They scheme and plot for increasing power while living lives of relative luxury.

Availability: Noble House Allegiance is available to any house gang.

Benefits: Mentors and Perks.

The Noble House of Necromunda are:

House Greim
House Catallus
House Ran Lo
House Ulanti
House Ko'Iron
House Ty

HOUSE DEVOTION

A gang can double-down on their loyalty to their own house, trying to rise in station and standing.

Availability: Each House Gang can devote itself to it's own house only.

Benefits: Brutes, Pets and Specialist Items.

House Cawdor
House Delaque
House Escher
House Goliath
House Orlock
House Van Saar

OUTLAND POWERS

The outlander gangs that appear in the Outlander Community Edition are able to pledge to powers within their own communities.

Availability: Each Outlander gang can pledge allegiance to powerful members of their own communities only.

Benefits: Mentors

The Outland Powers are:

Arch Redemptionist
Pit Slave Legend
Ratskin Clan Lord
Scavvy King
Spyrer Hierarchs

OUTLAW RACKETS

Outlaw gangs can double down on their reputation and ally themselves with one of the many criminal enterprises across Necromunda and even beyond.

Availability: Each Outlaw house gang can pledge allegiance to powerful crime organisation.

Benefits: A combination of Goods, Services, Mentors and Perks.

The Outlaw crime organisations that gangs can ally with are:

Cold Traders
Fallen Houses
Imperial Imposters
Narco Lords
Psi-Syndica
Rogue Factoria

GUILD OF COIN

Travel is restricted on Necromunda, and those rare few who may freely traverse the hives and wastes of the world, Guilders among them, are controlled by the house of coin.

PERKS

TOLL-WAYS

The Guild of Coin ensure that travellers across Necromunda are charged for the privilage and ensure that those that work from them are properly compensated. After each battle, a gang allied with the Guild of Coin gains an additional 2D6x10 credits of income.

COMMITMENTS

GUARD DUTY

During the Pre-Battle Sequence, if a gang with this allegiance is able to select which scenario to play they must roll a D6. On a 1, 2 or 3 they must select one of the scenarios from the following list instead, and they must play as the defender: Package Run, Caravan, Heist.

A gang can choose not to, but if they do not, they must test their allegiance.

MENTORS

The Guild of Coin offer Mentors in the way of Toll Collectors, a small unit of a guild officials and their bodyguard.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if the Guild will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Guild Support Offered</u>
0-99	Will not Mentor	None
100-199	6+	Bodyguard
200-299	5+	+ 2 nd Bodyguard
300-399	4+	+Factotum
400-499	3+	+ Procurator
500+	2+	Full Compliment

TOLL COLLECTORS

A unit of Toll Collectors consists of:

- A Master of Coin (Procurator)
- A Skinflint (Factotum)
- 2 Grovellers (Bodyguard)

When members of the Toll Collectors assist an allied gang in a battle, the gang rating of the gang is increased as indicated by each member present.

MASTER OF COIN (100 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	2	4	1	8

Gear: Laspistol, Knife and Force Field

Leader: As per the rules for a Gang Leader.

SKINFLINT (100 GANG RATING)

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

Gear: Plasma Pistol, Knife, Mesh Armour and Cult Icon.

GROVELLER (50 GANG RATING)

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

Gear: Either a Shotgun (with solid and scatter shells) and a knife or a Hunting Rile and a knife. Can be armed differently or the same.

A BAND APART

While they are controlled by the gang leader of the allied gang, they are treated as friendly only with each other for escaping pinning or using a leaders leadership.



IRON GUILD

The Iron Guild deal in the raw materials of Necromunda, whether that is the ore dug from beneath the Spoil or the huge surplus of weapons and ordnance that circulate the hives.

PERKS

GUNS, GUNS, GUNS

After each game, an gang allied to the Iron Guild is able to purchase D3 x 10 credits worth of ranged weapons without paying for them from their stash. Any credits left over are wasted.

COMMITMENTS

GUARD DUTY

During the Pre-Battle Sequence, if a gang with this allegiance is able to select which scenario to play they must roll a D6. On a 1, 2 or 3 they must select one of the scenarios from the following list instead, and they must play as the defender: Package Run, Caravan, Heist.

A gang can choose not to, but if they do not, they must test their allegiance.

MENTORS

The Iron Guild offer Mentors in the way of Hive Scum, hired guns that are on loan to the gang from the Iron Guild

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if a the Iron Guild's Hive Scum will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Guild Support Offered</u>
0-99	Will not Mentor	None
100-199	6+	Hive Scum
200-299	5+	+ 2 nd Hive Scum
300-399	4+	+ 3 rd Hive Scum
400-499	3+	+ 4 th Hive Scum
500+	2+	+ 5 th Hive Scum

HIVE SCUM

The gang allied to the Iron Guild is able to bring up to 5 Underhive Scum to the battle (they may chose to bring less than offered).

These can be generated using the Necromunda Community Edition rulebook.

These hired guns increase the gang rating of the allied gang by 75 each as per normal.

WE STILL WANTS PAYING!

The Iron Guild's Hive Scum do not take a fee upfront to hire but after a game in which they are used the allied gang generates 5 less income for each Hive Scum brought along, reflecting the Iron Guilds loss of earnings when hiring the Hive Scum for the gang.



WATER GUILD

Water, one of the great resources of a hive, and it falls to the Water Guild to procure it, divide it and profit from it – not necessarily in that order.

PERKS

PURE WATER SUPPLY

When counting the size of the allied gang when working out income, the gang is always considered to be 3 members less, to a minimum of 1.

COMMITMENTS

GUARD DUTY

During the Pre-Battle Sequence, if a gang with this allegiance is able to select which scenario to play they must roll a D6. On a 1, 2 or 3 they must select one of the scenarios from the following list instead, and they must play as the defender: Package Run, Caravan, Heist.

A gang can choose not to, but if they do not, they must test their allegiance.

MENTORS

The Water Guild offer Mentors in the way of a Nautican Syphoning Delegation, a small unit of a guild officials and their bodyguard.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if the Guild will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Guild Support Offered</u>
0-199	Will not Mentor	None
200-299	5+	Bodyguard
300-399	4+	+ Factotum
400-499	3+	+ Procurator
500+	2+	Full Compliment

NAUTICAN SYPHONING DELEGATION

A Nautican Syphoning Delgation consists of:

- A Master Nautican (Procurator)
- A Syphonite (Factotum)
- A Subnautican (Bodyguard)

When members of the Nautican Syphoning Delegation assist an allied gang in a battle, the gang rating of the gang is increased as indicated by each member present.

MASTER NAUTICAN (100 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	2	4	1	8

Gear: Needle Pistol, Knife, Mesh Armour and a Bio-Booster.

Leader: As per the rules for a Gang Leader.

SYPHONITE (100 GANG RATING)

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

Gear: Needle Rifle, Knife, Mesh Armour and Cult Icon.

SUBNAUTICAN (200 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	4	2	5	5	3	2	3	6

Gear: Crushing fist (count as knife), Mesh Armour and a Respirator.

A BAND APART

While they are controlled by the gang leader of the allied gang, they are treated as friendly only with each other for escaping pinning or using a leaders leadership.



PROMETHIUM GUILD

Power in all its forms, whether created by burning promethium or tapping into a hive's great heat sink is controlled by the Pyrocaen Lords or the Promethium Guild.

PERKS

HELMAWR'S RADIANCE

While a gang is allied with the Promethium Guild, any gang member using a Plasma (Pistol/Gun/Heavy) or Flame (Flamer/Hand/Heavy) weapon is able to re-roll failed ammo rolls with those weapons.

COMMITMENTS

GUARD DUTY

During the Pre-Battle Sequence, if a gang with this allegiance is able to select which scenario to play they must roll a D6. On a 1, 2 or 3 they must select one of the scenarios from the following list instead, and they must play as the defender: Package Run, Caravan, Heist.

A gang can choose not to, but if they do not, they must test their allegiance.

MENTORS

The Promethium Guild offer Mentors in the way of a Pyromantic Conclave a small unit of a guild officials and their bodyguard.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if the Guild will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Guild Support Offered</u>
0-99	Will not Mentor	None
100-199	6+	Bodyguard
200-299	5+	+ 2 nd Bodyguard
300-399	4+	+ Factotum
400-499	3+	+ Procurator
500+	2+	Full Compliment

PYROMANTIC CONCLAVE

A Pyromantic Conclave consists of:

- A Pyrocaen Lord (Procurator)
- A Pyromagir (Factotum)
- 2 Cynder (Bodyguard)

When members of the Pyromantic Conclave assist an allied gang in a battle, the gang rating of the gang is increased as indicated by each member present.

PYROCAEN LORD (100 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	2	4	1	8

Gear: Laspistol, Shock Maul and a Force Field.

Leader: As per the rules for a Gang Leader.

PYROMAGIR (100 GANG RATING)

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

Gear: Flamer, Stubgun and Cult Icon.

CYNDER (50 GANG RATING)

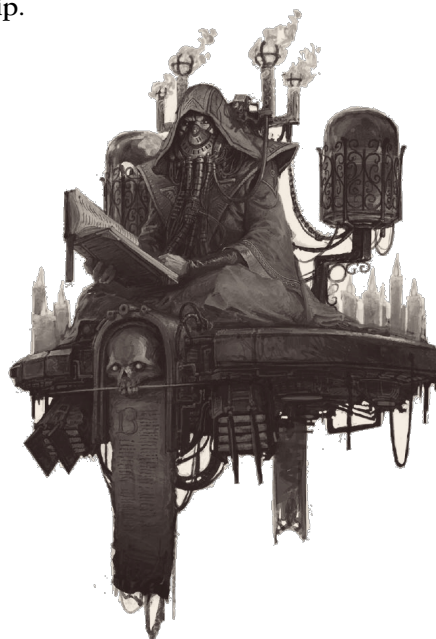
M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	6

Gear: Either a Laspistol and a sword or a Laspistol and a club.

Can be armed differently or the same.

A BAND APART

While they are controlled by the gang leader of the allied gang, they are treated as friendly only with each other for escaping pinning or using a leaders leadership.



CORPSE GUILD

Without the recycled flesh of the dead provided by the Corpse Guild, and processed by the Corpse Grinders, Necromunda would starve to death in a matter of weeks.

PERKS

EXTRA CORPSE-STARCH RATIONS

When counting the size of the allied gang when working out income, the gang is always considered to be 3 members less, to a minimum of 1.

COMMITMENTS

GUARD DUTY

During the Pre-Battle Sequence, if a gang with this allegiance is able to select which scenario to play they must roll a D6. On a 1, 2 or 3 they must select one of the scenarios from the following list instead, and they must play as the defender: Package Run, Caravan, Heist.

A gang can choose not to, but if they do not, they must test their allegiance.

MENTORS

The Corpse Guild offer Mentors in the way of a Corpse Harvesting Party, a small unit of a guild officials and their bodyguard.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if the Guild will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Guild Support Offered</u>
0-99	Will not Mentor	None
100-199	6+	Bodyguard
200-299	5+	+ 2 nd Bodyguard
300-399	4+	+ Factotum
400-499	3+	+ Procurator
500+	2+	Full Compliment

CORPSE HARVESTING PARTY

A Corpse Harvesting Party consists of:

- A Pale Consort (Procurator)
- A Bone Scrivener (Factotum)
- 2 Corpse Grinders (Bodyguard)

When members of the Corpse Harvesting Party assist an allied gang in a battle, the gang rating of the gang is increased as indicated by each member present.

PALE CONSORT (100 GANG RATING)

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

Gear: Laspistol, Knife, Mesh Armour and Respirator.

Leader: As per the rules for a Gang Leader.

BONE SCRIVENER (100 GANG RATING)

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

Gear: 2 Knives, Respirator and Cult Icon.

CORPSE GRINDERS (75 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	4	2	3	3	1	3	1	7

Gear: Chainaxe

A BAND APART

While they are controlled by the gang leader of the allied gang, they are treated as friendly only with each other for escaping pinning or using a leaders leadership.



SLAVE GUILD

Slaves and pit fighting are both entertainment and profit for a hive city, and both are controlled by the members of the Slave Guild.

PERKS

SLAVES FOR THE PIT

While the gang is allied with the Slave Guild whenever an opponent rolls for injuries after a battle, you can force them to roll an extra set of results for each seriously injured ganger. If the extra set of results is 'Captured' then you can force your opponent to use that result instead. Otherwise they must use the original result as normal.

Additionally should any of your gang members be sold to the guilders as part of the 'Capture' result they are returned to you instead (but without their equipment, which is kept by the enemy gang).

COMMITMENTS

GUARD DUTY

During the Pre-Battle Sequence, if a gang with this allegiance is able to select which scenario to play they must roll a D6. On a 1, 2 or 3 they must select one of the scenarios from the following list instead, and they must play as the defender: Package Run, Caravan, Heist.

A gang can choose not to, but if they do not, they must test their allegiance.

MENTORS

The Slave Guild offer Mentors in the way of a Slavers Entourage, a small unit of a guild official and their bodyguard.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if the Guild will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Guild Support Offered</u>
0-99	Will not Mentor	None
100-199	6+	Bodyguard
200-299	5+	+ 2 nd Bodyguard
300-399	4+	+Factotum
400-499	3+	+ Procurator
500+	2+	Full Compliment

SLAVER ENTOURAGE

A Slaver Entourage consists of:

- A Chain Lord (Procurator)
- A Shackleman (Factotum)
- 2 Pit Fighters (Bodyguard)

When members of the Corpse Harvesting Party assist an allied gang in a battle, the gang rating of the gang is increased as indicated by each member present.

CHAIN LORD (100 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	2	4	1	8

Gear: Chainaxe, Whip and Carapace Armour.

Leader: As per the rules for a Gang Leader.

SHACKLEMAN (100 GANG RATING)

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

Gear: Shock Maul, Harpoon Launcher and Cult Icon.

PIT FIGHTER (75 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	4	2	3	3	1	3	1	7

Gear: Chainaxe

A BAND APART

While they are controlled by the gang leader of the allied gang, they are treated as friendly only with each other for escaping pinning or using a leaders leadership.

HOUSE GREIM

Based in the spire of Hive Primus, the House owns huge portions of the plants weapons manufacturing capacity, and has built itself up as the 'military' House of the hive world. That the vast majority of its members have never seen a battle hasn't stopped it from proclaiming itself the pre-eminent military family of all Necromunda.

PERKS

THE FINEST ORDNANCE

While the gang is allied with the House Greim the gang can benefit from a higher grade of bullets, explosives and other ordnance. The fighters in the gang can re-roll any Ammo rolls they are required to make.

COMMITMENTS

MARTIAL PRIDE

If a allied gang loses a battle, they must second one of their gangers to the Militia. The gang leader must pick one of his gangers. Instead of generating income from territory, this ganger, must immediately role on the injury table. Results of 'Captured' are considered 'Full Recovery' instead. Should the ganger survive they gain an additional D6 experience.

A gang can choose not to, but if they do not, they must test their allegiance.

MENTORS

House Greim offer Mentors in the way of a Military Attaché, which includes a champion and their bodyguard.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if the House will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Mentor Support Offered</u>
0-149	Will not Mentor	None
150-299	5+	Bodyguard
300-449	4+	+ Champion
450+	3+	Full Compliment

MILITARY ATTACHÉ

A Military Attaché consists of:

- A Kreig Mester (Champion)
- A Jagerkin (Bodyguard)

When members of the Military Attaché assist an allied gang in a battle, the gang rating of the gang is increased as indicated by each member present.

KREIG MESTER (150 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	2	4	1	8

Gear: Bolt Pistol, Power Sword and Carapace Armour.

Leader: As per the rules for a Gang Leader.

JAGERKIN (150 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	3	2	7

Gear: Shotgun (with solid and scatter shells), Knife and Mesh Armour.

Skills: Marksmen, Nerves of Steel

A BAND APART

While they are controlled by the gang leader of the allied gang, they are treated as friendly only with each other for escaping pinning or using a leaders leadership.



HOUSE CATALLUS

Among the noble houses, Catallus is known as the house of masks. Brokers of diplomacy and deals they are the matchmakers and social overseers of Necromunda. They are one of the most mysterious of the Great Houses, and it's nobles never venture forth from their chambers without their traditional carnival masks in place.

PERKS

FACELESS ALLIES

House Catallus excels at making people disappear from Imperial records, or covering up their misdeeds. When a gang allied to House Catallus would roll on the Outlaw Table, they are always considered to have rolled the result 'Clean'.

COMMITMENTS

THE INVISIBLE TRUTH

Once a gang has made an alliance with House Catallus, make a note of it, even if the alliance is broken later. From this point onwards, should the gang ever attempt to make an allegiance (with any organisation), roll a D6. On a result of 1, the gang forms an allegiance with House Catallus again instead of the allegiance they were attempting to form.

Unlike other allegiances, House Catallus never require a gang to test their allegiance.

MENTORS

House Catallus offer Mentors in the way of a Catallus Carnival, which includes a noble and their bodyguard.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if the House will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Mentor Support Offered</u>
0-99	Will not Mentor	None
100-299	5+	Bodyguard
300-499	4+	+ Champion
500+	3+	Full Compliment

CATALLUS CARNIVAL

A Catallus Carnival consists of:

- A Masked Killer (Champion)
- A Mindfrayed (Bodyguard)

When members of the Catallus Carnival assist an allied gang in a battle, the gang rating of the gang is increased as indicated by each member present.

MASKED KILLER (175 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	2	4	2	8

Gear: Either a Power Sword and a One-in-a-million Laspistol or A Hunting Rifle and a One-in-a-million Laspistol

Leader: As per the rules for a Gang Leader.

Skills: Marksmen, Step Aside

MINDFLAYED (75 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
5	3	2	3	3	1	3	2	7

Gear: 2 Flails

Skills: Killer Reputation

A BAND APART

While they are controlled by the gang leader of the allied gang, they are treated as friendly only with each other for escaping pinning or using a leaders leadership.



HOUSE RAN LO

If the Guild of Coin counts Necromunda's coins, then House Ran Lo guard it's coffers. The Great House long ago established itself as the hive world's bankers and creditors, their legions of scribes responsible for the countless debts and loans that keep the planet's wealth firmly in the hands of Lord Helmawr.

PERKS

CHECKS AND BALANCES

House Ran Lo always look to balance the books and ensure the flow of creds into their coffers, and those of their allies, remain steady. After each battle, a gang allied with House Ran Lo gains an additional 2D6x10 credits of income.

COMMITMENTS

THE PRICE OF BUSINESS

Once a gang is in alliance with House Ran Lo, whenever they are collecting random income for a Territory and roll a 6, that dice must be treated as if it rolled a 3 instead.

A gang can choose not to, but if they do not, they must test their allegiance.

MENTORS

House Ran Lo offer Mentors in the way of a Auditing Conclave, which includes a noble and their bodyguard.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if the House will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Mentor Support Offered</u>
0-99	Will not Mentor	None
100-199	5+	Bodyguard
200-299	4+	+ Champion
300+	3+	Full Compliment

AUDITING CONCLAVE

An Auditing Conclave consists of:

- A Ran Lo Auditor (Champion)
- A Geld-scriver (Bodyguard)

When members of the Catallus Carnival assist an allied gang in a battle, the gang rating of the gang is increased as indicated by each member present.

RAN LO AUDITOR (75 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	2	4	1	8

Gear: Web Pistol, Knife and Mesh Armour

Leader: As per the rules for a Gang Leader.

GELT-SCRIVENER (75 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	1	3	2	7

Gear: One-in-a-million Long Rifle, Knife and Mesh Armour

Skills: Marksmen

A BAND APART

While they are controlled by the gang leader of the allied gang, they are treated as friendly only with each other for escaping pinning or using a leaders leadership.



HOUSE ULANTI

Much of the Ulanti intesests on Necromunda are tied to the production of chems and their sale to the wider Imperium. Each cycle, the Great House draws huge revenues from the world's drug trade, making the percentage taken by the Merchant Guild, the Narco Lords and even House Escher (who produce the chems) seem insignificant in comparion. All this wealth has, over centuries, saturated House Ulanti with a level of decadence considered extreme even by the standards of the other Noble Houses.

PERKS

EXCESSIVE WEALTH

After each battle, a gang allied with House Ulanti gains an additional 3D6x10 credits of income.

COMMITMENTS

INEVITABLE BETRAYAL

If a gang with an allegiance with House Ulanti loses a battle, they must test their allegiance. If the allegiance is broken then the gangs most recent opponent may form an allegiance with House Ulanti for their next battle, even if they already have an existing allegiance. After that battle, this temporary allegiance is broken automatically. This temporary allegiance does not include Inevitable Betrayal.

BORED NOW!

When generating income from the Excessive Wealth Perk, if the gang rolls a double then they must test the alliance.

MENTORS

House Ulanti offer Mentors in the way of a Court Advisor, which includes a noble and their bodyguard.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if an Court Advisor will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Mentor Support Offered</u>
0-349	Will not Mentor	None
350-749	5+	Full Compliment
750-999	4+	Full Compliment
1000+	3+	Full Compliment

COURT ADVISOR

An Court Advisor includes of:

- A Courtier (Champion)
- A Mirror Mask (Bodyguard)

For gang rating purposes a these have a combined gang rating of 350.

COURT ADVISOR (175 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	2	4	2	8

Gear: Needle Pistol, Power Sword and Force Field.

Skills: Step Aside

Leader: As per the rules for a Gang Leader.

MIRRORMASK (175 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	2	4	2	7

Gear: Needle Pistol, Power Sword and Force Field.

Skills: Disarm

Special: At the beginning of it's controllers Movement Phase, the Mirrormask may swap positions with the Court Advisor, regardless of where the two models are on the battlefield or if they are engaged in close combat or pinned. The Mirrormask and Court Advisor may then continue their turns as normal.

A BAND APART

While they are controlled by the gang leader of the allied gang, they are treated as friendly only with each other for escaping pinning or using a leaders leadership.



HOUSE KO'IRON

The matriarchal line of House Ko'Iron can trace its lineage back thousands of year on Necromunda. Though it's survival for such a long time is often put down to the double-dealings of its nobles, and their knack for picking the winning side more often than not, the truth is Ko'Iron endure because of its faith.

PERKS

RELIGIOUS POWER

A gang leader with an allegiance with House Ko'Iron can have their weapons 'blessed' by the priests of the Great House. For as long as the gang is allied to House Ko'Iron the gang leader may re-roll the first miss when rolling to hit with a ranged weapon, as well as a single dice in the first round of close combat for that battle.

COMMITMENTS

PENANCE FOR THE UNWORTHY

If a gang with an allegiance with House Ulanti loses a battle, then the gang leader must begin their next battle with a flesh wound.

A gang leader can choose not to, but if they do not, they must test their allegiance.

MENTORS

House Ko'Iron offer Mentors in the way of a Ministrorium Delegation, which includes a noble and their bodyguards.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if the House will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Mentor Support Offered</u>
0-99	Will not Mentor	None
100-199	5+	Bodyguard
200-299	4+	+ 2 nd Bodyguard
300- 499	3+	+ Champion
500+	4+	Full Compliment

MINISTRORIUM DELEGATION

A Ministrorium Delegation includes of:

- A Prima Materis (Champion)
- 2 Frateris Bodyguards (Bodyguard)

When members of the Ministrorium Delegation assist an allied gang in a battle, the gang rating of the gang is increased as indicated by each member present.

PRIMA MATERIS (150 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	2	3	2	8

Gear: Bolt Pistol, Shock Maul, Carapace Armour and a Force Field.

Leader: As per the rules for a Gang Leader.

FRATERIS BODYGUARDS (75 GANG RATING)

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

Gear: Either Evicerator and Laspistol or Chainsword and Lasgun.

A BAND APART

While they are controlled by the gang leader of the allied gang, they are treated as friendly only with each other for escaping pinning or using a leaders leadership.



HOUSE TY

Under the auspice of the Imperial House, House Ty maintains more psykers than any other Noble House and provides large numbers of recruits for the Adeptus Astra Telepathica. Many within Lord Helmawr's own stable of psykers and astropaths wear the jade robes of House Ty, along with the white or black mantles of the station.

PERKS

PSYCHIC PREMONITIONS

House Ty enter the dreams of gangs allied with them to implant images of the future to help them make the 'correct' upcoming choices. Before each battle, roll a D6. This is the number of premonition re-rolls you have for this game. These re-rolls can be used for to re-roll any dice you roll during the game, a dice can only ever be re-rolled once.

COMMITMENTS

THE COST OF LIES

If when rolling on the scenario table, you are given the choice to select the scenarios, roll a D6. On a result of 1, 2 or 3, you must allow your opponent to select the scenario instead.

A gang can choose not to, but if they do not, they must test their allegiance.

MENTORS

House Ty offer Mentors in the way of an Onmyodo Coven, which includes a noble and their bodyguard.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if the House will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Mentor Support Offered</u>
0-349	Will not Mentor	None
350-749	5+	Full Compliment
750-999	4+	Full Compliment
1000+	3+	Full Compliment

ONMYODO COVEN

An Onmyodo Coven includes of:

- An Onmyodo Telepath
- An Onmyodo Null

For gang rating purposes a these have a combined gang rating of 350.

PRIMA MATERIS (175 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	8

Gear: Shock Maul and a Force Field.

Leader: As per the rules for a Gang Leader.

FRATERIS BODYGUARDS (175 GANG RATING)

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

Gear: Boltgun, Power Sword, Mesh Armour and Respirator.

A BAND APART

While they are controlled by the gang leader of the allied gang, they are treated as friendly only with each other for escaping pinning or using a leaders leadership.

CONTROL COLLARS

The Onmyodo Coven both wear Control Collars. At the beginning of the Movement Phase, their controller may choose one of the members to have the following special rules until the beginning of their next Movement Phase;

Sanction Psyker (OnmyodoTelepath only)

The Onmyodo Telepath is able to use the following Telepath Wyrd Powers:
Mind Control
Invisibility

Psychic Null (Onmyodo Null only)

Any fighter within 6" of the Onmyodo Null (friend of foe) may not use any Wyrd Powers. In addition, all fighters (friend of foe) within 6" suffer a -2 modifier on any Leadership checks they are required to make.

HOUSE CAWDOR

House Cawdor is the stronghold of the Cult of the Redemption whose prophets foretell of universal destruction. Although the cult has its adherents throughout the hive, in House Cawdor it has attained the status of an official religion. For this reason the House is also known as the "House of Redemption".

GOODS

The following items can be purchased with a devotion to House Cawdor – they count as **common** items for the allied gang.

<u>Equipment</u>	<u>Cost</u>
Cult Icon	40
Bomb Delivery Rats	30
Incombustible Cloak/Robe	10

BOMB DELIVERY RATS

House Cawdor's territories are renowned for the rat infestations, more so than anywhere else in the hive. Fighters from House Cawdor have training techniques, passed down through the ages, to get these rats to do nearly anything. Most usefully (at least of underhive gangs) is the delivery of bombs.

A fighter equipped with bomb delivery rats may deploy one per turn instead of shooting in the shooting phase.

When a bomb delivery rat is deployed roll a D6. On 1, 2 or 3 the fighter has run of rats and can no longer deploy them this battle.

When the bomb delivery rat is deployed, place it so that it is base contact with the equipped fighter (use a counter or appropriate miniature to represent the rat). The fighter should then make a leadership test. If the test is passed, the fighter is free to move the rat 6" in any direction. Should the leadership test fail, then the rat moves in a direction determined by a scatter dice. The rat suffers no penalties for climbing, they will never fall and they may freely jump any gap of up to 2". The rat will not attempt to make larger jumps.

Should a bomb delivery rat end its movement within 1" of a fighter, friend or foe, or another bomb delivery rat, roll a D6. On a 2+ the grenade goes off following the rules for a frag grenade centred on the rat. On a 1, the grenade carried by the rat proves to be a dud and the rat scampers off into the darkness. In either case, remove the rat from play.

At the start of the fighters next shooting phases, if the

rat hasn't yet exploded or scampered away it will activate again. If the fighter is standing (i.e. not pinned, down or out) and the rat is within 9", then the fighter can attempt to control the rat by making a leadership test. If the test is failed, the rat is out of range, or the fighter is no longer standing then the rat will move in a random direction again. The rat will move 6" in either case.

Again, should the rat end within 1" of another fighter (or another rat), then it will test to explode as above.

Any fighter may attempt to either shoot or kick the rat.

The rat is a small target, so shooting it incurs a -1 penalty. To kick the rat, a fighter must be in base contact with it and roll equal or under their WS on a D6. If the rat is successfully shot or kicked roll a D6. On a 4+ the grenades goes off, as above. In either case, remove the rat from play.

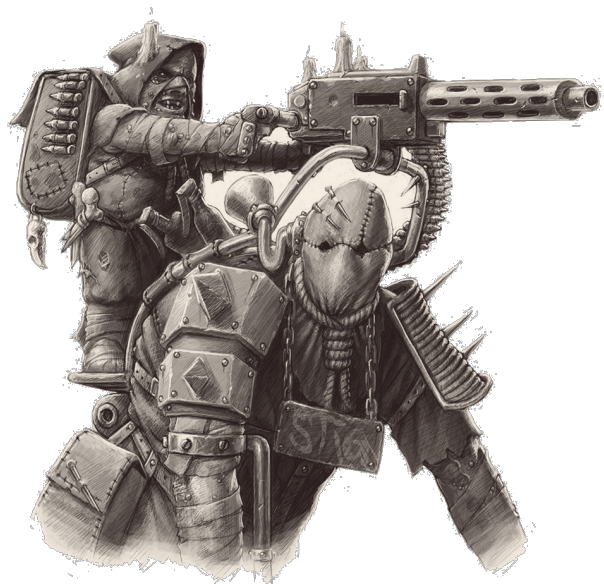
INCOMBUSTIBLE CLOAK/ROBE

With their ties to the Cult of the Redemption, House Cawdor's love of fire is well known. However, members of House Cawdor are not stupid, they know the destructive (if cleansing) power of fire all too well.

House Cawdor have long soaked their cloaks in sacred oils and wax to reduce the impact of fire.

A fighter with an incombustible cloak only catches fire on a 6+ regardless of the weapon they are hit by.

Furthermore, when on fire, the equipped fighter can re-roll the strength test to beat out the flames.



SERVICES

Gangs that dedicate themselves to House Cawdor are able to hire additional fighters not available to other gangs.

These are, Stig Shamblers (Brutes), Sheen Birds (Beasts) and Cherub Servitors (Beasts).

BRUTE : STIG-SHAMBLER

Cost to recruit: 150 credits

A common sight amongst the peoples of House Cawdor is that of the physically frail and the weak of mind coexisting, working together to do for one another that which they cannot do alone. Sometimes regarded as bearers of stigma, sometimes called 'stigs' amongst the gangs of House Cawdor, but never 'mutants'.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	5	4	3	3	2	7

Weapons: A Stig-Shambler may be given equipment chosen from the Heavy, Special, Hand-to-Hand, Pistols and Extras lists.

Brute: A Stig-Shambler is a brute. Only one brute can be included in any gang.

Weapon Platform: The Stig-Shambler can ignore the normal Move or Fire restriction all heavy weapons usually have. This allows them to be fired even if the Stig-Shambler moved during its movement phase, just like a normal gun. However, if it does move then it suffers a -1 to hit penalty when firing the heavy weapon.

Killer Rep': A Stig-Shambler has the Killer Reputation skill.

Experience and Skills: A Stig-Shambler starts the game with 60+1D6 experience. A Stig-Shambler can only pick skills from the Muscle and Shooting skill tables. Each of it's characteristics can only be increased a maximum of 1 time.

BEAST : SHEEN BIRD

Cost to recruit: 50 credits

Ancient biochemical constructs, created long ago to evoke a sense of the long-lost splendor of the natural world. Occasionally, Sheen Birds will make their way into the lower levels to the wonder of House Cawdor, who vies them as avatars of the Emperor's grace.

M	WS	BS	S	T	W	I	A	Ld
6	3	-	3	2	1	4	2	7

Fly: A Sheen Bird can fly.

Insignificant: This beast does not trigger nerve tests in other nearby friendly fighters when it goes down or out of action.

Long Leash: Unlike other Beasts, this Beast must remain within 12" of the Handler at all times. If the Handler is taken down or out of action, the Beast must remain within 12" of the body, but may otherwise move and fight normally.

Fly Aside: This beast has the Step Aside skill.

BEAST: CHERUB-SERVITOR

Cost to recruit: 50 credits

Created by the Magi Biologis, Cherub-Servitors are a common sight on Imperial worlds, particularly so amongst the many branches of the Imperial Creed. They form a number of roles, from porting ammunition and wargear to acting as a form of mobile cover, protecting those they serve by sacrificing their own vat-grown bodies.

M	WS	BS	S	T	W	I	A	Ld
5	2	-	2	2	1	4	1	7

Fly: A Cherub-Servitor can fly.

Insignificant: This beast does not trigger nerve tests in other nearby friendly fighters when it goes down or out of action.

Dive In-front: If this beast is within base contact of its handler then the first ranged attack that would target the handler each turn is resolved against this beast instead.

Fly Aside: This beast has the Step Aside skill.

COMMITMENTS

THE PRICE OF FAITH

After making an allegiance with House Cawdor you are not able to break the allegiance. You will never need to test the allegiance.

HOUSE DELAQUE

House Delaque benefits from a special understanding with the Imperial House of Helmawr, providing not just materials but also information to the rulers of Necromunda. Delaque spies are said to operate throughout the hive, observing the activities of the other Houses. It is rumoured that some of the ruling family members of the Houses, and even some Noble Houses, are in the pay of the Delaque.

GOODS

The following items can be purchased with a devotion to House Delaque – they count as **common** items for the allied gang.

Equipment	Cost
Web Pistol	120
Web Gun	150
Psychomancer's Harness	80

PSYCHOMANCER'S HARNESS

This strange form of servo harness combines the familiar underhive technology with the mysterious psychic sciences of House Delaque. Plugging directly into the wearer's mind mechanically and psychically, the wearer's strength and agility is greatly increased by the harness.

A Psychomancer's harness improves a fighter's Movement by 2. Additionally, the fighter can treat any vertical surface as though it had a ladder, making them able to pass over to what is many impassible terrain.

Finally a fighter in a Psychomancer's harness rolls an extra Attack dice when wielding pistols and/or hand-to-hand combat weapons even if they are also carrying a basic, special or heavy weapon. The additional bulk of those weapons is offset by the harness.

SERVICES

Gangs that dedicate themselves to House Delaque are able to hire additional fighters not available to other gangs.

These are, Piscean Spektor (Brutes), Spyker (Brutes), Cephalopod Spektor (Beasts) and Psychoteric Wyrms (Beasts).

BRUTE : PISCEAN SPEKTOR

Cost to recruit: 200 credits

A cybernetic form wrapped around a harvested xenos brain, the Spektor retains much of its memories from its prior existence, and serves the Clan House in accordance with an ancient pact between humans and its race.

M	WS	BS	S	T	W	I	A	Ld
5	4	2	4	4	3	4	3	8

Weapons: A Piscean Spektor is armed with sharp claws (counts as a knife) and Carapace Armour. It cannot use any other weapons or equipment.

Brute: A Piscean Spektor is a brute. Only one brute can be included in any gang.

Fly: A Piscean Spektor can fly.

Psychoteric Power: A Piscean Spektor can use Wyrd Powers similar to the Wyrd hired gun. Each Piscean Spektor begins with a random power from either the Telepath or Telekineitic Primary Powers.

When rolling either a 2 or 12 as part of an advance, instead of generating a new skill the Piscean Spektor can generate an additional random power from either the Telepath or Telekineitic Primary Powers.

Using one of these strange creatures comes with an increased chance of being outlawed if reported to the Watchmen as if a Wyrd was part of your gang.

Experience and Skills: A Piscean Spektor starts the game with 60+1D6 experience. A Piscean Spektor can only pick skills from the Combat and Ferocity skill tables. Each of its characteristics can only be increased a maximum of 1 time.

BRUTE : SPYKER

Cost to recruit: 90 credits

Dosed up with concentrated Ghast solutions, an individual with a glimmer of psychic potential can be subjected to a forced 'evolution' by the Delaque. It is a process that can take months or year, the prospective Spyker strapped into a medicae harness as their body atrophies and their cranium expands.

M	WS	BS	S	T	W	I	A	Ld
6	1	1	3	3	2	4	1	8

Weapons: A Spyker may be given equipment chosen from and Extras lists, but may use no other weapons except a knife.

Brute: A Spyker is a brute. Only one brute can be included in any gang.

Fly: A Spyker can fly.

Psychoteric Mastery: A Spyker can use Wyrd Powers similar to the Wyrd hired gun. Each Spyker begins with a random power from both the Telepath and Telekeneitc Primary Powers.

When rolling either a 2 or 12 as part of an advance, instead of generating a new skill the Spyker can generate an additional random power from either the Telepath or Telekeneitc Primary Powers.

Using one of these strange creatures comes with an increased chance of being outlawed if reported to the Watchmen as if a Wyrd was part of your gang.

Experience and Skills: A Spyker starts the game with 60+1D6 experience. A Spyker can only pick skills from the Stealth or Techno skill tables. Each of it's characteristics can only be increased a maximum of 1 time.

BEAST : CEPHALOPOD SPEKTOR

Cost to recruit: 100 credits

Each Spektor is a writhing mass of tentacles and cleaming oculi, its whirring lenses constantly tracking the shadows for movement.

M	WS	BS	S	T	W	I	A	Ld
5	3	-	3	3	1	4	1	7

Fly: A Cephalopod Spektor can fly.

Insignificant: This beast does not trigger nerve tests in other nearby friendly fighters when it goes down or out of action.

Watch Dog: If this beast is within 3" of it's handler then the handler may re-roll the D6 to determine spotting distance when they are acting as a sentry.

BEAST: PSYCHOTERIC WYRM

Cost to recruit: 70 credits

Psychoteric Wyrms are disturbing creations born of dark technology and alien biology.

M	WS	BS	S	T	W	I	A	Ld
6	3	-	3	3	1	3	1	7

Burrowing: This beast is able to burrow beneath and through metal and rockcrete floors of the underhive. Durings its movement it may pass through any normally impassible terrain (walls, doors, vents, etc), is able to move up at normal pace on any surface, but must end its turn on flat ground.

Insignificant: This beast does not trigger nerve tests in other nearby friendly fighters when it goes down or out of action.

Long Leash: Unlike other Beasts, this Beast must remain within 12" of the Handler at all times. If the Handler is taken down or out of action, the Beast must remain within 12" of the body, but may otherwise move and fight normally.

COMMITMENTS

THE PRICE OF SHADOW

After making an allegiance with House Delaque you are not able to break the allegiance. You will never need to test the allegiance.



HOUSE ESCHER

Escher society has long since developed to cope with its uniquely imbalanced population so that it is no longer perceived as a disadvantage. The Escher have a reputation for arrogance and are said to look down upon and pity all males. They are particularly dismissive of the Goliaths as simple and brutish. The two Houses are old enemies and skirmishes along their borders are common.

GOODS

The following items can be purchase with a devotion to House Escher – they count as **common** items for the allied gang.

Equipment	Cost
Needle Pistol	80
Needle Rifle	180
Shock Whip	35

SERVICES

Gangs that dedicate themselves to House Escher are able to hire additional fighters not available to other gangs.

These are, Death Maidens (Brutes), Phyr Cat (Beasts), Phelynx Spektor (Beasts) and Khimerix (Beasts).

BRUTE : DEATH MAIDEN

Cost to recruit: 115 credits

The Moraegan, or Death Maidens, are the terror weapon of House Escher. Raised from their graves for revenge, they stalk the hives, dealing retribution in the name of the House of Blades.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	4	2	4	1	8

Weapons: A Death Maiden may be given equipment chosen from the Hand-to-Hand, Pistols, Basic and Extras lists.

Brute: A Death Maiden is a brute. Only one brute can be included in any gang.

Poison Blood: Any knives, Chains or Flails, Clubs, Mauls or Bludgeons, Massive Weapons or Swords carried by a Death Maiden's is always considered to be applied with Blade Venom.

Furthermore, a Death Maiden does not suffer D3 wounds, nor considers those wounds high impact when wounded by a weapon coated in blade venom.

Finally, Death Maidens do not suffer hits from their own blade venom coated weapons when they roll a fumble.

Killer Rep': A Death Maiden has the Killer Reputation skill.

Experience and Skills: A Death Maiden starts the game with 60+1D6 experience. A Death Maiden can pick skills from the Agility, Combat, Ferocity and Stealth skill tables. Each of it's characteristics can only be increased a maximum of 1 time.

BEAST : PHYRR CAT

Cost to recruit: 120 credits

Such beasts are rare in the extreme and smuggling them planetside to Hive Primus is no mean feat. They are an incredibly rare sight even amongst the hierarchy of House Escher.

M	WS	BS	S	T	W	I	A	Ld
7	4	-	3	3	1	5	2	7

Long Leash: Unlike other Beasts, this Beast must remain within 12" of the Handler at all times. If the Handler is taken down or out of action, the Beast must remain within 12" of the body, but may otherwise move and fight normally.

Lands on their feet: A Phyr Cat treats all fall distances as 3" less for determining fall damage. This means that Phrr Cats do not take damage from 3" falls, and can continue on the turn normally.



BEAST : PHELYNX

Cost to recruit: 50 credits

A Phelynx or Venom Cat is a mixture of both Phyrr Cat and reptilian biology. Their bite is toxic and can incapacitate or kill in moments.

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

Poison Bite: If this beast wins a round of close combat against a foe it will bite them with its poisoned fangs. Each hit scored will automatically inflict a wound without having to roll against the victim's Toughness. Armour saves may still protect a target as normal. If the victim suffers his final wound to this beast do not roll on the normal Injury Table, instead roll on the table below.

- 1-2 **No Effect:** The beasts venom fails to paralyse its victim. The model continues to fight on and the wound is ignored.
- 3-6 **Out of Action:** The victim is paralysed and is severely chewed up by the beast. The model is taken out of action.

BEAST : KHIMERIX

Cost to recruit: 220 credits

A Phelynx or Venom Cat is a mixture of both Phyrr Cat and reptilian biology. Their bite is toxic and can incapacitate or kill in moments.

M	WS	BS	S	T	W	I	A	Ld
6	3	-	4	5	3	4	3	7

Chem Cloud Breath: This beast has dangerous toxic breath. This is treated as if it was a flamer without the chance of setting it's target on fire.

Regeneration: If this beast is not on fire roll a D6 at the start of it's movement phase. On a 4+ it recovers a lost wound it has suffered previously in the battle.

COMMITMENTS

THE PRICE OF BLADES

After making an allegiance with House Escher you are not able to break the allegiance. You will never need to test the allegiance.

HOUSE GOLIATH

The other Houses see the Goliaths as barbaric, and unpredictable. Goliath institutions such as the fighting pits and the Feast of the Fallen do nothing to dispel the impression of a violent people inimical to their neighbours. Size and strength are seen as the measure of a man. Their style of dress emphasises a preoccupation with physique, featuring weighty chains and spiked metal bracers.

GOODS

The following items can be purchased with a devotion to House Escher – they count as **common** items for the allied gang.

Equipment	Cost
Rivet Cannon (Heavy Weapon)	80
Partial Servo Harness	80
Combat Stimm Harness	60

RIVET CANNON

The Rivet Cannon is a type of construction equipment used as a makeshift weapon in places such as Necromunda. This improvised weapon fires rivet nails at a target. While the other Houses use similar items in industry, only House Goliath use these weapons for war. It can be used in two modes, one designed for quick work on stand thickness materials, as well as as super-heated version used to penetrate very thick plasteel.

Firing on Standard:

Range		To Hit		Str.	Damage	Mod.	Roll
Short	Long	Short	Long				
0-3	3-9	+2	-	4	1	-1	3+

Sustained Fire: 1 dice.

Rend: A Fighter firing a Rivet Cannon is able to re-roll to-wound rolls made the Rivet Cannon.

Firing on Super-heated:

Range		To Hit		Str.	Damage	Mod.	Roll
Short	Long	Short	Long				
0-3	3-9	+2	-	6	1D3	-3	3+

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

Rend: A Fighter firing a Rivet Cannon is able to re-roll to-wound rolls made the Rivet Cannon.

COMBAT STIMM HARNESS

A combat stimm harness is a suit made of vials, flask and hydraulics that can pump a cocktail of dangerous combat drugs directly into the wearer in an instant.

A combat stimm harness can be activated during combat. Until the end of the phase the fighter gains an additional +D3 attacks. However if the dice roll is a natural 1, the fighter instead suffers a bad reaction and its Attacks characteristic is reduced to 1 until the end of the phase instead.

Finally a fighter in a partial servo harness rolls an extra Attack dice when wielding pistols and/or hand-to-hand combat weapons even if they are also carrying a basic, special or heavy weapon. The additional bulk of those weapons is offset by the harness.

SERVICES

Gangs that dedicate themselves to House Goliath are able to hire additional fighters not available to other gangs.

These are; 'Zerker (Brutes), Stimmer (Brutes) and Sumpkroc (Beasts).

BRUTE : 'ZERKER

Cost to recruit: 210 credits

Sometimes a Stimmer pushes their body too far, taking a cocktail of stims that is beyond what their body can take. Some extreme Stimmers even undergo bone grafts or surgery to vastly increase their muscle mass. In many extreme cases the Stimmer usually dies a horrifyingly painful death. However sometimes a Stimmer will survive, although all that will be left is a slaving beast barely able to string a sentence together.

M	WS	BS	S	T	W	I	A	Ld
4	5	-	6	5	3	2	3	8

Weapons: A 'Zerker cannot use any weapons except for its massive fists (counts as a single knife).

Brute: A 'Zerker is a brute. Only one brute can be included in any gang.

Can't be pinned: A 'Zerker cannot be pinned, they are rarely aware of danger and pain is usually just a nuisance.

Experience and Skills: A 'Zerker cannot earn experience, being barely more than a beast and therefore cannot gain skill or advances.

BRUTE : STIMMER

Cost to recruit: 125 credits

When a ganger rises up through the ranks and gets a taste for chems and violence, they sometimes eschew the path to leadership, instead focusing all their efforts on the mastery of violence in its most brute forms. This is the Stimmer, and is happiest when running screaming at the enemy, or reducing fools to bloody hunks of meat.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	4	2	4	2	7

Weapons: A Stimmer may be given equipment chosen from the Hand-to-Hand, Pistols, Basic, Special and Extras lists.

Brute: A Stimmer is a brute. Only one brute can be included in any gang.

Massive Strength: A Stimmer may ignore the rule 'Two-handed' on close combat weapons and use can even use two weapons with this rule, gaining an extra attack.

Additionally, a Stimmer can fire two ranged weapon on their turn, similar to the Gunfighter skill, however this applies to all weapons, not only pistols, and the Stimmer suffers a -1 to hit on each to hit roll for each weapon. Should the Stimmer ever gain the Gunfighter skill, then the skill applies to all weapons instead of just pistols and the penalty no longer applies.

Experience and Skills: A Stimmer starts the game with 60+1D6 experience. A Stimmer can pick skills from the Combat, Ferocity and Shooting skill tables. Each of it's characteristics can only be increased a maximum of 1 time.

BEAST : SUMPKROC

Cost to recruit: 130 credits

Legend has it the original reptiles that became the Sumpkroc of today were originally imported as pets for uphive nobility. Over time they grew larger and more ferocious, as was the fashion at the time, which eventually led to them being abandoned into the underhive. Over the millennia (with the help of some genetic manipulation) they have become the savage beasts in use by House Goliath today.

M	WS	BS	S	T	W	I	A	Ld
4	4	-	4	4	2	2	2	7

Counter-charge: Whenever the handler for this beast is charged, as long as this beast is not already engaged in hand-to-hand combat it may make an immediate charge move towards the fighter that charged it's handler. If it reached that fighter, it joins the combat as normal, and counts as having charged for the first round of combat.

Scaly Hide: This beast has a 5+ armour save.

COMMITMENTS

THE PRICE OF CHAINS

After making an allegiance with House Goliath you are not able to break the allegiance. You will never need to test the allegiance.



HOUSE ORLOCK

House Orlock is known as the "House of Iron" because its foundations lie upon deep ferrous slag pits. The hivers mine these pits for the debris of ancient times and extract enough pure metal from the refuse to serve their industries. Over the centuries extensive mining of the slag has caused some lower domes to collapse. In the past this led to hivequakes and the destruction of several overlying domes.

GOODS

The following items can be purchased with a devotion to House Orlock – they count as **common** items for the allied gang.

<u>Equipment</u>	<u>Cost</u>
Jump Booster	30
Partial Servo Harness	80
Storm Bolter	80

JUMP BOOSTER

A jump booster is a device powered typically by volatile chemicals, that allows its wearer to jump greater distances at speed.

A fighter equipped with a Jump Booster adds +3 to their movement characteristic and can re-roll the D6 when jumping across a gap.

Additionally a fighter with a Jump Booster can 'Jump Up' a gap of 3" but it costs them 6" of movement to do so.

SERVICES

Gangs that dedicate themselves to House Orlock are able to hire additional fighters not available to other gangs.

These are, Cargo Servitor (Brutes) and Combat-dog (Beasts).

BRUTE : CARGO SERVITOR

Cost to recruit: 230 credits

A servitor is the catch-all term applied to a wide class of mindless, cybernetic drones created from a fusion of Human flesh and robotic technology that are used to carry out simple, manual tasks across the Imperium of Man.

While many of these programmable cybernetic slaves are genetically-engineered, vat-grown sub-Human clones or replica created by the Adeptus Mechanicus from Human genomes who have their bionic implants installed after "birth," others were once truly Human.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	5	5	3	3(2)	2	7

Weapons: A Cargo Servitor may be given equipment chosen from the Hand-to-Hand, Pistols, Basic, Special, Heavy and Extras lists. All Cargo Servitors are equipped with Carapace Armour for free.

Brute: A Cargo Servitor is a brute. Only one brute can be included in any gang.

Weapon Platform: The Cargo Servitor can ignore the normal Move or Fire restriction all heavy weapons usually have. This allows them to be fired even if the Cargo Servitor moved during its movement phase, just like a normal gun. However, if it does move then it suffers a -1 to hit penalty when firing the heavy weapon.

Ammo-Hopper: A Cargo Servitor can re-roll any failed Ammo checks that roll a natural 1.

Experience and Skills: A Cargo Servitor cannot earn experience, being barely more machine than man and therefore cannot gain skill or advances.

BEAST : COMBAT-DOG

Cost to recruit: 35 credits

Mankind has used dogs for long millennia as both guards, companions and pets.

Dogs were brought with mankind into the stars and Necromunda has them in abundance. House Orlock are renowned for especially well trained dogs that they use to guard their territory.

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

Long Leash: Unlike other beasts, Combat-dogs must remain within 12" of the Handler at all times. If the Handler is taken down or out of action, the Beast must remain within 12" of the body, but may otherwise move and fight normally

Intense Training: Like all beasts, Combat-dogs do not gain experience. However, if their handler gains an experience advance and is permitted to choose any skill table, that is, he rolls a 1 or 12, the Canine may roll on the Canine Advance Chart instead of gaining a skill themselves. Each individual advance can only be received once.

CANINE ADVANCE CHART

D6

1-3 Roll a further D6

1: +1 WS

2: +1 Toughness

3: +1 Initiative

4: +1 Attack

5: + 1 Wound

6: Skill: roll a further D6

1-3: Sprint

4-6: Disarm

4-6 Skill: roll a further D6

1-2: True Grit

3-4: Bulging Biceps (Jaws)

5: Iron Jaw

6: Berserk Charge



COMMITMENTS

THE PRICE OF IRON

After making an allegiance with House Orlock you are not able to break the allegiance. You will never need to test the allegiance.

HOUSE VAN SAAR

The Van Saar are reputed to be a serious minded and humourless people, with a deeply ingrained sense of order. Like all the Houses of Hive City they have a style of dress which marks them out. In the case of the Van Saar this takes the form of a tight fitting body suit designed to protect and sustain the wearer in the hive environment. Semi-permeable membranes in the suit reduce the loss of body moisture whilst various spots on the material change colour to warn the wearer of airborne toxins and reduced oxygen levels.

GOODS

The following items can be purchase with a devotion to House Van Saar – they count as **common** items for the allied gang.

<u>Equipment</u>	<u>Cost</u>
Energy Shield	60
Grav Gun	120
Grav Pistol	45
Grav Cutter	35
Parial Servo Harness	80
Full Servo Harness	160

GRAV CUTTER

A Grav Cutter creates a cushion under its rider and allows the brave fighter to glide around the underhive.

A fighter equipped with a Grav Cutter increases their Movement by +2 and can fly.

A fighter with a Grav Cutter can never try to escape pinning for any reason.

A fighter with a Grav Cutter can only hide during their turn if they didn't move that turn and cannot only remain hidden if they move 4" or less during their turn.

SERVICES

Gangs that dedicate themselves to House Van Saar are able to hire additional fighters not available to other gangs.

These are, Cyberachnid (Beasts).

BEAST : CYBERACHNID

Cost to recruit: 75 credits

The cyberachnids are constructs made by House Van Saar to be used as scouts.

M	WS	BS	S	T	W	I	A	Ld
6	3	-	2	2	1	5	1	7

Climb: This beast can move up or down even if there is no ladder or vertical surface. The distance is counted against the beasts movement that turn and it must end its move on the ground, not dangling in mid-air.

Killer Rep': This beast has the Killer Reputation skill.

Venomous Fangs and Entangling Webs: This beast count as being equipped with a Needle Pistol when in hand-to-hand combat and a Web Pistol otherwise.

COMMITMENTS

THE PRICE OF ARTIFICE

After making an allegiance with House Van Saar you are not able to break the allegiance. You will never need to test the allegiance.



ARCH REDEMPTIONIST

An Arch Redemptionist is one of the most feared Redemptionist Priests in the Underhive. They are mystics, prophets, and prominent leaders in the Redemptionist cause, living a solitary, hermit-like existence. They constantly drifts from settlement to settlement preaching to Redemptionists and whipping them into a state of intolerant fury, which most invariably ends at the very least in a lynching, and more often than not, in wholesale slaughter and genocide.

MENTORS

The Arch Redemptionist offers to Mentors the allied gang in battle.

Depending on the difference between the two gangs will determine how likely the Arch Redemptionist is to appear:

To see if the Arch Redemptionist will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>
0-349	Will not Mentor
350-499	6+
500-599	5+
600-699	4+
700+	3+



ARCH REDEMPTIONIST

When an Arch Redemptionist assists an allied gang in a battle, the gang rating of the gang is increased by +325.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	5	2	4	1	9

Gear: Flamer, Stub gun, Massive Weapon and Mesh Armour.

Skills: Jump Back (Agility), Nerves of Steel (Ferocity) and Parry (Combat).

Fuel Canister: An Arch Redemptionists flamer is extremely well maintained and benefits from a huge canister of fuel on his back. Therefore, the flamer will automatically pass any ammo-rolls it is required to make.

Rabble-Rouser: Any gang that includes an Arch Redemptionist will have been worked into a foaming blood lust before the battle by one of their famous speeches. The fighter's will never give up and will not stop fighting unless the Arch Redemptionist tells them to. This means that the gang will never have to make any bottle check rolls and can only voluntarily bottle out.

HATE!: The Arch Redemptionist is immune to all psychology tests except for 'hatred,' as the Arch Redemptionist hates everybody.

COMMITMENTS

THE PRICE OF FIRE

If a gang with an allegiance with an Arch Redemptionist does not wound an enemy fighter with a template weapon, then the gang leader must begin their next battle with a flesh wound.

A gang leader can choose not to, but if they do not, the allegiance is automatically broken.

PIT SLAVE LEGEND

Bull Gorg was a famous pit fighter who led the greatest slave revolt the Underhive has ever seen. At the head of an army of ex-slaves he managed to capture the entire settlement of Dead End Pass and charged tolls on the traders and other traffic that passed through the town. Bull Gorg also outlawed slavery in his settlement and freed the prisoners in any slave train that happened to pass through. This angered the Guilders that ran the slave trains and they were eventually forced to send an army of mercenaries and cutthroats to attack the town. A traitor opened the settlement's gates and the guilders's 'army' sacked Dead End Pass. They stained the streets red with blood. Bull Gorg was captured and executed as a common criminal, his head stuck upon a spike and displayed as a warning against any that might challenge the Guilder's power.

Or was it really Bull Gorg? And yet...Rumors persist that Bull Gorg's execution was staged by the Guilders, and that Bull Gorg himself escaped and angrily stalks the Underhive to this day. Such stories are told only in whispers, for those that repeat them too loudly quickly draw the attention of the Guilders and either disappear or suffer a fatal accident. Still, the stories continue and now, most Underhivers believe that Bull Gorg is not only still alive, but will again one day return to Dead End Pass at the head of another army to take back what he once stole.

Is this Pit Slave Legend Bull Gorg? He certainly looks like him...

MENTORS

The Pit Slave Legend offers to Mentors the allied gang in battle.

Depending on the difference between the two gangs will determine how likely the Pit Slave Legend is to appear:

To see if the Pit Slave Legend will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>
0-399	Will not Mentor
400-599	6+
600-699	5+
700-799	4+
800+	3+

PIT SLAVE LEGEND

When a Pit Slave Legend assists an allied gang in a battle, the gang rating of the gang is increased by +375.

M	WS	BS	S	T	W	I	A	Ld
4	7	3	4	4	3	6	3	9

Gear: Two Chainswords and a Forcefield.

Skills: Body Slam (Muscle), Combat Master (Combat), Iron Jaw (Muscle), and Killer Reputation (Ferocity).

Pit Slave Hero: Pit slaves regard the Legend as a hero and the man that will eventually lead them to freedom. They will not attack him in any way and he, in return, will not attack them either. This does not stop the Legend and opposing pit slaves from attacking other members of the other gang, but rather they will just not harm each other. In addition, any pit slaves on the same side as the Legend can use his Leadership characteristic when they take any Leadership tests as long as he is not down or out-of-action

COMMITMENTS

THE PRICE OF FREEDOM

If a gang with an allegiance with a Pit Slave Legend captures an enemy fighter, they must return them to the enemy gang after the battle, they cannot sell them to slavery, put them to work in the mines etc.

A gang leader can choose not to, but if they do not, the allegiance is automatically broken.



RATSKIN CLAN LORD

A Ratskin Clan Lord is part king, part shaman, part seer and part warrior. They lead not a single tribe but many, lending their wisdom and fervour in the fight against the invaders.

MENTORS

The Ratskin Clan Lord offers to Mentors the allied gang in battle.

Depending on the difference between the two gangs will determine how likely the Ratskin Clan Lord is to appear:

To see if the Ratskin Clan Lord will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>
0-249	Will not Mentor
250-399	6+
400-599	5+
600-699	4+
700+	3+



RATSKIN CLAN LORD

When a Ratskin Clan Lord assists an allied gang in a battle, the gang rating of the gang is increased by +250.

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	3	2	5	2	9

Gear: Power Axe, Knife and a Bloodmare Stone

Skills: Combat Master (Combat), Escape Artist (Stealth), Parry (Combat), Nerves of Steel (Ferocity), and True Grit (Ferocity).

Brave: The Ratskin Clan Lord is immune to Fear and Terror.

Ratskin: The Ratskin Clan Lord is a Ratskin and any special rules for Ratskins apply to them as well.

Bloodmare Stone: The Ratskin Clan Lord possesses a mysterious artifact known only as the Bloodmare Stone. This item has an ancestral power known only to the Ratskins, which allows The Clan Lord to instil a great spirit of resistance in the Ratskin tribes of Necromunda. The Bloodmare Stone can be used in two ways:

At the start of the game The Clan Lord can activate the Bloodmare and while it remains activated all Ratskins on the table can test to escape pinning, even if they have no friendly fighters within 2" of them. The Bloodmare Stone remains activated until The Clan Lord is taken out-of-action or until it is used as below.

The second way that The Clan Lord can use the Bloodmare Stone is to unleash its massive power in a single energy blast as a shooting attack. To fire the Bloodmare Stone's using the flamer template. Each fighter completely under the template is hit automatically and each fighter partially under the template is hit on a D6 result of 4+. Fighters that are hit suffer a single strength 7 hit that is high impact, has a save modifier of -4, and causes 1 wound.

COMMITMENTS

THE PRICE OF LIVING

If a gang with an allegiance with a Rat Skin Clan Lord captures an enemy fighter, they must sell any items they keep as part of the capture result. They must also not purchase any weapons that are not on the Ratskin Weapon List.

A gang leader can choose not to, but if they do not, they must test the allegiance, testing for each weapon not sold or weapon purchased.

SCAVVY KING

Scavvy Kings are always if slowly and surely, trying to build a fearsome reputation in the Underhive.

Scavvy Kings have proven themselves to be the most resourceful, cunning, and quite exceptionally brutal scavvy leaders of all. This helps to enhance and increase their already impressive reputation.

MENTORS

The Scavvy King offers to Mentors the allied gang in battle.

Depending on the difference between the two gangs will determine how likely the Scavvy King is to appear:

To see if the Scavvy King will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>
0-199	Will not Mentor
200-299	6+
300-399	5+
400-499	4+
500+	3+



SCAVVY KING

When a Scavvy King assists an allied gang in a battle, the gang rating of the gang is increased by +200.

M	WS	BS	S	T	W	I	A	Ld
4	5	5	4	3	2	5	2	9

Gear: Autopistol, Club

Skills: Iron Will (Ferocity Skill)

King: If a Scavvy King is part of a gang then he effectively takes over as the gang leader for the scenario. This means that any fighters within 6" of the Scavvy King can use his leadership characteristic when they take a leadership based test and that any bottle checks are taken using his leadership characteristic. If the Scavvy King is taken 'down' or 'out-of-action' then the original scavvy boss takes over.

COMMITMENTS

THE PRICE OF FEAR

A gang with an allegiance with a Scavvy King must bring Plague Zombies to every battle.

A gang leader can choose not to, but if they do not, they must test the allegiance.

SPYRER HIERARCHS

Spyrers are sent below the wall in teams. Once in the Underhive they can expect little help, no money and no resources: they have only the equipment they bring with them and their own native wits to help them survive. The only assistance they can expect to receive is the occasional appearance of the Noble House Matriarch or Patriarch that has sponsored the team, either or both of whom will occasionally venture into the Underhive to see at first hand how their charges are doing, and maybe lend them a hand against especially dangerous opponents.

MENTORS

The Spyrer Hierarchs are the Patriarch and Matriarch, they offer their assistance as Mentors to the allied gang in battle, but only **one** will assist at any one time, and each may be called to assist only **once**. These limitations each time the Spyrsers complete their vow.

Depending on the difference between the two gangs will determine how likely the Patron is to appear:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>
0-499	Will not Mentor
500-999	4+
1000+	Automatic

PATRIARCH

When a Patriarch assists an allied gang in a battle, the gang rating of the gang is increased by +1000.

M	WS	BS	S	T	W	I	A	Ld
4	6	5	4	4	3	6	3	8

Weapons: The Patriarch is armed with two boosted pulse lasers, and two power claws. The Patriarch may use both pulse lasers when he shoots, and may engage different targets with each one if desired. Both power claws may be used in hand-to-hand combat.

Armour: The Patriarch suit gives the wearer the following characteristic increases: Weapon Skill +1, Strength +1. These increases have been included in the Patriarch profile above.

The Patriarch suit also gives an Armour saving throw of 2,3, 4, 5 or 6 on a D6.

Equipment: A Patriarch is equipped with a bio-booster, bio-scanner, filter plugs and photo contacts.

Skills: The Patriarch has the following skills: Iron Will (ferocity), Hurl Opponent (muscle), Marksman (shooting).

PATRIARCH BOOSTED PULSE LASERS

The Patriarch is armed with two laser weapons based on the same technology as the Yeld's laser gauntlets. In the case of the Patriarch, the weapons are fitted to two of the cybernetically controlled arms of combat armour. Thanks to the armour's sophisticated targeting systems, both weapons can be used simultaneously, and are capable of engaging separate targets if desired.

Range		To Hit		Save		Ammo	
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-10	10-20	+1	-	4	1	-1	2+

Sustained Fire: 1 dice.

PATRIARCH POWER CLAWS

Two of the arms that belong to the Patriarch's combat armour are fitted with power claws. These deadly weapons can whip round to attack any enemy that moves close to the Patriarch. They are surrounded by a shimmering blue power field, and are perfectly capable of punching through solid steel if need be.

<u>Range</u>	<u>Strength</u>	<u>Damage</u>	<u>Save Mod.</u>
Close Combat	5	1	-3

MATRIARCH

When a Matriarch assists an allied gang in a battle, the gang rating of the gang is increased by +1000.

M	WS	BS	S	T	W	I	A	Ld
6	6	5	3	4	3	7	3	8

Weapons: The Matriarch is armed with a sharpened monomolecular sword and a chainscythe.

Armour: The Matriarch suit gives the wearer the following characteristic increases: Movement +1, Weapon Skill +1, Initiative +1. These increases have been included in the Matriarch profile above.

The Matriarch suit also gives an Armour saving throw of 4,5 or 6 on a D6 and includes a chameleon cloak.

The chameleon cloak inflicts a -1 to hit modifier on all shooting attacks made on the Matriarch, and a -1 combat score modifier against any opponent fighting the Matriarch in hand-to-hand combat.

Equipment: A Matriarch is equipped with a bio-booster, filter plugs and photo contacts.

Skills: The Matriarch has the following skills: Jump Back (agility), Combat Master (combat), Counter-Attack (combat), Killer Reputation (ferocity), Infiltration (stealth).

MATRIARCH SHARPENED MONOMOLECULAR SWORD

The monomolecular sword carried by the Matriarch is a marvel of molecular engineering. It has been boosted to its full potential.

<u>Range</u>	<u>Strength</u>	<u>Damage</u>	<u>Save Mod.</u>
Close Combat	As user +2	1	-3

Parry: A Matriarch with this sword is able to parry as described in the game rules.

MATRIARCH CHAINSCYTHE

A Spyrrer Matriarch is armed with a chainscythe. When not in use, the chainscythe can be folded down into a small baton carried on the Matriarch's hip or in her hand. At the touch of a button it quickly expands out into a deadly close combat weapon that is capable of slicing a man in two.

<u>Range</u>	<u>Strength</u>	<u>Damage</u>	<u>Save Mod.</u>
Close Combat	5	1	-1

COMMITMENTS

THE PRICE OF POWER

A gang with an allegiance with a Spyrrer Hierarch must end each battle with at least one of the enemy fighters taken out of action.

If a gang leader does not, they must test the allegiance.

COLD TRADERS

There is always a market for off-world goods, especially those prohibited by the imperium. Cold Traders ensure a steady supply of this contraband for any who can meet their price.

GOODS

XENOS ARTEFACTS

While the gang is allied with the Cold Traders the gang is able to purchase illegal xenos weapons.

Basic Weapons	Cost
Kroot Long Rifle	30
Rak'Gol Razor Gun	60
Sling Gun	55

Special Weapons

Hrud Fusil	120
Yu'vanth Puzzle Box	150

COMMITMENTS

PRESS GANGED

During the Pre-Battle Sequence, if a gang with this allegiance is able to select which scenario to play they must roll a D6. On a 1, 2 or 3 they must select one of the scenarios from the following list instead, and they must play as the attacker: Package Run, Caravan, Heist.

A gang can choose not to, but if they do not, they must test their allegiance.

MENTORS

Cold Traders offer Mentors in the way of a Smuggler Shore Party, which includes a champion and their bodyguards.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if the Criminals will assist in a battle a gang leader should roll on the following table before the game begins:

Difference in Gang Rating	D6 roll required	Mentor Support Offered
0-199	Will not Mentor	None
200-399	6+	Bodyguard
400-499	5+	+ 2 nd Bodyguard
500-699	4+	+Champion
700-799	3+	+ Leader
800+	2+	Full Compliment

SMUGGLER SHORE PARTY

A Smuggler Shore Party consists of:

- A Cold Trader (Leader)
- A Bosun (Champion)
- 2 Void-born Scum (Bodyguards)

When members of the Smuggler Shore Party assist an allied gang in a battle, the gang rating of the gang is increased as indicated by each member present.

COLD TRADER (150 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	2	4	1	8

Gear: Sling Gun, Knife, Flak Armour and a bio-booster.

Skills: Step Aside

Leader: As per the rules for a Gang Leader.

BOSUN (75 GANG RATING)

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

Gear: Shotgun (with solid and scatter shells), Knife and Mesh Armour.

Skills: Dodge

VOID-BORN SCUM (150 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	4	3	5	5	3	2	2	6

Gear: Either a Autopistol and a knife or a Laspistol and a knife.

Can be armed differently or the same.

A BAND APART

While they are controlled by the gang leader of the allied gang, they are treated as friendly only with each other for escaping pinning or using a leaders leadership.

KROOT LONG RIFLE

The mercenary Kroot can be found in countless regions across the galaxy, sometimes fighting with the enemies of the Imperium, sometimes fighting with its allies. While Necromunda does not tolerate xenos to enter its hive cities, some examples of alien weapons, such as Kroot Long Rifles, can sometimes be bought from Cold Traders.

Range	Strength	Damage	Save	Mod.
Close Combat	User +1	1	-	

Parry: Fighters with combat shields are able to parry as described in the game rules.

Range		To Hit				Save	Ammo
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-12	12-24	+1	-	4	1	-1	4+

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

RAK'GOL RAZOR GUN

The Rak'gol are a cybernetic reptilian race of pirates and scavengers who plague the space lanes of the Imperium. The Razor Gun typifies their cruel kind, firing a cloud of haemo-seeking reactive shards that are drawn to warm-blooded creatures. When these shards find flesh, they burrow towards the organs of their target, leaving horrific injuries in their wake.

Range		To Hit			Save	Ammo	
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-6	6-20	-	-1	3	1	-2	6+

Sustained Fire: 1 dice.

SLING GUN

The sling gun is an advanced alien assault weapon of unknown origins. Propelled by a gravitic accelerator, the sling gun fires a furious burst of monofilament discs at its target. Each one of these razor sharpe projectiles can easily cut through amour and flesh, often reducing their vitim to a crimson mist in mere moments.

Range		To Hit				Save	Ammo
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-6	6-12	+2	-	4	1	-2	6+

Sustained Fire: 1 dice.

HRUD FUSIL

The Hrud are a scavenger race found throughout the galaxy. Considered of limited technological sophistication the Hrud nonetheless possess a detailed understanding of plasma technologies, which they employ in the creation of powerful long rifles know as fusils. These sometimes find their way into the hands of traders where they are coveted for their potency.

Firing on Low Energy:

Range		To Hit			Save	Ammo	
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-9	9-18	-	-	6	1	-1	5+

Sustained Fire: 1 dice.

Firing on Maximum Power:

Range		To Hit				Save	Ammo
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-12	12-24	+1	-	8	D3	-2	5+

Unstable: After a shot with this weapon is resolved when fired on maximum power you must roll a D6 on the Unstable table below to see if the weapon has malfunctioned.

Unstable

- 1-2 **Critical:** The weapon vents super-heated lightning that inflict a D3 Strength hit against the user. The weapon also cannot be fired in the fighter's next turn nor in the following opponent's turn.
- 3-4 **Overheat:** The weapon needs to cool down so cannot be fired in the fighter's next turn nor in the following opponent's turn.
- 5-6 **Stable for now:** The weapon remains stable and can be fired again as normal next turn.

YU'VATH PUZZLE BOX

Little is known about the lost alien civilisation of the Yu'vath, only that they once ruled over large sections of the Segmentum Obscurus and that they could command the powers of the warp. The Yu'vath Puzzle box is an unusual and extremely dangerous weapon, slow to activate but able to unleash a storm of thousands of needles around the wielder.

Range		To Hit				Save	Ammo
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-3	3-6	+2	-	3	1	-	3+

Sustained Fire: 3 dice.

FALLEN HOUSES

Necromunda's long history is littered with disgraced nobles and fallen houses. Most have faded into memory, though some remain eager to reclaim their lost glory.

PERKS

REBELLION

After each battle, a gang allied with a Fallen House gains an additional D6x10 credits of income if they battled against either a non-outlaw or non-outlander gang.

If the gang battled against an Enforcer gang, or a gang allied to one of the Guilds then they gain an additional 2D6x10 credits of income instead.

COMMITMENTS

ANCIENT OATHS

During the Pre-Battle Sequence, if a gang with this allegiance is able to select which scenario to play they must roll a D6. On a 1, 2 or 3 they must allow their opponent to choose which scenario to play instead.

A gang can choose not to, but if they do not, they must test their allegiance.

MENTORS

Fallen Houses offer Mentors in the way of a Rebel Lord, a powerful champion to join a gang.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if the Criminals will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Mentor Support Offered</u>
0-499	Will not Mentor	None
500-599	6+	Champion
600-699	5+	Champion
700-799	4+	Champion
800-899	3+	Champion
900+	2+	Champion

REBEL LORD

A Rebel Lord is the following:

- A Rebel Lord (Champion)

When a Rebel Lord assists an allied gang in a battle, the gang rating of the gang is increased as indicated.

REBEL LORD(400 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	3	4	2	8

Gear: Mesh Armour and a Forcefield as well as, three of the following items:

- One-in-a-million Laspistol
- Bolt Pistol
- Hunting Rifle
- Power Sword
- Power Axe

Advance: A Rebel Lord can increase any one of their characteristics (except Wounds) by 1.

Skills: A Rebel Lord may have any two skills of your choice from the Agility, Combat or Shooting skill tables.

Individual: Once the gear, advance and skill choices have been chosen for the Rebel Lord, they cannot be changed again.



IMPERIAL IMPOSTERS

Faux nobility are well-versed in the mechanisms of power that run Necromunda and the aid of an Imperial Imposter can elevate a gang to unheard-of levels of 'opportunity' – provided they don't get caught.

PERKS

AN HONOURABLE WORD

A gang with an alliance with Imperial Imposters no longer increases their Guild Price for any reason. Furthermore, after each game the gangs guild price is reduce by 1D6x10 credits.

When a gang allied with an Imperial Imposter reduces their guild price to 0 then they are no longer considered an outlaw gang (although they can still remain in an alliance with the Imperial Imposter). The gang is able to re-establish itself and gains new territories as per a gang paying off it's guild price.

COMMITMENTS

NOBLE AMBITIONS

During the Pre-Battle Sequence, if a gang with this allegiance is able to select which scenario to play they must roll a D6. On a 1, 2 or 3 they must select one of the scenarios from the following list instead, and they must play as the attacker: The Hoard, Caravan, Heist.

A gang can choose not to, but if they do not, they must test their allegiance.

MENTORS

Imperial Imposters offer Mentors in the way of a Rebel Lord, a powerful champion to join a gang.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if the Criminals will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Mentor Support Offered</u>
0-499	Will not Mentor	None
500-599	6+	Champion
600-699	5+	Champion
700-799	4+	Champion
800-899	3+	Champion
900+	2+	Champion

MASTER CHARLATAN

A Master Charlatan is the following:

- A Master Charlatan (Champion)

When a Master Charlatan assists an allied gang in a battle, the gang rating of the gang is increased as indicated.

REBEL LORD(400 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
5	4	4	3	3	3	4	2	8

Gear: A Needle Pistol, Sword, Falsehood, Mesh Armour and a Forcefield.

Skills: Evade, Infiltration and Step Aside.

NARCO LORDS

Chems are a vital commodity on Necromunda and a hugely profitable enterprise for criminal organisations from the tip of the spire to the depth of the underhive.

GOODS

ABUNDANT SUPPLY

While the gang is allied with the Narco Lords the gang is able to purchase illegal narcotics.

Item	Cost
Kalma	5
'Slaught	5
Spook	15
Spur	5

COMMITMENTS

COURIER WORK

During the Pre-Battle Sequence, if a gang with this allegiance is able to select which scenario to play they must roll a D6. On a 1, 2 or 3 they must select one of the scenarios from the following list instead, and they must play as the attacker: Package Run, Caravan, Heist.

A gang can choose not to, but if they do not, they must test their allegiance.

MENTORS

The Narco Lords offer Mentors in the way of Hive Scum, hired guns that are on loan to the gang from the Narco Lords.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if a the Narco Lord's Hive Scum will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Guild Support Offered</u>
0-99	Will not Mentor	None
100-199	6+	Hive Scum
200-299	5+	+ 2 nd Hive Scum
300-399	4+	+ 3 rd Hive Scum
400-499	3+	+ 4 th Hive Scum
500+	2+	+ 5 th Hive Scum

HIVE SCUM

The gang allied to the Narco Lords is able to bring up-to 5 Underhive Scum to the battle (they may chose to bring less than offered).

These can be generated using the Necromunda Community Edition rulebook.

These hired guns increase the gang rating of the allied gang by 75 each as per normal.

WE STILL WANTS PAYING!

The Narco Lords's Hive Scum do not take a fee upfront to hire but after a game in which they are used the allied gang generates 5 less income for each Hive Scum brought along, reflecting the Narco Lord's loss of earnings when hiring the Hive Scum for the gang.

PSI-SYNDICA

There are few greater crimes on Necromunda than the concealment or trafficking of psykers, though this does not Recidivists from dealing with these powerful individuals.

PERKS

PSYCHIC AWAKENING

A gang with an alliance with the Psi-Syndica may generate a random Wyrd Minor Power for one of their gang members. This gang member permanently gains the use of this power and is treated as a Wyrd for outlaw purposes.

If the alliance with the Psi-Syndica is ever broken, the gang must pay the gang members hire-value in credits to the Psi-Syndica or remove the gang member from their roster.

COMMITMENTS

PSYKANARIUM ATTENTION

During the Post-Battle Sequence, a gang with this allegiance must roll 1D6. On a roll of a 1 then a random gang member must roll on the Serious Injury Chart.

The gang may choose not to (in-effect giving up giving up a member of the Psi-Syndica instead) but if they don't they must then test the allegiance.

MENTORS

The Psi-Syndica offer Mentors in the way of a Mind-Locked Wyrd, a dangerous psyker on loan.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if a the Psi-Syndica's Wyrd will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Guild Support Offered</u>
0-199	Will not Mentor	None
200-299	6+	Champion
300-399	5+	Champion
400-499	4+	Champion
500-599	3+	Champion
600+	2+	Champion

MIND-LOCKED WYRD

A Mind-Locked Wyrd is the following:

- A Mind-Locked Wyrd (Champion)

When a Mind-Locked Wyrd assists an allied gang in a battle, the gang rating of the gang is increased as indicated.

MIND-LOCKED WYRD (200 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	4	2	4	1	8

Gear: Laspistol and a club.

Wyrd Powers: A Mind-Locked Wyrd generates a Wyrd Power from each of the Pyromaniac, Telepath and Telekinetic Primary Powers.

ROGUE FACTORIA

Counterfeit weaponry and wargear are lucrative enterprises for a criminal organisation, and have the added benefit of keeping their allies well-equipped with ordnance.

PERKS

BARGAIN ORDNANCE

A gang with an alliance with a Rogue Factoria may purchase a single weapon each Post-Battle Sequence with a 20% discount to its base cost (not its random cost in the case of rare weapons – if any are offered), rounded down to the nearest 5 credits.

The full cost of the weapon is used when determining the cost of the ganger it is equipped on.

COMMITMENTS

EYE OF THE OMNISHIAH

During the Pre-Battle Sequence, a gang with this allegiance must roll 1D6. On a roll of a 1 then their opponent may include a Bounty Hunter in their gang, without paying for their cost, or increasing their gang rating.

The Bounty Hunter will fight for this one battle only before departing again.

A gang can choose not to make this roll, but if they don't they must test their alliance.

MENTORS

A Rogue Factoria offer Mentors in the way of a Factoria Work Gang, a small unit of a guild official and their bodyguard.

Depending on the difference between the two gangs will determine how likely, and who, is sent to assist the underdogs.

To see if the Rogue Factoria will assist in a battle a gang leader should roll on the following table before the game begins:

<u>Difference in Gang Rating</u>	<u>D6 roll required</u>	<u>Guild Support Offered</u>
0-99	Will not Mentor	None
100-199	6+	Bodyguard
200-299	5+	+ 2 nd Bodyguard
300-399	4+	+Champion
400-499	3+	+ Leader
500+	2+	Full Compliment

FACTORIA WORK GANG

A Factoria Work Gang consists of:

- A Factoria Overseer (Leader)
- A Shackleman (Champion)
- 2 Pit Fighters (Bodyguard)

When members of the Factoria Work Gang assist an allied gang in a battle, the gang rating of the gang is increased as indicated by each member present.

FACTORIA OVERSEER (75 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	2	4	2	8

Gear: Plasma Pistol, Shock Maul and Mesh Armour.

Leader: As per the rules for a Gang Leader.

WORK PARTY BOSS (75 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	2	3	3	3	1	3	1	7

Gear: Laspistol, Shock Whip and Mesh Armour.

FACTORIA WORKERS (50 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	3	1	7

Gear: Either Autogun or Autopistol. Each may be armed differently.

A BAND APART

While they are controlled by the gang leader of the allied gang, they are treated as friendly only with each other for escaping pinning or using a leaders leadership.

ENFORCERS

In the Underhive of Necromunda there is one force whose word is law. They are the Enforcers, and it is their unenviable task to impose the rule of Lord Helmawr on the citizens and outlaws that inhabit the lower reaches of Hive Primus. The Enforcers are hated and feared by the bulk of inhabitants of the Underhive: they are hated for being implacable and authoritarian imposers of Lord Helmawrs' often unfair legislation, and feared for the ruthless efficiency with which they impose the laws of the Underhive.

THE LAW

Enforcers can inflict a -1 modifier on another gang when it rolls on the Outlaw Table after a game with you.

Also, an Enforcer Squad can never roll itself on the Outlaw Table, they cannot become Outlaws and they cannot become Watchmen (they are effectively Watchmen already).

WELL STOCKED

The weapons and gear of an Enforcer Squad is better maintained than that available to the population of the Underhive. Consequently, members of an Enforcer Squad may attempt to ignore their first failed Ammo roll as if they had a Weapon Reload item for that weapon (allowing them to successfully ignore the ammo roll on a 4+). This includes Ammo roll for weapons and grenades that normally fail their Ammo roll automatically. If an Enforcer fails a second Ammo roll then they suffer the normal penalties.

TERRITORY

For an Enforcer Squad, it's territory represents the area of the hive that it is tasked with patrolling and defending.

The Enforcer Squad should roll for their 5 starting territories as usual. However the income rules, and any special rules that normally apply for owning such territories (income related, setup or otherwise) do not affect an Enforcer Squad.

INCOME

An Enforcer Squad does not gain income from their territories like other gangs.

Instead, their basic needs and maintenance of their equipment is paid for by House Helmawr, and they gain additional credits to add to their stash depending on their performance in removing enemy gangers from the streets of the Underhive.

Add credits for each of the following achieve in the last battle:

Achievement	Credit Reward
Participation in battle	5
Won the battle	+5
Battled outlaw gang	+5
Underdog *(per 100 point difference in rating)	+5
Each enemy taken out-of-action	5
... killed	+5
... captured	+5
... was gang leader	+10
Each loot token captured	5

SPENDING CREDITS

An Enforcer Squad cannot visit the Trading Post between games, but is able to buy more equipment for their squad as described below. An Enforcer Squad may hire new squad members in the same way as the original squad. New recruits may be armed with any of the weapons described below.

An Enforcer Squad are able to visit Trade Depots for services, but are unable to make allegiances.

An Enforcer squad is able to purchase a maximum of 1 item labelled with Special Requisition between each battle.

CALL FOR REINFORCEMENTS

When an Enforcer gang is forced to make Bottle roll, and is successful, the gang is able to attempt to call for reinforcements. Roll a D6:

D6 Result

- 1-2 Fail to call for reinforcements
- 3 Call 1 Allied Enforcer (Bodyguard)
- 4 Call 2 Allied Enforcers (Bodyguard)
- 5 Call 1 Heavy Enforcer (Champion)
- 6 Call Full Complement (2 Bodyguards and 1 Champion)

The reinforcements are placed at the end of the turn that they are called and can be placed anywhere on the board at least 8" away from any enemy models. Once reinforcements have been successfully called, no further reinforcements can be called for the rest of the battle.

Otherwise they function as Mentors outlined in the Allegiances chapter.

ALLIED ENFORCER (100 GANG RATING)

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

Gear: Shotgun, Stub gun, Shock Maul and Enforcer Mesh Armour.

HEAVY ENFORCER (200 GANG RATING)

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	2	3	1	8

Gear: Heavy Stubber, Stub gun and Enforcer Mesh Armour.

DEATH OF A SQUAD LEADER

An Enforcer Squad follows the same rules as stated in the Necromunda Community Edition rulebook for the death of a Squad Leader.

Specialists and Rookies cannot become the new Squad leader, similar to Heavies and Juves in a house gang.

CHOOSING THE SQUAD

You have 1000 credits to spend on recruiting and arming the Enforcer Squad. Just like a House gang it must have at least three models and all fighters come with a free knife.

Precinct Sergeant : A gang must have one Precinct Sergeant.

Specialists: A gang can have up to 2 Specialists.

Enforcers: You can include as many Enforcers as you can afford.

Rookies: No more than 20% of the gang can be Rookies.

Gangers & Juves

For purposes of rules that specifically reference Gangers, such as working a territory or searching for rare trade, the Enforcers fighter type count as Gangers. Likewise, Rookies count as Juves.



PRECINCT SERGEANT

Cost to recruit: 150 credits

An Enforcer Precinct has numerous duties to perform, both in the Precinct House and in the field.

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

Weapons: The Precinct Sergeant may be given equipment chosen from the Leader Only, Hand-to-Hand, Pistols, Basic, Special, Armour and Extras sections of the Enforcer Weapon List.

Gang Leader: The Precinct Sergeant counts as the Gang Leader and as such has the Leader special rule as detailed in the Gang Recruitment section of the Necromunda Community Edition.

Standard Issue: Precinct Sergeants come equipped with a suit of Enforcer Mesh Armour.

SPECIALIST

Cost to recruit: 90 credits

Enforcers are equipped to deal with any situation that demands their attention. Specialist enforcers are called in when serious firepower is required.

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

Weapons: A Specialist may be given equipment chosen from the Hand-to-Hand, Pistols, Basic, Special, Armour and Extras sections of the Enforcer Weapon List.

Standard Issue: Enforcer Specialists come equipped with a suit of Enforcer Mesh Armour.

ENFORCER

Cost to recruit: 80credits

Individual Enforcers may act as the law within larger Underhive settlements. There they command the local Watchmen and direct freelance bounty hunters in the constant battle against outlanders.

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

Weapons: Enforcers may be given equipment chosen from the Hand-to-Hand, Pistols, Basic and Extras sections of the Enforcer Weapon List.

Standard Issue: Enforcer come equipped with a suit of Enforcer Mesh Armour.

ROOKIE

Cost to recruit: 30 credits

Everyone starts somewhere, even those within the ranks of the hardened enforcers. The enforcers constantly attract new recruits, however very few meet the strict vetting process.

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

Weapons: Rookies may be given equipment chosen from the Hand-to-Hand, Pistols and Extras sections of the Enforcer Weapon List.

Made to Measure: Once a rookie has enough experience to be considered an Enforcer (21+ experience), they are eligible to receive a suit of Enforcer Mesh Armour. Before the next game, this must either be purchased from the list below or the Rookie must be sent up-hive to get fitted for a new suit.

If the Rookie is sent up-hive then they must miss their next 1D3 games. After that, they may add a suit of Enforcer Mesh Armour to their roster, without paying the cost. They should still increase their cost for gang-rating purposes.

Experience: Once a Rookie reaches 21+ Experience points he becomes a full Enforcer gaining the usual benefits a Enforcer has like better skills and weapons.

ENFORCER WEAPON LIST

Leader Only Weapons	Cost
Chainsword	25
Power Sword (Special requisition)	40

Hand to Hand Weapons	
Knife (first knife free)	5
Shock Maul	35

Pistols	
Stub Gun	10
+ Dum Dum Bullets	5
Autopistol	15
Laspistol	15
Bolt Pistol	25
Needle Pistol (Special requisition)	80
Web Pistol (Special requisition)	120

Basic Weapons	
Boltgun	35
Autogun	20
Hunting Rifle	25
Lasgun	25
Shotgun	20
+ Manstopper Shells	5
+ Bolt Shells	15
+ Executioner Shells	10

Special Weapons	
Autosluggger	45
Grenade Launcher	60
Assault Ram (Special requisition)	105
Flamer (Special requisition)	40
Needle Rifle (Special requisition)	180

Extras

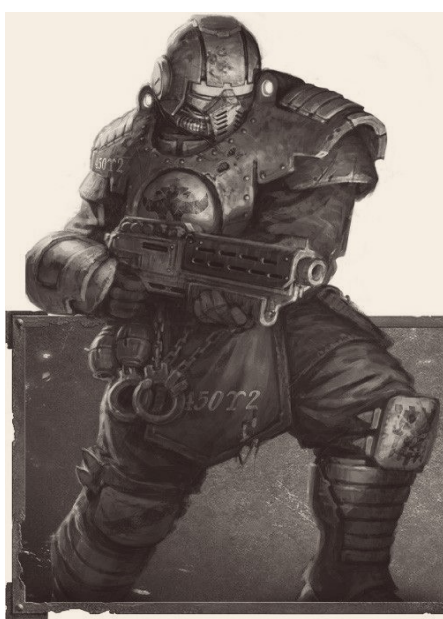
- Frag Grenades
- Krak Grenades
- Choke Grenades
- Smoke Grenades
- Photo Contacts
- Photo-visior
- Filter Plugs
- Respirator
- Clip Harness
- Riot Shield
- Combat Shield
- Bionic Arm (Special requisition)
- Bionic Chest (Special requisition)
- Bionic Eye (Special requisition)
- Bionic Leg (Special requisition)
- Red-dot Laser Sight (Special requisition)
- Telescopic Sight (Special requisition)

Armour

- Enforcer Mesh Armour*
- Enforcer Carapace Armour*
- Hardened Enforcer Carapace Armour*

Beasts

- Combat-dog
- Cyber-mastiff



Cost

ASSAULT RAM

The Assault ram is a specialised Enforcer weapon combining a close-combat weapon, a short range energy weapon, and a grenade launcher. Used for crowd control and storming reinforced positions, the assault ram is the weapon of choice for many Specialists in the Underhive.

<u>Range</u>	<u>Strength</u>	<u>Damage</u>	<u>Save Mod.</u>
Close Combat	User +3	1	-

Two-banded: It requires two hands to use a rock drill so it can never be used together with another weapon.

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

Multi-weapon: Each time the weapon is fired, the model can choose to fire either the Assault ram or the auxiliary grenade launcher. A failed ammo roll for one profile does not jam the other profile.

Range		To Hit				Save	Ammo
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
Template		-	-	5	D3	-2	2+
0-14	14-28	-	-1	-	-	-	6+

Template: The Assault Ram's shot is represented by the flamer template. However, the sheer intensity of the Assault Ram's effect means any models partially covered by the template are also automatically hit.

Ammo Roll: The Assault Ram profile is required to take an Ammo roll each and every time it fires.

Forceful: A model hit by the Assault Ram when they are within 3" of an edge must make a test for falling, instead of the normal 1".

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

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

RIOT SHIELD

The typical riot shields belong in the hands of the Enforcers. Those shields are distinctive and any non-enforcers that use them risk the wrath of the law. However some generic designs do exist, but they are rare and hard to come by.

A riot shield improves the cover of the user as well as confers the parry rule.

A riot shield requires one hand to use, but can be used as a close combat weapon giving the user an extra attack.

<u>Range</u>	<u>Strength</u>	<u>Damage</u>	<u>Save Mod.</u>
Close Combat	As user	1	-

Mobile Cover: A riot shield provides increased cover, when either in the open or already in cover. If the fighter with this shield is in the open, they now count as being in cover. If they are partial cover they now count as being in full cover. If they are in full cover they receive no additional benefit.

Parry: Fighters with riot shields are able to parry as described in the game rules.

ENFORCER MESH ARMOUR

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

*This armour cannot be purchased except by a rookie when they have 21 or more experience.

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

Iconic: Enforcer Mesh Armour is distinctive and easily spotted for what it is. Should any non-Enforcer gang be found wearing such armour, then they will no doubt be branded outlaws. Whenever a gang that owns a suit of Enforcer Mesh Armour rolls on the Outlaw Table they suffer an additional -1 modifier for each suit their gang owns.

ENFORCER CARAPACE ARMOUR

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

*When this armour is purchased, the fighter trades in their Enforcer Mesh Armour and gains this instead for a cost of +35 credits over their existing cost.

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

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

Iconic: Enforcer Carapace Armour is distinctive and easily spotted for what it is. Should any non-Enforcer gang be found wearing such armour, then they will no doubt be branded outlaws. Whenever a gang that owns a suit of Enforcer Carapace Armour rolls on the Outlaw Table they suffer an additional -1 modifier for each suit their gang owns.

HARDENED ENFORCER CARAPACE ARMOUR

The traditional plates that make up a suit of carapace armour can be hardened to reduce the impact that small arms fire have upon the wearer. This process is expensive, and reserved for senior members of an enforcer squad.

*When this armour is purchased, the fighter trades in their Enforcer Carapace Armour and gains this instead for a cost of +30 credits over their existing cost.

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

Hardened: This armour is resistant to the armour penetration of weapons. To represent this, each weapon that has an armour save modifier is reduce by 1. For example, a boltgun which would usually inflict a -1 save modifier, would inflict no penalty to saving throws against a fighter wearing this armour.

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

Iconic: Enforcer Carapace Armour is distinctive and easily spotted for what it is. Should any non-Enforcer gang be found wearing such armour, then they will no doubt be branded outlaws. Whenever a gang that owns a suit of Enforcer Carapace Armour rolls on the Outlaw Table they suffer an additional -1 modifier for each suit their gang owns.

EXECUTIONER SHELLS

Enforcers can fire 'Executioner' adamantium-tipped armour piercing rounds, that are designed to seek out and destroy the toughest targets. This sophisticated shell has a tiny robot brain that locks onto the target's energy pattern and seeks it out with unerring accuracy

Range		To Hit		Save	Ammo	
Short	Long	Short	Long	Str.	Damage	Mod.
0-4	4-18	-1	+1	4	1	-2

CANINES

Both the Combat-dog and the Cyber-mastiff follow the same general rules for beasts, but have different profiles.

COMBAT-DOG

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

CYBER-MASTIFF

M	WS	BS	S	T	W	I	A	Ld
6	4	-	5	4	1	3	2	7

Beast: Combat-dogs and Cyber-mastiffs follow the standard rules for Beasts except where detailed below.

Long Leash: Unlike other beats, Combat-dogs and Cyber-mastiffs must remain within 12" of the Handler at all times. If the Handler is taken down or out of action, the Beast must remain within 12" of the body, but may otherwise move and fight normally

Intense Training: Like all beasts, Combat-dogs and Cyber-mastiffs do not gain experience. However, if their handler gains an experience advance and is permitted to choose any skill table, that is, he rolls a 1 or 12, the Canine may roll on the Canine Advance Chart instead of gaining a skill themselves. Each individual advance can only be received once.

CANINE ADVANCE CHART

D6

1-3 Roll a further D6

- 1: +1 WS
- 2: +1 Toughness
- 3: +1 Initiative
- 4: +1 Attack
- 5: +1 Wound

6: Skill: roll a further D6

- 1-3: Sprint
- 4-6: Disarm

4-6 Skill: roll a further D6

- 1-2: True Grit
- 3-4: Bulging Biceps (Jaws)
- 5: Iron Jaw
- 6: Berserk Charge

EXPERIENCE

Enforcer Squads advance just like any other gang. Roll for starting experience as per the table below then during the post-game sequence consult the normal advancement table to see if any of your Enforcers have advanced.

INITIAL EXPERIENCE

Fighter Type	Initial Experience
Squad Leader	60+1D6
Specialist	60+1D6
Enforcer	20+1D6
Handler	20+1D6
Rookie	0

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9

ENFORCER SKILL LIST

Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Squad Leader		◀	◀		◀	◀	◀
Specialist			◀	◀	◀	◀	◀
Handler	◀	◀	◀		◀	◀	
Enforcer		◀	◀		◀	◀	
Rookie		◀			◀		

SQUATS

In the wastelands, the slag heaps, rad zones, ruins and the like, freelance Squat miners set up operations and scrape a living out of the unforgiving landscape, looking for that one big strike. Some Miners come to the hive world Outlands voluntarily whilst some come to hide from the unforgiving eyes of the Imperium. Aliens are not tolerated in the Imperium let alone in the hive cities but the authorities are not too concerned about the politics of the near inhospitable Ash Wastes, provided it doesn't become a nuisance.

OUTLANDERS

Squats are outlanders so all of the usual outlaw rules apply to them unless stated otherwise. As outlanders, Squats do not have a guild price and so cannot ever pay off their outlaw status.

SLOW AND PURPOSEFUL

Squats are a stubborn and hardy race. All Squats have the Nerves of Steel skill.

TERRITORY

Squat Miners follow all of the normal territory, income, foraging, upkeep and starvation rules for Outlander gangs found on page 5 & 6 of the Outlanders Community Edition. They have their own unique territory table as follows.

D66	Territory	Income
11-13	Wastes	0
14-16	Rad Zone	2D6
17-23	Power Cable Tap	5
24-33	Scrap Yard	5
34-43	Mineral Vein	3D6
44-50	Slag Heap	15
51-54	Tunnels	10
55-62	Drinking Den	D6x10
63-66	Mine Working*	2D6x10

** Note that Squat Mining Gangs are more adept at extracting value from their Mine Workings so the territory generates 2D6 x 10 credits. But, due to a combination of Squat efficiency and the fact that most Mine Workings they are able to claim as their own are close to being struck out, after any roll of a double the mine workings becomes a Wastes territory.*

CHOOSING THE CREW

You have 1000 credits to spend on recruiting and arming the Squat Mining Gang. Just like a House gang it must have at least three models and all fighters come with a free knife.

Prospector: A gang must have one Prospector.

Drillers: A gang can have up to 2 Drillers.

Miners: You can include as many Miners as you can afford.

Slaggers: No more than 50% of the gang can be Slaggers.

PROSPECTOR

Cost to recruit: 140 credits

The Prospector is the senior member of the Mining gang that all others will turn to for guidance and leadership. Not content to labour in the mines of other Lords of the Imperium, or on the payroll of a Rogue Trader, a Prospector is out, for his own gain, looking for the 'big strike' that will cover him in the riches he craves... if he can avoid the many hazards of the Wastes in the meantime.

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

Weapons: The Prospector may be given equipment chosen from the Leader Only, Hand-to-Hand, Pistols, Basic, Special and Extras sections of the Squat Weapon List.

Gang Leader: The Prospector counts as the Gang Leader and as such has the Leader special rule as detailed in the Gang Recruitment section of the Necromunda Community Edition.

Grudge Bearer: Prospectors are well known for holding grudges against anyone perceived to have slighted them in the past – let alone injured them! When making a serious injury roll for the Prospector due to being taken out of action by an enemy ganger, automatically apply a Bitter Enmity injury towards the ganger in question, in addition to the injury rolled.

DRILLER

Cost to recruit: 75 credits

Drillers are the Prospector's senior crew members and are entrusted with the use and maintenance of the most destructive drilling equipment. In battle, they often wield the crew's heavy weapons.

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

Weapons: The Driller may be given equipment chosen from the Hand-to-Hand, Pistols, Basic, Special, Heavy and Extras sections of the Squat Weapon List.

MINER

Cost to recruit: 60 credits

Miners are the mainstay of the crew a Prospector needs to work the claim as efficiently as possible. It also helps to have a few extra guns about! Squat Miners come from all walks of Squat society and most are reluctant to talk about it. A ganger would be advised not to talk to them about their business or he may be looking at the business end of a pick axe!

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

Weapons: Miners may be given equipment chosen from the Hand-to-Hand, Pistols, Basic and Extras sections of the Squat Weapon List.

SLAGGER

Cost to recruit: 30 credits

Slaggers are the Miner equivalent of Juves. Squat Miners must be trained, and a Squat being hired by a Miners' Gang is in for some back-breaking work. Slaggers are generally young Squats and do all of the scutty jobs - loading and pushing ore carts, cleaning mining equipment and the gunk out of the bottom of the shafts and so on.

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

Weapons: Slaggers may be given equipment chosen from the Hand-to-Hand, Pistols and Extras sections of the Squat Weapon List.

Experience: Once a Slagger reaches 21+ Experience points he becomes a full Miner gaining the usual benefits a Miner has like better skills and weapons.

SQUAT WEAPON LIST

Leader Only Weapons	Cost
Melta Gun	95
Chainsword	35
Chainaxe	45

Hand to Hand Weapons	
Knife (first knife free)	5
Mining Pick	5
Chain	10
Club	10
Massive Axe	15
Rock Drill	15

Pistols	
Stub Gun	10
+ Dum Dum Bullets	5
Autopistol	15
Laspistol	15
Bolt Pistol	25

Basic Weapons	
Boltgun	35
Autogun	20
Lasgun	25
Shotgun	20
+ Manstopper Shells	5
+ Bolt Shells	15

Special Weapons	
Grenade Launcher	60
Autosluggers	45

Heavy Weapons	
Mole Mortar	175
Heavy Stubber	120
Autocannon	260

Extras

Mining Charges	40
Frag Grenades	25
Krak Grenades	40
Clip Harness	10
Filter Plugs	10
Photo-contacts	10
Lobo-chip	20
Weapon Reload	Weapon ÷ 2

Cost

ROCK DRILL

Unlike the Pitslave Rock Drill, the Squat version is a hand held tool rather than a bionic implant! Like its bionic namesake however it makes a fearsome weapon, its piercing strikes causing horrific injuries against opponents.

<u>Range</u>	<u>Strength</u>	<u>Damage</u>	<u>Save Mod.</u>
Close Combat	4	4	-3

Two-handed: It requires two hands to use a rock drill so it can never be used together with another weapon.

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

Demolition: If a rock drill is used against a stationary target (e.g. a Gateway), then its Strength is doubled.

CHAINAXE

The Chainaxe takes the form of an axe with motorised chainsaw teeth and is able to tear through both flesh and armour with relative ease. It is even more lethal than the Chainsword, but cannot be used to parry.

<u>Range</u>	<u>Strength</u>	<u>Damage</u>	<u>Save Mod.</u>
Close Combat	5	1	-3

Noisy: Chainaxes are loud when used so must test to sound the alarm in scenarios such as The Raid.

MINING PICK

Some Squat miners are so attached to the tools of their trade that they take them into battle with them as well! A mining pick is a crude weapon, and while it affords some additional hitting power it is difficult to wield at the best of times.

<u>Range</u>	<u>Strength</u>	<u>Damage</u>	<u>Save Mod.</u>
Close Combat	+1	1	-

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

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

MOLE MORTAR

The Mole Mortar is a specialized missile launcher known more formally as a breaching torpedo. The weapon fires burrowing warhead capable of digging through obstacles and detonating on the other side. The explosive charge is contained within a shoulder-mounted launch tube, which can lock in place facing the ground or the side of a tunnel. When fired the torpedo is launched into the earth, where a powerful drill and small power field generator allow it to slice through rock very quickly.

The Mole Mortar's primary purpose is for blasting into enemy tunnels, causing a sudden and catastrophic collapse. It can also be used against surface targets, burrowing up to the surface and exploding underneath the enemy.

The Mole Mortar counts as a missile launcher with Frag Missiles, except it may only target models at ground level and may target models that cannot be seen by the user, providing another friendly model can see the target.

Squats are experienced in the use of this weapon so do not suffer the usual penalty this weapon incurs for firing at a target out of sight.

MINING CHARGES

Sometimes the explosives used in prospecting find their way into the hives as improvised weapons. A stick of explosives is difficult to throw accurately and is not particularly aerodynamic, a problem exacerbated by the diminutive stature of their throwers! However, they are particularly destructive, a quality that appeals to many Squats.

Mining Charges count as Krak Grenades except they are Blast weapons and may only be thrown at a distance of twice the users strength, not three times. They may not be loaded into Grenade Launchers. When used as Demolition Charges, Mining Charges have a 1 turn fuse meaning they will explode during the Squat players following shooting phase. This gives the Squat time to run away from the blast of his own explosives!

EXPERIENCE

Squat Mining Crews advance just like any other gang. Roll for starting experience as per the table below then during the post-game sequence consult the normal advancement table to see if any of your Squats have advanced.

INITIAL EXPERIENCE

<u>Fighter Type</u>	<u>Initial Experience</u>
Prospector	60+1D6
Driller	60+1D6
Miner	20+1D6
Slagger	0

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
3	6	6	4	5	3	5	3	9



SQUAT MINER SKILL LIST

Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Slagger			✓				✓
Miner			✓	✓			✓
Driller			✓	✓	✓		✓
Prospector		✓	✓	✓	✓		✓

CHAOS CULTISTS

Chaos Warp entities are manifestations of humanity's mental energies, man's torments, abhorrences, desires and ambitions made flesh. Their unrelenting hunger for man's obeisance drives them to goad the boundaries between the Warp and the material universe, to intrude into the minds of weak willed men with offerings of boundless power, and all they ask in return, are the souls of mankind.

Cultists are unaware of the true heinous nature of Chaos and the tormenting damnation their pacts lead inexorably to. The intricate intentions of Chaos entities are unfathomable to any man, for the Ruinous Powers are omniscient and timeless, whose plans can stretch and only bare fruition tens, hundreds or even thousands of years later.

SPECIAL RULES

Outlanders

Chaos Cultists are believed by the Merchant Guild to be mutant harbourers, dark practitioners of macabre rituals and followers of tainted faiths. As such they count as outlanders following all of the usual outlaw rules unless stated otherwise. As outlanders, Cultists do not have a guild price and so cannot ever pay off their outlaw status.

Hired Guns

Chaos cults can make use of any hired guns except for Bounty Hunters for obvious reasons.

Accursed Rituals

Any gang members captured by the Chaos Cultists are liable to be sacrificed in tribute to their Patron unless they join the Cult in their damnable path. If your opponent fails or doesn't attempt a rescue then roll a D6 for each captured model. The Chaos Cult will not sell the captured ganger to the guilders.

D6 Result

- 1-5 Sacrificed:** The captive is offered in tribute to the Cult's Patron resulting in his death (but you keep his equipment).
- 6 Convert:** The captive succumbs to corrupting promises of darkness. Copy his profile, skills, experience, etc, onto the Chaos Cult roster. Note the fighter is now classed as a Cultist, meaning he may lose access to skill sets, weaponry and special abilities (e.g. Ratskins

lose their Resilient ability). All of the converts equipment is also destroyed to cleanse his new enlightened path, but will keep implanted bionic equipment, such as a lobo-chip.

Gifts of the Immaterium

Every 1 in 3 cult members can be recruited with a mutation, except for a Daemonhost (e.g. a cult of 10 can include up to 3 mutants).

To reflect the rarity of a mutant Demagogue the cost of his mutation is doubled. Cultists can only be recruited with one mutation and it is rare to see similar mutants within the same cult. To represent this, if a cult member is recruited with a mutation that another cultist already has then the cost of the mutation is doubled. If a further mutant is hired with the same mutation then the cost is tripled, and so on.

Note mutations gained from an advance are ignored for recruitment limitations and pricing purposes.



CHAOS PATRON

There are a myriad of Chaos factions within the Warp whose deceiving promises are as diverse as the impulses of man.

At Cult creation you must choose one of the following Patrons which affects the Cultists in the following ways. Note the Cult's Patron cannot be changed once chosen.

Slaanesh - the prince of excess

Slaanesh is the master of beauty, luxury, lust and indulgence, of cruel passions, twisted pain and seductive temptations.

If a Slaanesh cultist takes a nerve, fear, terror or Bottle test then roll an extra D6 and remove one of the highest scoring dice.

A Demagogue or Daemonhost with Slaanesh as a Patron increases the saving throw modifier for all weapons that they use.

Nurgle - the lord of decay

Nurgle presides over putrefaction, disease and deterioration. His gaze is drawn to the blighted, sick and suffering.

Nurgle cultists increase their Toughness by 1 but reduce their Initiative by 1. This affects also affects the maximum characteristics that this gang can reach.

A Demagogue or Daemonhost with Nurgle as a Patron bring D3 Plague Zombies to each fight. These can be used just like normal fighters. The Plague Zombies must be deployed within 2" of the fighter at the start of each game.

Khorne – the blood god

Khorne basks in humanity's violence, rage and war. He shows favour to physical strength, fury and martial prowess.

Khorne Cult members cannot be equipped with basic or heavy weapons and are subject to the rules for frenzy. Khorne cults cannot recruit, convert or hire any fighters with a wyrd power.

A Demagogue or Daemonhost with Khorne as a Patron gains a special save of 6+ against all wyrd powers and receives a +1 bonus to their Strength on a turn in which they charge.

Tzeentch – the changer of the ways

Tzeentch embodies mutability, the drive to manipulate and evolve. He favours the cunning, ingenious and mutated.

Every 1 in 2 members of a Tzeentch cult can be recruited with a mutation (e.g. a Cult of 10 can include 5 mutants). In addition the Wyrdo mutation

is a frequent occurrence within this Cult and doesn't increase the more times it is taken across the Cult unlike other mutations.

A Demagogue or Daemonhost with Tzeentch as a Patron has the Wyrdo Scavvy mutation. However, when determining his minor power for the game, a roll of 61-66 means the fighter will have a primary power instead, in which case you may choose the Wyrdo's type.

The Nameless – the diverse corrupter

There are a myriad of lesser Chaos factions within the Warp whose promises are as diverse as the impulses of man.

Nameless cults receive D6 boons each game. A boon can be used to re-roll a dice throw from the start of the game until it ends (e.g. you could re-roll an armour save but not a serious injury). Boons not used by the end of the game are wasted.

A Demagogue or Daemonhost with a Nameless Patron increases their Leadership by 1. This affects also affects the maximum characteristics that this fighter can reach.



CHOOSING THE CULT

You have 1000 credits to spend on recruiting and arming the Chaos Cult. Just like a House gang it must have at least three models and all fighters come with a free knife.

Demagogue: A gang must have one Demagogue.

Specialists: A gang can have up to 2 Specialists.

Daemonhost: A gang can have up to 1 Daemonhost.

Cultists: You can include as many Cultists as you can afford.

Initiates: No more than half of the cult can be Initiates. If this is exceeded then further Initiates cannot be recruited.

DEMAGOGUE

Cost to recruit: 130 credits

Demagogues are often the original founders of the cult, a willing servant enthralled by dark and deceitful promises. They are responsible for carrying out the intricate rituals to maintain the bindings that allow the daemonhost's presence in the material universe. Upon the daemonhost's command they lead the cult to commit arcane ceremonies that feed their heinous master and in return are blessed warriors.

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

Weapons: The Prospector may be given equipment chosen from the Leader Only, Hand-to-Hand, Pistols, Basic, Special and Extras sections of the Cult Weapon List.

Gang Leader: The Demagogue counts as the Gang Leader and as such has the Leader special rule as detailed in the Gang Recruitment section of the Necromunda Community Edition.

SPECIALIST

Cost to recruit: 60 credits

Specialists are techie ex-gang members, usually from House Van Saar, seduced by the dark teachings of the Demagogue. It is the specialists that are tasked with managing the upkeep of all the cult's equipment and other techno related affairs.

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

Weapons: Specialists may be given equipment chosen from the Hand-to-Hand, Pistols, Basic, Special, Heavy and Extras sections of the Cult Weapon List.

CULTIST

Cost to recruit: 50 credits

Many cultist converts seduced into Chaos servitude come from the warring Underhive gangs. They form the backbone of the collective and are cruel, selfish, and bitter fighters with a gnawing hunger for the power they were promised by the Demagogue.

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

Weapons: Cultists may be given equipment chosen from the Hand-to-Hand, Pistols, Basic and Extras sections of the Cult Weapon List.

INITIATE

Cost to recruit: 25 credits

With promises of limitless power, few naive bivers can resist the temptation to tread the path lead by a charismatic Demagogue. Initiates are often seen at the forefront of a fight eager to prove their worth and gain favour from their Patron.

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

Weapons: Initiates may be given equipment chosen from the Hand-to-Hand, Pistols and Extras sections of the Cult Weapon List.

Experience: Once an Initiate reaches 21+ Experience points he becomes a full Cultist gaining the usual benefits a Cultist has like better skills and weapons.



MUTATIONS

Note the rules effect of a mutation only extends to that written below. Although it's logical to think a Two Heads mutation would have many other ramifications, such as Head Wounds being treated differently, for the purpose of rule simplicity they are treated like a regular fighter.

Claw (5cr): The mutant's hand is a huge claw. It can be used as a hand-to-hand weapon instead of holding a regular weapon, in which case it counts as having User+2 Strength.

Forearm Spines (5cr): The mutant gains a 6+ armour save against any hand-to-hand combat hits and allows the mutant to make a parry.

Bestial (5cr): The mutant is subject to frenzy

Hideous (5cr): The mutant causes fear.

Suckers (5cr): The mutant treats any sloping or vertical surfaces as if it was open ground allowing it to freely move up and down terrain.

Tentacle (5cr): The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of Attack dice by 1, to a minimum of 1.

Eyestalks (10cr): The mutant gains a 180° fire and vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is benefiting from cover or partial cover.

Extra Arm (10cr): The mutant may use up to three pistols and/or hand-to-hand weapons in hand-to-hand combat (+2 attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).

Bloated (15cr): The mutant gains a +1 Wounds characteristic bonus.

Long Legs (15cr): The mutant gains a +2 bonus to his Movement characteristic.

Spikes (15cr): The mutant has a 5+ armour save.

Two Heads (15cr): Increases model's vision and fire arc to 180°, and allows them to make an extra ranged attack following the usual shooting rules, but only when firing two pistols.

Wings (15cr): The mutant can fly.

Wyrd (35cr): Roll on the Wyrd Minor Power table to see what power the mutant possesses (treat 61-66 results as None instead). The mutant can use the

power following the usual Wyrd rules. However, the wyrd's mutative condition means the power must be re-rolled after each game.

PLAGUE ZOMBIE

Cost to recruit: ***

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. Cults of Nurgle often round up packs of zombies and send them against outposts, settlements and rival gangs that they are attacking. In sufficient numbers these contagious creatures are fearsome opponents

M	WS	BS	S	T	W	I	A	Ld
2D6	2	-	3	3	1	1	1	4

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

Recruitment: A Chaos Cult gang cannot 'buy' Plague Zombies, they are rewarded to Cults that have Nurgle as a Patron.

The Zombies are under the control of the Nurgle Cult player for the entire game, but scatter back to their wandering existence after the fight.

Scenarios: Zombies are deployed like regular gang models and count towards any scenario fighter limits. Zombies cannot interact with non-fighter scenario objectives – eg loot counters. They don't contribute towards winning or losing conditions and are ignored for Bottle roll purposes.



DAEMONHOST

Cost to recruit: 250 credits

A daemonhost was once a living mortal body emptied of its soul to become a receptacle allowing a daemon to exist in the material universe. They are the embodiment of Chaos, the tangible idol of worship that the Chaos cults devote their lives to. Every word they utter is listened to intently by their cultists and every command acted upon with fervour. Their intimate connection with the Warp gives them extraordinary powers allowing them to weave malevolent energies.

M	WS	BS	S	T	W	I	A	Ld
4	4	-	4	3	2	4	D3	8

Weapons: Daemonhosts cannot use any equipment.

Brute: A Daemonhost is a brute. Only one brute can be included in any gang.

Daemonic: Daemonhosts never take nerve, fear and terror tests and are immune from gas, plague and poison. They cannot be pinned and have the True Grit skill.

Daemonic Aura: Daemonhosts cause fear. They also receive a 6+ special save except against any wyrd based attacks.

Warp Attacks: The Daemonhost's Attacks characteristic is rerolled each combat and count as wyrd based attacks.

Injuries: After each game roll a D6 for each existing serious injury the Daemonhost has. On a 5+ the injury has healed.

Wyrd Minor Powers: Daemonhosts, except Khorne, have D3 wyrd minor powers which are randomly determined each game (re-roll 61-66 results). They can use wyrd powers following the usual rules except are immune to the Perils of the Warp rules.

Rehosting: If a Daemonhost is captured or killed then the daemon must be rehosted into a fresh mortal body. It is assumed the cult can freely perform this ritual and has an endless supply of 'volunteers'. Rehosted daemons have all of their serious injuries removed.

Leadership: Any cultists within 4" of the Daemonhost can use his Leadership value when taking Leadership tests. In addition, any pinned cultists can test to escape pinning early if they are within 4" of the Daemonhost.

Daemon Advances: The act of daemonhosting gradually takes its toll on the human form mutating it as the bonds that seal the daemon degrade. As the

bindings break the daemon is able to funnel more and more Warp energies through the host which further weakens the vessel until eventually the mortal body becomes too unstable and is finally consumed in an implosion of Warp energy.

Daemonhosts gain experience and advances just like normal gang fighters, however, the Daemonhost's Experience value is a representation of the stability of the host form. The weaker the bonds that seal the daemon the more Warp energy it can wield and the more mutated the mortal shell becomes.

A Daemonhost starts with 100 Experience points and gains an advance as it reaches the following experience marks: 120, 140 and 160. If a Daemonhost has more than 180 Experience points after a game then it must be rehosted.

Advances are rolled for on the following table appropriate to their patron. Make a note of the first advance the Daemonhost gains at the start of the cycle as it may be important as described below.

Daemonhosts lose all of the advances they have gained when rehosted. However, if the daemonhost reaches 180+ Experience points then he will permanently retain the first advance he rolled that cycle and the Daemonhost's cost is increased by 25.

NAMELESS HOST ADVANCE

D6 Result

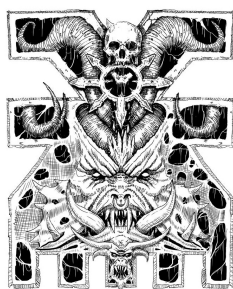
- Corrupter:** The Daemonhost receives D3 primary powers that are randomly selected a type of their choice each game.
- Daemon Protector:** The Daemonhost's special save is increased from 6+ to 5+.
- Daemonic Speed:** The Daemonhost receives a +2 Movement characteristic bonus.
- Daemonic Stature:** The Daemonhost receives a +1 Strength and Toughness characteristic bonus.
- Necrotic Revulsion:** The Daemonhost causes terror.
- Warp Mastery:** The Daemonhost can re-roll any failed Leadership tests when using wyrd powers.



NURGLE HOST ADVANCE

D6 Result

- 1 **Draw Warp:** The Daemonhost receives D3 Pyromaniac primary powers that are randomly determined each game.
- 2 **Poisonous Appendages:** The Daemonhost receives a +1 Weapon Skill characteristic bonus and each hit in hand-to-hand combat inflicts D3 wounds.
- 3 **Fetid Growths:** The Daemonhost receives a +D2 Wounds bonus which is randomly determined each game.
- 4 **Cloud of Flies:** All enemy gang fighters within 8" of the Daemonhost suffer a -1 penalty to their Weapon Skill and Ballistic Skill characteristics.
- 5 **Necrotic Revulsion:** The Daemonhost causes terror.
- 6 **Plague Master** – An extra D3 Plague Zombies can be deployed within 2" of the Daemonhost at the start of each game.



KHORNE HOST ADVANCE

D6 Result

- 1 **Martial Corrupter:** Any ranged attacks that target the Daemonhost suffer a -1 to-hit penalty at short range and a -2 to-hit penalty at long range.
- 2 **Chaos Armour:** The Daemonhost gains a 4+ armour saving throw.
- 3 **Daemonic Speed:** The Daemonhost receives a +2 Movement characteristic bonus.
- 4 **Khorne Fury:** The Daemonhost and all cultists within 4" roll one extra Attack dice during hand-to-hand combat.
- 5 **Daemonic Stature:** The Daemonhost receives a +1 Strength and Toughness characteristic bonus.
- 6 **Combat Mastery:** The Daemonhost receives a +2 Weapon Skill characteristic bonus.

TZEENTCH HOST ADVANCE

D6 Result

- 1 **Draw Warp:** The Daemonhost receives D3 Telekinetic primary powers that are randomly determined each game.
- 2 **Daemon Protector:** The Daemonhost's special save is increased from 6+ to 5+.
- 3 **Wings:** The Daemonhost can fly.
- 4 **Draw Energies:** The Daemonhost receives an additional D3 Wyrd minor powers each game.
- 5 **Corrupter:** The Daemonhost receives D3 primary powers that are randomly selected a type of their choice each game.
- 6 **Warp Mastery:** The Daemonhost can re-roll any failed Leadership tests when using wyrd powers.



SLAANESH HOST ADVANCE

D6 Result

- 1 **Draw Warp:** The Daemonhost receives D3 Telepathic primary powers that are randomly determined each game.
- 2 **Daemon Protector:** The Daemonhost's special save is increased from 6+ to 5+.
- 3 **Daemonic Speed:** The Daemonhost receives a +2 Movement characteristic bonus.
- 4 **Massive Claws:** The Daemonhost gains a +1 Weapon Skill and Strength characteristic bonus.
- 5 **Mesmeric Allure:** All hand-to-hand opponents of the Daemonhost must take Leadership test. If the test is failed then their Weapon Skill is reduced to 0 for that combat.
- 6 **Enrapture Musk:** All hand-to-hand opponents of the Daemonhost must take Leadership test. If the test is failed then they roll no Attack dice that combat.

CHAOS CULT WEAPON LIST

Leader Only Weapons

Boltgun	35
Bolt Pistol	25
Chainsword	25

Hand-to-Hand Weapons

Chain or Flail	10
Club, Maul or Bludgeon	10
Knife (first knife free)	5
Sword	15
Massive Weapon	15
Chain Axe (<i>Khorne Only</i>)	25

Pistols

Autopistol	15
Hand Flamer	25
Stub Gun	10

Basic Weapons

Autogun	20
Shotgun (+ Solid Slug, Scatter Shot)	20

Special Weapons

Autosluggger	45
Flamer	40
Grenade Launcher	60

Heavy Weapons

Heavy Stubber	120
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Extras

Bolt Shells	15
Chaos Artefact	25
Chaos Blessings	20
Cult Icon	40
Dum-dum Bullets	5
Frag Grenades	25
Hot Shot Shells	5
Manstopper Shells	5

CHAOS ARTEFACT

Chaos artefacts are grisly aberrant trinkets wrought from arcane materials and dark rituals in order to gain favour from the Cultists' Patron.

Any cultist equipped with a Chaos artefact receives a personal Chaos Boon. The Chaos Boon follows the usual special rules as explained in the Path of Damnation section. However, the Boon can only be used on dice that directly affect the model (e.g. the to hit roll if the cultist shoots or is himself shot).

A cultist can only be equipped with a single Chaos artefact at any time.

CHAOS BLESSINGS

Some especially blasphemous and arcane ceremonies involve highly intricate and arduous rituals.

If the cultists capture an enemy fighter and are required to roll on the Acursed Rituals table then you may use a Chaos blessings, in which case you can choose the result of the roll. If you choose a Sacrificed result then you gain D6 Blessed Chaos Boons. Usually Chaos Boons are wasted if not used by the end of the game, however, Blessed Boons can be used whenever you wish, including on Bottle rolls and before and after any games.

Chaos blessings are one use only items. After it has been used it must be struck from the gang roster.

INITIAL EXPERIENCE

Fighter Type	Initial Experience
Demagogue	60+1D6
Specialist	60+1D6
Cultist	20+1D6
Initiate	0
Daemonhost	100

NAMELESS CULT SKILL LIST

Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Demagogue	◀	◀	◀		◀	◀	
Specialist	◀	◀			◀		◀
Cultist		◀			◀	◀	
Initiate		◀			◀		

NURGLE CULT SKILL LIST

Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Demagogue		◀	◀	◀	◀	◀	
Specialist		◀	◀	◀	◀		
Cultist		◀	◀		◀		
Initiate		◀	◀				

KHORNE CULT SKILL LIST

Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Demagogue	◀	◀	◀	◀		◀	
Specialist	◀	◀	◀	◀			
Cultist		◀	◀	◀			
Initiate		◀	◀				

TZEENTCH CULT SKILL LIST

Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Demagogue	◀	◀			◀	◀	◀
Specialist	◀	◀			◀		◀
Cultist	◀				◀	◀	
Initiate					◀	◀	

SLAANESH CULT SKILL LIST

Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Demagogue	◀	◀	◀		◀	◀	
Specialist	◀	◀	◀		◀		
Cultist	◀	◀	◀				
Initiate	◀	◀					

GENESTEALER CULTS

Genestealers are an insidious threat to the Imperium. They possess the ability to implant their genetic material into other organisms, bringing them instantly and completely under their control and causing them to bring forth hideous hybrid offspring who, over successive generations, progressively resemble the host species more closely until they are able to successfully infiltrate a society. If even a single Genestealer manages to infiltrate a society, it can quickly establish its progeny as a secluded sect, often presented as a hermetical religious organization, and eventually infiltrate key positions from which to launch debilitating coups and guerilla wars with a single goal – to destabilize the entire population of a world.

CULT SECRECY

The Genestealer Cult does not start out as an Outlaw faction because, on the surface, it appears to be a normal gang. When rolling on the Outlaw Table the following additional modifiers apply if any of the opposing gang members survived:

-1 if a Purestrain Genestealer was present

-1 if a Magus was present

+1 per full thousand points of gang-rating. This represents the cult's growing power and influence

Once a Genestealer Cult is declared an Outlaw it is becomes an Outlander gang, and does not have a guild price.

It loses all but one of its territories and now obeys all the rules for Outlaw and Outlander gangs.

Additionally, once a Genestealer Cult has been discovered enemy gangs may add a free Bounty Hunter to their gang when fighting a battle with them.

TERRITORY

As for a normal house gang.

If the cult is uncovered it then loses all its territories except one as per normal Outlaw gang rules.

However, due to the cult's influence, any Guilded Contacts are unaffected and may be retained by the Cult gang. Any future Guilded Contacts taken over by the gang can also be kept, in addition to the one territory that an Outlaw gang is able to keep.

HIRED GUNS

The Genestealer Cult may not employ Hired Guns, the cult gives off an unsettling vibe and Hired Gun would notice something was wrong.

CHOOSING THE CULT

You have 1000 credits to spend on recruiting and arming the Genestealer Cult. Just like a House gang it must have at least three models and all fighters come with a free knife.

Hierarch: A gang must have one Hierarch.

Specialists: A gang can have up to 2 Specialists.

Acolyte: You can include as many Acolytes as you can afford.

Brood Brothers: No more than half of the cult can be Brood Brothers. If this is exceeded then further Brood Brothers cannot be recruited.

Purestrain Genestealer: A gang can have up to 1 Purestrain Genestealer.

Magus: A gang can have up to 1 Magus.

HIERARCH

Cost to recruit: 140 credits

It is the hierarch's duty to spread the cults influence across Necromunda. They are strong champions and lauded as heroes amongst the rest of the brood.

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

Weapons: The Prospector may be given equipment chosen from the Leader Only, Hand-to-Hand, Pistols, Basic, Special and Extras sections of the Cult Weapon List.

Gang Leader: The Hierarch counts as the Gang Leader and as such has the Leader special rule as detailed in the Gang Recruitment section of the Necromunda Community Edition.

Brood Telepathy: The Leader special ability of this fighter is extended to 12”.

This fighter may be hired with the following mutation at the cost of 20 Credits:

Extra Arm: The mutant may use up to three pistols and/or hand-to-hand weapons in hand-to-hand combat (+2 attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).

SPECIALIST

Cost to recruit: 60 credits

Often Specialists are from the second generation hybrids as they always possess three arms.

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

Weapons: Specialists may be given equipment chosen from the Hand-to-Hand, Pistols, Basic, Special, Heavy and Extras sections of the Cult Weapon List.

This fighter may be hired with the following mutation at the cost of 10 Credits:

Extra Arm: The mutant may use up to three pistols and/or hand-to-hand weapons in hand-to-hand combat (+2 attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).

ACOLYTE

Cost to recruit: 50 credits

The Acolytes are usually made up of third generation hybrids. They possess bodies somewhere between the crouched bodies of genestealers and the humanoid shapes of humans.

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

Weapons: Acolytes may be given equipment chosen from the Hand-to-Hand, Pistols, Basic and Extras sections of the Cult Weapon List.

This fighter may be hired with the following mutation at the cost of 10 Credits:

Extra Arm: The mutant may use up to three pistols and/or hand-to-hand weapons in hand-to-hand combat (+2 attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).

BROOD BROTHER

Cost to recruit: 25 credits

Brood brothers are fourth generation hybrids, making them virtually indistinguishable from humans.

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

Weapons: Brood Brothers may be given equipment chosen from the Hand-to-Hand, Pistols and Extras sections of the Cult Weapon List.

Experience: Once an Brood Brother reaches 21+ Experience points he becomes a full Acolyte gaining the usual benefits a Acolyte has like better skills and weapons.

MAGUS

Cost to recruit: 120 credits

A Magus, also called a Genestealer Magus, is a Genestealer hybrid who has developed the abilities of a psyker.

A Magus serves as their Genestealer Cult's primary enforcer, propagandist and diplomat to those outside of the cult. They possess psychic abilities second in potency only to those of their cult's Genestealer Patriarch.

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

Weapons: The Magus may be given equipment chosen from the Leader Only, Hand-to-Hand, Pistols, Basic and Extras sections of the Cult Weapon List.

Wyrd: A Magus can use Wyrd Powers similar to the Wyrd hired gun. Each Magus begins with a random Telepath Primary Power and one random minor power.

When rolling either a 2 or 12 as part of an advance, instead of generating a new skill the Magus can generate an additional random power from either the Telepath Primary Powers and one random minor power.

This fighter may be hired with the following mutation at the cost of 20 Credits:

Extra Arm: The mutant may use up to three pistols and/or hand-to-hand weapons in hand-to-hand combat (+2 attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).

PURESTRAIN GENESTEALER

Cost to recruit: 200 credits

Genestealers serve as the vanguard organisms of the hive fleets. The first Tyranids to be discovered by the Imperium, their true nature is obscured by a confusing multitude of legends. They are known as "Snatcher-devils" on some Imperial worlds, "Cave Nightmares" on others and "Clawed Changelings" on yet more.

Every conceivable interpretation of the Genestealer Curse has been posited across Mankind's domain, but even the most outlandish story does no justice to the awful truth behind these creatures and the reproductive cycles of genetic damnation they propagate.

By spreading their genetic curse in secrecy, these creatures multiply the threat they pose in the manner of a virus. Even a single Purestrain Genestealer, borne across the stars by an unwitting pilot who lands upon a fertile planet, can spawn enough tainted progeny to take that world over from the bottom up. Such potential disasters are seeded across the Imperium in great measure.

M	WS	BS	S	T	W	I	A	Ld
6	6	-	4	4	1	6	4	10

Weapons: Purestrains Genestealers are armed with razor-sharp claws (counts as a single knife), and may never use any other weapons, armour or other equipment of any kind.

Brute: A Purestrain Genestealer is a brute. Only one brute can be included in any gang.

Hyper-reflexes: Purestrain Genestealers have a 5+ special save.

Unstoppable Stalker: A Purestrain Genestealer has the Killer Reputation skill. A Purestrain Genestealer cannot be pinned.

Preternatural Agility: If a Purestrain Genestealers jumps across a gap, they jump 3+D3" rather than D6". They can use the full distance rolled, even if they do not have sufficient movement remaining to do so.

Experience & Injury: A Purestrain Genestealer starts the game with 60+1D6 experience. A Purestrain Genestealer can pick skills from the Agility, Combat and Ferocity skill tables. Each of it's characteristics can only be increased a maximum of 1 time.

If a Purestrain Genestealers is taken out of action, roll on the Purestrain Genestealers Injury Table below.

PURESTRAIN GENESTEALERS TABLE

D6 Injury Result

- Dead:** The Genestealer has been mortally wounded, or injured so badly that it had to be put down. It should be removed from the gang and the gang-rating of the handler should be updated accordingly.
- Limp:** The Genestealer has developed a permanent limp. It suffers -1M. This injury stacks with itself. Track each of these injuries clearly.
- Full recovery.**
- Better than ever!** The Genestealer has healed over time: One previous movement injury has healed over time. This can not increase movement past the starting value. If no results of 2-3 has been rolled before, treat the result as Full Recovery.



GENESTEALER CULT WEAPON LIST

Leader Only Weapons

	Cost
Needle Pistol	35
Web Pistol	120
Chainsword	

Hand-to-Hand Weapons

Chain or Flail	10
Club, Maul or Bludgeon	10
Knife (first knife free)	2
Sword	15
Massive Weapon	15
Mining Drill/Rock Saw	15

Extras

Bolt Shells	15
Cult Icon	40
Dum-dum Bullets	5
Frag Grenades	25
Hot Shot Shells	5
Manstopper Shells	5

EXPERIENCE

Genestealer Cults advance just like any other gang. Roll for starting experience as per the table below then during the post-game sequence consult the normal advancement table to see if any of your fighters have advanced.

INITIAL EXPERIENCE

Pistols

Autopistol	15
Stub Gun	10

Fighter Type

Initial Experience

Hierarch	60+1D6
Specialist	60+1D6
Acolyte	20+1D6
Brood Brother	0
Magus	60+1D6

Basic Weapons

Autogun	20
Shotgun (+Solid Slug, Scatter Shot)	20

MAXIMUM CHARACTERISTICS

Special Weapons

Autosluggger	45
Flamer	40
Grenade Launcher	60
Web Gun	150

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9

Heavy Weapons

Heavy Stubber	120
Mining Laser	200

GENESTEALER CULT SKILL LIST

Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Hierarch	◀	◀	◀		◀	◀	◀
Specialist		◀			◀	◀	◀
Acolyte	◀				◀	◀	
Brood Brother	◀				◀		
Magus	◀		◀			◀	◀

OGRYN GANG

The Ogryn (*Homo sapiens gigantus*) are a huge and physically powerful Abhuman mutant subspecies of Humanity, often employed by the Imperium of Man as shock troopers, bodyguards and labourers.

Ogryns are brutally strong and although extremely limited intellectually, which restricts their role to simple and direct task.

On Necromunda Ogryn generally fall into one of three categories, industrial slaves, pit slaves or indentured bodyguards.

Some Ogryn experience the spark of rebellion, with this increased awareness comes a yearning many Ogryns never knew they had: a desire to be free.

OUTLANDERS

Ogryns are outlanders so all of the usual outlaw rules apply to them unless stated otherwise. As outlanders, Ogryns do not have a guild price and so cannot ever pay off their outlaw status. They start the campaign with one territory generated on the Outlaw Territory Table.

HARD-WORKING

Ogryns are capable of completing back-breaking work that would end up killing regular men. When an Ogryn generates income from territories, double the amount of credits generated. Ogryn Gang members receive a +1 credit bonus when foraging.

EVER-HUNGRY

Ogryns love to eat like, and need to in huge quantity's to fuel their massive frames. Each fighter needs 5 credits worth of supplies to keep him going instead of the usual 3.

OVERSIZED

Ogryns are huge which means human sized weapons look like toys in their hands and ogryn sized weapons are far too unwieldy to be used by a human.

Ogryns may not use weapons other than those purchased from their weapon list.

Non-ogryn gangs cannot use any weapons taken from an ogryn fighter (by capturing them for example, they can be sold as normal for half cost).

The base cost for all other equipment that ogryns purchase is doubled, representing either the increased cost to make it in ogryn size or the extra charge that the ogryn is fleeced.

AUGMETIC WEAPONS

Some Ogryn weapons are surgically grafted to them. These augmetic weapons cannot be traded between fighters or purchased after the hiring of the fighter initially (Ogryns have no wish to mutilate their own).

GIANT BICEPS

Fighters in this gang can ignore the normal Move or Fire restriction all heavy weapons usually have. This allows them to be fire such weapons even if the model moved during his movement phase, just like a normal gun. However, if he does move then he suffers a -1 to hit penalty when firing the heavy weapon.

BRAVE

All fighters in an Ogryn gang count as having the Nerves of Steel skill.

RUNAWAYS

Should a fighter in this gang be Captured and subsequently sold to the guilders, the gang that sells them generates is awarded an extra D6x10 credits.

CHOOSING THE CREW

You have 1000 credits to spend on recruiting and arming the Ogryn Gang. Just like a House gang it must have at least three models and all fighters come with a free knife.

Overboss: A gang must have one Overboss.

Underboss: A gang can have up to 1 Underboss.

Slave Ogryns: You can include as many Slave Ogryns as you can afford.

Lobo-Slaves: A gang can have up to 2 Lobo-Slaves.

For purposes of rules that specifically reference Gangers, such as when searching for rare trade or working out which fighter takes over as gang leader, the Slave Ogryn fighter type count as Gangers.

OVERBOSS

Cost to recruit: 200 credits

An Ogryn Overbosses are usually very intelligent, at least by Ogryn standards. They tend to be disgraced bodyguards, instigators of pit fighter or industrial slaves that thought simply 'why?'.

M	WS	BS	S	T	W	I	A	Ld
5	4	3	5	5	3	3	3	7

Weapons: The Prospector may be given equipment chosen from the Overboss Only, Hand-to-Hand, Pistols, Basic, Special and Extras sections of the Ogryn Weapon List.

Leader: The Overboss counts as the Gang Leader and as such has the Leader special rule as detailed in the Gang Recruitment section of the Necromunda Community Edition.



UNDERBOSS

Cost to recruit: 110 credits

An Ogryn Underboss is the Overbosses second, likely his best friend and confident. Exactly what two Ogryns confide in each other is probably better left unstead, but an Underboss is loyal and capable.

M	WS	BS	S	T	W	I	A	Ld
5	3	2	5	5	3	2	3	6

Weapons: The Underboss may be given equipment chosen from the Heavy, Special, Hand-to-Hand, Pistols, Basic and Extras sections of the Ogryn Weapon List.

SLAVE OGRYN

Cost to recruit: 100 credits

The bulk of an Ogryn gang were industrial slaves or worked as pit fighters to roaring crowds.

M	WS	BS	S	T	W	I	A	Ld
5	3	2	5	5	3	2	3	6

Weapons: A Slave Ogryn may be given equipment chosen from the Hand-to-Hand, Pistols, Basic and Extras sections of the Ogryn Weapon List.

Limited Learning Capacity: Slave Ogryns struggle with more complex ideas. This means that whenever they either 2 or 12 on an advance roll they must choose a skill from their normally allowed skills instead.

LOBO-SLAVE

Cost to recruit: 75 credits

Some task while simple, remain so dangerous that even an Ogryn wont complete them. For these jobs, human overseers lobotomise Ogryns so that they no longer feel pain or the taste of fear.

M	WS	BS	S	T	W	I	A	Ld
4	3	1	5	5	2	2	2	5

Weapons: A Lobo-slave may be given equipment chosen from the Hand-to-Hand and Extras sections of the Ogryn Weapon List.

Limited Learning Capacity: Lobo-slaves struggle with more complex ideas. This means that whenever they either 2 or 12 on an advance roll they must choose a skill from their normally allowed skills instead.

Lobotomised: A Lobo-slave does not possess much in the way of personality, and almost nothing in the way of self-preservation instincts – such natural impulses have been sacrificed to increase their value as work units. Lobo-slaves are never pinned. However, they are unable to either hide or go on over watch.

Lobo-slaves start with a high level of experience that represents how hard it is for them to learn new things. Finally, a Lobo-slave can never become the leader of a gang.

OGRYN GANG WEAPON LIST

Overboss Only Weapons

Sword

Melty Gun

Hand to Hand Weapons

Augmetic Fist

Augmetic Arc Welder

Augmetic Mining Drill

/ Augmetic Rock Saw

Chain or Flail

Club, Maul or Bludgeon

Massive Weapon

Pistols

Stub Cannon

+ Dum Dum Shells

Basic Weapons

Augmetic Storm Welder

Augmetic Las Cutter

Ripper Gun

Special Weapons

Burna Gun

Grenadier Gauntlet

Heavy Weapons

Ogryn Mining Laser

Extras

Frag Grenades

Krak Grenades

Oversized Combat Shield

Oversized Riot Shield

Hazard Suit

Cost

15

95

20

25

35

10

10

15

15

+10

60

100

45

40

85

200

25

40

40

70

40

MELTY GUN

Ogryns are not renowned for their precision, so a standard meltagun in the hands of an Ogryn is likely to cause more trouble than prevent. Ogryn meltaguns have their barrels modified (amongst other ergonomic changes) so that they are more focused and thus have a shorter range.

Range

To Hit

Save Ammo

Short Long Short Long Str. Damage Mod. Roll

0-4 4-8 +1 - 8 D6 -5 4+

AUGMETIC FIST

For handling dangerous materials, Ogryns sometimes have their hands or entire arms replaced.

Range

Strength

Damage

Save Mod.

Close Combat As User +1

1

-

Knockback: The high impact of these fists is more than capable of knocking a man through a wall, let alone over an ledge. To represent this if a fighter suffers hits from these weapons in hand to hand combat, if they are within 1" from an edge, they must test to not fall over the edge (similar to being shot).

Augmetic: This weapon cannot be traded. See above.

AUGMETIC ARC WELDER

Ogryns sometimes have their arms replaced with high powered welding tools used for fusing together sheets of plasteel.

Range

Strength

Damage

Save Mod.

Close Combat As User +1

1

-

Catch Fire: Any models hit by an augmetic arc welder catch fire on a 4+.

Augmetic: This weapon cannot be traded. See above.

AUGMETIC MINING DRILL /AUGMETIC ROCK SAW

Having their arms replaced with mining tools is a common 'upgrade' for an Ogryn to have.

Range	Strength	Damage	Save Mod.
Close Combat	6	4	-3

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

Demolition: If a rock drill is used against a stationary target (e.g. a Gateway), then its Strength is doubled.

Augmetic: This weapon cannot be traded. See above.

STUB CANNON

To create a reliable pistol for an Ogryn is a challenge. They are prone to firing wildly in the air, and a pistol requires a certain level of finesse. The stub cannon is a combination of a sawn off shotgun and a stub gun.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-8	8-12	+1	-	3	1	-	4+

Dum-dum Shells: A stub cannon can be loaded with dum-dum shells. A supply of these powerful hand-made bullets costs extra, but they are more effective than standard ammunition adding +1 to the Strength of any hits (Strength 4 rather than 3). However, if an Ammo roll is failed while firing dum-dums then the weapon automatically explodes. Dum-dum shells follow the usual ammo rules as explained in the Ammunition & Gunsights section.

AUGMETIC STORM WELDER

Storm welders are often melded to an ogryn shoulder (by removing his arm) to allow them to also carry a heat sink which reduces the instability of the welder when used as a weapon.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-6	6-12	-	-1	5	1	-2	6+

Simple: This weapon is easy to use and as such can be used by any fighter regardless of the usual weapon type restrictions.

Unstable: After a shot with this weapon is resolved you must roll a D6 on the Unstable table below to see if the weapon has malfunctioned.

Unstable

- Critical:** The weapon vents super-heated lightning that inflict a D3 Strength hit against the user. The weapon also cannot be fired in the fighter's next turn nor in the following opponent's turn.
- Overheat:** The weapon needs to cool down so cannot be fired in the fighter's next turn nor in the following opponent's turn.
- Stable for now:** The weapon remains stable and can be fired again as normal next turn.

Augmetic: This weapon cannot be traded. See above.

AUGMETIC LAS CUTTER

Hand-held las cutters are used by humans of Necromunda. The larger augmetic versions of ogryns are scaled up for the industrial scale cutting required in the many factorums across the planet.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-3	3-6	-	-1	9	D6	-6	2+

Demolition: If a rock drill is used against a stationary target (e.g. a Gateway), then its Strength is doubled.

Augmetic: This weapon cannot be traded. See above.

RIPPER GUN

Crude but devastating weapons, ripper guns unleash huge amounts of high-calibre rounds into anyone luckless enough to be in front of the weapon when an ogryn pulls the trigger. They are fitted with burst limiters so that even the most enthusiastic ogryn should have enough ammo to see them through their opening salvo.

Range		To Hit		Save		Ammo	
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-6	6-12	-	-2	5	1	-2	5+

Sustained Fire: 2 dice.

BURNA GUN

This ogryn weapon is the size of a heavy flamer with a fuel canister to match. To off-set the tendency of ogryns to fire indiscriminately, the pressure that the fuel is released is reduced.

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

Flamer: The burna gun shot is represented by the flamer template. This is used as described in the Shooting section.

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

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

GRENADIER GAUNTLET

These gauntlets are simple enough for ogryns to use, and with a bit luck the wielder can use them to lob grenades into the midst of their enemies.

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

Gas Cloud: As the name would suggest, a grenadier gauntlet spills its explosive contents over a substantial area, and hence uses the gas cloud template.

OGRYN MINING LASER

When their range limiters are short-circuited the mining lasers of guilds make powerful weapons, able to blast apart rock, armour or flesh with equal indifference.

Range		To Hit		Save		Ammo	
<u>Short</u>	<u>Long</u>	<u>Short</u>	<u>Long</u>	<u>Str.</u>	<u>Damage</u>	<u>Mod.</u>	<u>Roll</u>
0-6	6-24	+1	-1	9	D6	-6	2+

Demolition: If a rock drill is used against a stationary target (e.g. a Gateway), then its Strength is doubled.



HAZARD SUIT

Ogryns are used in more extreme conditions than regular humans, often in the extreme heat of blast furnaces. Ogryns are often given hazards suits to protect them from these environments.

A fighter with an Hazard Suit only catches fire on a 6+ regardless of the weapon they are hit by.

Furthermore, when on fire, the equipped fighter can re-roll the strength test to beat out the flames.

EXPERIENCE

Ogryn Gangs advance just like any other gang. Roll for starting experience as per the table below then during the post-game sequence consult the normal advancement table to see if any of your Ogryns have advanced.

INITIAL EXPERIENCE

<u>Fighter Type</u>	<u>Initial Experience</u>
Overboss	60+1D6
Underboss	60+1D6
Slave Ogryn	20+1D6
Lobo-slave	60+1D6

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
5	6	5	6	6	5	5	5	8

OGRYN GANG SKILL LIST

Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Overboss		◀	◀	◀	◀		◀
Underboss		◀	◀	◀	◀		
Slave Ogryn		◀	◀	◀			
Lobo-slave		◀		◀			

HIRED GUNS

This section of the Arbiters rules introduces some new hired guns, each of whom will fight for a fistful of credits, no questions asked. They follow the usual rules for Hired Guns as outlined in the Necromunda rulebook.

AMBOT

The Luther pattern Excavation Automate is a heavy construct built in imitation of the Ambull, a huge, roughly humanoid xenos creature common to hot, arid worlds. The transport and trade in Ambulls is extremely heavily controlled throughout the Imperium, due to how dangerous they are as hunters and how unsuitable to domestication they have proven, escaping from any form of captivity and wreaking havoc upon human populations in mining colonies the galaxy over.

The greatest successes in domesticating the Ambull lie in using the creatures as the organic component of a heavy mining construct. This is completed by using a process designed by the Adeptus Mechanicus, to circumvent the most ancient laws of proscribing the 'machine malifica', the dreaded 'machine that thinks'.

'Ambots' are not an uncommon sight on Necromunda, where they are used for mining slag and excavating tunnels. They make prized commodities for underhive gangs wanting to use them against their enemies.

RECRUITING AN AMBOTS

Any gang may hire an Ambot. If a gang wants to hire an Ambot he must pay the standard hire fee which is 45 credits. A gang may only hire a single Ambot, which counts as a **Brute**, a gang may only ever have one Brute.

For purposes of calculating the gang rating an Ambot has a value of 225 (ie, its hire fee of 45x5).

AMBOT PROFILE

Ambots are not all created equal, variations exist due to both technological and biological differences. These differences are worked out after the Ambot is recruited, it will have a number of 'advances' as detailed below.

M	WS	BS	S	T	W	I	A	Ld
4	4	2	4	4	2	2	2	5

AMBOT ADVANCES

Each Ambot has three 'advances' which are either bonuses on their profile or skills. Roll a D6 three times and consult the table below, nothing down the increases and skills as you go along. An Ambot may not improve any characteristic by more than +1. If a duplicate characteristic advance that the Ambot cannot take is rolled, re-roll the result.

D6 Advance

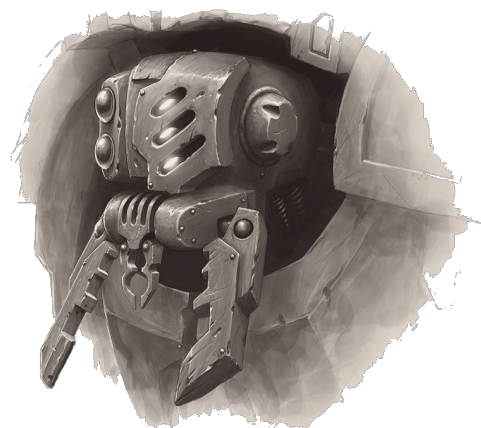
- 1 + 1 Wound
- 2 + 1 Strength
- 3 + 1 Toughness
- 4-5 **Roll a further D6:**
 - 1-2: +1 Weapon Skill
 - 3-4: +1 Initiative
 - 5-6: +1 Attacks
- 6 **Roll a further D6:**
 - 1-2: Juggernaut (Muscle)
 - 3-4: Hurl Opponent (Muscle)
 - 5-6: Infiltration (Stealth)

AMBOT GEAR

An Ambot is armed with two hand-flamers and tunnelling claws (counts as a knife). An Ambot has a 4+ armour save from it's hard armoured body.

SPECIAL RULES

Excavation: If a gang controls an Ambot and a Mine Workings, then in the Post-Battle Sequence they are able to generate an additional D6x10 credits of income.



SLAVE OGRYN

The Ogryn (*Homo sapiens gigantus*) are a huge and physically powerful Abhuman mutant subspecies of Humanity, often employed by the Imperium of Man as shock troopers, bodyguards and labourers.

Ogryns are brutally strong and although extremely limited intellectually, which restricts their role to simple and direct task.

On Necromunda Ogryn generally fall into one of three categories, industrial slaves, pit slaves or indentured bodyguards.

RECRUITING A SLAVE OGRYN

Any gang may hire a Slave Ogryn. If a gang wants to hire a Slave Ogryn he must pay the standard hire fee which is 45 credits. A gang may only hire a single Slave Ogryn, which counts as a **Brute**, a gang may only ever have one Brute.

For purposes of calculating the gang rating a Slave Ogryn has a value of 225 (ie, its hire fee of 45x5).

SLAVE OGRYN PROFILE

Slave Ogryns are likely to have picked up some skills and improved characteristics during their enslavement. This is worked out after the Slave Ogryn is recruited. The basic characteristic level is shown below. In addition to this the Slave Ogryn will have a number of 'advances'.

M	WS	BS	S	T	W	I	A	Ld
5	3	2	5	5	3	2	3	6

SLAVE OGRYN ADVANCES

Each Slave Ogryn has two 'advances' which are either bonuses on their profile or skills. Roll a D6 three times and consult the table below, nothing down the increases and skills as you go along. An Slave Ogryn may not improve any characteristic by more than +1. If a duplicate characteristic advance that the Slave Ogryn cannot take is rolled, re-roll the result.

D6 Advance

- 1 + 1 Weapon Skill
- 2 + 1 Ballistic Skill
- 3 + 1 Initiative
- 4-6 Roll a further D6:
 - 1-2: Nerves of Steel (Ferocity)
 - 3-4: Killer Reputation (Ferocity)
 - 5-6: True Grit (Ferocity)

SLAVE OGRYN GEAR

An Ambot is armed with one of the following sets of weapons:

- A Ripper Gun
- An Oversized Combat Shield and a club
- An Augmetic Mining Drill and an Augmentic Fist

SQUAT LONGBEARD

Fluff

RECRUITING A LONGBEARD

Any gang may hire a Longbeard. If a gang wants to hire a Longbeard he must pay the standard hire fee which is 25 credits.

For purposes of calculating the gang rating a Longbeard has a value of 125 (ie, its hire fee of 25x5)

LONGBEARD PROFILE

Longbeards are likely to have picked up some skills and improved characteristics during their long lives. This is worked out after the Longbeard is recruited. The basic characteristic level is shown below. In addition to this the Longbeard will have a number of 'advances'.

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

LONGBEARD ADVANCES

Each Longbeard has three 'advances' which are either bonuses on their profile or skills. Roll a D6 three times and consult the table below, noting down the increases and skills as you go along. A Longbeard may not improve any characteristic by more than +2. If a duplicate characteristic advance that the Longbeard cannot take is rolled, re-roll the result. Similarly, if you roll the same skill twice, re-roll the result.

D6 Advance

- 1 **Roll a further D6:**
 - 1-3: +1 Weapon Skill
 - 4-6: +1 Ballistic Skill
- 2 **Roll a further D6:**
 - 1-3: +1 Wounds
 - 4-6: +1 Toughness
- 3 **Roll a further D6:**
 - 1-3: +1 Strength
 - 4-6: +1 Attacks
- 4-6 **Roll a further D6:**
 - 1: Iron Jaw (Ferocity)
 - 2: True Grit (Ferocity)
 - 3: Killer Reputation (Ferocity)
 - 4: Weaponsmith (Techno)
 - 5: Crack Shot (Shooting)
 - 6: Counter Attack (Combat)

LONGBEARD GEAR

A Longbeard fights with his own weapons as described below and is invariably armed to the teeth (it goes with the job). Longbeards cannot buy or use other weapons or equipment.

Longbeards are armed with the following:

- Knife
- Mining Charges
- Grapnel
- Autopistol
- Shotgun with Solid, Scatter & Manstopper shells
- Boltgun or Autoslugger
- Chainaxe or Chainsword
- Respirator or Filter Plugs
- Photo-visor or Photo-contacts

Plus any one of the following:

- Infra-red Goggles
- Weapon Reload (for all weapons)
- Flak Armour
- Any one Bionic

PREACHER

Preachers are a common sight in the Underhive. Standing on the streets speaking the Emperor's faith, they are hardened to the ruthless reality of the world in which they live. When that world is threatened, a preacher can be a deadly and skilled opponent. In the name of the Lord Emperor, they take up arms and fight against those who would oppose them. As enemies they are ravenous and determined, as allies they are passionate and inspiring.

RECRUITING PREACHERS

If a gang wants to hire a preacher, the gang must pay a standard fee of 20 credits. The Preacher has a value of 100 for gang rating, that is, the fee of 20x5. P

Preachers will work for any law abiding gang. They will not work for any outlanders or outlaw gangs, with the exception of Redemptionists.

PREACHER BASIC PROFILE

The preacher begins with the profile given below. He will also have a number of advances, established only after he has been hired.

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

In addition to this, all Preachers have three advances on the Preacher Advance Chart. A Preacher may not improve any characteristic by more than +2. If an increase is rolled for a third time then you are to re-roll that advance. Similarly, if you roll a skill that the Preacher already has then you are to re-roll that advance.

D6 Advance

1 +1 Weapon Skill

2 +1 Initiative

3 **Roll a further D6:**

1: +1 Ballistic Skill

2: +1 Strength

3: +1 Toughness

4: +1 Wounds

5-6: +1 Attacks

4-6 **Roll a further D6:**

1: Berserk Charge (Ferocity)

2: True Grit (Ferocity)

3: Killer Reputation (Ferocity)

4: Dodge (Agility)

5: Combat Master (Combat)

6: Feint (Combat)

PREACHER GEAR

Preachers carry reliable and simple weapons they can always count on in a fight.

- Any number of knives

- Flak Armour

Plus any two of the following:

- Lasipistol
- Autopistol
- Stub gun (with dum-dums)
- Hand Flamer
- Club, Maul, Bludgeon
- Chain
- Chainsword

PREACHER SPECIAL RULES

Inspirational: The preacher is a revered and respected sight on the battlefield, inspiring his allies to fight on. Ally models within 6 inches of the preacher may use his special leadership value of 10 when testing for any nerve tests.

However, any bottle tests, as well as the preacher's own never tests will be made with his base value of 8.

'Burn, Heretic!': The preacher is a devout servant of the emperor and despises any who confront his faith. The preacher hates all mutants, aliens, outlanders and outlaws. This includes zombies and animals, but does not include members of the Redemption

NEW SCENARIOS

The following new scenarios all include a third party making an appearance. If you games/campaign include an arbiter then they are able to control those units, otherwise follow the rules listed under each scenario.

Any gang that is able to choose the scenario being played is able to choose one of these instead of the normal or outlaw scenarios.

These scenarios should be played rarely – once a gang has played one of these scenarios, they may not select them when choosing scenarios in future games.

The following are the rules and characteristics used in the scenarios below.

(Note that the rules for Astartes are more closely alligned to how they are presented in fiction instead of Warhammer 40,000 2nd Edition)

ENFORCER PATROLMAN

Enforcers are equipped to deal with any situation that demands their attention.

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

Gear: Boltgun, Stubgun, Shock Maul and Carapace Armour.

ASTARTES RECRUITER

The Space Marines or Adeptus Astartes are foremost amongst the defenders of Humanity, the greatest of the Emperor of Mankind's warriors.

M	WS	BS	S	T	W	I	A	Ld
4	6	6	4	4	3	6	3	9

Gear: Boltgun, Bolt Pistol, Sword and Power Armour.

Unstoppable Killing Machine: An Astartes cannot be pinned and all their attacks (ranged or close combat) count as having High Impact.

SETTLEMENT SHENANIGANS

This gang fight takes place in a settlement. Generally in the more civilized areas of the underhive gangsters will more or less respect the conventions of the hive and the law. But today is different, tensions are high and the peace about to be shattered.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

DEPLOYMENT

Five Enforcer Patrolman take part in this battle. Three are 'assigned' to the underdog, the other two are 'assigned' to their opponent. Starting with the underdog, each player takes turns placing an Enforcer Patrolman on the board. Each Enforcer Patrolman must be placed at least 8" from any table edge as well as 8" from any other Enforcer Patrolman.

GANGS

Each player rolls-off. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

Small arms are tolerated for personal protection in the settlements, but larger weapons must be left at the gate. During this battle gangsters may only use Pistols or Close Combat Weapons (except 'power' weapons) with which they are armed.

No other weapons can be used for the duration of the game.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

ENDING THE GAME

This battle has no specific objective other than to drive off the enemy gang.

If a gang fails a Bottle roll the game ends immediately. The gang that bottles out loses the game and the other gang wins.

EXPERIENCE

Fighters earn Experience points as noted below.

- +D6 **Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 **Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- +10 **Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

After both players have taken a turn, the 'Arbiter' team will take a turn.

On the arbitrator turn, the Enforcer Patrolman will patrol until alerted. To determine the patrol route roll a single scatter dice for each Patrolman. Each Patrolman will move so that it has moved as far as possible in that direction. The patrol route is not absolute and models will move in the general direction of the scatter dice but with regard to their safety. They will not for example walk off a gantry, and will walk down/up ladders and even backwards, if they will end up at the end of their turn further in that direction. When in doubt, the player that Patrolman is 'assigned' to has the final say.

Patrolman will continue to patrol like this randomly until activated by the one of the following:

Seeing a ranged attack/charge: If a ranged or charge move takes place within line of sight of a Patrolman, that Patrolman will 'engage' the firing or charging fighter.

Hearing a ranged attack: Whenever a ranged attack is made, if that weapon doesn't have the Silent rule, and a Patrolman is within the weapons maximum range there is a chance that Patrolman will take notice of the shot. Make an initiative test for the Patrolman, if passed that Patrolman will change their facing to face directly towards the firing model.

Seeing a close-combat: Should a Patrolman have line of sight to an existing combat then that Patrolman will 'engage' with both combatants, with the 'assigned' player picking which fighter they will target first.

Hearing a close-combat: Should a round of close-combat begin within 4" of a Patrolman then that Patrolman will turn and face to face directly towards the combat. They may then see the close-combat as above.

Being attacked: If an Patrolman is fired at by a ranged attack or charged then all Patrolman will 'engage' the model that initiated the attack/charge (unless they are already 'engaged').

ENGAGED PATROLMEN

When a Patrolman is 'engaged' to another fighter, it gets assigned to that model's opponent. That model is referred to as the Patrolman's quarry. It will remain engaged until the quarry is out of action or the quarry is lost.

While engaged, the Patrolman's actions are determined by it's assigned player, and not randomly.

When it's quarry is out of action, it will remain assigned to the current player until that changes when it is next engaged.

At the beginning of the Patrolmans turn, if it's current quarry is out of sight it must make an Initiative test. If that test is failed, it's quarry is lost and it is no longer engaged.

ROUTINE PATROL

This gang fight takes place directly in the path of an Enforcer patrol. The gangs would be foolish to risk the wrath of the Enforcers and so will most likely manoeuvre and position themselves until the Enforcers have left the area.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

DEPLOYMENT

Five Enforcer Patrolman take part in this battle. Three are 'assigned' to the underdog, the other two are 'assigned' to their opponent. Starting with the underdog, each player takes turns placing an Enforcer Patrolman on the board. Each Enforcer Patrolman must be placed on the same table edge (the underdog will pick which edge) and within 8" of the centre of that edge.

GANGS

Each player rolls-off. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

ENDING THE GAME

This battle has no specific objective other than to drive off the enemy gang.

If a gang fails a Bottle roll the game ends immediately. The gang that bottles out loses the game and the other gang wins.

EXPERIENCE

Fighters earn Experience points as noted below.

- +D6 **Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 **Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- +10 **Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

After both players have taken a turn, the 'Arbiter' team will take a turn.

The Patrolman will act as described in the scenario Settlement Shenanigans with the following exceptions:

- The Patrolman will always move towards the opposite edge from where they were deployed.
- When a Patrolman 'engages' with a fighter, all Patrolman will engage with that fighter.

ASTARTES RECRUITMENT

The Imperial Fists are the main Chapter based on Necromunda today, and were called there originally to remove the Ork invasion presence. Necromunda is one of the two planets from which the Imperial Fists recruit new members, the other being Holy Terra. Space Marines have always valued the natural ferocity that is a requirement of hive gangers and many of their ranks are made up of noble warriors that were long ago gang juves.

During this battle an Astartes is present, watching the battle unfold to determine if any of the young warriors present are suitable for selection.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart

DEPLOYMENT

A single Adeptus Astartes is placed as close to the table centre as possible.

GANGS

Each player rolls-off. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

ENDING THE GAME

This battle has no specific objective other than to drive off the enemy gang.

If a gang fails a Bottle roll the game ends immediately. The gang that bottles out loses the game and the other gang wins

EXPERIENCE

Fighters earn Experience points as noted below.

- +D6 **Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 **Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- +10 **Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

- +15 **Killing the Astartes:** If in the unlikely event a fighter kills the Astartes they gain +15 Experience points. The gang leader may then either remove the fighter from their roster (representing handing them in) or immediately gain an Outlaw status.

SPECIAL

After both players have taken a turn, the 'Arbiter' team will take a turn.

The Astartes will not engage any fighters on his turn unless he is attacked, see below.

Players may present any juve for selection by moving that juve within 8" of the Astartes. At the end of the game the juve that gained the most experience during the game is considered by the Astartes.

That juve should roll 2D6:

- On a 2, the juve is killed by the trials and must be struck off the roster.
- On a roll of a 12 the juve is inducted into the Imperial Fists. The juve is struck from the roster, but the gang is able to profit from the respect and honour this bestows. They are able to keep all of their equipment and also add credits to their stash equal to the juves cost and experience combined.
- On any other result the juve is considered, but found unworthy for the trials.

The Astartes will only become engaged if he is fired upon by a ranged attack or if he is charged.

Once he is engaged he will be controlled by his quarry's opponent until the quarry is out of action.

MILITARUM PRESS-GANG

Recruitment for the guard is down and instructions have been given to round up some scum and press them into the guard.

TERRAIN

The players roll-off. Starting with the highest scorer each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway, barricade, etc. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

DEPLOYMENT

Five Enforcer Patrolman take part in this battle. Three are 'assigned' to the underdog, the other two are 'assigned' to their opponent. Starting with the underdog, each player takes turns placing an Enforcer Patrolman on the board. Each Enforcer Patrolman must be placed at least 8" from any table edge as well as 8" from any other Enforcer Patrolman.

GANGS

Each player rolls-off. The low scorer chooses which table edge he wishes to set up on, and places all of his gang fighters within 8" of that edge. His opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

Both players roll-off. The highest scoring player takes the first turn.

ENDING THE GAME

This battle has no specific objective other than to drive off the enemy gang.

If a gang fails a Bottle roll the game ends immediately. The gang that bottles out loses the game and the other gang wins

EXPERIENCE

Fighters earn Experience points as noted below.

- +D6 **Survives:** If a fighter takes part in the game (ie was deployed on the table) and survives the battle then D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.
- +5 **Per Wounding Hit:** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time this happens as described in the Playing A Campaign Game section.
- +10 **Winning Gang Leader:** The Gang Leader of the winning side earns +10 Experience points.

SPECIAL

After both players have taken a turn, the 'Arbiter' team will take a turn.

Patrolman will move randomly as described above, unless they can see a down model. In which case they will engage that fighter, and become assigned to that fighters opponent.

If they make base contact they have pressed that ganger in to the imperial guard and they are removed from the gang roster.

Enforcers will not engage other gangers unless they have been attacked by that gang. Then that Patrolman will engage that ganger as described in the Settlement Shenanigans scenario.

If a gang chooses to attack the arbitrators they must roll on the outlaw table at the end of the game.