

CONFRONTATION GANG CREATION

Table of Contents

1. Gang Type Determination.....	1
2. Gang Leader's Prestige.....	2
3. Add Gang Members.....	3
4. Gang Members' Profiles.....	3
5. Starting Weapons and Equipment.....	5
6. Gang Stash.....	9
7. Special Skills.....	11
8. Caryatids.....	13
9. Gang Organization and Recordkeeping.....	14
Appendix A - Mutants.....	15
Appendix B – Psyker Gangs.....	31

Confrontation is a tabletop wargame that was published as a series of White Dwarf Magazine articles containing a mix of rules and background information on the Hive World of Necromunda and the various types of gang that inhabit it. It was designed by Bryan Ansell, Rick Priestley, Nigel Stillman and Phil Gallagher. Confrontation was published circa 1990-1991. All rights to this game belong to Games Workshop and this publication is not intended to be a challenge to those rights. This is an attempt to put the rules in an easy to read order, so as to make the game easier to play.

In Confrontation each player represents a gang led by a charismatic leader. To create your own gang together with its leader you generate the type of gang, its leader, the number of members it has, the personal fighting skills of each member, and their weaponry and other equipment. This section of Confrontation explains how to generate your gang.

1. Gang Type Determination

Randomly determine which type of gang you are going to control by rolling on the Gang Determination Chart. Alternatively players may choose to represent Clan gangs, the most common type of gang in the Necromundan hives.

To randomly generate a gang use the chart below. Roll a D6 – a score of 3 or 4 indicates that you have a clan gang, scores of 1 or 2, or 5 or 6 indicate that you should roll again. Your second D6 roll will either give you a gang type or a third dice roll which will determine your gang. So, an initial roll of 5 indicates that you should roll again, if this roll is 3 you have generated an undercity gang.

CONFRONTATION GANG CREATION

1st Roll	2nd Roll	3rd Roll	Gang Type
1-2	1-3	1	Psyker Gang
		2	Mutant Gang
		3-6	Scavvy Gang
	4-6		Nomad Gang
3-4	Clan Gang		
5-6	1-3		Undercity Gang
	4-5	1-3	Brat Gang
		4-6	Tech Gang
	6		Venators

2. Gang Leader's Prestige

Generate the gang leader's prestige and determine the number of additional gang members by cross-referencing this score on the Gang Members Chart.

First generate the prestige value of the gang's leader: 6 plus the score of a D6 (6+D6).

Then to determine the initial number of followers in the gang roll a D6 and read the score against the leader's prestige on the Gang Members Chart below.

D6	Leader's Prestige Value					
	7	8	9	10	11	12
1	3	3	4	4	5	5
2	3	4	4	5	5	6
3	4	4	5	5	6	6
4	4	5	5	6	6	6
5	5	5	6	6	6	7
6	5	6	6	6	7	7

CONFRONTATION GANG CREATION

3. Add Gang Members

Roll on the Prestige and Status Table to generate prestige points for each additional member of the gang. The same dice roll is also used to determine their status: Raw Recruit, Hardened Gang Fighter or Henchman.

PRESTIGE AND STATUS TABLE

D6 Prestige Value	Gang Member
1-2	Raw Recruit
3-4	Hardened Gang Fighter
5-6	Henchman

4. Gang Members' Profiles

Determine the profile of each gang member by rolling for Initiative, Weapon Skill and Ballistic Skill on the Profile Generation Chart. Use the Gang Modifiers Chart to modify each individual profile.

PROFILE GENERATION CHART

Gang Fighter	Initiative (I)	Weapon Skill (WS)	Ballistic Skill (BS)
Leader	D6+8	4D6×10	5D6×10
Henchman	D6+6	3D6×10	4D6×10
Hardened Gang Fighter	D6+4	2D6×10	3D6×10
Raw Recruit	D6+2	D6×10	2D6×10

CONFRONTATION GANG CREATION

GANG MODIFIERS CHART

Gang Type	I	WS	BS	Comments
Clan Gang	-	-	-	Good all round
Undercity Gang	+1	+1 per D6	-	Quick and savage
Nomad Gang	+3	-	-	Very quick witted
Scavvy Gang	+1	+1 per D6	-1 per D6	Savage fighters but poor shots
Mutant Gang	Special	Special	Special	See Appendix A – Mutants
Tech Gang	-2	-1 per D6	-	Cautious and reliant on technology
Psyker Gang	Special	Special	Special	See Appendix B – Psyker Gangs
Brat Gang	-1	-1 per D6	-	Rely on exotic weaponry
Venators	+1	-	-	Bounty hunters with specialist equipment

Initiative (I) defines a character's reactions, agility and general awareness. For game purposes initiative is expressed in numerical terms. The higher the initiative the sharper the character's instinctive reactions and the greater his ability to make snap decisions. A character with a naturally low initiative, say 3 or 4, will be slow witted, a bit clumsy, perhaps rather easy to distract or confuse. However, a low initiative score may simply reflect the character's inexperience. A character with high initiative, say 18 or more, is quite the opposite: quick witted, agile and decisive.

Weapon Skill (WS) defines a character's ability to fight at close quarters. Although this ability is called weapon skill, in fact it relates to unarmed fighting ability as well as the character's competence with hand-to-hand combat weapons. Like initiative, WS is expressed numerically: the higher the WS the better fighter you are. A character with a low WS, say 30-50, is a relatively poor combatant, perhaps rather weak, lacking in aggression or simply inexperienced. A character with a high WS, say 100 or more, is a tough, hardened and experienced fighter.

Ballistic Skill (BS) defines a character's ability to shoot or throw accurately. This is important, as most combat takes the form of shoot-outs with pistols and heavier firearms. As with initiative and WS, BS is expressed numerically. The higher a character's BS the better shot he is. A character with a BS of 70 or 80 is considered to be a rather poor shot who will probably miss most of the time. A character with a BS of 170 or more is astonishingly accurate.

CONFRONTATION GANG CREATION

5. Starting Weapons and Equipment

Generate weapons and equipment for each member of the gang by rolling on the appropriate Equipment Chart. For each ranged weapon, roll a D10 to determine how many shots it has remaining in the magazine. Generate the gang's stash by rolling on the Stash Chart.

CONFRONTATION GANG CREATION

LEADER'S INITIAL EQUIPMENT

The leader is entitled to 3 or 4 rolls from the chart as indicated below. Cross reference the dice score to the type of gang. The type of gang influences the kinds of equipment the leader has.

D100	CLAN	TECH	VENATORS	SCAVVIES, NOMADS, PSYKERS, MUTANTS, UNDERCITY GANGS
Rolls	4	4	4	3
0-5	Sword	Stubgun	Las Pistol	Sword
6-10	Handbow	Shotgun	Las Pistol	Sword
11-15	Stubgun	Shotgun'	Las Pistol	Handbow
16-20	Stubgun	Autogun	Bolt Pistol	Handbow
21-25	Shotgun	Las Pistol	Bolt Pistol	Handbow
26-30	Shotgun	Las Pistol	Lasgun	Stubgun
31-35	Autogun	Bolt Pistol	Lasgun	Stubgun
36-40	Autogun	Bolt Pistol	Powersword	Shotgun
41-45	Las Pistol	Lasgun	Powersword	Shotgun
46-50	Las Pistol	Lasgun	Bolt Gun	Autogun
51-55	Bolt Pistol	Powersword	Bolt Gun	Autogun
26-60	Bolt Pistol	Powersword	Hand Flamer	Las Pistol
61-65	Lasgun	Bolt Gun	Plasma Pistol	Las Pistol
66-70	Lasgun	Bolt Gun	Plasma Pistol	Bolt Pistol
71-75	Powersword	Hand Flamer	Auto Pistol	Lasgun
76-80	Boltgun	Plasma Pistol	Needle Pistol	Powersword
81-85	Hand Flamer	Auto Pistol	Web Gun	Boltgun
86-90	Plasma Pistol	Chainsword	Needle Gun	Hand Flamer
91	Auto Pistol	Respirator	Needle Gun	Plasma Pistol
92	Auto Pistol	Respirator	Needle Gun	Plasma Pistol
93	Auto Pistol	Communicator	Needle Gun	Auto Pistol
94	Auto Pistol	Communicator	Needle Gun	Shield
95	Respirator	Flak Armour	Needle Gun	Shield
96	Shield	Flak Armour	Respirator	Shield
97	Flak Body Armour	Helmet	Flak Body Armour	Shield
98	Helmet + Communicator and Photo Visor	Helmet + Communicator and Photo Visor	Helmet + Communicator and Photo Visor	Shield
99	Chainsword	Mesh Body Armour	Chainsword	Respirator
100	Mesh Body Armour	Mesh Body Armour	Mesh Body Armour	Flak Body Armour

CONFRONTATION GANG CREATION

HENCHMAN AND HARDENED GANG FIGHTER INITIAL EQUIPMENT

Henchmen and Hardened Gang Fighters are entitled to either 2 or 3 rolls as indicated below. Cross reference the dice score to the type of gang. The type of gang influences the kinds of equipment the character has.

D100	CLAN	TECH	VENATORS	SCAVVIES, NOMADS, PSYKERS, MUTANTS, UNDERCITY GANGS
Rolls	Henchman 3 Hardened Fighter 2	3	3	Henchman 3 Hardened Fighter 2
0-5	Sword	Sword	Autogun	Sword
6-10	Sword	Handbow	Las Pistol	Sword
11-15	Handbow	Stubgun	Las Pistol	Sword
16-20	Handbow	Shotgun	Bolt Pistol	Handbow
21-25	Stubgun	Autogun	Bolt Pistol	Handbow
26-30	Stubgun	Las Pistol	Lasgun	Handbow
31-35	Shotgun	Las Pistol	Lasgun	Stubgun
36-40	Shotgun	Bolt Pistol	Powersword	Stubgun
41-45	Autogun	Bolt Pistol	Needle Pistol	Shotgun
46-50	Autogun	Lasgun	Needle Pistol	Shotgun
51-55	Las Pistol	Lasgun	Web Gun	Autogun
56-60	Las Pistol	Powersword	Web Gun	Autogun
61-65	Bolt Pistol	Powersword	Needle Gun	Las Pistol
66-70	Bolt Pistol	Bolt Gun	Needle Gun	Las Pistol
71-75	Lasgun	Bolt Gun	Needle Gun	Bolt Pistol
76-80	Powersword	Hand Flamer	Boltgun	Lasgun
81-85	Bolt Gun	Hand Flamer	Bolt Gun	Powersword
86-90	Hand Flamer	Plasma Pistol	Hand Flamer	Bolt Gun
91	Plasma Pistol	Auto Pistol	Plasma Pistol	Hand Flamer
92	Plasma Pistol	Auto Pistol	Plasma Pistol	Hand Flamer
93	Plasma Pistol	Auto Pistol	Plasma Pistol	Plasma Pistol
94	Plasma Pistol	Auto Pistol	Plasma Pistol	Auto Pistol
95	Plasma Pistol	Auto Pistol	Plasma Pistol	Respirator
96	Auto Pistol	Chainsword	Auto Pistol	Shield
97	Auto Pistol	Respirator	Auto Pistol	Shield
98	Respirator	Flak Body Armour	Respirator	Shield
99	Shield	Flak Body Armour	Flak Body Armour	Shield
100	Flak Body Armour	Communicator	Communicator	Shield

CONFRONTATION GANG CREATION

RAW RECRUITS INITIAL EQUIPMENT

Raw Recruits are entitled to either 1 or 2 rolls as indicated below. Cross reference the dice score to the type of gang. The type of gang influences the kinds of equipment the character has.

D100	CLAN	TECH	VENATORS	SCAVVIES, NOMADS, PSYKERS, MUTANTS, UNDERCITY GANGS
Rolls	1	2	2	1
0-5	Sword	Sword	Sword	Improvised Weapon
6-10	Sword	Sword	Sword	Improvised Weapon
11-15	Sword	Sword	Handbow	Improvised Weapon
16-20	Sword	Handbow	Handbow	Improvised Weapon
21-25	Handbow	Handbow	Stub Gun	Improvised Weapon
26-30	Handbow	Handbow	Stub Gun	Sword
31-35	Handbow	Stub Gun	Shotgun	Sword
36-40	Handbow	Stub Gun	Shotgun	Handbow
41-45	Stub Gun	Stub Gun	Autogun	Handbow
46-50	Stub Gun	Shotgun	Autogun	Handbow
51-55	Stub Gun	Shotgun	Las Pistol	Stub Gun
56-60	Shotgun	Autogun	Las Pistol	Stub Gun
61-65	Shotgun	Autogun	Las Pistol	Shotgun
66-70	Las Pistol	Autogun	Needle Pistol	Shotgun
71-75	Autogun	Las Pistol	Needle Pistol	Autogun
76-80	Las Pistol	Las Pistol	Bolt Pistol	Autogun
81-85	Las Pistol	Las Pistol	Lasgun	Las Pistol
86-90	Bolt Pistol	Bolt Pistol	Web Gun	Bolt Pistol
91	Bolt Pistol	Bolt Pistol	Needle Gun	Lasgun
92	Bolt Pistol	Bolt Pistol	Needle Gun	Lasgun
93	Lasgun	Bolt Pistol	Needle Gun	Lasgun
94	Lasgun	Bolt Pistol	Needle Gun	Shield
95	Lasgun	Lasgun	Needle Gun	Shield
96	Lasgun	Lasgun	Needle Gun	Shield
97	Respirator	Lasgun	Needle Gun	Shield
98	Shield	Lasgun	Needle Gun	Shield
99	Shield	Respirator	Respirator	Shield
100	Shield	Communicator	Communicator	Shield

CONFRONTATION GANG CREATION

6. Gang Stash

Generate the gang's equipment and ammo stash by rolling on the Stash Chart. Determine the amount of credits the gang has in their stash by rolling on the Credit Table.

CONFRONTATION GANG CREATION

STASH CHART

**SCAVVIES, NOMADS,
PSYKERS, MUTANTS,
UNDERCITY GANGS**

D100	CLAN	TECH	VENATORS	
Rolls	6	7	7	4
0-5	Conventional Ammo (50)	Conventional Ammo (50)	Conventional Ammo (50)	Conventional Ammo (50)
6-10	Conventional Ammo (50)	Conventional Ammo (50)	Conventional Ammo (50)	Conventional Ammo (50)
11-15	Conventional Ammo (50)	Conventional Ammo (50)	Conventional Ammo (50)	Conventional Ammo (50)
16-20	Conventional Ammo (50)	Conventional Ammo (50)	Power Pack (50)	Conventional Ammo (50)
21-25	Conventional Ammo (50)	Power Pack (50)	Power Pack (50)	Power Pack (50)
26-30	Conventional Ammo (50)	Power Pack (50)	Power Pack (50)	Power Pack (50)
31-35	Power Pack (50)	Power Pack (50)	Power Pack (50)	Power Pack (50)
36-40	Power Pack (50)	Power Pack (50)	Power Pack (50)	Power Pack (50)
41-45	Power Pack (50)	Power Pack (50)	Handbow Ammo (50)	Power Pack (50)
46-50	Power Pack (50)	Power Pack (50)	Flamer Cannister (5)	Power Pack (50)
51-55	Power Pack (50)	Handbow Ammo (50)	Flamer Cannister (5)	Handbow Ammo (50)
56-60	Power Pack (50)	Handbow Ammo (50)	Flamer Cannister (5)	Handbow Ammo (50)
61-65	Handbow Ammo (50)	Bolt Ammo (15)	Flamer Cannister (5)	Handbow Ammo (50)
66-70	Handbow Ammo (50)	Bolt Ammo (15)	Web Chemical Canister	Handbow Ammo (50)
71-75	Bolt Ammo (15)	Flamer Cannister (5)	Web Chemical Canister	Handbow Ammo (50)
76-80	Bolt Ammo (15)	Combat Stimulant	Needle Chemical Cannister	Bolt Ammo (15)
81-85	Flamer Cannister (5)	D6 Frag Grenades	Needle Chemical Cannister	Bolt Ammo (15)
86-90	Combat Stimulant	D6 Frag Grenades	Needle Chemical Cannister	Flamer Cannister (5)
91	D6 Frag Grenades	1 Krak Grenade	D6 Frag Grenades	Combat Stimulant
92	D6 Frag Grenades	1 Krak Grenade	D6 Frag Grenades	Combat Stimulant
93	D6 Frag Grenades	1 Krak Grenade	D6 Frag Grenades	Combat Stimulant
94	D6 Frag Grenades	D6 Smoke Grenades	D6 Frag Grenades	Combat Stimulant
95	D6 Frag Grenades	D6 Smoke Grenades	D6 Frag Grenades	Combat Stimulant
96	1 Krak Grenade	D6 Smoke Grenades	D6 Stumm Grenades	D6 Frag Grenades
97	1 Krak Grenade	1 Stumm Grenade	D6 Stumm Grenades	D6 Frag Grenades
98	1 Krak Grenade	1 Stumm Grenade	D6 Stumm Grenades	D6 Frag Grenades
99	1 Krak Grenade	1 Stumm Grenade	D6 Stumm Grenades	D6 Frag Grenades
100	Medi-Pack	Medi-Pack	D6 Stumm Grenades	D6 Frag Grenades

CONFRONTATION GANG CREATION

CREDIT TABLE

Gang Type	Credits
Clan Gang	D10xD10+25
Undercity Gang	D10xD10
Nomad Gang	D10xD10-50
Scavvy Gang	1D10
Mutant Gang	D10xD10-25
Techno Gang	D10xD10+100
Psyker Gang	D10xD10
Brat Gang	D10xD10+50
Vigilantes	D10xD10+50

7. Special Skills

Determine whether any of the gang members have any special skills by rolling on the Skill Generation Chart.

Roll a D100 on the Skill Generation Chart to determine whether the leader and any henchmen in the gang start off with a skill and if so, what that skill may be. Roll once for the leader on the D100 score column for Leader, then roll for each henchman on the D100 column for henchman.

SKILL GENERATION

Leader	Henchman	Skill
1-20	1-50	No Skill
21-28	51-55	Sixth Sense
29-36	56-60	Nerves of Steel
37-44	61-65	Ambidextrous
45-52	66-70	Sniper
53-60	71-75	Medic
61-68	76-80	Rogue
69-76	81-85	Dealer
77-84	86-90	Fast Draw
85-92	91-95	Lightning Reactions
93-100	96-00	Fighter

CONFRONTATION GANG CREATION

AMBIDEXTROUS

A character who is ambidextrous ignores the shooting penalty for firing with the left hand, and the hand-to-hand combat roll penalty for using a weapon in the left hand. The character is in effect neither right nor left handed, but can use both hands equally well. Although characters who are naturally right or left handed cannot literally become ambidextrous, we assume they gain this ability as a result of experience and practice.

DEALER

The character has good contacts with other gangs or the better traders. If a gang includes a character with dealer skill, it will be easier to get hold of rarer weapons. When rolling to determine whether a weapon or item of equipment is available, the gang may add +10% to its chance of success.

FAST DRAW

The character can draw and fire a pistol with superhuman speed and accuracy. This could be the result of intensive combat experience, long practice, or simply an innate ability. The character may draw and fire a pistol as 1 action. He may also draw and fire a pistol when snap firing, in which case the character misses his next turn as normal, but counts his full chance of hitting. A normal snap firing shot is at half the normal chance of hitting (see Snap Firing).

FIGHTER

The character is a ruthless, highly efficient hand-to-hand fighter. In hand-to-hand combat double his combat dice roll. This applies in addition to any multiplier for fighting defensively. For example, the character may fight defensively and multiply his dice roll by 4. If the character is wearing power or exoarmour the additional Fighter multiplier is ignored. The weight and encumbrance of the armour cancels out the ability conferred by the skill.

LIGHTNING REACTIONS

The character has naturally fast reactions. If he shares an initiative score with another character, he takes precedence in the turn sequence. If two or more characters have the same initiative and Lightning Reactions dice for precedence as normal. If the character is called upon to make a reaction roll his chance of success is increased from the normal 30% to 60%.

MEDIC

This skill is fairly self explanatory. The character is either a trained medic, has practical experience, or is just unusually gifted. The presence of a medic in the gang means a wounded character is more likely to recover after the encounter. When rolling on the Wound Recovery Chart add +1 to the score. This is additional to any bonus for a Medi-kit. Note that a character can never use his healing powers on himself. If a medic is seriously wounded during a game he cannot use his power to help other wounded characters recover.

CONFRONTATION GANG CREATION

NERVES OF STEEL

If a character has Nerves of Steel he may ignore duckback results if he wishes. He never panics if covered by a web.

ROGUE

This character is a natural loner. He doesn't mind joining up with a gang, but he knows he can get by on his own if he needs to. A character with Rogue skill can act independently of a gang group on the tabletop and does not have to belong to a gang group as the other gang members do.

SIXTH SENSE

Sixth Sense isn't really a special power, it just reflects the fact that the character's normal senses and mind are especially sharp. To his comrades his uncanny ability to 'feel' he is being watched seems almost magical. If the character approaches hidden mines, concealed enemy, or unseen danger of any type there is a 75% chance that he will be aware of the danger.

If a GM is available he will make the roll secretly. Otherwise the player can make the roll at the beginning of his turn, the opposing player must then be honest about any hidden dangers. The Sixth Sense ability detects any hidden danger within 10 metres (5") of the character, and to any enemy model aiming at him from any distance.

SNIPER

The Sniper skill can only be used by characters who have a BS of 150 or more. If a character gains the skill but does not have a BS high enough to use it, the skill is recorded and comes into play when the BS reaches 150.

A character with this skill may use it when firing a single aimed shot. The chance of hitting your target is not increased, but the sniper may add or subtract up to 10 from the hit location table of his victims. A sniper is therefore far more likely to hit a vital spot compared to an ordinary character.

8. Caryatids

Establish if characters with high prestige have Caryatids.

Successful gang leaders and even henchmen often have Caryatids in attendance. Any character generated with a prestige rating of 12 or more, or whose prestige reaches 12 as a result of experience gained in play, tests to determine if they have been adopted by a Caryatid. There is a 50% chance that a Caryatid will latch onto the character. Once a character's prestige reaches 12 then every time his prestige goes up 1 level he also tests to

CONFRONTATION GANG CREATION

see if another Caryatid appears – the chance is once again 50%. This means that a character with a very high prestige level may have several Caryatids in his retinue.

9. Gang Organization and Recordkeeping

Organise the gang by exchanging weapons, ammunition and equipment between members and consigning unused equipment to the gang's stash. Make sure that you have recorded all the details generated so far, and especially that you have noted down details of each gang member's armament. Equipment and credits stashed by the gang must be noted separately. Stash is not carried into action and so is not available during the game itself.

CONFRONTATION GANG CREATION

Appendix A - Mutants

Every member of a Mutant Gang will have at least one mutation, up to a maximum of D6 per mutant. Roll a D6 for each mutant gang member to determine how many mutations each member has. Then for each mutation roll D100 and consult the chart below.

D100	Mutation	D100	Mutation
1	Agility	57-59	Mane of Hair
2-3	Albino	60	Mange
4-10	Atrophy	61	Mechanical body
11	Bestial Face	62-64	Mind Attributes
12	Bird Attribute	65	Noise
13	Blood Rage	66	Obsession
14	Blood Substitution	67-69	Plague Bearer
15-19	Body Mutation	70-72	Psychic Attributes
20-22	Chaos Spawn	73	Quick Witted
23	Chaos were	74	Red Hot flesh
24	Cloud of Flies	75	Regeneration
25	Cloven Hooves	76	Resilient
26	Crossbreed	77-80	Skin Attribute
27-30	Drug-crazed	81	Spines
31-33	Eye Mutation	82	Spits Venom
34	Exudes Acid	83	Stench
35	Fangs or Tusks	84	Strong
36-38	Festering Scabs	85	Technofused Arm
39	Fiery Breath	86-90	Tentacles
40	Fits	91-92	Toxin Immunity
41	Giant	93	Undead
42-44	Head or Face Mutation	94	Vampirism
45-47	Hideous Appearance	95	Warp Frenzy
48	Hems	96	Wings
49	Hypnotic Gaze	97	X-ray Vision
50	Illusion of Normally	98	Yeti
51-55	Limb Mutation	99	Zombie
56	Jelly	100	Choose

CONFRONTATION GANG CREATION

MUTATIONS

Agility

The mutants alertness and reactions have been enhanced and the individual will usually also exhibit a monkey-like ability to move about perhaps due to elongated arms or gripping feet. The mutant will be able to make one extra action per turn.

Albino

The mutant has an unearthly pallid complexion and weak pink or red eyes. The individual risks being mistaken for an alien in normal society and suffers from weak eyesight. Anyone with this mutation with unprotected eyes will always be blinded if hit on the head with laser, flame or beam weapons, or within effect radius of a photon grenade.

Atrophy

The mutant has a withered limb. Roll a D6 to determine which limb:

1-2	Right arm.
3-4	Left arm.
5	Right leg.
6	Left leg.

Withered arms cannot hold or support weapons. Withered legs reduce movement by 50% and make actions take twice as long.

Bestial Face

The mutant has facial features that cause him to resemble an animal, usually a horned and shaggy goat-like or bovine animal such as are known in the Occult mythology of some cults on Necromunda. This mutation does not affect the mutant in any other way except that he can use any horns he may have as an improvised weapon.

Bird Attributes

Roll a D6 to determine the nature of the mutation.

1-2	Feathered hide; the Mutant grows feathers over his body and sometimes also vestigial but useless wings, no effect.
3-4	Birds feet; The mutant grows talons on his feet which can be used as improvised weapons in close combat.

CONFRONTATION GANG CREATION

5-6	Beak-like mouth allowing the mutant to bite an opponent in close combat.
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Blood Rage

The mutant will become enraged by the smell of fresh blood. He will receive a temporary gain of 20 to his Weapon Skill while within 12m of any wounded character.

Blood Substitution

The mutant's blood has changed. Roll a D6 to determine the nature of the change. These unfortunate mutants are never treated for their wounds by any other characters and must take their chances or perish.

1-2	Acid. If wounded in hand-to-hand combat a spray of acid will hit his assailant causing a light wound.
3-4	Electricity. If struck by a metal weapon his assailant will receive a serious wound due to electric shock.
5	Infected blood. If wounded in hand-to-hand combat, his opponent and anyone who later contacts the mutant risks catching an infection which will endow the victim with the same mutation.
6	Parasites. The mutant's blood is infested with parasites. If wounded in hand-to-hand combat the assailant risks a 50% chance of the same parasitic infection.

Body Mutations

Roll D6 to determine the mutation.

1	Crystalline body; the mutant has become a single living crystal. He is immune to laser beams which are refracted through his body but any other serious wound sustained shatters his flesh and destroys him.
2	Obesity; the mutant has a swollen and bloated body, -2 to Initiative.
3	Growth; the mutant becomes tall, massive and muscular. + 10 to WS.
4	The mutant is extremely thin and gangling.
5	The mutant has a hunched and twisted back.
6	The mutant's body shrivels and he becomes incredibly weak. WS is halved.

Chaos Spawn

CONFRONTATION GANG CREATION

The mutant has been blighted by Chaos. Weakness of spirit has allowed the warp to wrack and ruin his body. The mutant gains 2D6 further mutations at once.

Chaos Were

The mutant can temporarily change form into a Chaos Spawn (3+D6 temporary additional mutations). This change is brought about by stress and will occur on the first occasion that the mutant is hit or wounded. The were-form remains for D6 turns.

Cloud of Flies

The mutant is surrounded by a cloud of flies, probably attracted to his sores and ulcers. These fly into the face of any hand-to-hand assailants inflicting a -10 Combat Modifier on them.

Cloven Hooves

The mutants feet change into cloven hooves. This mutation does not affect movement.

Crossbreed

The mutant has become a hybrid of Human and hive-vermin. Roll a D10 to determine the creature:

1	Mutant Dog
2	Rat
3	Giant Spider
4	Dream bat
5	Caryatid
6	Ash Buzzard
7	Sludge Jelly
8	Fly
9	Lash worm
10	Face-Eater

Roll a D6 to see what aspects of the creature occur in the mutant.

1-2	Mutant gains the natural attack of the creature instead of the ability to use Human weapons. Fly crossbreeds gain a venomous sting inflicting irritating light wounds similar to an ulcer. Caryatid crossbreeds gain only one psychic ability of the caryatid.
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CONFRONTATION GANG CREATION

3-4	Mutant gains superficial appearance of the creature on limbs or face only. Moves and fights as Human.
5-6	Mutant is basically a Human-sized version of the creature with Human intelligence. Fights and moves as the creature.

Bat, buzzard, caryatid and fly crossbreeds grow vestigial wings but cannot fly.

Drug-Crazed

The mutant is really just an unfortunate victim of one of the drugs of Necromunda. His addiction or the side effects of the substance have caused him to become an outcast due to his erratic behaviour or and metal degeneration. Roll a D6 to determine his addiction.

1-2	Blitz
3-4	Stimm
5-6	Spook

The addict must take a dose of the drug before each encounter in order to be able to fight. Otherwise he will just be left to jibber and rave in a corner (or might even be executed as a liability by ruthless gang leaders). He suffers from the addiction effect of the drug given in the rules section Combat Stimulants and Spook.

Eye Mutations

Roll a D6 to determine the mutation.

1	Additional eye in the center of the forehead, + 10 to BS
2	Bulging eyes, like a lizard or amphibian, no effect.
3	Eye-stalks, similar to a crab, no effect.
4	One eye, loss of depth of perception, -10 to BS.
5	Piercing eyes. This mutation often proves very useful in the darkest recesses of the undercity. The mutant has deep-sunk eyes which appear to glow red in the dark. The mutant benefits from infra-vision and cannot be blinded.
6	Compound eyes. Some of the food production processes on the hive world utilize insect enzymes to convert inedible materials into food. Unfortunately this occasionally results in the development of insectoid attributes in human young. Compound eyes is such a mutation. The eye develops into the many faceted compound eye of an insect which endows the mutant with an increased arc of perception (360 degrees).

CONFRONTATION GANG CREATION

Exudes Acid

The mutant sweats a caustic acid which will burn any living being who touches the mutants skin causing a light wound. Armour will protect against the acid which is not strong enough to corrode it.

Fangs or Tusks

The mutant has enlarged canine teeth, which can be used to bite, rip or tear opponents in hand-to-hand combat Such bites are extraordinarily powerful and hits are resolved using damage chart 2.

Festering Scabs

This condition may be caused by disease or pollutants. The body erupts in many large festering scabs which are usually hidden beneath rags and bandages. It does not affect fighting ability but give the mutant a grotesque appearance.

Fiery Breath .

The mutant can exhale intensely hot or burning breath. It is equivalent to a hand flamer against any close combat opponent.

Fits

The Mutant may suffer a mental seizure when under stress. Each time that the mutant is shot at, there is a 50% chance that he will be gripped by a fit. This renders him unable to do anything for the next turn as he writhes uncontrollably on the ground.

Head or Face Mutation

Roll a D10 to determine the mutation.

1	Mutated ears; the mutant has enlarged ears or has developed bat-like sonar abilities, +D6 to Initiative.
2	The mutant has an unnaturally enlarged head, no effect.
3	The mutant has a long and highly developed nose and can smell The presence of any other character within 12 meters.
4	The mutant's head has grown elongated and pointed, squeezing his brain in the process. -D6 Initiative.
5	The Mutant's face has become a living skull and his eyes become a dim red glow in the depths of their sockets His terrifying appearance causes a -D6 Initiative to any close combat opponent.
6	The mutant's facial features are rearranged so that eyes, mouth or nose have changed places or migrated to other parts of his head. -10 BS.

CONFRONTATION GANG CREATION

7	Pin head; the mutant has a tiny head out of proportion of the size of his body. Half Initiative and BS due to shrunken brain capacity.
8	The Mutant has lost all his facial features, leaving an entirely blank face. Strangely; the mutant's senses remain unaffected.
9	The mutant's head has fused with his chest giving him the appearance of being headless. Treat all head hits as body hits.
10	The mutant grows a horny, fleshy, scaly or feathery crest on his head. This increases his prestige rating among mutants by D6.

Hideous Appearance

The mutant's appearance degenerates until it becomes utterly loathsome and terrifying. -D6 Initiative to any close combat opponents of the mutant.

Horns

The mutant grows a pair of horns on his head counting as an improvised weapon.

Hypnotic Gaze

The mutant has intense staring eyes which he can use to induce temporary psychological disturbance in anyone he gazes at. The mutant may 'stare' at any hand-to-hand opponent, causing him to make the following test;

D6	Effect
1-2	Opponent resists the hypnotic gaze of the mutant.
3-4	Opponent is distracted; -D6 Initiative.
5-6	Opponent is mesmerized and unable to strike in that combat phase.

Illusion of Normality

The mutant appears to be entirely normal whatever other mutations he may have. The true nature of the mutant only becomes apparent in close combat.

Jelly

The mutant has degenerated into an amoebic blob of protoplasmic jelly. The mutant is only capable of instinctive reactions and has an Initiative of D6. It loses any BS and WS and has no prestige. It can only move by walking (gliding like a slug). It can attack hand-to-hand opponents by smothering them. The victim must be prone to be smothered and the jelly mutant must spend a turn enveloping him. Any victims smothered can be eaten by the jelly if it remains in position again next turn. The jelly eats everything including equipment. The mutant ignores light wounds. Jelly mutants, although rare, are sometimes adopted by mutant gangs as mascots and hunting-beasts.

CONFRONTATION GANG CREATION

Limb Mutations

Roll D10 to determine the nature of the Mutation.

1		The mutant has long trailing arms which give it considerable advantage in close combat. + 10 Combat Modifier.
2		Multiple arms; the mutant grows extra arms. Roll a D6 to determine the effect. The mutant can simultaneously use one extra hand-weapon in each extra arm.
	1-2	One extra arm
	3-4	Two extra arms
	5-6	Three extra arms
3		Overgrown limb; roll D6 to determine the effect of this mutation.
	1-2	Enlarged arm; + 10 Combat Modifier if using improvised weapon.
	3	Enlarged leg; mutant can only crawl.
	4	Enlarged head; no effects.
	5	Enlarged hands; cannot manipulate anything but improvised weapon.
	6	Enlarged feet; character cannot run.
4		Limb loss; the mutant has lost a limb through atrophy or skeletal mutation. Roll a D6 to determine the nature and effect of the mutation.
	1-2	Right arm missing; BS and WS halved.

CONFRONTATION GANG CREATION

	3-4	Left arm missing; BS halved.
	5-6	One leg missing; mutant must hop, crawl or use crutch or peg-leg.
5		Limb transference; the mutant suffers from a skeletal change that results in a misplaced limb. Roll a D6 to determine the nature of the mutation.
	1-2	Right leg and left arm are transposed. BS and WS halved.
	3-4	One hand moves to the head, leaving a stump-less arm. -10 to WS.
	5-6	All arms and legs join at the hip giving an effect like a Humanoid spider. Combat not affected since hands can still manipulate.
6		The mutant develops extra joints. This can give him advantages in close combat or movement. Roll a D6 to determine the effect.
	1-2	Arms; + 10 Combat Modifier.
	3-4	Legs; knee or get up without delay.
	5-6	Arms and legs; combine effects listed above.
7		The mutant has highly developed and muscular hind legs. He may leap a distance of 3 meters, over another character or an obstacle up to the height of a man. This counts as one action.
8		Long neck; the mutant grows a very long neck, no effects.
9		The mutant has incredibly short legs, all movement is halved.
10		Quadruped; the mutant's arms have become an extra pair of legs. The mutant moves on all fours and cannot hold things in his hands which have mutated into feet or hooves.

Mane of Hair

The mutant has a great shaggy mane of hair. the hair may be excessively long or bushy and a male character may also have excessive facial hair. In its less extreme or advanced forms, this mutation may be accepted in normal society and actually considered a sign of beauty among certain hive-world sub-cultures. The mutation adds D6 prestige points to the character's prestige.

Mange

The mutant is infested with ticks slowly eating his flesh. Any character touching the victim risks a 10% chance of catching the tick infestation. The itching and discomfort prevents the mutant from wearing any armour or helmet He will usually be clad in rags, bandages or sacking. ·

Mechanical Body

CONFRONTATION GANG CREATION

Due to a strange chemical replacement process, the mutant's natural body has become bionic. Skin acquires a synthetic plastic or rubber-like form, bone becomes metal and soft tissues become plastic. The mutant becomes immune to toxins, gas, and light wounds.

Mind Mutations

Roll a D6 to determine the mutation.

D6	Mutation
1-2	Manic fighter; the mutant manifests a demented fighting frenzy. + 10 Combat Modifier.
3-4	Massive intellect; the mutant has outstanding mental capacity and an out-sized cranium giving him an egg-head appearance.+D6 Initiative.
5	Mindless; the mutant has no mind of his own and will obey the command of the most prestigious character within 6 meters of him. He will take no action without direction and his Initiative is reduced to 1.
6	Moronic; the mutant suffers from low intelligence. He will have a low forehead and thick brow-ridges like a caveman. He is incapable of using a shooting weapon but very effective in close combat due to his increased brutality. + 10 Combat Modifier if using an improvised weapon. The mutant will often develop an intense loyalty and devotion for the gang leader and will be obedient to the point of recklessness.

Noise

The Mutant suddenly and uncontrollably lets out loud and disturbing noises, such as hysterical screams. This can give away the mutant's position if concealed. The location of this mutant will always be known to any other characters within 24 meters of him.

Obsessions

The mutant suffers from obsessive behavior which has made it impossible for him to live in normal society. The mutant either thinks himself to be continually pursued by the object of his irrational fear or spends every waking moment hunting down the object of his irrational hatred. Roll a D6 to determine his obsession.

1-3		Irrational Fear. Roll D6 to determine what the mutant fears. The mutant suffers -D6 Initiative if within 6 meters of what he fears.
	1	Psykers
	2	Other Mutants from a different gang
	3	Scavies
	4	Hive Vermin

CONFRONTATION GANG CREATION

	5	Normal un-mutated Humans
	6	Imperial troops
4-6		Irrational hatred; roll D6 to determine what the mutant hates. The mutant gains +D6 Initiative if within 6 meters of what he hates and must attempt to attack it in close combat at every opportunity.
	1	Psykers
	2	Other Mutants from a different gang
	3	Venators
	4	Hive Vermin
	5	Normal un-mutated Humans
	6	Imperial troops

Parasitic Infestation

The mutant suffers infestation by parasites. These do not affect the fighting ability of the mutant, but cause unpleasant lesions on the skin accompanied by intense irritation and other nasty symptoms. The eggs or spores of these parasites can be transmitted in clothing and equipment worn by the mutant and the signs of infestation are as obvious as they are hideous. Consequently, the bodies of infested slain or wounded mutants are never pillaged for arms and equipment by anyone except other mutants or Scavies who are undeterred by such things. Infested mutants are hardly ever taken as live captives through fear of parasitic contagion.

Plague Bearer

The mutant is the carrier of a hideous contagious disease. There is a 50% chance that anyone in physical contact with the mutant (such as close combat opponents), will catch the disease. Roll a D6 to determine the disease.

1	The shakes; the mutant suffers from uncontrollable shaking fits. Reduce his BS and WS by half.
2	Eye Rot; the mutant's eyes swell up and become bulging. Reduce BS by half.
3	Creeping Buboes; The mutant's limbs are covered in ulcers causing great discomfort. Reduce Initiative by half.
4	Bone Ague; The mutant's skeleton is wracked and distorted. Reduce WS by half.

CONFRONTATION GANG CREATION

5	Grey Fever; The mutant's brain is seized by a wasting fever causing hallucinations and dementia. Reduce the mutant's Initiative by half.
6	Green Pox; The mutant is covered in green buboes and gradually wastes away. Reduce all characteristics by 10.

Poisonous Bite

The mutant grows venomous fangs and can bite an opponent in close combat Roll a D6 to determine the effect of the venom if a wound is inflicted.

D6	Venom
1-2	Paralyses the victim for D6 turns.
3-4	Slow poison; the victim receives a light wound but will drop dead in D6 turns.
5-6	Fast poison; the victim throws an agonized death spasm and dies immediately.

Psychic Mutations

Roll D6 to determine the mutation.

D6	Mutation
1	Psychic immune; the mutant is completely unaffected by any psychic effects directed against him.
2	Psyker; the mutant is a psyker. Generate psychic powers for him.
3	The mutant has Telekinesis psychic ability.
4	The mutant has Teleport psychic ability.
5-6	Evil Eye; the mutant can put a temporary curse on a chosen victim. Only one victim can be cursed during the game. There is a 50% chance of the curse being effective. It causes either the victim's Initiative, WS or BS to be halved for the next turn. The mutant must declare which characteristic is being cursed.

Quick Witted

The mutant has developed lightning reactions and co-ordination. His mind perceives the world around him so quickly that everyone else appears to be moving in slow motion. Increase Initiative by D6.

Razor Sharp Claws

The mutant grows long razor-sharp claws allowing him to strike like a knife with each hand in close combat However, he cannot manipulate weapons or equipment.

CONFRONTATION GANG CREATION

Red Hot Flesh

The mutant's body is in a constant state of chemical overheating or spontaneous combustion. The mutant can cause a light scorching wound simply by touching an opponent and anyone who touches his body will receive a light wound through scorching.

Regeneration

The mutant is capable of regenerating damaged biological tissue very rapidly. Any slight wounds will regenerate in D6 turns. Severe wounds will regenerate on a D6 roll of 4-6 after the game. If the mutant is slain outright, regenerative processes will also cease.

Resilient

The mutant has an exceptionally tough constitution and is very difficult to wound. A slight wound will become negligible on a D6 roll of 4-6 and a severe wound will become a slight wound on a D6 roll of 5-6.

Skin Mutations

Roll a 01 0 to determine the mutation.

1-2	The mutant has scaly skin like a snake. He can claim to be armoured equivalent to mesh over all of his body.
3	The mutant is covered with fur like an animal, appearing much like a gigantic rodent.
4	The mutant's skin becomes black and absorbs light giving him a very strange and phantom-like appearance.
5-6	Metallic skin. Metallic compounds have built up in the skin giving the mutant a metallic complexion. The skin becomes slightly more resistant to wounds, being as effective as flak armour. An individual with this mutation may have a striking god-like appearance, especially if the metallic compounds have tinted his hair as well. The mutation has a prestige value of D6 prestige points.
7-8	Lurid skin; the mutant has a vividly coloured or patterned complexion.
9	Mineralised skin; Mineral pollutants have built up in the skin endowing the mutant with a hard, crusty and resistant skin which is difficult to penetrate. The skin is as effective as chainmail armour.
10	Transparent skin; the mutants skin becomes a transparent membrane and his internal organs and skeleton are visible through the skin.

Spines

The mutant has several long, porcupine-like spines growing from his body. A throw of 1 on a D6 indicates that these are poisonous. Any opponent in close combat risks a 30% chance of a poisoned light wound from the spines each turn in contact with the mutant.

CONFRONTATION GANG CREATION

Spit Venom

The mutant has powerful acids or toxins in his saliva which can be spat at opponents in hand-to-hand combat. In the Hand-to-Hand combat phase the mutant has the option of spitting venom or striking as normal with a weapon. If he chooses to spit venom and scores a head-hit, his opponent is temporarily blinded for D6 turns.

Stench

The mutant emits a disgusting, putrid stench which will give away his position to anyone not wearing a respirator within 12 meters. Anyone not wearing a respirator who attempts to fight the mutant in hand-to-hand combat will suffer a temporary -10 Weapon Modifier.

Strong

The mutant is endowed with immense strength. Count each hand as a natural power-glove, and his flesh as flak armour.

Tails

Roll D6 to determine the mutation.

1	Mace tail; the mutant has a tail ending in a horny or spiky mace-like tip. The mutant can use this to strike an enemy counting it as an improvised weapon.
2	Prehensile tail; the mutant may wield an improvised weapon, knife or shield in his tail.
3	Scorpion tail; the mutant grows a tail which can deliver a venomous sting. The paralyzing venom immobilizes the victim for D6 turns if a wound is inflicted.
4	Snake tail; the mutant grows a tail with a snake's head on the end. The snake has a venomous bite and the poisonous venom has a 50% chance of slaying the victim immediately if a wound is inflicted, otherwise it counts as a serious wound.
5	Rat tail; the mutant has a long rat-like tail; no effect.
6	Lashing tail; the mutant has a long lashing tail that can strike an opponent, counting as an improvised weapon.

Technofused arm

The mutant has a weapon fused into one of his arms instead of a hand. Roll on the Basic Weapons chart to determine what this is.

Tentacles

The mutant's arms wither into tentacles covered in suckers. Roll a D6 to determine the extent of the mutation. Tentacles can grip weapons and can be used to grip opponents and strangle them. If the mutant succeeds in striking a blow on his opponent with a tentacle, determine the location as normal. If the tentacle strikes the head the mutant is assumed to have got his

CONFRONTATION GANG CREATION

tentacle around the victims neck. If he can keep it there gradually increasing pressure for another turn, the victim will be rendered unconscious or slain. The mutant will release his grip when the victim becomes limp. Roll a D6 to determine the effect; 1-3 victim is knocked out for D6 turns, 4-6 victim is slain.

1-3	1 arm becomes a tentacle.
4-6	both arms become tentacles.

Toxin Immunity

The mutant has genetically inherited a natural immunity to many of the toxic substances on the hive world; There is a 50% chance that any needle chemical, gas or toxin grenade will be ineffective against this individual.

Undead

The mutant has degenerated to nothing more than an animated skeleton covered with a parchment-like vestige of skin. Life clings to his body through sheer willpower. The mutant causes -D6 Initiative as a fear effect on anyone seeing him within 6 meters. He ignores light wounds and can still manipulate weaponry as a living Human.

Vampirism

The mutant has a form of vampirism and must drink blood from living victims or drain them of life force. The mutant can attempt to bite hand to hand opponents and if he inflicts a wound he must spend the next turn draining his victim, who will be immobilized and rendered unconscious for the rest of the game, unless the vampire is driven off, engaged in combat with another character, wounded or slain while drinking.

Warp Frenzy

The mutant manifests a violent spasm when under stress. There is a 50% chance of a spasm if the mutant receives a hit If a spasm takes hold, roll D6 temporary mutations which erupt on the mutant and persist for the rest of the game.

Wings

The mutant has wings similar to a dreambat or caryatid. This allows him to fly at running pace or hover in the air. Taking off and landing each count as one action.

X-ray Vision

The mutant can see through solid objects up to 1 meter thick. This means he can see enemy characters hiding behind walls and doors. The mutant sees the world like a photographic negative, with shadowy images superimposed on each other. This causes him considerable confusion and reduces his BS by 10.

CONFRONTATION GANG CREATION

Yeti

The mutant has taken on the form of an early and primitive ape-man; a throwback to a prehistoric ancestor of the Human race. The mutant becomes stronger, and covered in shaggy hair. He lacks the intelligence or manipulative skill to use anything except improvised weapons, so has no BS. Increase his WS by 10.

Zombie

The mutant has become a living corpse, slowly decaying but still animated. The mutant may have been drained of psychic power or been a victim of a vampire. Initiative is reduced to 1, BS is reduced to zero but the mutant ignores light wounds and has a -D6 Initiative fear effect on any enemy characters within 6 meters.

CONFRONTATION GANG CREATION

Appendix B – Psyker Gangs

Psyker gangs are made up of psykers and their armed followers. Not all the members of a psyker gang will necessarily have psychic abilities, some may simply be friends and relatives of psykers, or those attracted by the leader's charisma and strange powers, but leader of a Psyker Gang will always be a psyker.

The leader will have as many psychic abilities as his initial prestige D6 roll. for example if his initial prestige (6+D6) was generated as 6 plus a D6 score of 4, totaling 10, he would be entitled to 4 psychic abilities.

There may be other psykers in the psi gang. Roll a D6 for each follower to determine which are psykers:

1-3	No psychic abilities
4-5	1 psychic ability
6	D6-1 psychic abilities

PSYCHIC ABILITIES

Using Psychic powers will drain psychic energy from the psyker. Determine the psychic energy reserves of each psyker before the game. Psychic energy is measured in Psi-Points and each psyker starts the game with initiative+2D6 Psi Points. For example a character with Initiative of 10 would start with 10+2D6 Psi Points. Each time the psyker uses a psychic ability he expends psi-points. The psyker cannot recuperate Psi Points during the encounter. Psychic exhaustion requires a period of several hours or perhaps days of rest and inactivity after the battle. Psychic powers require intense mental concentration and focus of will power. Thus a psyker may use a psychic ability in his turn, but may not make any other action or shoot or fight while doing so. Psychic abilities are randomly determined by a D20 roll on the chart below. Duplicate rolls are re-rolled. You can generate abilities when you generate the character to represent his personal psychic talents. Alternatively, players can agree to generate abilities before each encounter.

1

Zone of Protection. This is a sort of power field generated by the psyker to protect him from harm. It uses up 1 psi-point per turn in which it is maintained by the psyker's mental concentration. It allows the psyker to make a saving throw on a D6 for any hit scored upon him while maintaining the zone of protection. A score of 5 or 6 means that the blow or projectile is deflected. A lower score means that the psyker's power has proved insufficient and the hit is resolved as normal.

CONFRONTATION GANG CREATION

2

Sense Presence. The psyker may use this ability to 'sense' the presence of a living being within 24 metres of himself. Beings which are hidden, concealed from view or lurking in darkness can be sensed in this way. It is this ability which accounts for some Psyker gangs proving very difficult to ambush. This ability expends 1 psi point.

3

Immunity. The psyker uses psychic energy to enable his body to resist and endure the effects of poisons, so that he will be unharmed. If the psyker uses this ability he will become temporarily immune to all poisons, venoms and toxins, whether from weapons, grenades, gases, creatures, mutants or in the general environment. Immunity lasts for 6+D6 turns. This ability expends 3 psi points.

4

Psychic Blow. The psyker can send out a bolt of psychic energy at any living target within 24 metres, which is visible to the psyker. The psychic bolt expends 3 psi points and will automatically hit and cannot be stopped by armour or even a zone of protection. However the effects are erratic and unpredictable. Roll a D6 to determine the effect.

1-2	Ineffective.
3-4	The impact of the psychic bolt causes the victim to drop his any weapon he is carrying and to spend his next turn staggering dazed, unable to make any actions, shoot or fight.
5	Victim becomes temporarily psychically deranged and in his next turn will run amok in a random direction, firing his weapons in a random direction on a further D6 score of 4, 5 or 6.
6	Victim is slain outright by means of 'psychic overload'.

5

Terrorize Mind. The psyker projects a hideous image (often of a warp entity) into the mind of a victim within 24 metres who is visible to the psyker. The victim will do nothing in his next turn except cringe on the ground, clasp his head and jabber. This ability expends 2 psi points.

6

Telepathy. The psyker is able to transmit a telepathic message from himself to a comrade within the playing area, who does not have to be visible to the psyker. The message can only be transmitted to a single character and can be acted on in the same turn if the character's Initiative is lower than that of the Psyker, otherwise in the following turn. A message equivalent to 6+D6 words can be transmitted telepathically. This ability expends 1 psi point.

CONFRONTATION GANG CREATION

7

Ectoplasmic Mist. The psyker can project energy from himself in the form of a cloud of mist. It can be represented by a circular area of luridly coloured cotton wool (use different colours from gas, smoke etc.) 12 metres (6 inches) in diameter. This can be placed anywhere in the playing area and lasts for D6 turns. The duration may be determined secretly. Those caught in the mist cannot see out of it or through it and those outside cannot see into it or through it. Those inside have their moves reduced by half. This ability expends 2 psi points.

8

Weapon Jinx. The psyker can use this ability to cause 1 shooting weapon within 24 metres and visible to the psyker, to jam. The weapon cannot be fired for D6 turns. The ability can only be directed against a 'mechanically' operated weapon and will not affect hand-to-hand combat weapons such as swords, or reaction weapons such as grenades. This is because the jamming is caused by the mechanism becoming animated with the psychic power of the psyker and thus it will affect any kind of gun and handbow. This ability expends 2 psi points.

9

Psychic Shot. The psyker can use this ability to project energy in the illusory form of a shot or blast from any weapon. This must be directed at a specific target individual within 24 metres of the psyker and visible to him. The imaginary shot exists only in the mind of the target and cannot inflict a wound on him. However, it always counts as a hit and will always cause a duckback result. This ability expends 1 psi point.

10

Healing Power. This ability can only be used after a scenario. A psyker with healing ability may try to heal himself or wounded comrades. If the psyker or one of his comrades is seriously wounded add +3 to the D6 roll on the serious wound effect chart. This ability expends 3 psi points, which must be remaining to the psyker after the encounter since it must be used to heal a comrade immediately if it is to be effective.

11

Telekinesis. The psyker can use this ability to attract to him an object up to the weight of a standard shoulder-weapon which is lying on the ground or abandoned within 12m. The item will simply fly up into the psykers grip. The ability can also be used to snatch a similar sized object from the grip of a character within the same range. The snatched item will fly out of his grip and land D6 meters away from him. This ability expends 2 psi points.

12

Teleport. This ability allows the psyker to suddenly shift his position to somewhere else on the battlefield within 18 meters. The psyker will simply de-materialize and re-materialize in the new location. He can only re-materialize in an open space, not within a solid object or in the

CONFRONTATION GANG CREATION

air. On each occasion that the psyker teleports, roll a D12 to determine the direction in which he travels, counting 1 as 12 o'clock and going around clockwise. Then roll 3D6 to see how far he travels. If his new position is within a solid object or there is no floor for him to materialize on; roll again. The psyker can materialize within another room or inside a vehicle. If the psyker materializes within a gas cloud, in a line of fire or in contact with another character, he will take the consequences and cannot re-roll. A psyker cannot teleport out of the way of shots, out of hand-to-hand combat or into hand-to-hand combat. This ability expends 5 psi points.

13

Temporal Distort. This ability allows the psyker bend the laws of time causing a target individual of lower initiative than the psyker to act last during the turn regardless of his Initiative. It expends 3 psi points.

14

Temporary Stasis. This ability also alters the laws of time so that a target individual can be held in stasis and prevented from acting in a turn. Only an individual with lower Initiative than the psyker can be affected. This ability expends 3 psi points.

15

Strength of Will. This ability allows the psyker to increase either his Initiative by as many psi points as he cares to expend or his Weapon Skill or his Ballistic Skill by 5 for every psi point expended. He can only improve one characteristic each time he uses the ability. This increase lasts for the rest of the game, then characteristics return to normal.

16

Wind Blast. The psyker can direct a strong blast of air at a target individual within 18 meters. The victim will be knocked to the ground. This ability expends 1 psi point.

17

Stun Grip. The psyker can temporarily stun a target individual in physical contact with him by gripping him on the neck or head. The victim will be rendered unconscious for D6 turns.

18

Psychic Aura. The psyker can power his physical body with psychic energy drawn from beyond the material universe. The psyker may actually glow or appear to be surrounded by an iridescent force. If any character or living being touches the psyker in this state, whether by physical contact or by striking him with a weapon in hand-to-hand combat, the psyker will remain unharmed but the assailant will receive a psychic shock. This will knock-out the assailant for D6 turns. This ability expends 1 psi point per turn.

19

CONFRONTATION GANG CREATION

Smash. This ability allows the psyker to smash through a door, wall or other barrier up to 2 meters thick by means of a bolt of psychic energy. The psyker must touch the barrier to smash through it, creating a hole large enough for one individual to move through at a time. This ability expends 3 psi points.

20

Psychic Jinx. The psyker can disrupt the psychic concentration of another psyker of lower initiative within 24m. The victim will not be able to use a psychic power in that turn. This ability expends 1 psi point.