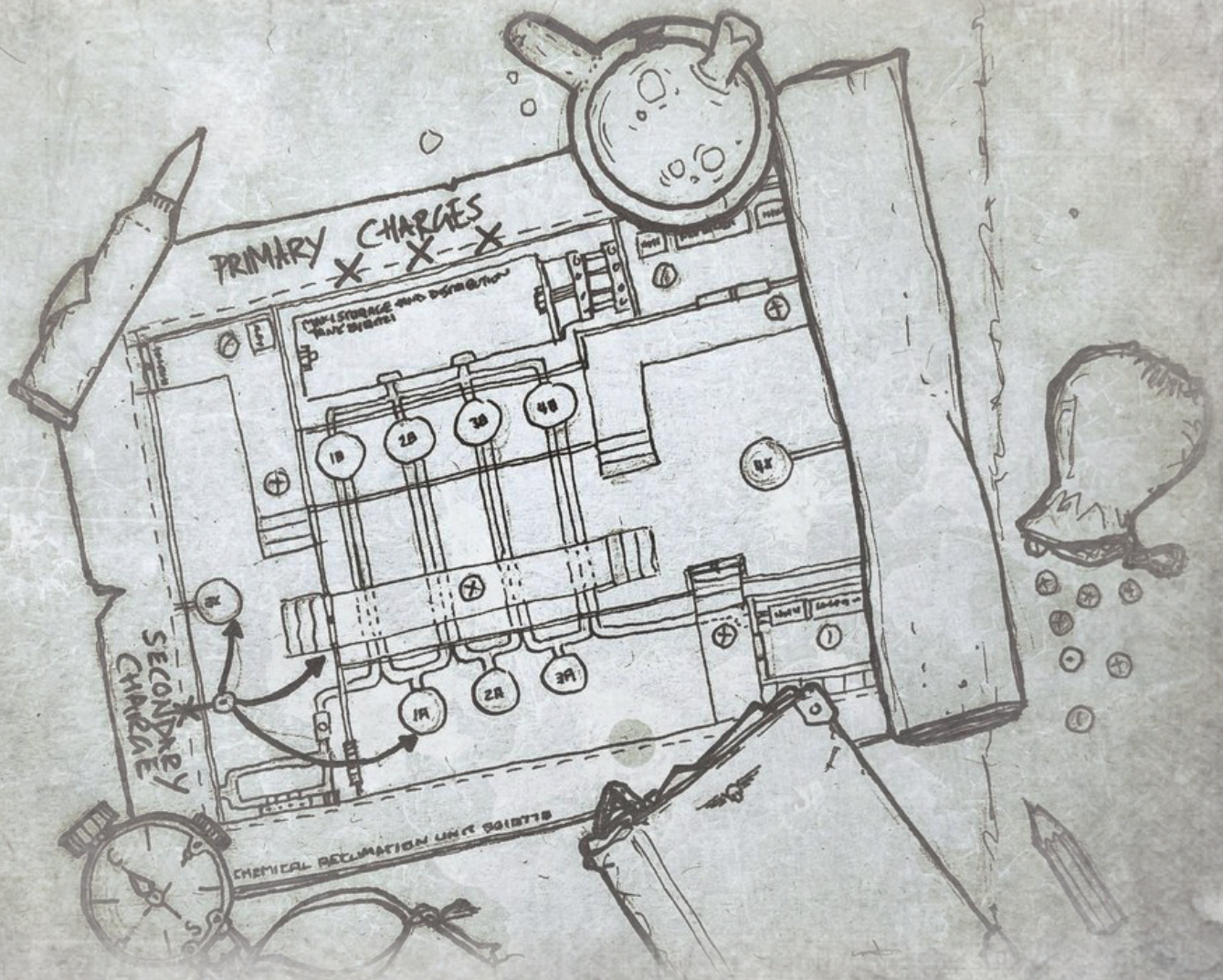


NECROMUNDA

UNOFFICIAL SUPPLEMENT

ARBITRATORS COMPENDIUM



Created by **Kacper Kuc**
Artworks by **Carl Johnston**



ARBITRATORS COMPENDIUM

This fan-made document, for all the community to use is aimed to help Arbitrators and new players to find themselves in the sea of books and information, that is Necromunda.

AUTHORS

Design — Kacper Kuc

[https://www.instagram.com/kacp_k01/]

AUTHORS STATEMENT

This document is a fan-made extension and supplement for Necromunda Underhive game, for which all rights are reserved by Games Workshop Limited Group.

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SUPPLEMENTS

BOOK OF PERIL

Includes: Badzone Events&Environments, Badzone Trading Post appendix, Scenarios, Guild Alliances.

Gang List: Venators.

BOOK OF JUDGEMENT

Includes: Law&Misrule Campaign, Black Market Trading Post, Criminal Alliances.

Gang List: Palanite Enforcers.

BOOK OF RUIN

Includes: Scenarios, Arbitrator Tools, Gang Corruptions, Expanded rules for Dark Uprising Campaign, Trading Post Appendix.

Gang List: Helot Cults, Genestealer Cults, Corpse Grinder Cults.

BOOK OF THE OUTCAST

Includes: Trading Post, 7 Wyrd Powers Disciplines, Stronghold and Market Rules, Outlander Campaign, Scenarios, Allies Retinues credit costs

Gang List: Outcasts.

BOOK OF THE OUTLANDS

Includes: Ash Wastes Environmental&Seasons Rules, full Vehicle Rules – including custom and generic ones

Gang List: Ash Waste Nomads, Ironhead Squat Prospectors.

GANG RAID

Small booklet, added to White Dwarf December 2019 including rules for playing small, fast games with just a few fighters.

RULEBOOKS

NECROMUNDA RULEBOOK

Preferrable and base rulebook, for any of the Necromunda skirmishes. *Best for players who are serious about the game.*

Includes: Main Rules, Psyker Rules, Dark Uprising Campaign suggestions, 20+ Scenarios and main A

DARK UPRISING RULEBOOK

Found in Dark Uprising Box (currently C in Hive Arcos).

Includes: Main Rules, Dark Uprising Campaign

Gang List: Palanite Enforcers, Corpse

HIVE WAR RULEBOOK

Found in Hive War Box. Starter rulebook for the game. *"test" the game.*

Includes: Main Rules, Starter Scenario, Clan House Gangs.

ASH WASTES RULEBOOK

Found in Ash Wastes Box. Most up to date rulebook for Ash Wastes. I think that this and Necromunda are the best to choose.

Includes: Main Rules, Psyker Rules, Vehicle Rules, Scenarios, Ash Wastes Environmental&Seasons Rules
* *How to use them, not for creating them*

FAQS & ERRATAS

For **Rulebooks, Supplements** and **How to Play** Community page:

<https://www.warhammer-community.com/uploads/2018/12/87J0jgS4omrX35qE.pdf>

BOOKS

BOOK (2018)

one wanting to play more than quick
re, that this is the game for them.

ominion Campaign, Tournament Rules
Arbitrator Tools.

BOOK (2019)

DoP), it is focused on cannibal uprising

ampaign, Scenarios.
Grinder Cults.

(2020)

k. *Best for new players who want to*

s, Not-complete starter gang list for 6

BOOK (2022) [NR]

late rulebook, but focused on Ash
da Rulebook 2018 are best rulebooks

hicle Rules*, Ash Wastes Campaign,
Seasons Rules.

n.

use of... found on Warhammer

com/wp-content/
pdf

AUTHOR'S NOTE

As a new player you only need 2 Books

(Everything else is optional):

- One of the 4 **Rulebooks**
- Book with your **Gang List**.

Game can be played as one of Skirmish, but it really shines, when played as a campaign.

5

HOUSE OF... BOOKS

Codex-like books with history, full **Gang List**: special mechanics, dedicated Dramatis Personae, Hangers-on and exotic pets for six Clan Houses.

Each of these also includes one alliance for each group: Guild, Noble and Criminals. *Note that these gangs will usually have more options available to them than rest of the gangs.*

- **House of Chains** – **Goliath** Gang (also includes rules for **Slave Ogryns** Gang)
- **House of Blades** – **Escher** Gang
- **House of Iron** – **Orlock** Gang
- **House of Artifice** – **Van Saar** Gang
- **House of Faith** – **Cawdor** Gang (also includes rules for **Redemptionists** Gang)
- **House of Shadows** – **Delaque** Gang

TACTIC CARDS

Just read this article, it is quite difficult subject: https://www.goonhammer.com/necromunday-tactics-cards-which-ones-are-good-and-how-to-use-them/#Tactics_Cards_Ranked

TRADING POST

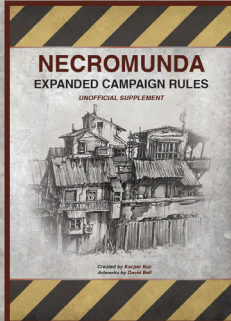
Base Trading Post is found of Warhammer Community page:
<https://www.warhammer-community.com/wp-content/uploads/2018/12/9NnA1LwqaYuUTMAF.pdf>

WHITE DWARF ARTICLES

Some rules, such as extra scenarios, Outlaw Brutes etc. are published in White Dwarf magazine. Complete list of all articles released for Necromunda Underhive from Nov 2017 is found [here](#).

FANMADE RESOURCES

MINE (WITH CO-AUTHORS)

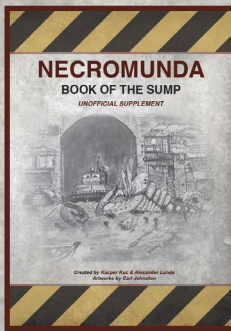


EXPANDED CAMPAIGN RULES

Authors: Kacper Kuc (@kacp_k01) & Chris Iddon (@underhiver)

Main Artist: David Bell (@magogwastes)

It is set of **more advanced campaign rules**, using elements of first edition of Necromunda game as well as **my personal House Rules** (some of them were found in the community), which I find useful throughout my experience of being the Arbitrator. I expanded such aspects as **House Patronage**, using **Dramatis Personae**s, gaining **Experience** and **Post-Battle sequence**.

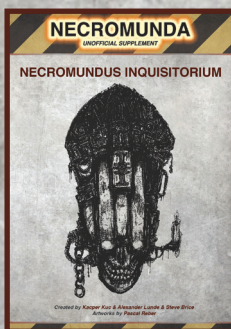


BOOK OF THE SUMP

Authors: Kacper Kuc (@kacp_k01) & Alexander Lunde (@hrosshvalur_lunde)

Main Artist: Carl Johnston (@carl_r_johnston)

It includes **summary of lore** connected to the **Sump Sea** of Necromunda (and also Sump City Radio), **photo chapter** for all the terrain-Makers looking for inspiration with ships, boats, sump monsters etc., guide how to make **campaign in the Sump Sea** environment, **rules for sea vessels**, expanded territory list, trading post appendix, new scenarios, monsters, Dramatis Personae, hanger-on and examples of **two Sump Sea's settlements** – Guilders-Ford and the Bone Harbour, with **custom made map** divided into territories.



NECROMUNDUS INQUISITORIUM (IN PROGRESS – ETA: 2023)

Authors: Kacper Kuc (@kacp_k01) & Steve Brice (@hobby.dad)
& Alexander Lunde (@hrosshvalur_lunde)

Main Artist: Pascal Reber (@the_bleached_eye)

It includes rules for **creating Inquisitors** and **their Warbands** operating on Necromunda, lore, example warbands and their backstories, **expanded Trading Post**, **daemon weapons**, **new Wyrd Discipline**, **Investigation campaign system** (with 12 new scenarios to choose), more suited for playing only with Warbands or with small gangs (around 5 fighters), and lastly **the Imaginarium** – photo chapter with warbands, characters and scenery photos.

Necromunda Base Rules
(2018)
Zasady Podstawowe do
Necromundy (2018)

Polish Translation
Tłumaczenie Polskie
Author / Autor
Kacper Kuc

TŁUMACZENIE ZASAD PODSTAWOWYCH (2018)

[Base rules PL Translation 2018]

Author: Kacper Kuc (@kacp_k01)

Tłumaczenie zasad Necromundy z 2018 roku na język polski.

[Polish translation of the base Necromunda's Rules]

Link to the folder with all of the resources above is found in my Instagram Bio (@kacp_k01) or **here**.

COLLABORATIONS



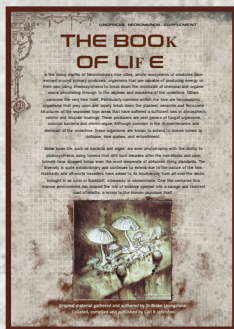
SUMPBULK (IN PROGRESS – ETA: Q4 2022)

Authors: Sol Vince and many others, layout by Kacper Kuc (@kacp_k01)

Main Artist: David Bell (@magogwastes) with several support artists.

It consists: **Photo chapter, extra campaign rules, Gangs of the Sumpbulk** and almost **40 pages of lore, describing the Sumpbulk** – forgotten dome, located and sealed even below the level of the Hive Primus' Sump, helpless place, which inhabitants are hopelessly trying to survive, while slowly drowning or getting infected by mysterious disease called the Traveller Strain, turning its hosts into Sporekin, ruled by The Twins and merciless (even for Necromunda standards) Smiler Clans,

OTHER AUTHORS

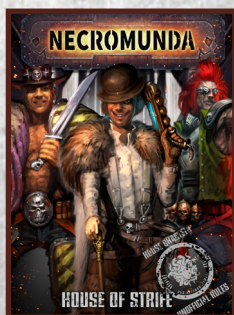


BOOK OF LIFE

Authors: Carl Johnston (@carl_r_johnston)

Link: https://www.instagram.com/carl_r_johnston/

It aims to **add lore and gameplay around the idea of a living underhive**, adding in tonnes of profiles and inspiration for your own games, terrain and miniatures, **in the form of fauna and flora**, with the odd cyborgs for good measure.



BOOK OF STRIFE

Authors: Andrew & Frankie (@housebharteth)

Link: <https://www.instagram.com/housebharteth/>

Full fanmade book, just like official House of... books. It consist of the story, background and rules for the House Bharteth – The House of Strife.

NECROMUNDA WD ARTICLES

Here is complete list of articles directly about or useful for Necromunda from WD Nov 2017 to Jun 2022

2017

- **November 2017 [No. 424]** – Necromunda Underhive & Painting Guide (Esher&Goliats)
- **December 2017 [No. 425]** – Raid on Khott's Folly Battle report

2018

- **January 2018 [No. 426]** – Claim the Spite Scenario
- **February 2018 [No. 427]** – Orlock panting guide & Gauntlet scenario
- **March 2018 [No. 428]** – Genestealer Cults Rules & Blanchitsu scavies
- **April 2018 [No. 429]** – Chaos Cult rules
- **May 2018 [No. 430]** – Venators rules & Blanchitsu ash wastes
- **August 2018 [No. 433]** – Cawdor painting guide
- **December 2018 [No. 437]** – Delaque gang rules, Delaque Painting guide & Blanchitsu zombie outbreak

2019

- **March 2019 [No. 440]** – Sector Mechanicus conversions
- **April 2019 [No. 441]** – Underhive art & Big batrep (32 pages)
- **May 2019 [No. 442]** – Perpetual campaigns & House Patronage & Escape the Hive scenario
- **August 2019 [No. 445]** – Wyrd&Wonderful Golden Deamon work
- **October 2019 [No. 447]** – Assault on Precinct-Fortress 17 mini campaign
- **December 2019 [No. 449]** – Zone Mortals expanded terrain rules & Protein Reclamator build guide

2020

- **January 2020 [No. 450]** – Industrial Bases guide
- **April 2020 [No. 453]** – Resurrection packages
- **August 2021 [No. 455]** – Warcry Chaos Cultist conversions
- **October 2020 [No. 457]** – Dust Falls campaign
- **November 2020 [No. 458]** – Rules for Outlaw Brutes
- **December 2020 [No. 459]** – End Times Scenarios

2021

- **February 2021 [No. 461]** – Corpse Grinder Cults 'Eavy metal paints list
- **April 2021 [No. 463]** – Hanger-on's Scenarios
- **June 2021 [No. 465]** – Delaque Photo-artwork
- **July 2021 [No. 466]** – Jarvis Johnson Necromunda mention box
- **August 2021 [No. 467]** – Archotek Hunt, three linked scenarios
- **September 2021 [No. 468]** – Palatine Enforcers 'Eavy metal painting guide

2022

- **February 2022 [No. 473]** – Neil Reed Necromunda Hive Table
- **May 2022 [No. 476]** – Underdog Scenarios
- **June 2022 [No. 477]** – Badzone Palanite Enforcers

ARBITRATOR RESOURCES

LORE

List of all places where Arbitrator can find official lore to build up the immersion:

- **Rulebook 2018 / Hive War** – base Necromunda lore depicting planet, Clan Houses and most important places.
- **Book of Ruin** – cults and heretical elements of Necromunda.
- **Book of Peril** – Guilds and Badzones (dangerous and forgotten places in the Underhive).
- **Book of Judgement** – Criminal organisations and Law Enforcement of Necromunda.
- **Book of the Outcasts** – Outcast elements of the Necromunda Society.
- **House of... books** – detailed history, settlements, spheres of influence and backgrounds for the 6 Clan Houses: Goliath, Escher, Orlock, Van Saar, Cawdor and Delaque.
- **Ash Wastes Rulebook / Book of the Outlands** – Ash Wastes of Necromunda, their environment, seasons and inhabitants.
- **Book of Lore** – my fanmade compendium of all the official lore not found in the books above, taken from online articles of Apocrypha Necromundus, as well as old Necromunda rulebooks and magazines, dating back to the Confrontation. (Document is found [here](#).)

TRADING POST+

List of all Trading Post Appendixes, as well as Black Market:

- **Trading Post** (*Book of the Outcast/WH Community*) – base items available to all gangs.
- **Badzone Trading Post** (*Book of Peril*) – items found in badzone settlement's and perfect for badzone exploration.
- **Trading Post appendix** (*Book of Ruin*) – few extra items, mainly Corpse Grinders' and Enforcer's equipment.
- **Black Market** (*Book of Judgement*) – rare items (military-grade equipment), as well as illegal one such as drugs, xenos or chaos weapons.

Fanmade (found in my creations here)

- **Sump Sea Trading Post Appendix** (*Book of the Sump*) – Sump Seas' sailors' equipment.
- **Trading Post Appendix** (*Expanded Campaign Rules*) – items from the "original" Necromunda rewritten for new rules.

CAMPAIGN TYPES

List of all campaign types and their main themes:

- **Dominion campaign** (*Necromunda Rulebook 2018*) – gangs are fighting over control of territories.
- **Law & Misrule campaign** (*Book of Judgement*) – gangs are fighting over control of Rackets and are trying to complete Intrigues.
- **Dark Uprising campaign** (*Dark Uprising Rulebook*) – gangs are fighting for survival, as the end is near and resources are scarce.
- **Outlander campaign** (*Book of the Outcast*) – gangs are trying to build new settlement in the Badzones, repelling any attackers at the same time.
- **Ash Wastes campaign** (*Ash Wastes Rulebook*) – gangs are fighting over control of Trade Routes and Ash Roads in the Ash Wastes.

GAME LOCATIONS

Lastly, I include list of interesting locations, which I personally tried or have plans to try as a campaign settings:

- **Custom made Underhive Settlement**
- **Dome Jungle / Badzone Exploration**
- **Sump Sea harbour**
- **Badzone frontier settlements building**
- **Classic Ash Wastes**
- **Sunken Hive with sea-cave fauna and flora**
- **Forbidden Cities**
- **Eye of Selene orbital station**
- **Hive Secundus exploration**
- **Hive Mortis exploration**
- **Bore Mines of the Spoil**
- **Artic wilderness of the North Pole**
- **Navis Mortis**
- **Ulant Private Moon – xenos breakout.**

CHARACTERS & NPCs

AVAILABLE GANGS

List of available gangs. (* – can be Genestealer or Chaos corrupted by the rules found in the **Book of Ruin**).

CURRENT

- Goliath [HoC]*
- Escher [HoB]*
- Orlock [HoI]*
- Van Saar [HoA]*
- Cawdor [HoF]
 - * Redemptionists [HoF]
- Delaque [HoS]*
- Palatine Enforcers [BoJ/DUR]
- Corpse Grinders Cults [BoR/DUR]
- Helot Cults [BoR]
- Genestealer Cults [BoR]
- Venators [BoP]
- Outcasts [BoO]
- Slave Ogryns [HoC]
- Clan gangs* can be "corrupted" by:
 - * Chaos [BoR]
 - * Genestealers [BoR]
- Ash Waste Nomads [BoOtI]
- Ironhead Squat Prospectors [BoOtI]

WITHOUT CURRENT RULES

(this is not complete list)

- Ratskins
- Scavies
- Spyrers
- Pit Slaves
- Vampyrae
- Orks
- Shanty Town gang
- Wyrd Gathering

MERCENARIES

There are 3 types of a "mercenary" type characters, available for hire:

- **Hive Scums** – low life guns for hire
- **Bounty Hunters** – official hunters of criminals, much better equipped in game terms than Hive Scums
- **House Agents** – emissaries of the Clan House authorities, high-level fighters

HANGER-ONS

Hangers-on are workers and specialists, which can be hired to help gang. (**Markings:** [O] – Outlaw only)

- Main five (*Book of the Outcasts, all House of...*):
 - * Rogue-doc
 - * Slopper
 - * Ammo-jack
 - * Dome runner
 - * Gang lookout
- Fixer (*Book of Judgement*)
- Scabber (*Book of Judgement*), [O]
- Narker (*Book of Judgement*)
- Proxy (*Book of Judgement*), [O]
- Propagandist (*Book of Judgement*)
- Cadaver Merchant (*Book of Ruin*), [O]
- Heretek (*Book of Ruin*), [O]
- Agitator (*Book of Ruin*), [O]
- Underhive Trader (*Book of the Outcast*)
- Nomad Arthromite Herder (*Book of the Outlands, Ash Wastes Nomads only*)
- Outland Beastmaster (*Book of the Outlands*)
- Brute handler (*House of Chains*)
- Chem dealer (*House of Chains*)
- Pit trainer (*House of Chains, Goliath only*)
- Apprentice Clan Chymist (*House of Blades, Escher only*)
- Shiver (*House of Blades, Escher only*)
- Bullet Merchant (*House of Iron*)
- Grease Monkey (*House of Iron, Orlock only*)
- Prize Fighter (*House of Iron, Orlock only*)
- Cogitator Core Servitor (*House of Artifice, Van Saar only*)
- Tech-merchant (*House of Artifice*)
- Data-scrivener (*House of Artifice, Van Saar only*)
- Hive Preacher (*House of Faith, Cawdor only*), [O]
- Flagellator (*House of Faith, Cawdor only*), [O]
- Psychoteric Thrall (*House of Shadows, Delaque only*)
- Whisper Merchant (*House of Shadows*)
- Spyker (*House of Shadows, Delaque only*)

BRUTES

Brutes are heavy class fighters, bigger than typical fighter of a gang. (**Markings:** [O] – Outlaw only)

- Main two (*Book of the Outcasts, all House of...*):
 - * Luther Pattern Excavation Automata ('Ambot')
 - * 'Jotunn' H-grade Servitor Ogryn
- Outlaw Brutes (*November 2020, no. 458*)
 - * Chaos-corrupted Ogryn [O]
 - * Scrapcode Ambot [O]
 - * Warp Horror [O]
 - * Sump Beast [O]
- Arthromite Duneskuttler (*Book of the Outlands, Ash Wastes Nomads only*)
- Vartijan Exo-Driller (*Book of the Outlands, Ironhead Squat Prospectors only*)
- 'Zerker' (*House of Chains, Goliath only*)
- Khimerix (*House of Blades, Escher only*)
- 'Lugger' Cargo Servitor (*House of Iron, Orlock only*)
- Arachni-rig' Servo-suit (*House of Artifice, Van Saar only*)
- Stig-shambler (*House of Faith, Cawdor only*)
- Piscean Spektor (*House of Shadows, Delaque only*)

EXOTIC BEASTS

Exotic beasts are animal-like companions of a fighter.

- Giant Rats (*Book of Peril*)
- Cariatyd (*Online Trading Post, special**)
- Familiars – Chaos and Genestealer Cults (*Book of Ruin*)
- Hacked cyber-mastif (*Book of Judgement*)
- Gyrnix (*Book of Judgement*)
- Grapplehawk (*Book of Judgement*)
- Hardcase cyber-mastiff (*Scrutinator Servalen blister, Enforcers only*)
- Beastmaster's beasts (*Book of the Outlands*)
 - * Wasteland Giant Rat
 - * Millisaur
 - * Ripperjack
- Sumpcroc (*House of Chains, Goliath only*)
- Phylinx (*House of Blades, Escher only*)
- Phyr Cat (*House of Blades, Goliath only*)
- Cyber-mastiff (*House of Iron, Orlock only*)
- Cyberarachnid (*House of Artifice, Van Saar only*)
- Servitor-cherub (*House of Faith, Cawdor only*)
- Sheen birds (*House of Faith, Cawdor only*)
- Psychoteric Wyrms (*House of Shadows, Delaque only*)
- Cephalopod Spektor (*House of Shadows, Delaque only*)

ALLIES

Alliances available to gangs are divided in three groups:

Guilds* (*Law-abiding gangs only*), who are official merchant organisations, focused on one industry. Rules for them are found in Book of Peril, or in the House of... books, one for each.

- **Promethium Guild** – promethium extraction and industry
- **Guild of Iron** – mining and weapon manufacture industry
- **Water Guild** – water supplies and water recycling
- **Corpse Guild** – corpse recycling
- **Slave Guild** – slave industry and pit-fights
- **Guild of Coin** – toll collectors, communication

* There are several guilds in the lore, which do not have rules, so players can make them, if they wish. Among them are Air Guild and Electricity Guild.

Criminals (*Outlaw gangs only*), who are, as the name suggests, various criminal organisations. Rules for them are found in Book of Judgement, or in the House of... books, one for each.

- **Cold Traders** – Off-world smuggling, including xenotech
- **Psi-sindica** – psyker smuggling
- **Narco-lords** – drug cartels
- **Rogue factoria** – unlicensed manufacturers
- **Imperial impostors** – frauds and identity theft
- **Fallen Houses** – rebel elements of fallen nobility

Noble Houses, who are ruling class of Necromunda and don't care, if gang is Outlaw or Law-Abiding. Rules for them are found in the House of... books, one for each.

- **House Greim** – military industry
- **House Ulanti** – wealthiest house, pleasure and luxury industry
- **House Ran'lo** – finances
- **House Catallus** – diplomacy, mediators and social overseers
- **House Ko'iron** – religious influence
- **House Ty** – psychic industry

Last of the Noble Houses is the **Imperial House** – House Helmawr, ruling house of the Necromunda. Currently does not have official rules/

ALL SCENARIOS LIST

12

PRE-2018

- **Gang War 3**
 - * In the Dark
 - * Prison Break
 - * Monster Hunt
- **Gang War 4**
 - * Settlement Attack
 - * Escape!

RULEBOOK 2018

- Stand-off
- Tunnel Skirmish
- Looters
- Ambush
- Border Dispute
- Sabotage
- Rescue Mission
- The Trap
- Forgotten Riches
- The Marauders
- Sneak Attack
- Smash & Grab
- Last Stand
- Escape the Pit!
- Downtown Dust-up
- Shoot-out
- Caravan Heist
- Ghast Harvest
- Archaeo-hunters
- Escort Mission
- Fighter Down
- Murder Cyborg
- The Hit
- Gang Moot^M
- Pitfight^M

BOOK OF PERIL

- Escape the Badzone
- Manufactorum Raid
- The Conveyer
- Fungal Horror
- Toll Bridge

BOOK OF RUIN

- Show of Force^{DU}
- Hit and Run^{DU}
- Search and Destroy^{DU}
- Meat Harvest^{DU}
- Propaganda
- Scavenge^{DU}
- Public Execution^{DU}
- Takeover
- Hunt them Down
- Ritual
- Blood Rites
- Slaughter
- Meeeeeeeat!^M
- Daemonic Possession^M
- Meat for the Grinder^M
- Urban Renewal^M
- War in the Shadows^M
- End Times^M

BOOK OF THE OUTCAST

- Settlement Raid
- Market Mayhem
- Stealth Attack
- Gunk Tank
- Mining Expedition
- The Big Score

ASH WASTES RULEBOOK

- Dust Bowl Skirmish
- Looters
- Fuel Hunt
- Wasteland Ambush
- Rescue Mission
- Breakdown
- Wasteland Encounter
- Settlement Showdown
- Settlement Raid
- The Beast
- Incoming Storm
- Cargo Run
- The Bone Road Death Race

^{DU} – found also in the Dark Uprising Rulebook

^M – multiplayer scenario

HOUSE OF CHAINS

- The Beatdown
- Something to Prove
- Feast of the Fallen

HOUSE OF BLADES

- Khimerix Hunt
- Back from the Dead

HOUSE OF IRON

- Road Block
- Big Bar Brawl

HOUSE OF ARTIFICE

- Deus Ex Machina
- Last Rites of the Machine

HOUSE OF FAITH

- Righteous Crusade
- Test of Faith

HOUSE OF SHADOWS

- Intelligence Gathering
- Cauldron of Lies

HIVE WAR RULEBOOK

- Training Scenarios
 - * The Crossing Point
 - * Stronghold Assault
 - * Break In
 - * Showdown
 - * Defile the Relic
 - * Riches in the Dark

GANG RAIDS

- Daylight Robbery
- Mercator Storehouse Heist
- Clandestine Rendezvous
- Bar Brawl

WAR-COM RES.

- The Hunt
- Breakthrough
- The Great Rig Robbery
- The Gauntlet [*Badzone Delta-7*]

• WHITE DWARFS

- Claim the Spire [*Jan18/no.426*]
- The Gauntlet [*Feb18/no.427*]
- Escape the Hive [*May19/no.442*]
- Assault on Precinct-Fortress 17 [*Oct19/no.447*]
 - * Night Falls
 - * Burn them out
 - * Infiltration
 - * The Challenge
 - * Hold until dawn
- End Times Scenarios [*Dec20/no.459*]
 - * The Last Round
 - * Gateway to Hell
 - * The Long Night
- End Times Scenarios [*Oct19/no.447*]
 - * Night Falls
 - * Burn them out
 - * Infiltration
- Archeotek Hunt Scenarios [*Aug21/no.467*]
 - * Power Lines
 - * Field Test
 - * Rogue Archeotek
- Underdog Scenarios [*May22/no.476*]
 - * Mercy Mission
 - * Dome Rush
 - * Target Practise

HIVE WAR DECK

- OOP Card Deck for generating Scenarios, it was digitalized, online version of it can be found here:
<https://openhivewar.com/>

FANMADE SUPPLEMENTS

- Book of the Sump (IN: @kacp_k01)
 - * Boarding Action
 - * Harbour Cargo Takeover
 - * Sump Spider Hunt
- House Bharteth (IN: @housebharteth)
 - * Prize Fight
 - * Kicking a Wasp's Nest
 - * Puppet Masters

EXTRAS

COMMUNITY CONTENT

GAME AIDS

- **Yaktribe** – biggest Necromunda (both old and new) forum, includes gang builders and Vault with useful resources: <https://yaktribe.games/>
- **Goonhammer** – page with weekly articles including tactics, reviews, Badcast podcast which include Necromunda and other resources: <https://www.goonhammer.com/necromunda/>

YOUTUBE

- **Miniature Game Montage** – battle reports
- **Rapid Tabletop** – battle reports, terrain making
- **Eric's Hobby Workshop** – terrain making
- **Underhivers Under Construction** – reviews, conversions
- **Sol Vince** – Sump Hulk, terrain making
- **Magrathea Builder Of Worlds** – terrain making

OTHER

- **28mag** – fan-made magazine with wonderful interviews, conversions, terrain making with main themes such as Blanchitsu, Grimdark and Inquisitor warbands: <https://28-mag.com/>
- **Posters for Necromunda Terrain** by Carl Johnston: @carl_r_johnston

FACEBOOK MAIN GROUPS

- Necromunda Worldwide
- Necromunda Terrain Makers
- Sump City Radio - Community Group

PODCASTS

- Sump City Radio
- Dome Runners
- Eye of Heresy

ARBITRATOR TOOLS

What follows is a list of all Arbitrator tools, for making campaign more interesting, grouped by books:

Gang War 3

- Classic campaign Events

Rulebook 2018

- House Sub-plots
- Base guidelines

Book of the Outcasts

- Expanded Wyrd Powers disciplines (7 with 6 powers each)

Book of Ruin

- Alternative Uprising Campaigns
- Scenarios monsters – Xenos Abomination / Possessed Hiver
- Favours
 - * Generic House Favours
 - * Outlaw Favours
 - * Genestealer Cult Favours
 - * Chaos Favours
- Uprising Campaign Events

White Dwarfs

- Resurrection packages (*April 2020, no. 453*)
- Perpetual campaigns (*May 2019, no. 442*)
- House Patronage (*May 2019, no. 442*)

Expanded Campaign Rules (fanmade supplement of mine, mentioned earlier in this book)

- House Patronage reworked
- Useful House Rules
- Modified tables (Lasting Injuries, Mishap, Zombie Infection)
- Expanded Experience system

TERRAIN RULES

What follows is a list of all rules for terrain or environment conditions, grouped by books:

Rulebook 2018

- Basic Terrain rules for Zone Mortalis and Sector Mechanicus

Book of Peril

- Badzone Environments
- Badzone Events
- Expanded Terrain Rules (Industrial, Carnivorous Plants, Imperial etc.)

Ash Wastes Rulebook (*simplified version of these rules is found in the Book of the Outlands*)

- Full Ash Wastes Environment conditions
- Full Necromunda Seasons conditions

Book of the Outcasts

- Underhive Market Rules
- Gang Stronghold Rules

White Dwarfs

- Zone Mortals expanded terrain rules (*December 2019, no. 449*)

Warhammer Community

- Badzone Delta-7 tiles' terrain's rules

DRAMATIS PERSONAE

Dramatis Personae are just named characters. They can appear as any type, from Hanger-on to a Bounty Hunter.

(**Markings:** (+) – have a model, [O] – Outlaw only)

GANGS OF THE UNDERHIVE

- Baertrum Arturos III (+)
- Ortruum 8-8 (+)
- Belladonna (+)
- The Deserter (+)
- Eyros Slagmyst (+)
- Gor Half-Horn (+)
- Grendl Grendlsen (+)
- Grub Targeson (+)
- Yar Umbra (+)
- Krotos Hark (+)
- Yolanda Skorn (+)
- Kria Kytora (+)
- Slate Merdena & Macula (+)
- Mad Dog Mono (+)

BOOK OF PERIL

- Scabs (+)
- Kal Jericho (+)
- Freikstorn Strix
- Mortanna Shroud
- Aramista Dae Catallus
- Arbelesta Raen Catallus
- Rex Spires
- Vorgen Mortz
- Thaetos 23-2 (+)
- Apollus Kage (+)

BOOK OF JUDGEMENT

- Psyreena Skarr [O]
- Estus Jet [O]
- Gaen Gunk Queen Gorvos (+), [O]
- Vunder Gorvos (+), [O]
- Jonny Razor [O]
- Cor Two Guns Coran [O]

BOOK OF RUIN

- Queen Lorsha [O]
- Jorth Slither [O]
- Vandoth The Fallen [O]
- Abomination of Badzone 12 [O]
- Hermaphage Magos [O]
- Alyce Shivver [O]
- Eightfold Harvest Lord (+), [O]

BOOK OF THE OUTCAST

- Ragnir Gunnstein (+)
- Bigby Crumb (+)
- Doc Arachnos (+)
- Lady Credo (+)
- Ashwood Stranger
- Hagar Freelord

HOUSE OF CHAINS

- Old Three Eyes
- Ajex Gorgoth, House Agent
- Djangar Gunfists
- Attilus the Axe
- Tess Arc Up

HOUSE OF BLADES

- Necrana, House Agent
- Cyniss, House Agent
- Betti Banshee

HOUSE OF IRON

- Margo Merdena, House Agent
- Wilcox 'Wildsnake' Cinderjack
- DO60-K13

HOUSE OF ARTIFICE

- Lisbeth the Iron Angel
- Arachnotek Golem, House Agent
- Von Buren the Rogue Archeotek

HOUSE OF FAITH

- The Headsman (+)
- Rattus Tatterskin (+)
- Redeemer & Malakev, House Agent (+), [O]

HOUSE OF SHADOW

- Servant Of Silent Ones, House Agent
- Calthyxis, Ghost of Primus
- Yageloth, Master of Whispers

RULES IN BLISTER

- Vespa Merdena (+)
- Scrutinator Primus Servalen (+)

