NECROMUNDA

BOOK OF THE SUMP

UNOFFICIAL SUPPLEMENT V2



Created by Kacper Kuc & Alexander Lunde
Artworks by Carl Johnston

BOOK OF THE SUMP

This fan-made document, for all the community to use, was made by me, Alexander and Carl, who created all the great artworks found in the book, alongside several other contributors. It is a set of campaign rules, extra characters, and source of inspiration for creating and playing Necromunda Campaigns in the Sump Sea or its settlements, such as the Sump City.

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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.

All the lore paragraphs (except the Sump City lore on page 5, which is a summary of the official one provided by Games Workshop), artworks and photos have been created from scratch, no trademarked logos are used, and there are no copypaste rules, only reference like "for this see page XXX of the *Necromunda Rulebook*".

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INTRODUCTION

"Time to hunt some spiders boys!"

"Mad" Captain Ahab

OFFICIAL SOURCE MATERIAL

Official lore about the Sump Sea and the Sump City is scattered across multiple Necromunda Publications, be it older or newer editions. The biggest chunk of official source material is gathered in one of the *Apocrypha Necromundus* articles – Sump City: https://www.warhammer-community.com/2019/04/09/apocrypha-necromundus-sump-city/.

On the next pages you will find a quick summary of lore and background prepared by me for Necromunda players (especially Arbitrators) wanting to flesh out their campaigns, located in many settlements scattered through the Sump Sea, such as the Sump City. After that, I have included two Sump Sea settlements serving as both an example and inspiration. The first one is the **Bone Harbour** – a frontier settlement of my creation. The second is **Guilders-Ford** – a trade hub settlement, created by James Dix.

SUMP CITY RADIO

In the grim dark of the 41st millennium it is perhaps an amusing commentary on life in the hive, when one ambitious guilder suggests to his peers that 'improved morale, might increase production' (and therefore profit) his revelation is met with mirthful amusement and curiosity. Enough to result in the Hertzian guilds creation of 'public radio' to test this theory.

Significantly different in its broadcasts to imperial propaganda or sermons of House Cawdor, instead the content would be produced 'by the people for the people' with whatever they desired (within certain guidelines of course). And so, Sump City Radio was born.

Based in an old communications station at the edge of Sump City's Harbour it would be hosted by 'Hivescum Steve' and Chris 'Underhiver' Iddon – to keep everything in check, with a handful of associates specialising in different areas of interest to the denizens of the Underhive, such as:

- **Natomi Scalto** and **Scrofulous Pyle** handling atmospherics reports and local news.
- **Canabella Fritz**, a local culinary genius.
- **Beki Bewm**, an eccentric Juve with a skill for weapons maintenance and creation.
- **Klaus Von Throb** as a 'agony uncle' and weapons specialist from House Van Saar
- **Blitz** and **Krieg**, two commentators from the Underhives 'Murder brawl' arena.
- **Drake Livingstone**, an Underhive explorer,
- **Salacious Paul**, Delaque gossip monger.

You can listen to all the episodes here: https://anchor.fm/sumpcityradio/.



** Technically SCR is not part of the official lore, but in this booklet (as I am a great fun of theirs) we will be pretending that it is, and given the quality of the podcast, it should be.*

THE SUMP CITY

"Watch your steps scums. Today it is raining in the Sump City. And trust me, you do not want to know, what that rain is..."

Natomi Scalto

THE SUMP SEA

Below Hive Bottom, where all the fluids and industrial wastes in Hive Primus gather, there is a hellish landscape called the Sump. Filled with toxins and sludges of all kinds, as well as infested with the most unimaginable horrors possible, only muties and the insane venture there. A little above that, there are sludge lakes, known as the Sump Sea, filling the holes and gaps between mountains of refuse. At the edge of this frontier landscape, there was an Underhive settlement called Downtown.

DOWNTOWN

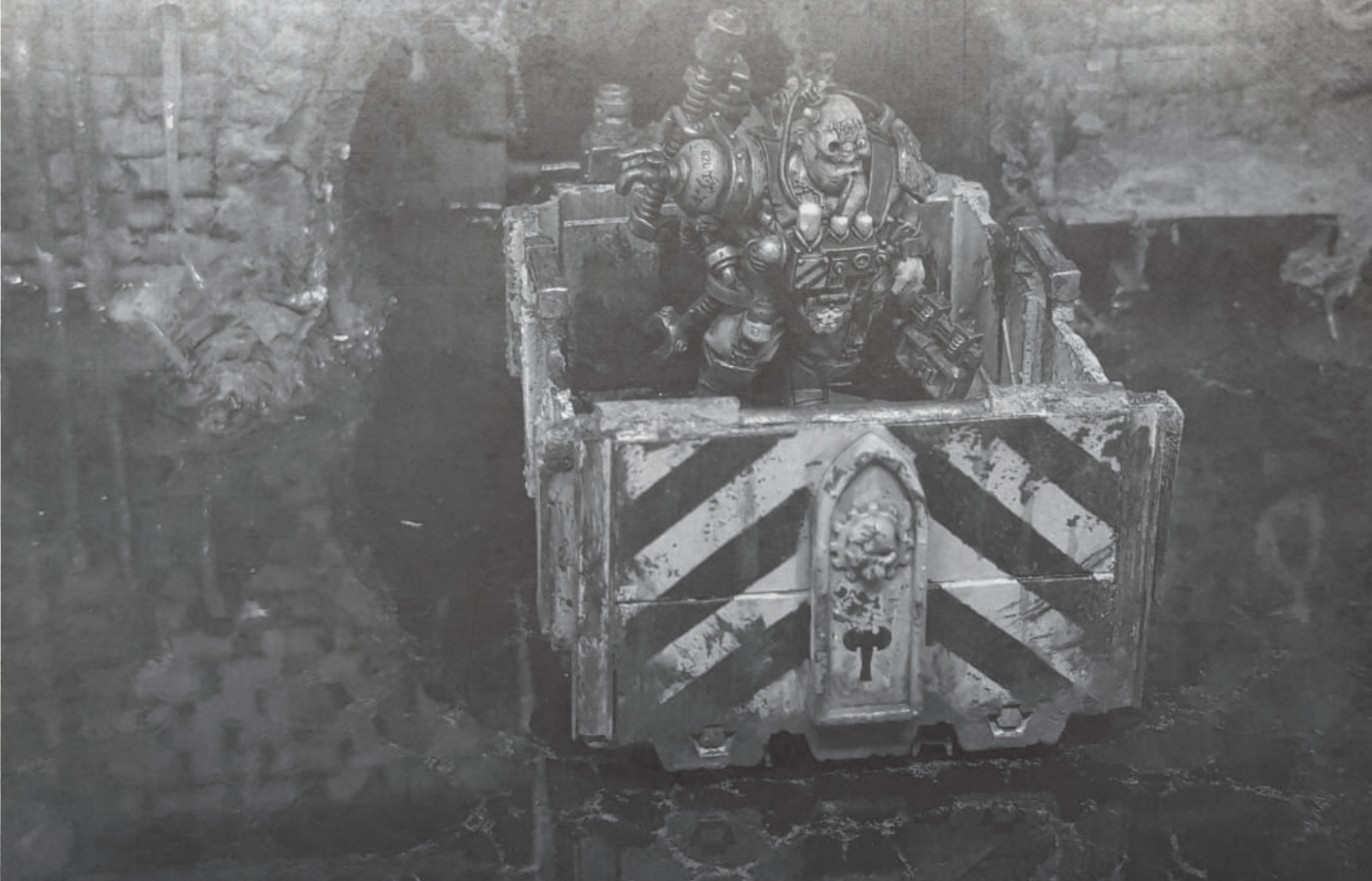
The predecessor of the Sump City, Downtown was a prosperous settlement, where Spider and Archeotech hunters exchanged the goods which they brought from the Sump Sea expeditions, selling best ones Up-Hive and to the Guilds' agents for enormous prices.

CATACLYSM

But nothing lasts forever, and during one enormous hive quake, Downtown was swallowed by the Sump Sea from which it rose. At least that is what the official reports say. There were some rumours, quickly silenced, that spoke of Delaque gangers whispering on the edge of Sump Sea. One day, something answered those whispers and a behemoth rose from the depths of the Sump Sea to destroy the settlement.

SUMP CITY

As there is always an interest in spider eyes' gems and other things one can only find in the Sump Sea, the destroyed settlement was rebuilt – mostly with help of House Orlock – and was renamed the Sump City. Nowadays, it is flourishing, the trade and goods brought by the expeditions of Sump Captains flows through the city, to the Abyss, Dust Falls and Up-Hive. Many gangs come to town in search of glory and riches. Some go even further, enlisting on sump ships and spider hunters' barges to collect the bounties of the Sump Sea by themselves.



BONE HARBOUR

HISTORY

Bone Harbour was built many cycles ago, as the last port to the South from the Sump City, where spider hunters and other crazy explorers can rest and refuel before sailing through one of the least explored parts of the Sump Sea. Little to no human activity makes the surrounding waters (or more accurately – sludge) rich Sump Spider hunting grounds.

The only official leader and master of the Bone Harbour is Thorgir, Chain Lord of Mercator Sanguis. Backed by hired guns and a small contingent of Palanite Enforcers, he rules this frontier settlement with an iron fist, mainly thanks to the so-called "gifts" from nobles of Hive Primus – his prison island, the If, is one of the most isolated and forgotten places in the Underhive, a perfect place to put your brother or sister competing for family heritage. Furthermore, work on a slave-barge, while hunting Sump Spiders is one of the most dangerous tasks a slave can do, making his Guild as ready to send him "troublemakers" as Sump Captains and Pirate Lords to buy "single-use" crew members for the "bait parties".

Bone Harbour is also famous for the so-called expeditions at the Sump's end. Well established rumours say, that if one is able to cross the Sump Stalker's hunting territories, as well as various other dangers such as Sirens' Fields and Sludge Maelstrom, there is a passage connecting the Sump Sea through a subterranean canal with a forgotten Sunken Hive, hidden deep below ash surface of the planet at the dried bottom of the Necromundan ocean. All kinds of crazy adventurers, brave captains or insane scums come to the Bone Harbour, like moths to a flame, to find the passage and be the ones who bring back Sunken Hive's treasures to Hive Primus.

LOCATIONS

Bone Harbour is in fact not a single settlement, but four, scattered through four islands. Bonehaven is the name of the biggest island, connected by the Bridge of Sorrows with the Scrapland. The other two are the pirate-port of the Barbacamp and the prison-island – The If.

THE IF

The infamous prison-island of the Bone Harbour and private pit of the Chainlord, most of it is cut off from the world by massive prison fortress walls, able to withstand any attacks by locals or the Sump Sea environment. It also serves as guardian of the passage, loaded with autocannons, heavy harpoons and even lascannon batteries, making sure that no monster, ship, barge or boat will pass unwanted. Apart from that, there are two more places there, known very well by the locals. Four small outposts surround the fortress. To the West is Left Hook, East is Right Hook, South is Low Blow, and North is Upper Cut.

Knuckles
The Knuckles are *Fighting Pits* with small arenas, where prisoners fight for sport with any scum wanting to earn extra credits. If a prisoner wins one hundred fights, they will be set free. Through their history, only several fighters have been able to succeed, but nothing is greater motivation than hope.

Pharos
The Lighthouse, known as "Hope" by sumpers, is sometimes the only sign visible through the fogs and fumes of the Sump Sea thanks to its bright chemical light. Gangs often fight for control over it, to later deceive their opponents returning to port. Chainlord does not care about these fights, as long as the lighthouse is manned and working.

BARBACAMP

A small island, with a skull-like entrance gate, hidden from the Enforcer's eyes by constant fogs. It is an Outlaw port, full of smugglers, pirates, wyrds and fleeing abhumans. It is ruled by the Pirate Court, council of seven Crime Lords. This place only exists thanks to bribes, sent directly to Chainlord of Bone Harbour and an agreement, that any pirate will not attack ships under Thorgir's protection.

The Luck
A shabby *Gambling Den*, full of hired guns and pirate scum and great place to lose your hard-worked pay. Of course Delaque agents are hiding among the crowd.

SCRAPLAND

Connected with Bonehaven by the Bridge of Sorrows, Scrapland is trash island, where shipwrecks, floating piles of scrap metal and especially big animals (such as Great Sump Spiders) are cut to pieces. Everything useful is salvaged, packed and transported either to the Kruger Iron Works, Golden Spider or back to the Sump City and uphive. Near the main bulk of the Scrapland, there is an islet called "The Leech", a no-go area, inhabited by only muties and ghouls.

Port of Rust
This *Salvage Harbour* covers almost all of the island. Its docks and salvage dens are the place of many gang skirmishes and clan proxy wars. It is also used as a repair bay for many kinds of vessels and as the main shipyard of the Bone Harbour.

Bridge of Sorrow
A *Toll Bridge* connecting Bonehaven and Scrapland, the sole land transport route to the main island. Nothing passes through under the watchful eye of the Toll Master "Old Gorgie", as his heavy stubber and chainsaw barrier are always ready to cut anyone thinking that crossing bridge without paying toll is an option.

Under each location, words written in italics indicate which type of territory it is for the purposes of a Dominion Campaign.

BONEHAVEN

The main island of the Bone Harbour where all the industries are, hosting all kinds of locals. Representatives of all six Clan Houses, Guilds, Criminal elements, and two Hab Settlements, which are hideouts for various Outcast gangs as well as a stronghold for the Cult of the Redemption.

Golden Spider

A Spider Eyes Trade centre and auction house. It is a big, baroque hall filled with jewellery shops, where Spider Eyes Gems are divided by types, processed and the best pieces are sent straight away to the individual clients. Most scraps and smaller gems are bought in bulk by the Van Saar and Escher clans, for use in their technology and chem alchemy. Of course, the Chainlord of Bone Harbour takes his share from every transaction. South in the Sump Sea sits "The Protectorate", a semi-independent floating town made of small ships. A mainly peaceful settlement, they try to keep crime to a minimum to keep the mainland off their backs.

Rustend

One of the two main *Settlements* habs of the Bone Harbour, Rustend is mostly populated by the poor and Outcast scums, living and toiling in horrendous conditions or just hopelessly waiting for disease to finish them off. In sewage canals, the mutants and the beastmen try to hold their ground against the Zombie plague slowly rampaging through their hideouts and the lowest shacks. Rustend is also the operational base of the Warriors of the Sunken Emperor – a radical sect of the Cult of the Redemption who believe that the essence of the Emperor was sunken in the Sump Sea and will not be found until every last mutant, heretic or traitor infecting these waters will be burned and their corpses thrown into the Sump Sea. Part of their cult's initiation is a ritual called "Second Birth" – each member must step into the toxic waters surrounding Bonehaven naked and survive. For the weak this is almost always fatal, but those who succeeded are regarded as chosen warriors of the Sunken Emperor.

Shrine of the Sunken Emperor

Raised by the Redemptionists, this *Bone Shrine* is the main source of income for the Warriors of the Sunken Emperor cult. A huge ferrocrete and bronze statue of an unknown imperial figure drawn up from the hive wreckage that forms the bedrock of the Bone Harbour. It sits supported by a rickety mess of supports and scaffolding. Despite being full of Redemptionist radicals, all faithful can pray there in peace, and every Sump Captain often throws a couple of credits for safe return from expedition.

Kruger Iron Works

Most manufactorums are gathered in one cluster *Workshop*, administered by an Iron Guild proxy company, called "Kruger Iron Works". Raw material, salvaged back from scrap and wrecks, is remade here again and sent in Steel Convoys of cargo ships to the Sump City trade hubs, or back to the shipyard of the Port of Rust where new vessels are commissioned by the Chainlord or wealthiest shipowners. Many inhabitants of Rust End and Refusehold, too smart or scared for enlisting to Spider Hunters crew, are forced to work there. After all, life as a lowly paid worker is better than a slave diver-scum working in wreck fields.

Trash Dunes

Local *Wastes*, where everything not easily salvaged is thrown, and of course controlled by Cawdor gangs whose trash collecting crews are constantly looking for "sunken relics" among the "Trash Dunes".

Archeo-plaza

The Sump Sea is known for many Archeotech treasures, which are often hard to distinguish from common trash. A *Tech Bazaar*, run by the Van Saar clan, which generously accepted the role of the "authenticity tester", is the best place one can buy or sell anything with "Archeo-" in name. Of course, every transaction goes under ever-watchful eyes of the Chainlord's henchmen, who make sure that the real stuff always finds its way to the trusted clients and investors.

Refusehold

The second *Settlement* hab of the Bonehaven, in a much better state and with higher quality of locals, thanks to the Refusehold itself. A large bastion, made from salvaged wrecks, which houses both the Palanite Enforcers' Precinct and Chainlord Thorgir's headquarters. Ship cannons and and military grade equipment (such as Hydra Tanks' Autocannons and Leman Russ' cannon turrets) are an assurance of Chainlord's power. It even has a Arvus Lighter landing pad, as an emergency evacuation or for when some nobles want to deal with Thorgir in person. Such display of power is unusual for standards of the Underhive, even for the wealthiest settlements. That is probably the main reason why there have been no attempts of assassination or revolt, Thorgir's position was clearly approved and supported by Lord Gerontious Helmawr himself.

The Orangery

Jokingly called "The Orangery" by the locals, this crude lab complex serves as the main fungi-food farm and *Stinger Mould Sprawl*, which for some unknown reasons favours Bonehaven soils very much. It is controlled by members of the Mercator Nautica. Locals seldom go anywhere near its walls as there are stories of mysterious "Cult of Life", a group of mad scientists experimenting below the main complex and Vitae Collectors, who are kidnapping "objects" during night cycles. Many say that those are just rumours, but some worker families from the Rust End and Refusehold swear that their loved ones have disappeared while returning from work during the night cycle near the Orangery.

Catacombs

A labyrinth-like system of canals running below all of the Bonehaven, which is home for those who are not accepted even in such frontier settlements as the Bone Harbour. These dregs of society are mostly mutants, escaped Slave Ogryns, beastmen and wyrds. They must fight a silent battle for survival as the "Walking Death" is rising from the depths of Bonehaven.


Bone H
Illustrative Map of the Bump Sea Frontier by Gap
Bonehaven
Scrapland
Bridge of Sorrow
Kruger Ironworks
Port of Rust
The Straight of Sorrow
Fallow Bay
Sanguireit
Rustend
Rust Bell Dam
North Fang
West Fang
East Fang
Golden Spider
Prosperity Bay
South Fang
The Protectorate
West - The Falls
North -
South -


Barbacamp
arbour
ain Ahab's chief cartographer L.R.Johnston
The Luck
Trash dunes
Refusehold
The Ridge
The Black Ship
Great Vent
Archeo-plaza
Shrine of the Sunken Emperor
The Central Nave
The Orangerie
Pharos Lightthouse
The Knuckles
The Needles
The LF
East - Thunder Town
Camp City
Camp End

GUILDERS-FORD

"Guilders-Ford... An 'orrible place, named for the yellow of the sump river that flows through it, you know. Of course, it is not been the same since The Great Fire. Or the Uprising. Or since 'The Incident.' But you know we cannot talk about that do not you? Or it'll be straight to Precinct 19 with you...

Gretus Half-Hand, New-Guilders Algae Farmer

Guilders-Ford is a large settlement in the lower Underhive of Necromunda, situated in a strategically important location straddling the wide sump river that cuts through the area. Guilders-Ford, as the name suggests, originally arose around a popular crossing point at a particularly shallow area of the Sump Sea, allowing for Guilder caravans, traders and merchants to cross in relative safety.

It did not take long for a settlement to arise at this crossing point, initially a small cluster of shanty huts providing shelter and provisions for those fording the sump here. This settlement slowly expanded over many hundreds of years, the origins of the name lost to distant memory and legend. Notably, the sump here often flows a delightful shade of yellow – owing to whatever chemical it is that is spilling into it – so another possibility is that the name is an ancient derivative of 'Gold Ford', or 'Golden Ford.' We'll probably never know for certain.

As bridges were raised and more Guilder caravans started to be moved by boat, two distinct dockland areas came to be, the East and West Gate Docks, surrounded by their inevitable hab-zones and industrial areas, as well as the abundant storage facilities for the many varieties of goods now being moved through Guilders-Ford. A large trading zone has also been established, with other nearby domes importing their supplies through the docks, leading to the establishment of an important trading hub and situating Guilders-Ford firmly on the map.

Unlike most Underhive settlements, Guilders-Ford is not run by local gang warlords but is firmly managed by the areas appointed Palanite Enforcers, stationed in Precinct-19, who oversee all aspects of everyday life and governance. Citizens sleep safe in their beds, comforted knowing that the iron fist of the law patrols the streets and brings swift justice to anyone operating outside of Guilders-Ford's permitted activities.

Of course, all six of the main Necromunda clan houses have a secure foothold here, and all the guilds have a vested interest in keeping their goods flowing and the docks open and trading. This often leads to short episodes of violence as territories are disputed, alliances are forged and broken, and criminal rackets are discovered and either shut down or forcefully changed hands.

Precinct-19 is kept busy indeed, but most gangs sensibly keep their heads down and operate subtly. Provided they are not causing damage to property or endangering citizens, Precinct-19 is generally content to ignore them and just let them get on with it. Excessive damage, injury to or death of citizens, however, leads to excessive paperwork, and that is when the Palanite Enforcers will ramp up their patrols and start cracking the local gangers' heads together.




EAST SIDE
GOLD FORD
Guilders-Ford
East Gate Docks

CAMPAIGN RULES

"Tide is coming, I can feel it. Listen juves, you better find some high place to hide, or there will be no sea stories tomorrow."

Jim "The Hook", "Blue Spider" tavern bartender

BOARD SETUPS

Campaigns taking place in the Sump City or other settlements found in the Sump Sea should be mostly played using the environmental rules for the Sump Sea found in the *Necromunda Book of Peril* on page 47*. Board set-ups should depict typical harbour city landscape such as docks, lighthouses, shipyards, harbour shantytowns or, if battle is taking place outside the city, refuse islands or the open sea. Players or the Arbitrator can also deploy boats, either as static scenery pieces, or usable ones (for which rules are found on page 16).

POST BATTLE ACTION

All actions below can be performed in the Post-battle Sequence by any fighter in the Player's gang, provided that they are not in the Recovery.

SLUDGE DIVING

With nothing better to do, Juves and Gangers are sometime found diving in the Sump, hoping to find something valuable. Each Fighter performing this action rolls a D6:

D6	Diving Result
1	**Accident:** Poor diver was attacked by sump beast, mutated fish or just lost his way in the sludge. The fighter rolls on the Lasting Injuries table.
2	**Worthless trash:** Diver found nothing but worthless sumpweed.
3	**Murder weapon:** Some criminal just dumped still working weapon into the Sump. The player adds stub gun to its Gang Stash.
4	**Unrecognisable thrash:** Diver found something strange. The fighter should make an Intelligence check. If passed, the player adds D3x5 Credits to its Gang Stash.
5	**Useful trash:** The fighter found trash, which may be worth something for some tasteless Scavy. The player adds 10 Credits to its Gang Stash.
6	**Treasure:** To even his own boss disbelief, diver has found something valuable in the Sump Sea. The player adds D3x10 Credits to its Gang Stash.

** In addition, fighters who have fallen into the Sump can never be subject to Blaze and Pinned conditions, and if they are Seriously Injured, they go automatically Out of Action.*

SUMP SEA EVENT TABLE

The Sump Sea environment, thanks to surrounding water (or more accurately slime), is mostly susceptible to the effects of sewage drainage from the upper hive levels. Of course, it always comes down.

At the start of each campaign week, the Arbitrator should roll a D6 to see what kind of event is currently happening.

D6	Result
1	**Low Tide:** *The surface level of the Sump Sea decreases a little. Many sunken treasures are discovered at this time when gangs send juves to search through exposed debris.* Each scenario rewards both players with extra an D6x10 credits.
2	**High Tide:** *Water starts to rise, flooding corridors and passages, making travelling much harder or even impossible.* The surface level of the board during games counts as Difficult Terrain in addition to any other rules.
3	**Gas leak:** *The surface of the Sump Sea bubbles with gas released from underground gas pockets. It makes fighting even more perilous.* Every time a fighter fires a weapon with Blast or Blaze trait and rolls a natural 1 the shot triggers a gas explosion. The shooter counts as having been hit by a frag grenade with the blast centred over the fighter.
4	**Rubber moss:** *Quick growing rubber moss covers the area the gangs fight in. The nature of rubber moss makes moving hazardous.* Each time a fighter makes two consecutive move actions, make one move action as normal and then roll a D6. On a 1-3 nothing happens and the fighter moves as normal. On a 4-6 the fighter slips and bounces D3" in a random direction. In addition fighters jumping or falling from a height of more than 3" will start to bounce as above.
5	**Gunk rain:** *The Sump Sea is below even the Underhive and sometimes effluent from above trickles through.* Each round before rolling for priority each fighter must roll a D6. On a 1 that fighter gains the Gunked condition (see rules on page 96 of the *Necromunda Book of Peril*) for the duration of the turn. Fighters below some sort of roof or cover from above do not have to roll to see if they are Gunked.
6	**Sump fog:** *Visibility is bad even during the best conditions in the Sump Sea. Recent sump fogs have made it almost impossible to see. The swirling fog also plays tricks on the eye.* Before making a Ranged Attack, each fighter must make an Intelligence check. If failed, the attack suffers an additional -1 to hit modifier and the weapon gains the Reckless trait for this attack.

TERRITORIES

The following section consists of three additional Territories, which can be added to a pool of a normal Dominion's territories, in campaigns located in the Sump City or other Sump Sea's settlements. With little Arbitrator modifications, they can also be changed to work in Dark Uprising or other campaigns.

For rules on how to use territories see page 97 of the *Necromunda Rulebook*.

SPIDER EYES TRADE

Catching a spider is one thing, but to frame it, extract the eyes intact and sell them uphive is different industry altogether. Gangs and captains with good connections to spider eyes traders can often sell their cargo quicker and for better price.

TERRITORY BOON:

This Territory grants the following Boons:

Income: The gang earns 2D3x10 credits from this Territory when collecting income. If during a battle, before collecting income, any of the Player's fighters killed a Sump Spider it earns an extra D3x10 credits or if it was a Great Sump Spider an extra 3D3x10.

Reputation: Whilst its controls this Territory, the gang adds +2 to its Reputation.

SALVAGE HARBOUR

Salvage harbours are a common sight in the Sump Sea's settlements, where workers drag old wrecks and cut them to pieces while salvaging everything worth a credit. Salvage crews often have professional diver Scums, who are sometimes deployed by gangs protecting the harbour as ambushers or infiltrators.

TERRITORY BOON:

This Territory grants the following Boons:

Income: The gang earns D6x10 credits from this Territory when collecting income. Player can also nominate a Fighter to help in salvage works. Roll a D6: on 1 nominated Fighter rolls on the Lasting Injuries table, on 2-5 the gang earns an extra D3x10 credits and on 6 it earns an extra D6x10.

Recruit: Whilst its controls this Territory the gang may recruit a hive scum equipped with a grab hook, subnautican suit and a stub gun for free.

LIGHTHOUSE

Given the constant fumes and fog surrounding the Sump Sea and settlements found there, each one has a Lighthouse, which guides ships safely and serves as a beacon in the darkness of the Underhive. Gang in control of such a crucial facility can use it as an advantage, collecting toll for rival captains and guiding enemies' vessels into the rocks.

TERRITORY BOON:

This Territory grants the following Boon:

Special: The gang earns D3x10 credits from this Territory from each Stash of each player, who used a vessel in a previous campaign week. If the Player cannot or does not want to pay, they rolls a D6 for each vessel that they used. If they rolled a 1, that vessel is treated as one condition worse (so normal vessel will need a Repair fee, and damaged ship will need a Destruction one). Appropriate fee must be paid immediately.



TRADING POST APPENDIX

"Why does this servo arm look like a crab claw? For better blending with the Sump Sea's fauna of course!"

Gano, Sump City Trader

The section that follows presents a collection of additional weapons and Wargear for players to add to their gang, when playing games in the Sump City or other Sump Sea settlements. These items can be purchased in the post-battle sequence from the Trading Post, or if players are building gangs for a Skirmish game, they may agree to allow their gangs access to some or all of the equipment that follows.

WEAPONS

AUXILIARY WEAPONS

Item	Price	Rarity
Gunk Spray	25	Rare (9)
Auxiliary Harpoon	35	Rare (10)

These auxiliary weapons are treated as Weapon Upgrades, and can be mounted only on Basic Weapons.

CLOSE COMBAT WEAPONS

Item	Price	Rarity
Pincer Pattern Servo Claw	50	Rare (11)
Grab Hook	15	Common

HEAVY WEAPONS

Item	Price	Rarity
Spider Hunters Harpoon	130	Rare (9)

WARGEAR

ARMOUR

Item	Price	Rarity
Subnautican suit	50	Rare (10)

PERSONAL EQUIPMENT

Item	Price	Rarity
Beast Lure	30	Rare (8)
Air Jacket	10	Common

WEAPON REFERENCE

AUXILIARY WEAPONS

Gunk Sprays & Auxiliary Harpoons

Some gangers mount small tanks under their weapons, filled with gunk, which then can be used to slow down fast opponents (such as Sump Spiders) or as boarding weapon, spraying thick goo on other boats and making them more flammable. Others attach crude tubes, with small harpoons to their normal weapons, in case of unexpected hunt. (Rules for the Gunk Weapon Trait are found in the *Necromunda Book of Peril* on page 96.)

	Range		Acc						
Weapon	S	L	S	L	Str	Ap	D	Am	Traits
Gunk Spray	-	T	-	-	2	-	-	*	Gunk, Single Shot, Template
Auxiliary Harpoon	4"	12"	+2	-	4	-3	-1	6+	Drag, Impale, Scarce

HEAVY WEAPONS

Spider Hunter Harpoon

As the main weapon of the Spider Hunters, it uses explosive materials to launch the harpoons with much greater force than standard ones usually employed by gangs in the Underhive. Hunters usually mount them on their boats, for greater stability and to give them longer dragging ropes.

	Range		Acc						
Weapon	S	L	S	L	Str	Ap	D	Am	Traits
Spider Hunters Harpoon*	9"	18"	+2	-	7	-3	2	5+	Drag, Impale, Scarce, Unwieldy

CLOSE COMBAT WEAPONS

Pincer Pattern Servo Claw

Pincer Pattern Servo Claw is modified servo arm, which replaces the grabbing arm with two blades, mimicking old Terran marine shellfish. It is particularly useful for salvaging old shipwrecks or opening the bulkheads of enemy barges.

	Range		Acc						
Close Combat Weapon	**S**	**L**	**S**	**L**	**Str**	**Ap**	**D**	**Am**	**Traits**
Pincer Pattern Servo Claw	-	E	-	-	+2	-2	1		Melee, Sever

Grab Hook

More of a tool than a true weapon, it is nevertheless a common sight in the Sump Sea as a trait of dock guardians and ferrymen, who use them to keep Sump Sea's life and Harbour Scums at a distance.

	Range		Acc						
Close Combat Weapon	**S**	**L**	**S**	**L**	**Str**	**Ap**	**D**	**Am**	**Traits**
Grab Hook	E	2"	-	-	S	-	1		Disarm, Melee, Versatile

WARGEAR RULES

This section contains a full list of new Wargear rules.

SUBNAUTICAN SUIT

Subnautican suit is special type of armour for deep diving in the Sump Sea, sealed and with its own air supply. It is used only by the braves or dumbest gangers for underwater works or surprise attacks on other gangs.

The Subnautican Suit is a type of armour, granting a 5+ armour save. In addition, thanks to its closed air circulation, Fighters wearing it gain immunity to Gas attacks, can act normally while on fire (though they may still take damage) and may ignore effects keyed to breathing or air quality. Lastly, instead of Activating they can Dive into any liquid terrain feature within in 1" and emerge anywhere on the board from any liquid terrain at the start of the next Turn, before the Priority Phase. But diving in the Sump Sea or travelling through pipes is very dangerous, especially in the Underhive. Before emerging, the fighter should roll a D6, on a 1 the poor diver was lost or attacked by some creature and goes Out of Action. Due to its impracticality and air supply bottles, Fighters wearing a Subnautican Suit can only make one Move (Basic) action per turn, unless they have a Strength greater than 3. Fighters wearing a Subnautican Suit adds +1 to the roll when performing a Sludge Diving Post-battle Action (see page 12).

BEAST LURE

Dead rats with flares or chem-lights are often used by smarter gangers to lure sump beasts to attack enemy gangers. It is quite a risky gambit, because if they miss, or due to lack of victims, a freshly lured sump beast can find the thrower much more attractive target.

Each Beast Lure can only be used once per battle, as a Shoot (Basic) Action. Beast Lure has the following profile:

	Range		Acc						
Close Combat Weapon	**S**	**L**	**S**	**L**	**Str**	**Ap**	**D**	**Am**	**Traits**
Beast Lure	-	Sx3"	-	-	1	-	1	*	Blast (3"), Lure

Lure: When the Blast marker is placed in its final position after any scatter, place one Beast's Lair token under the centre of the Blast marker. Beast's Lair rules are found on page 121 of the *Necromunda Rulebook*.

AIR JACKET

The Sump Sea is filled with thick goo, industrial refuse and many worse things. When an underhiver falls into it, simple protective devices such as air jackets will allow him to stay above the surface and maybe even survive until help arrives.

Fighters equipped with Air Jackets automatically pass Strength tests required to not to drown, when being in the Sump Sea or similar terrain feature with non-aggressive liquid. (For example, an Air Jacket will help them in the sludge river, but not in a pool of acid).

VESSELS

"Prepare for boarding! Brace for impact!"

Gorg "Hammerhead", bosun of ex-Goliath Sump Pirates

RULES

Vessels are made in a multitude of designs and powered by all sorts of different means, from motors to oars. Rules for using vessels in the Sump are based on the official Vehicle Rules found either in the Ash Wastes Rulebook or Book of the Outlands, with the following clarifications:

- **Vessel types:** Vessels can be created using the Custom Vehicle rules, with Light Custom Vehicles representing Boats, Medium Custom Vehicles representing Barges, and Heavy Custom Vehicles representing Ships. Regardless of type, vessels do not apply the Jury-rigged special rule, and will always gain the locomotion type VESSEL.

  VESSEL: Vessels can only operate on liquid terrain, such as canals, rivers or Sump Seas. If for any reason more than 50% of a vessel is no longer within liquid terrain (such as by running aground) the vessel is automatically Wrecked. All vessels come equipped with a Transport Bed, which is represented by their decks.

- **Sump Sea Campaign:** If using vessels in your campaign each gang gains an extra 400 Credits that can only be spent on vehicles, fighters that come default with Wargear that grants the Mounted condition, or on Wargear that grants the Mounted condition. Any unspent credits from this allowance are lost after the gang is founded.

- **To the Sump Bottom:** Severely damaged vessels must be towed out of the Sump before any repairs can be made. If a wrecked vessel suffers a Write Off Lasting Damage result, the gang needs to pay D3x10 Credits to retrieve the vehicle after the battle.

- **Sinking Hazard:** Any Fighter embarked in the Transport Cage when Vessel is wrecked, must pass a Strength Test in addition to any other effects. If the test is failed, this Fighter will automatically go Out of Action.

EXTRA WARGEAR

SAIL

Sometimes crews install sails made of rags, hoping that the Sump Sea's howling winds will allow them to move their vessel a little faster, or as a last resort when the engines have failed.

Crew of a vessel equipped with Sails may make a Handling check at the start of its activation. If passed, the vessel will move D6" in any chosen direction. If failed, the vessel will move in the direction showed by a Scatter Dice roll. This movement does not count towards the vehicles activation and may still be undertaken if the vehicle is immobilized for any reason.

SEARCHLIGHT

Crews will sometimes mount big Searchlights for guard duty or to find their enemies in the complete darkness.

A Searchlight must be mounted on a Weapon Hardpoint. A vehicle fitted with searchlights can turn them on or off at the start of their activation; they remain in the selected state until their next activation. Whilst a searchlight is on, all models within 18", in Line of Sight and within the Weapon Hardpoint Arc are Revealed. In addition, while the Searchlights are on, the vehicle equipped with them is also Revealed.

SMALL WATERCRAFT

If players agree, they can use the Wastlander Dirtbike's rules to represent a Jet Ski or other small watercraft. In the same way as Vessels, small watercraft can only operate on liquid terrain, such as canals, rivers or Sump Seas.

VESSEL EQUIPMENT

A Vessel may be equipped with Upgrades, Wargear and weapons from the following equipment list.

- During the course of a campaign, a vessel may be fitted with additional vehicle Wargear and vehicle ugrades from the Custom Vehicle equipment list.

- During the course of a campaign, any vessel hardpoints can be equipped with a weapon from this list or the Basic, Special or Heavy sections of the Trading Post or Black Market.

VESSEL EQUIPMENT LIST

VESSEL UPGRADES

BODY UPGRADES

- Ablative armour ..... 15 credits
- Crash cage ..... 15 credits
- Extra armour ..... 25 credits
- Ram ..... 15 credits
- Reinforced armour ..... 20 credits
- Small transport cage ..... 20 credits
- Large transport cage ..... 50 credits
- Weapon hardpoint ..... 40 credits
- Weapon stash ..... 20 credits

ENGINE UPGRADES

- Archaeotech automantic reactor ..... 40 credits
- Engine shell ..... 15 credits
- Gas promethium engine ..... 25 credits
- Glys injector ..... 20 credits
- Nitro burners ..... 15 credits
- Plasma coil engine ..... 25 credits
- Smoke vents ..... 25 credits

ENGINE UPGRADES

- Emergency brake ..... 10 credits
- Powered steering ..... 30 credits
- Redundant drive system ..... 15 credits

WEAPONS

HEAVY

- Spider Hunters Harpoon* ..... 110 credits
- Heavy stubber ..... 130 credits

VESSEL WARGEAR

- Boarding ramp ..... 15 credits
- Body spikes ..... 10 credits
- Booby-trapped fuel tanks ..... 10 credits
- Flare launchers ..... 10 credits
- Headlights ..... 15 credits
- Kill switch ..... 15 credits
- Sails ..... 20 credits
- Searchlight ..... 10 credits
- Smoke launchers ..... 20 credits
- Minelayer ..... 35 credits
  - additional mines ..... 20 credits each

*see page 14 for Spider Hunters Harpoon rules.



RATSKIN RENEGADE HUNTER WITH PINCER PATTERN SERVO CLAW

ARBITRATOR TOOLS

"Do not damage the eyes, or you will dive for them!"

Sump Captain Barax vor Hoven, instructing his crew

SUMP SEA CREATURES

When it comes to creatures from the Sump Sea, Sump Spiders are first thing that comes to mind. Coming in various shapes and forms, there are three base types, described below. But unfortunately for humans, there are many more species of "inhabitants" in the Sump Sea. Other common sights are swarms of bats and rats, who become a real threat to humans when they are starved and in large numbers – and they almost always are starved and in large numbers! To represent other sump creatures, players can use the rules for creating a Xenos Abomination in the *Necromunda Book of Ruin*, on page 100.

SUMP SPIDER

Spiders are a common sight on Necromunda, especially in the Underhive and below where light is sparse, and prey is plenty. Sump Spider is a term mostly used for those spiders who live near the Sump Sea, lakes of sludge and rivers of slime. There were not many attempts to classify them, Underhivers mostly call specific types of Sump Spiders by their habitat. There are Cave Spiders, who live in caves and holes near the shores of the Sump Sea, Scrap Spiders living in Scrap Islands and toxic swamps, and finally Waiting Spiders, hiding in ceilings of tunnels and slime rivers canals, waiting to jump on unaware prey. However, they have one thing in common – Spider Eyes' gems, which are the main reason many Sump Crews hunt them. They are so valued a material that there are entire enterprises focused on hunting Sump Spiders, processing Eyes, and selling them uphive.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
7"	4+	6+	4	4	3	3+	3	12+	6+	6+	10+

SPECIAL RULES

Spider Eyes: The main reason why Underhivers hunt such dangerous creatures. If a Sump Spider was put Out of Action by Coup de Grace (Simple) Action, as a result of a close combat attack or from an attack using a "harpoon" type of weapon, the gang which killed it adds D6x10 Credits to their Stash.

EQUIPMENT

A Sump Spider is armed with mesh armour, bio-booster, Web Spray and Toxin Jaws, with the following profiles:

	Range		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**Ap**	**D**	**Am**	**Traits**
Web Spray	-	T	-	-	3	-	-	2+	Template, Silent, Web
Toxin Jaws	-	E	-	-	S	-1	-	-	Melee, Toxin

SKILLS

A Sump Spider has the Fearsome, Nerves of Steel, Catfall and Clamber skills.

SUMP SPIDER SWARMS

Younglings of Sump Spiders often gather in big swarms, fighting with rats and bats over carrion and trash. They are mostly just an annoyance, but can become a real threat to Underhivers when starved.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5”	5+	6+	2	3	4	5+	4	12+	9+	11+	12+

SPECIAL RULES

Small target: Sump Spider Swarms are quick, making them difficult to target in the perpetual gloom of the Underhive. Ranged attacks against them suffer a -1 to hit modifier. In addition, they are never a potential target when working out the effects of a Stray Shot.

EQUIPMENT

Sump Spider Swarms are armed with Small Jaws, with the following profile:

	Range		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**Ap**	**D**	**Am**	**Traits**
Small Jaws	-	E	-	-	S	-	1	-	Melee, Scattershot

SKILLS

Sump Spider Swarms have the Catfall and Clamber skills.

GREAT SUMP SPIDER

The biggest of their kind and living in the most isolated parts of the Sump Sea, these dangerous beasts are hunted only by the bravest or stupidest of ships crews. More often than not, the crew simply becomes a free meal for the monster.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5”	3+	6+	6	6	6	5+	5	12+	3+	3+	9+

SPECIAL RULES

Sump Monster: Great Sump Spider can never become Pinned, Broken, Blind or Insane. In addition, they are immune to Gas, Toxin and Web traits, and can act normally under the Blaze condition (but still suffer Damage as normal).

Rarest Spider Eyes: Great Sump Spider Eyes are a rare treasure. If a Great Sump Spider was put Out of Action by Coup de Grace (Simple) Action, as a result of close combat attack or from an attack using a “harpoon” type of weapon, the gang which killed it adds 5D3x10 Credits to their Stash.

EQUIPMENT

Great Sump Spiders are armed with carapace armour, bio-booster, Massive Limbs, Great Web Spray and Great Toxin Jaws, with the following profiles:

	Range		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**Ap**	**D**	**Am**	**Traits**
Great Web Spray	-	T	-	-	5	-	-	2+	Template, Silent, Web
Great Toxin Jaws	-	E	-	-	S	-2	-	-	Melee, Toxin
Massive Limbs	E	4”	-1	-	S	-3	2	-	Melee, Versatile

SKILLS

Great Sump Spiders have the Fearsome, Unstoppable, True Grit, Catfall and Clamber skills.

SUMP BAT SWARMS

A constant sight near scrap islands and Sump Sea shore caves, Sump Bat Swarms feast upon dead corpses of various creatures, making their jaws a nest for multitudes of infections. Unfortunately, the blood of living creatures is their favourite meal and they will do anything when they sense the opportunity to get some.

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
7”	5+	6+	2	3	4	3+	4	10+	8+	10+	10+

SPECIAL RULES

Small target: Sump Bat Swarms are quick, making them difficult to target in the perpetual gloom of the Underhive. Ranged attacks against them suffer a -1 to hit modifier. In addition, they are never a potential target when working out the effects of a Stray Shot.

Flight: Sump Bat Swarms ignore all terrain, may move freely between levels without restriction, and can never fall. They may not, however, ignore impassable terrain and may not end their movement with their base overlapping an obstacle or another fighter's base.

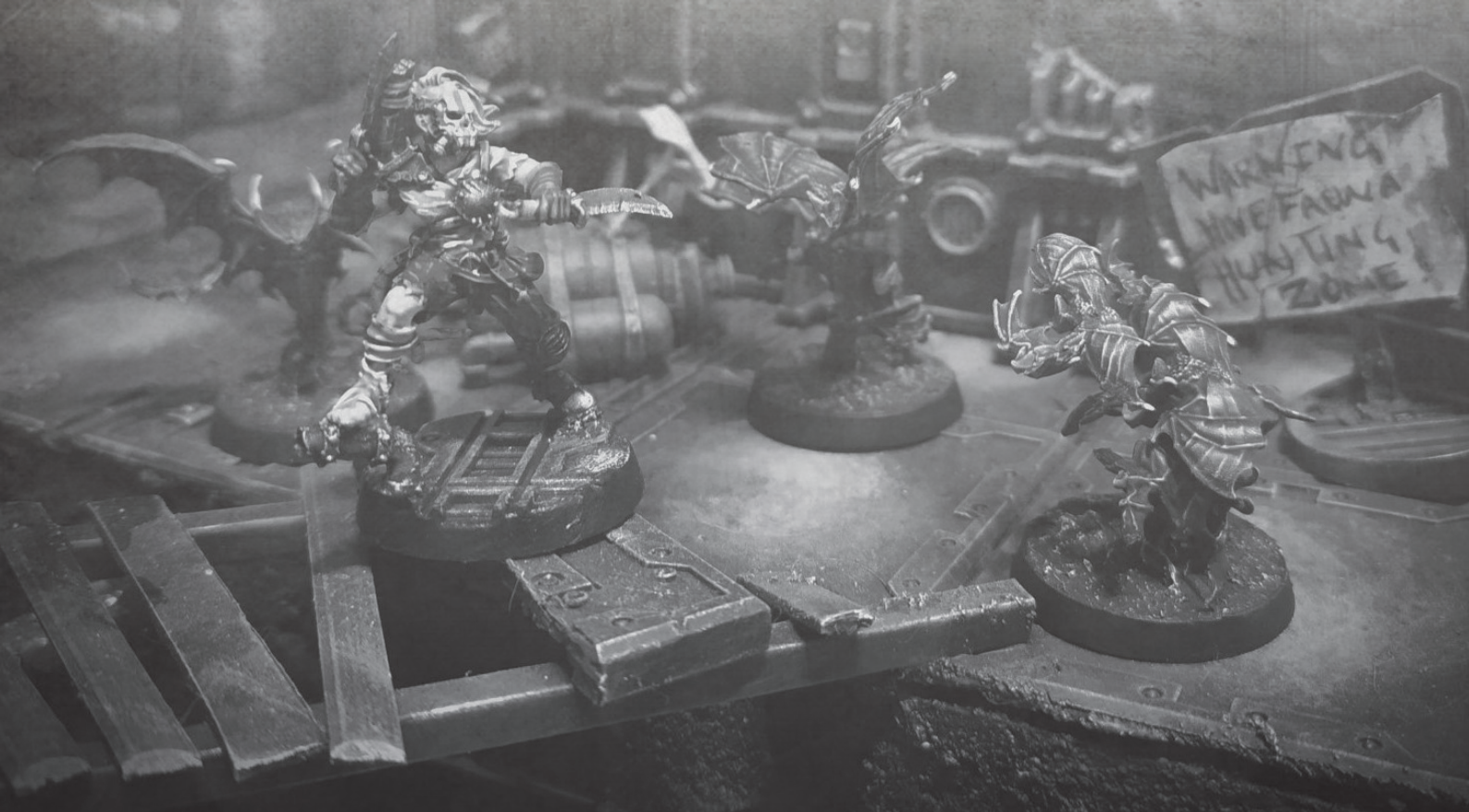
EQUIPMENT

Sump Bat Swarms are armed with Rotten Teeth, with the following profile:

	Range		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**Ap**	**D**	**Am**	**Traits**
Rotten Teeth	-	E	-	-	S	-1	1	-	Melee, Rending

SKILLS

Sump Bat Swarms have the Dodge skill.



RAT SWARMS

Rats infest the Sump Sea, just like they infest rest of Necromunda. While bigger ones such as Giant Rats are often lone hunters, smaller rats are even more intelligent than their bigger cousins, knowing very well that teamwork can bring down even much bigger prey.

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

SPECIAL RULES

Small target: Rat Swarms are quick, making them difficult to target in the perpetual gloom of the Underhive. Ranged attacks against them suffer a -1 to hit modifier. In addition, they are never a potential target when working out the effects of a Stray Shot.

Nimble: Rats, thanks to their intelligence, have almost preternatural reflexes, seemingly sensing danger before it strikes. Rat Swarms have a save of 5+, which is never modified by Armour Piercing.

EQUIPMENT

Rat Swarms are armed with Teeth and Claws, with the following profile:

	Range		Acc						
Weapon	**S**	**L**	**S**	**L**	**Str**	**Ap**	**D**	**Am**	**Traits**
Teeth and Claws	-	E	-	-	S	-1	1	-	Melee, Backstab

SKILLS

Rat Swarms have the Dodge skill.

DESIGNER’S NOTE: THE MODELS

Creatures found in this chapter, although created with specific models in mind, can be represented by any suitable model the player may have. Based on Games Workshops model range, here are some examples:

- **Sump Spiders** – Mirkwood Spiders, Shelob, Spider Queen of Mirkwood, Grot Spider Riders
- **Sump Spider Swarms** – Spider Queen of Mirkwood
- **Great Sump Spider** – Arachnarok Spider
- **Sump Bat Swarms** – Soulblight Gravelords’ Bats found in Cursed City game.
- **Rat Swarms** – Soulblight Gravelords’ Rats found in Cursed City game, Skaven Giant Rats.

SUMP STALKER

The main reason many sump crews are not brave enough to travel south from the Bone Harbour into the unexplored waters at the Sump Sea's end is that the only way there is by going directly through the Sump Stalker hunting grounds. An ancient beast of unclear origin, this lizard-like monster is the size of a barge, has teeth as big as Goliath's arm and very quickly discovered which kind of prey is the tastiest and easiest to catch. As a result, he often attacks the Spider Hunters' ships whilst they are on expedition. Suspicious scavies and Ratskins believe that he is some kind of "protector" of the Sump Sea's life, a god-beast sent to punish greedy Underhivers. Other rumours say that the Sump Stalker is the beast that destroyed Mad Captain Ahab's ship and and set off his never-ending quest for revenge.

SUMP STALKER

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

Weapon	Rng S	Rng L	Acc S	Acc L	Str	AP	D	Am	Traits
Jaws of Death	-	E	+1	-	S+1	-4	2	-	Melee, Sever, Jaws
Razor claws	E	2"	-	+1	S	-3	2	-	Melee, Knockback, Shred, Rending, Versatile

WARGEAR: Light Carapace Armour, Armoured Undersuit, Bio-booster

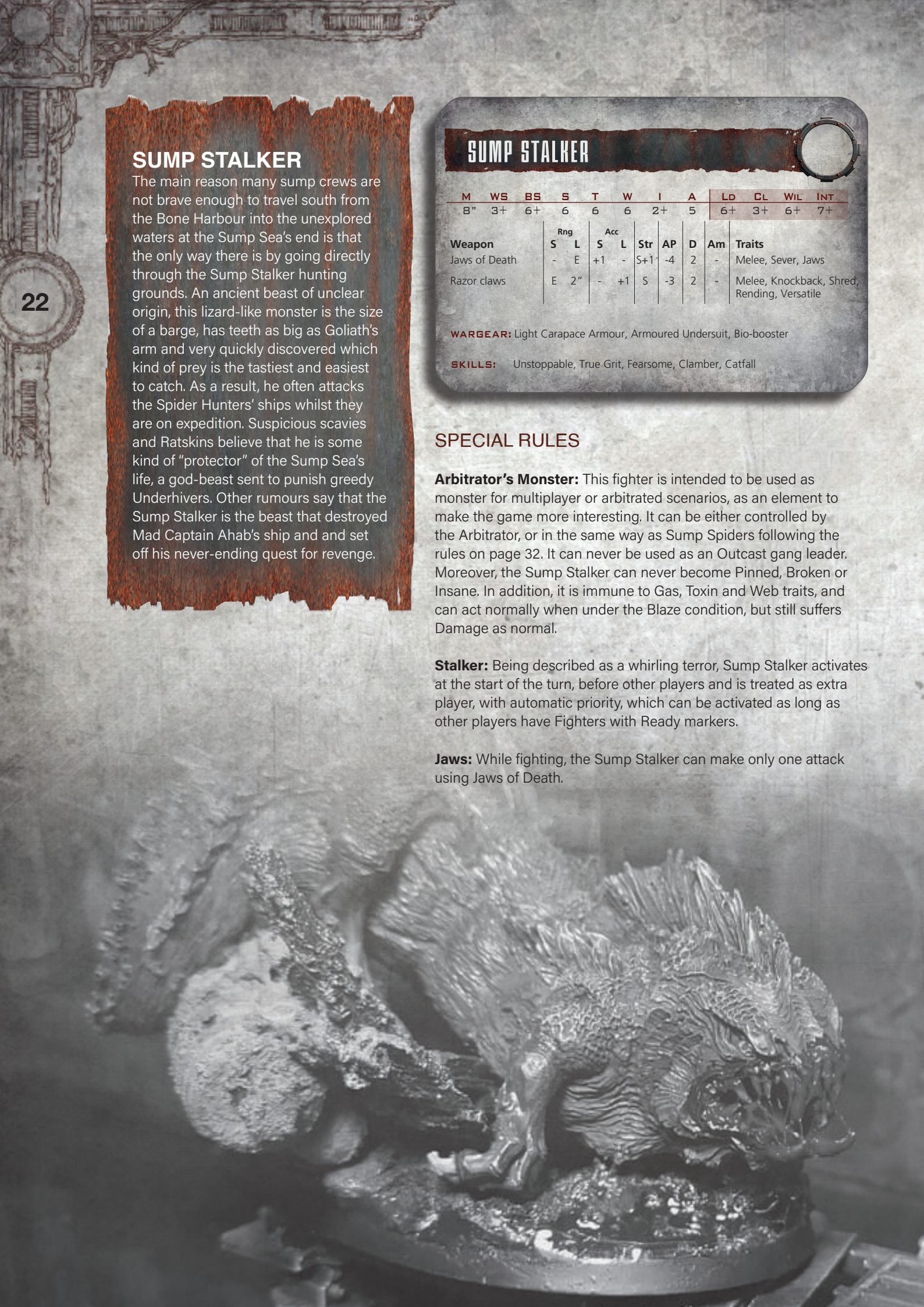
SKILLS: Unstoppable, True Grit, Fearsome, Clamber, Catfall

SPECIAL RULES

Arbitrator's Monster: This fighter is intended to be used as monster for multiplayer or arbitrated scenarios, as an element to make the game more interesting. It can be either controlled by the Arbitrator, or in the same way as Sump Spiders following the rules on page 32. It can never be used as an Outcast gang leader. Moreover, the Sump Stalker can never become Pinned, Broken or Insane. In addition, it is immune to Gas, Toxin and Web traits, and can act normally when under the Blaze condition, but still suffers Damage as normal.

Stalker: Being described as a whirling terror, Sump Stalker activates at the start of the turn, before other players and is treated as extra player, with automatic priority, which can be activated as long as other players have Fighters with Ready markers.

Jaws: While fighting, the Sump Stalker can make only one attack using Jaws of Death.





AHRYEL

Ahryel... A name that brings shivers down the neck of even the hardiest Goliaths. She had many names, the Sumphag, Sumpmare, Slither, the Feeder in the Depths, Aryel. She is a terrible creature known to feed on gangers that dare to go too close to her sump lair. Terrifying in her visage, she haunts the dreams of those that were ever unfortunate enough to lay eyes on her, but fortunate enough to live...

Every inhabitant of the Sump City and its shanty outposts knows not to stare too long into the Sump Sea, lest the Sump stare back at you, just before dragging you down.

AHRYEL

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

Weapon	Rng S	Rng L	Acc S	Acc L	Str	AP	D	Am	Traits
Siren's Shriek	-	T	-	-	-	-	-	2+	Template, Cursed
Sump Rod	E	3"	-1	-	5	-2	2	-	Melee, Versatile, Shred

WARGEAR: Scales (Mesh armour), Bio-booster, Grapnel Launcher, Drop Rig

SKILLS: Fearsome, Unstoppable, Rain of Blows

SPECIAL RULES

Arbitrator's Monster: This fighter is intended to be used as a monster for multiplayer or arbitrated scenarios, as an element to make the game more interesting. It can be either controlled by the Arbitrator, or in the same way as Sump Spiders following the rules on page 32. It can never be used as an Outcast gang leader. Moreover, Ahryel can never become Pinned, Broken or Insane. In addition, she is immune to Gas, Toxin and Web traits, and can act normally when under the Blaze condition, but still suffers Damage as normal.

Siren's vigour: This fighter can be activated three times a turn, between player activations, and can perform 3 actions whenever activated. The timing of her activation is decided randomly or by the Arbitrator.

Sound of the horror: Ahryel can perform the SHIVERING SONG (SIMPLE) action.

SHIVERING SONG (SIMPLE)

Ahryel begins to sing, which is more of a silent psychic scream than what humans usually call a song. Every fighter within 12" must make a Nerve check with a -1 penalty or become Broken. Fighters whose Cool check roll was 4 or less become subject to the Insane condition instead.



"MAD" CAPTAIN AHAB

Many great cycles ago Captain Ahab, his two sons and the rest of his crew called "Gem-takers" were one of the most efficient Spider Hunters from the Bone Harbour. Not only did they regularly sail to hunt, but they were often employed by bounty hunters and crazy nobles for "treasure expeditions", if the buyer was dedicated and wealthy enough. Sometimes, they found nothing, but from time to time, thanks to the excellent navigating skills of Ahab's sons Liek and Svar, they brought great treasures back to the Bone Harbour, such as a small piece of an STC for an anonymous Van Saar noble, or a Lost Dagger, supposedly belonging to a warrior from the original Helmawr's Blades. Many treasures were taken from the Sump Sea which would have easily allowed Ahab and his crew to retire, but the need to explore was deep within the Captain's soul.

The "Gem-takers" met their end after sailing for many cycles in search of some strange Archeotech called the "Spark of Life". At the Sump Sea's end, around the ruins of a long-sunken Dome, their ship was attacked by an unspeakable horror from the Abyss. One by one, Ahab's crew were killed until the ship broke in two and was cast to the bottom. Later, Spider Hunters from a different party found a sole survivor, drifting and insane, mumbling about the Horror from the Abyss. That day Captain Ahab lost not only his family, crew and ship, but also his mind. Now, there he thinks only of revenge. This granted him his new name – "Mad". Many cycles have passed, and while the Captain has funded many expeditions to hunt and kill the Horror, he has yet to find it, only distant glimpses, rumours and half-eaten victims.

"MAD" CAPTAIN AHAB

180 CREDITS

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

Weapon	Rng S	Rng L	Acc S	Acc L	Str	AP	D	Am	Traits
Hand Harpoon	4"	12"	+2	-	4	-3	1	4+	Drag, Impale
Custom shotgun - Shatter shot	5"	10"	+1	-	2	-1	1	3+	Scattershot
- Double-shot	5"	10"	+1	-	2	-1	1	-	Rapid Fire (1), Scattershot, Single Shot
Fighting Knife	-	E	-	-	S	-1	1	-	Melee, Backstab

WARGEAR: Light Carapace Armour, Photo-lumen, "Jack" Cyber-Crow

SKILLS: Unstoppable, Hip-shooting, Captain

SPECIAL RULES

"Mad" Captain from the Bone Harbour: "Mad" Captain Ahab can be recruited as a Bounty Hunter, following rules on page 77 of the *Necromunda House of Chains* for the cost shown on his card.

Captain: A Vehicle with the Vessel Locomotion type may re-roll one either one failed Handling Check or one missed Shooting Attack per Round whilst the "Mad" Captain Ahab is embarked in its Transport Deck or Transport Cage.

"Jack" Cyber-crow: The long-time companion of the Captain, Cyber-crow "Jack" is always watching Ahab's back. "Mad" Captain Ahab is treated as having a 360° Vison Arc and is always counted as rolling a 12 when Spotting Attackers as a Sentry. Additionally, thanks to the master-crafted occularis of the crow, Infiltrators and Reinforcement must be deployed more than 8" from the Captain.



"Never forget who the real captain is on this piece of rotten rusthulk. If you forget I am very happy to pinch your memory..."

Barbarossa, Sump Captain

HANGERS-ON

There are specialists typical to the Sump Sea's settlements who often offer their skills to the local gangs – for a good pile of credits, of course. What follows is a special Hanger-on, who can be hired in campaigns in the Sump City or similar environments (see page 34 of the *Necromunda Book of the Outcast* for the full rules on using Hangers-on).

0-1 SUMP CAPTAIN ..... 70 CREDITS

(AVAILABLE TO ANY GANG)

Sump Captains come in many forms. Crazy loners that look for adventure, or old sea dogs that lost their former crew, but they all have one thing in common – they love sailing the sump while shouting at underlings. To many a sump crew is not complete without a Captain, even a hired one. They bring experience and are also a formidable fighter in their own right.

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

SPECIAL RULES

Part of the Crew: Unlike other Hangers-on, this fighter is always ready for a fight. As long as this fighter is part of the gang roster, they are treated just like a regular Ganger for the purposes of selecting a crew. Therefore, this fighter may be chosen or randomly selected as part of their gang's starting crew just like any other Ganger.

However, just like any other Hanger-on, this fighter cannot gain any Experience or Advancements and, should they suffer a Lasting Injury that would make a change to their Fighter card, this fighter is removed from the gang roster just like any other Hanger-on.

Captain: A Vehicle with the Vessel Locomotion type may re-roll one either one failed Handling Check or one missed Shooting Attack per Round whilst a Sump Captain hanger-on is embarked in its Transport Deck or Transport Cage.

Cyber-crow: Companions of Sump Captains, Cyber-crows are always watching their masters' back. A Sump Captain treated as having a 360° Vison Arc and is always counted as rolling a 12 when Spotting Attackers as a Sentry.

Outlaw: A Sump Captain hired by an Outlaw gang is automatically an Outlaw themselves.

EQUIPMENT

A Sump Captain is armed with a mesh armour, a pincer pattern servo claw and a shotgun with auxiliary harpoon.

SKILLS

A Sump Captain has the Unstoppable skill.

SUMP SCENARIOS

"Cosy tunnels and stable ground? You are in the Sump Sea now juves."

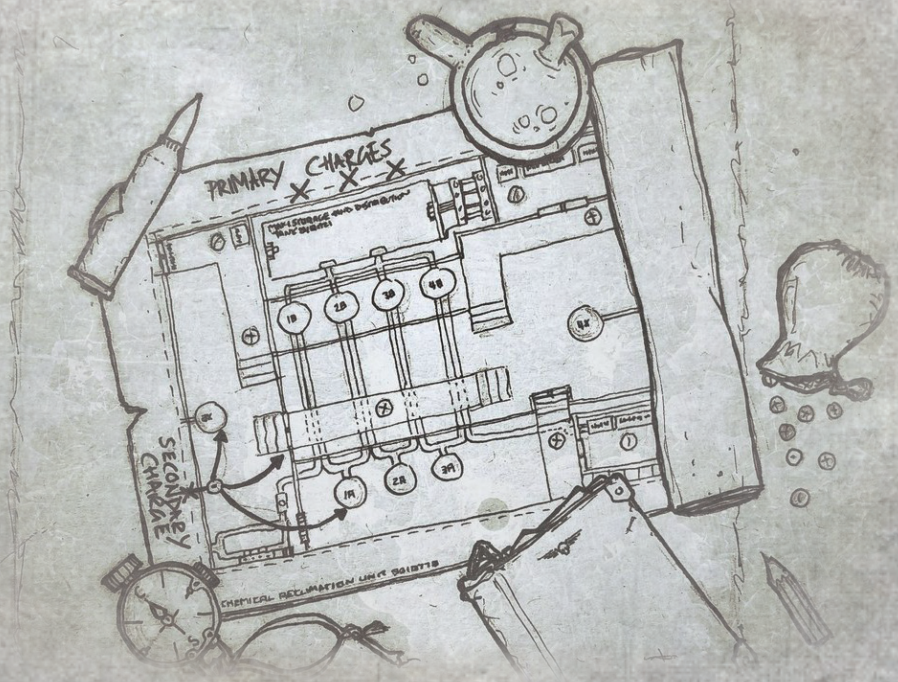
Grulgar Mord, Sump Barge Bosun

Sump Sea life ain't easy. Not only must gangers fight their normal wars about creds, territories and supplies, they must also control the sludge seas surrounding their settlements and repel the attacks of both enemy gangs and Sump's life almost constantly.

The following scenarios are designed to reflect typical kinds of skirmishes that can occur while gangs fight between each other in the Sump Sea, such as stealing fresh cargo from a ship, clashing on the open sea or a Sump Spiders hunt. When players fighting in the Sump Sea setting have the option of choosing the scenario for their game, they can, with the permission of the Arbitrator, choose one of the following scenarios. Which player is the attacker and which is the defender will be detailed in the scenario's rules.

DESIGNER'S NOTE: NOT ONLY SEAS

Although these scenarios were created with the Sump Sea's environment in mind, they can on also be adapted with a little invention from the Arbitrator to be used in "normal" Underhive games. Gangers may find a big lake of slime infested with Sump Spiders ready to be hunted, or a vast sludge river cutting a trade hub settlement in half, making it the perfect place to ambush cargo vessels passing through.



"Aarh, you fink that you know the sump? Hah! If you did, you would not be here!"

Rustbeard
Sump Captain

BOARDING ACTION

Gangs meet on open sea and try to take out as many enemies as they can.

BATTLEFIELD

Players create the battlefield according to the Sump Sea rules found on page 47 of the *Necromunda Book of Peril*. Non-sea terrain should be sparse. Each gang have should have free vessels at their disposition, either 1 barge and 1 boat or 3 boats, each with one free upgrade of players choice. Vessels are deployed in player's deployment zone. Extra vessels in this mission can be deployed at players agreement.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

CREWS

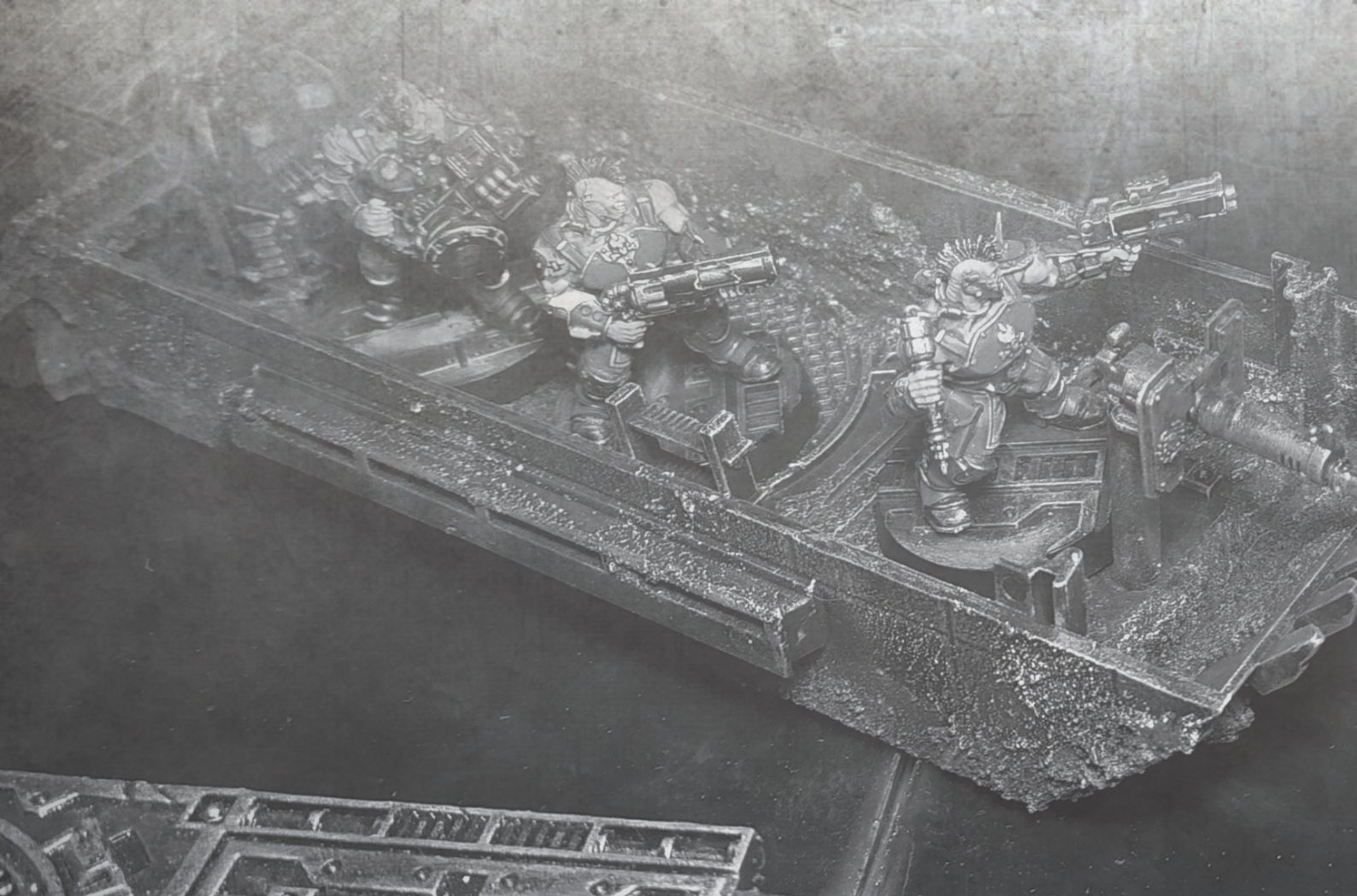
This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. The attacker and defender both use the Custom Selection (7) method to choose their crew.

DEPLOYMENT

Players choose two opposite edges of the board and deploy their gangs and vessels 10" from their edge. All fighters must start embarked on one vessel and no vessel can be empty.

ARBITRATING SCENARIO: THIRD PARTY

Players can add a third group of vessels, such as a Palanite Enforcers coast patrol, either controlled randomly or by the Arbitrator to make the game more interesting. Alternatively, a Sump monster of any kind could emerge after the end of round 5, awakened by the battle on the surface.



BOARDING ACTION
The task is simple – to kill as many enemies as you can before your vessels will be forced to disengage. Whenever a fighter puts an enemy fighter Out of Action they scores 1 Victory point. Each destroyed vessel is worth Victory Points depending on the type: 1 for Boats, 2 for Barges and 3 for Ships.

TACTICS CARDS
Each player may randomly choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE
The battle ends after Round 8, or if only one gang has fighters remaining on the battlefield.

VICTORY
The gang who scored the most Victory points (see previously) is the winner. In the case of a tie, if this battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS

CREDITS
The winner adds 2D6x10 credits to their gang's stash.

The loser adds 2D3x10 credits to their gang's stash.

Additionally, gangs add credits to their gang's stash for each vessel they destroyed (D3x5 for Boat, D3x10 for Barge and 2D3x10 for Ship).

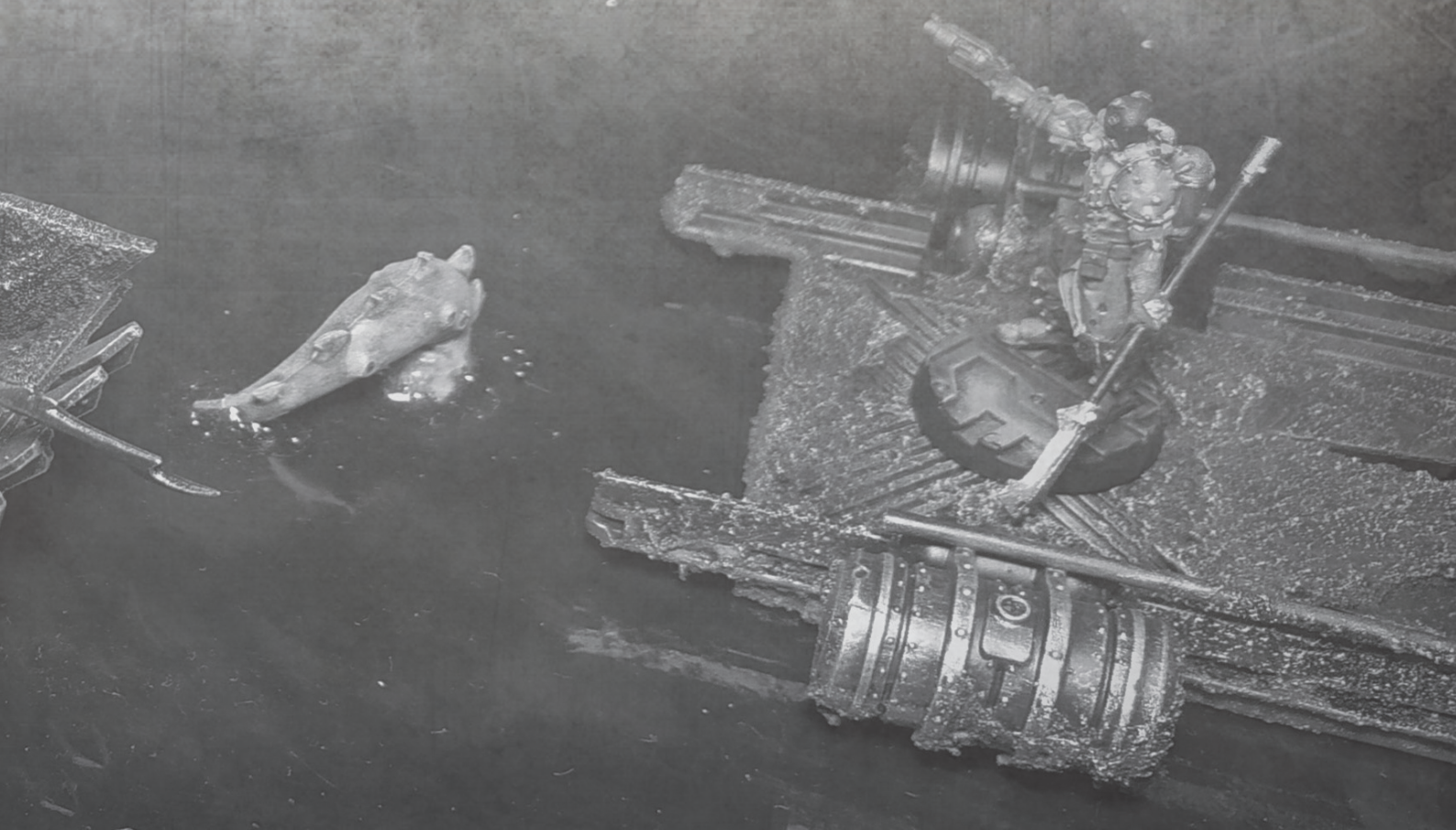
EXPERIENCE
Each fighter that took part in the battle earns 1 Experience point.

Each fighter who put an enemy fighter Out of Action either as a result of a close combat attack or Coup De Grace Action earns 1 Experience point.

Each fighter who destroyed any kind of vessel earns 2 Experience Points.

REPUTATION
The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.



HARBOUR CARGO TAKEOVER

Only few guards are protecting cargo on a ship, one night cycle before it sets off. It is a perfect opportunity.

BATTLEFIELD

Players create the battlefield in according to the Sump Sea rules found on page 47 of the *Necromunda Book of Peril*. The board should be set up as a harbour with a single big ship suitably placed by the defender.

ATTACKER AND DEFENDER

This scenario uses the Sneak Attack rules, found on page 119 of the *Necromunda Rulebook*. In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a Skirmish, players roll off and the winner decides whether they will attack or defend.

CREWS

The attacker uses the Custom Selection (6) method to choose their crew. The defender's starting crew are their sentries. They use the Random Selection (4) method, but before drawing their crew, they can declare any number of fighters unfit (or too important) for sentry duty, removing them from their deck – they are returned to the deck after the starting crew has been drawn, then the rest of the deck is set to one side to form their Reinforcements deck.

DEPLOYMENT

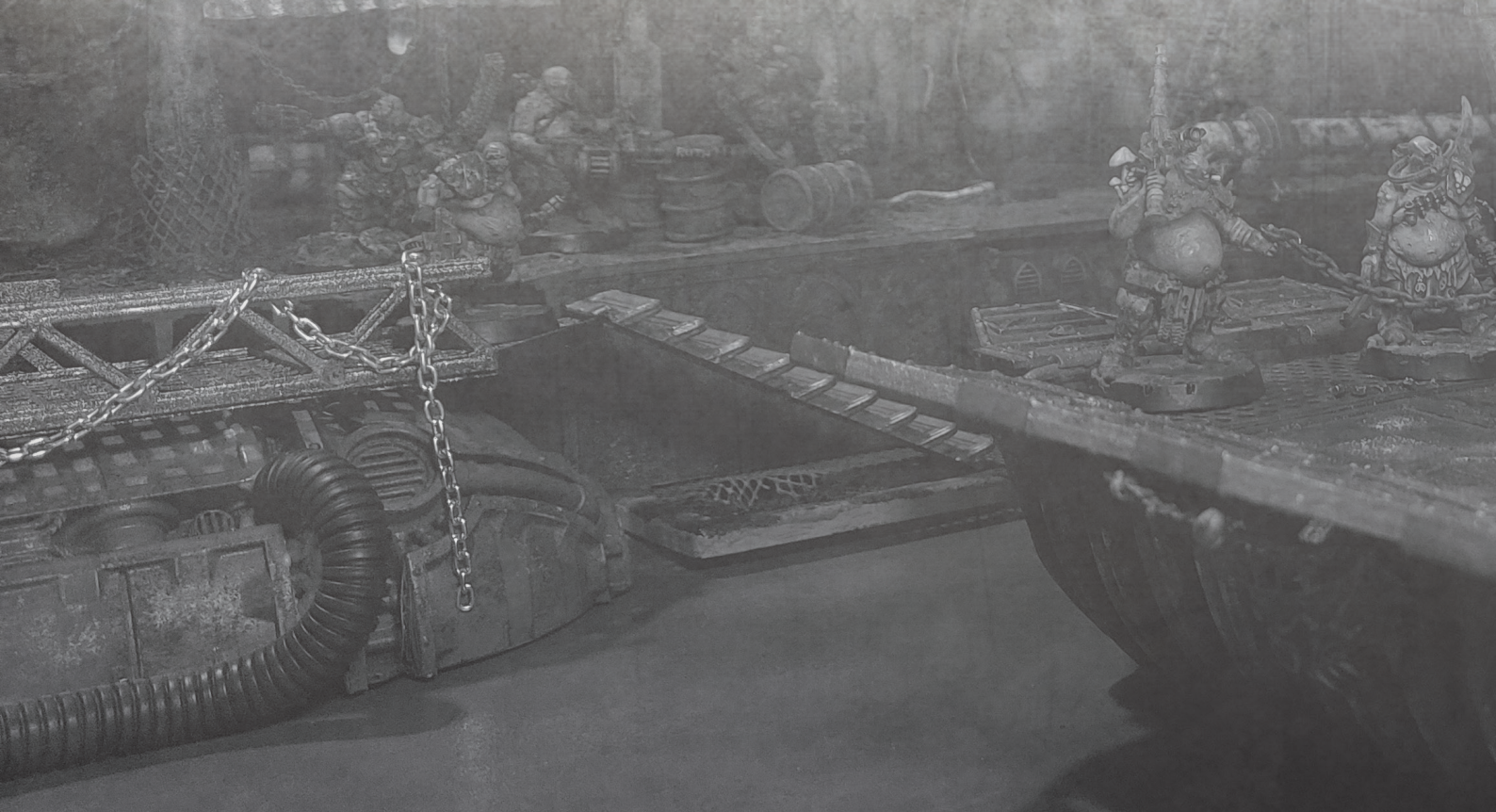
The defender sets up their sentries anywhere on the battlefield, and place 3 loot caskets anywhere on the ship. The attacker then sets up each of their fighters entirely within 4" of any edge of the battlefield and within 4" of another member of the crew. The attacker is free to use all edges. Players should set up the battlefield in such way, that there will be at least 12" between the attacker's board edge and any loot casket.

CARGO EXTRACTION

The attacker is trying to steal as many loot caskets from the defenders as possible. Each loot casket within 1" of the attacker's edge can be extracted at the end of round.

REINFORCEMENTS

The defender uses Reinforcements (see page 119 of the *Necromunda Rulebook*). At the end of the second round, and each round thereafter, a random fighter will arrive in the End phase.



TACTICS CARDS

Each player may randomly choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when all loot caskets are extracted, or if only one gang has fighters remaining on the battlefield.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, the attacker automatically wins the scenario and is treated as extracting all 3 loot caskets. Additionally, bottle checks are not being made before the end of round 5.

VICTORY

If the attacker extracted at least 2 loot caskets, he is the winner. Otherwise, the defender wins. In the case of a tie, if this battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS

CREDITS

The attacker adds D6x10 credits to their gang's stash for each extracted Loot Casket.

The defender adds D6x10 credits to their gang's stash for each Loot Casket not extracted.

EXPERIENCE

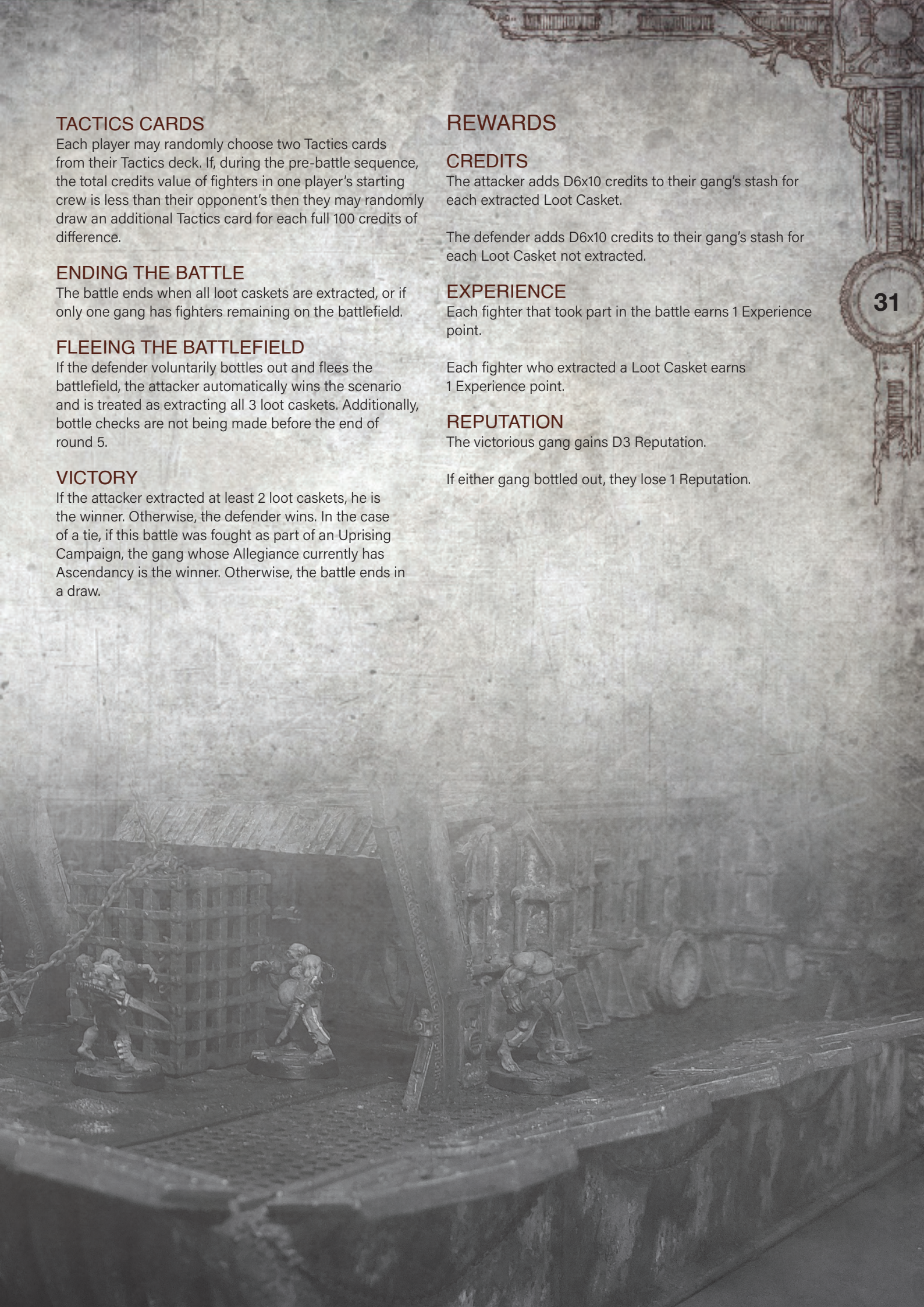
Each fighter that took part in the battle earns 1 Experience point.

Each fighter who extracted a Loot Casket earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.



SUMP SPIDERS HUNT

New Sump Spiders' hunting grounds have been discovered. Gangs race for the Spider eyes' gems.

BATTLEFIELD

Players create the battlefield in according to the Sump Sea rules found on page 47 of the *Necromunda Book of Peril*. Player can decide, if they want to hunt Sump Spiders on the open sea (in this case the Battlefield rules from the Boarding Action Scenario on page 28 are used) or between scrap islands, where players are able to hunt on foot.

ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

CREWS

This scenario uses the standard rules for choosing a crew, as described on page 118 of the *Necromunda Rulebook*. The attacker and defender both use the Custom Selection (D3+4) method to choose their crew.

DEPLOYMENT

This scenario uses the standard rules for deployment from page 119 of the *Necromunda Rulebook*.

SPIDER HUNT

After both players deployed their gangs, players place 3 Sump Spiders anywhere on the board, outside either player's deployment zones and out of any fighter's line of sight. At the end of Round 4, an extra 1+D3 Sump Spiders are deployed as Reinforcements and are activated immediately together with any currently on the board. In this scenario Sump Spiders treat any Out of Action results as Seriously Injured instead. The only way to kill a Sump Spider is by performing the Coup de Grace (Simple) action. Players should note, how many Spiders fighters from their gang have killed.

SUMP SPIDERS

Sump Spider use Fighter profile and rules found on page 18. They can either be controlled by the Arbitrator, or use following rules:

Sump Spiders are treated as fighters in all respects. However, they will only activate in the End phase and cannot choose not to use their skills if able. In the End phase players take turns controlling each Sump Spider, starting with the player who has priority. Sump Spiders can take any action normally allowed to a fighter, though must adhere to the following rules:

- They must charge a fighter controlled by one of the players if they are able,
- If they are Engaged, they must take Fight actions.

If neither of the above apply, they must use their actions to move toward the closest fighter controlled by one of the players.

TACTICS CARDS

Each player may randomly choose two Tactics cards from their Tactics deck. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's then they may randomly draw an additional Tactics card for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends when all Sump Spiders are killed, or if only one gang has fighters remaining on the battlefield.

FLEEING THE BATTLEFIELD

If the defender voluntarily bottles out and flees the battlefield, the other player automatically wins the scenario and is treated as if he has killed 2 extra Sump Spiders.

VICTORY

The player whose gang put the most Sump Spiders Out of Action is the winner. In the case of a tie, if this battle was fought as part of an Uprising Campaign, the gang whose Allegiance currently has Ascendancy is the winner. Otherwise, the battle ends in a draw.

REWARDS

CREDITS

The winner adds 2D3x10 credits to their gang's stash.

The loser adds D3x10 credits to their gang's stash.

EXPERIENCE

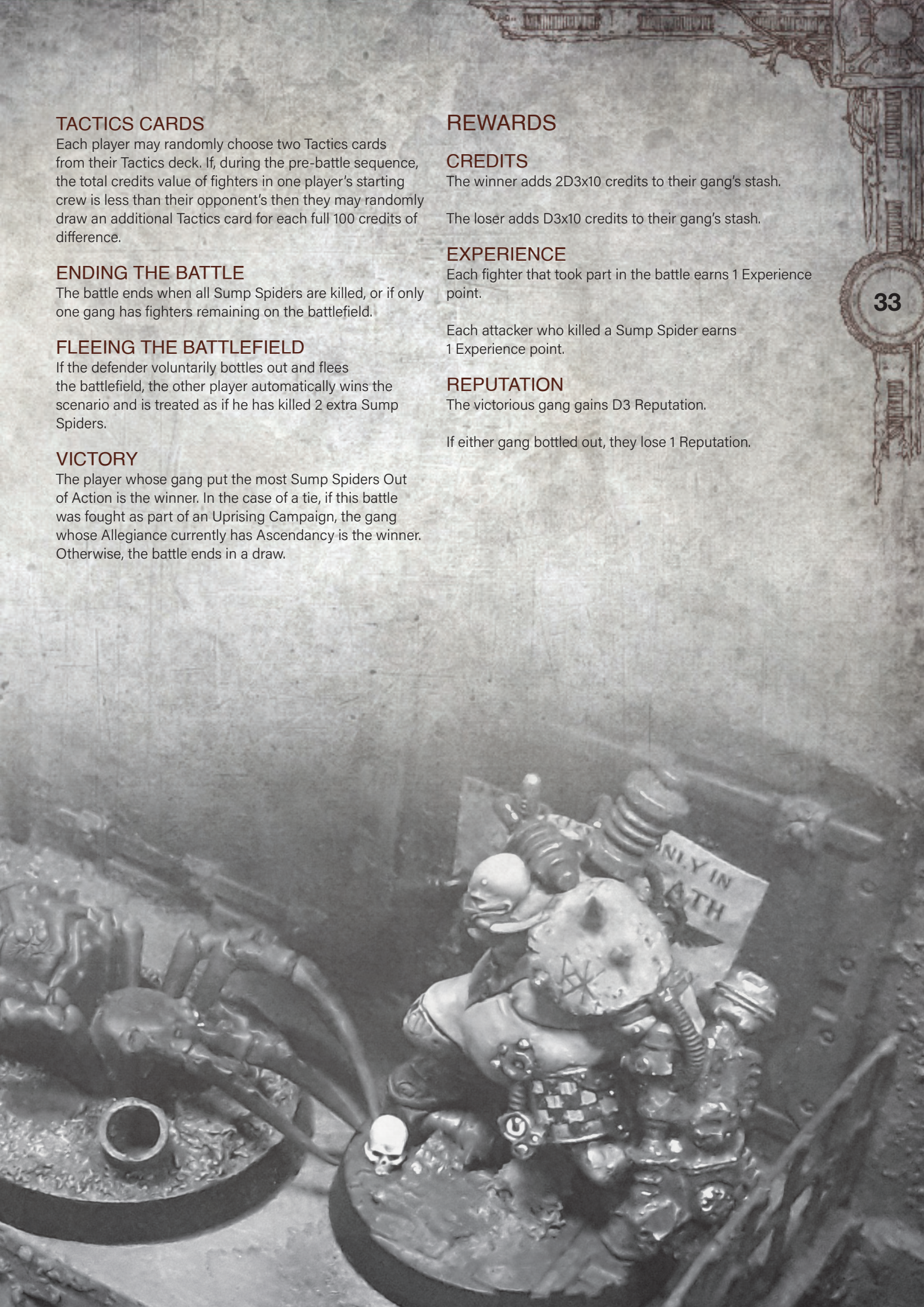
Each fighter that took part in the battle earns 1 Experience point.

Each attacker who killed a Sump Spider earns 1 Experience point.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.



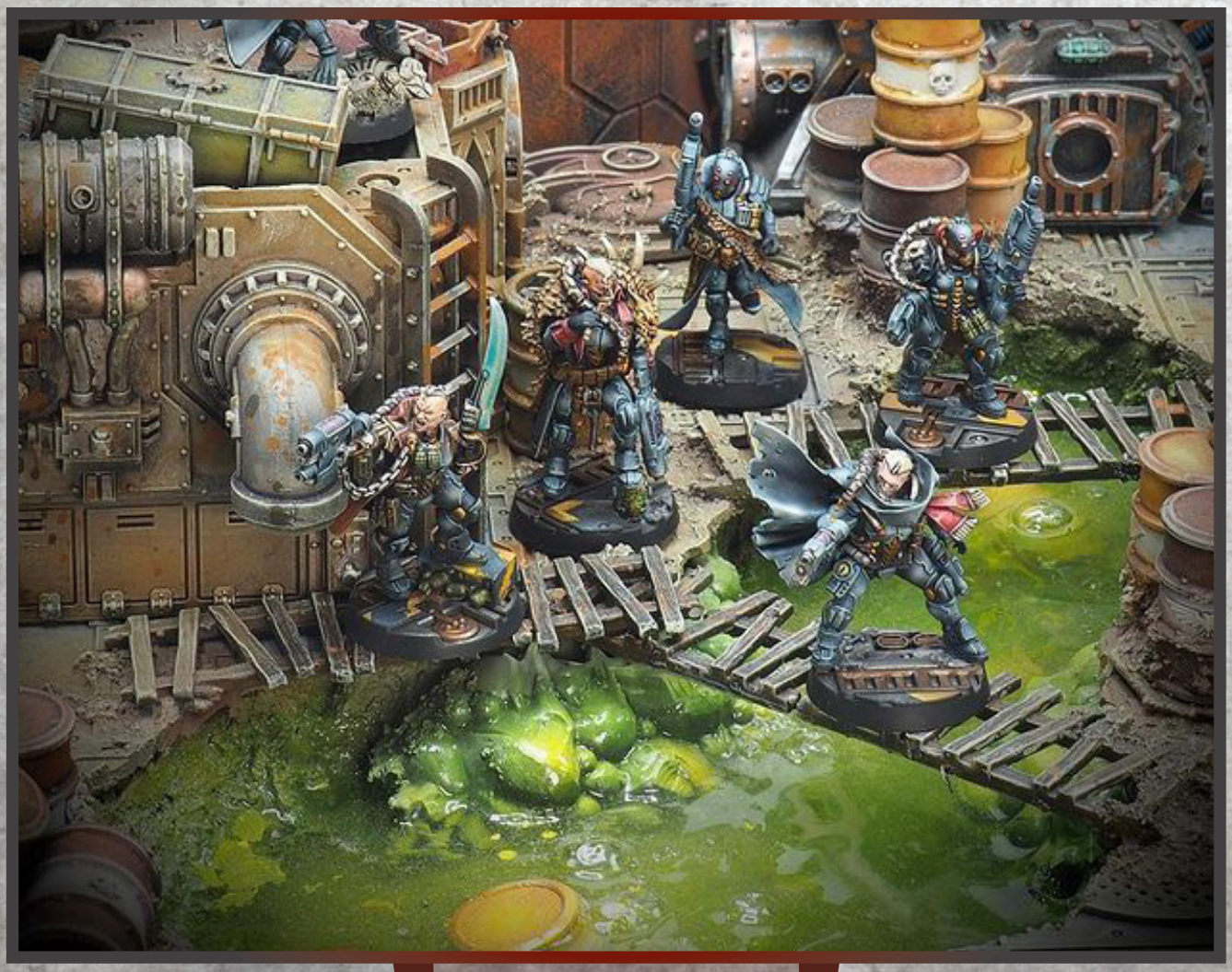
VISIONS FROM THE SUMP

"MAD" CAPTAIN AHAB
by Kacper Kuc



SUMP CAPTAIN
by Alexander Lunde

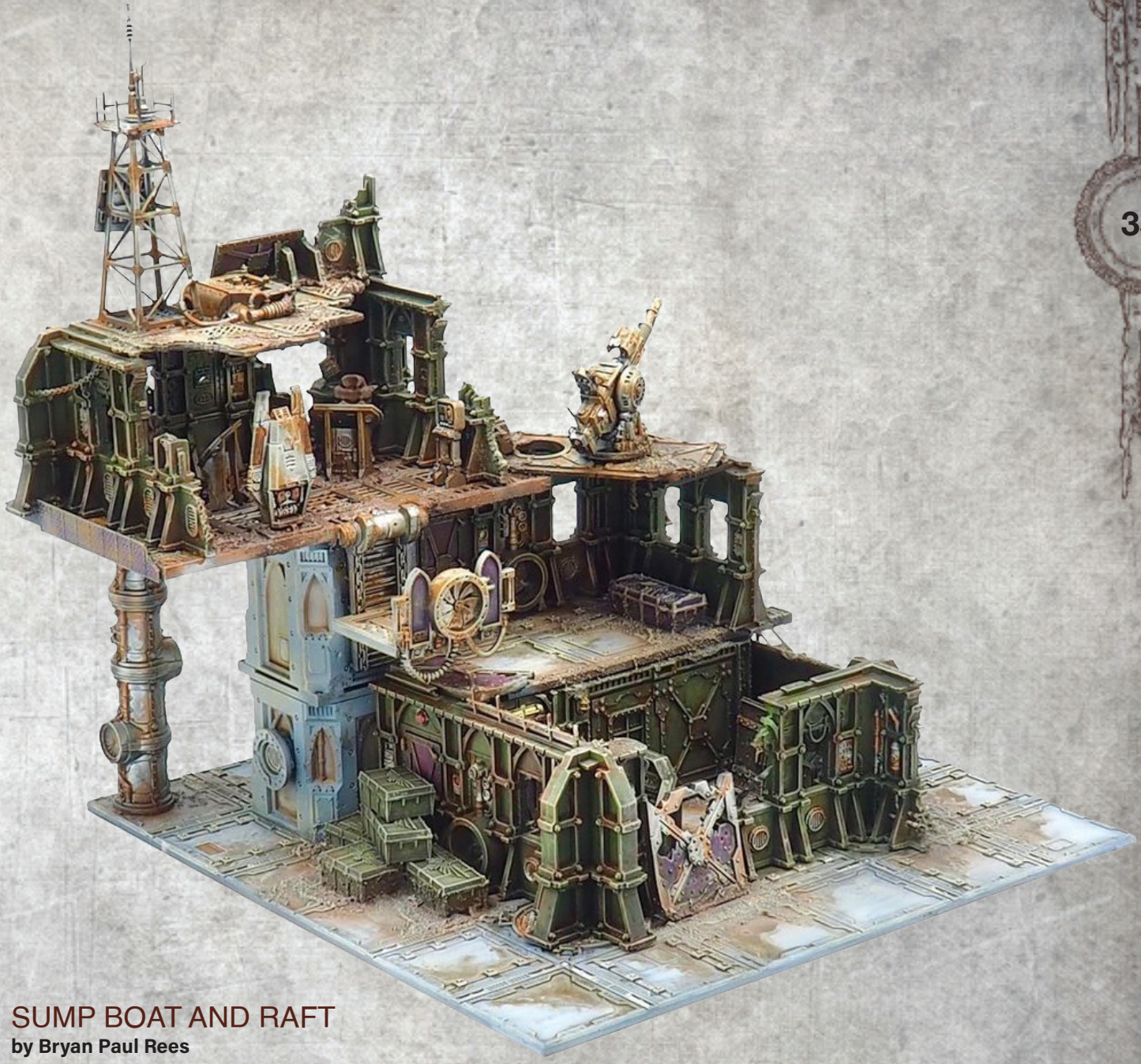




Leonard Dime

SUMP CITY RADIO BROADCAST STATION

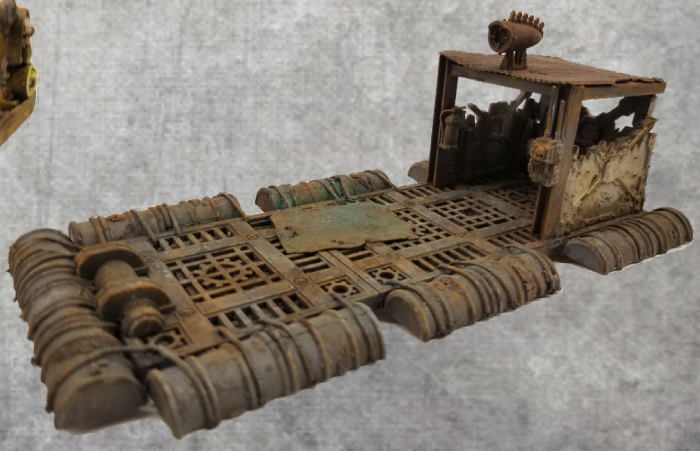
by Leonard Dime



SUMP BOAT AND RAFT

by Bryan Paul Rees







Alexander Lunde



Steve Brice

LIGHTHOUSE

by Kacper Kuc



SUMP RAFT, BOATS AND BARGES

by Kacper Kuc & Alexander Lunde



BOAT
KACPER KUC



FERRYBOAT
ALEXANDER LUNDE



ASSAULT BARGE
KACPER KUC



BOAT
KACPER KUC



BARGE
KACPER KUC



RAFT
KACPER KUC



Alexander Lunde

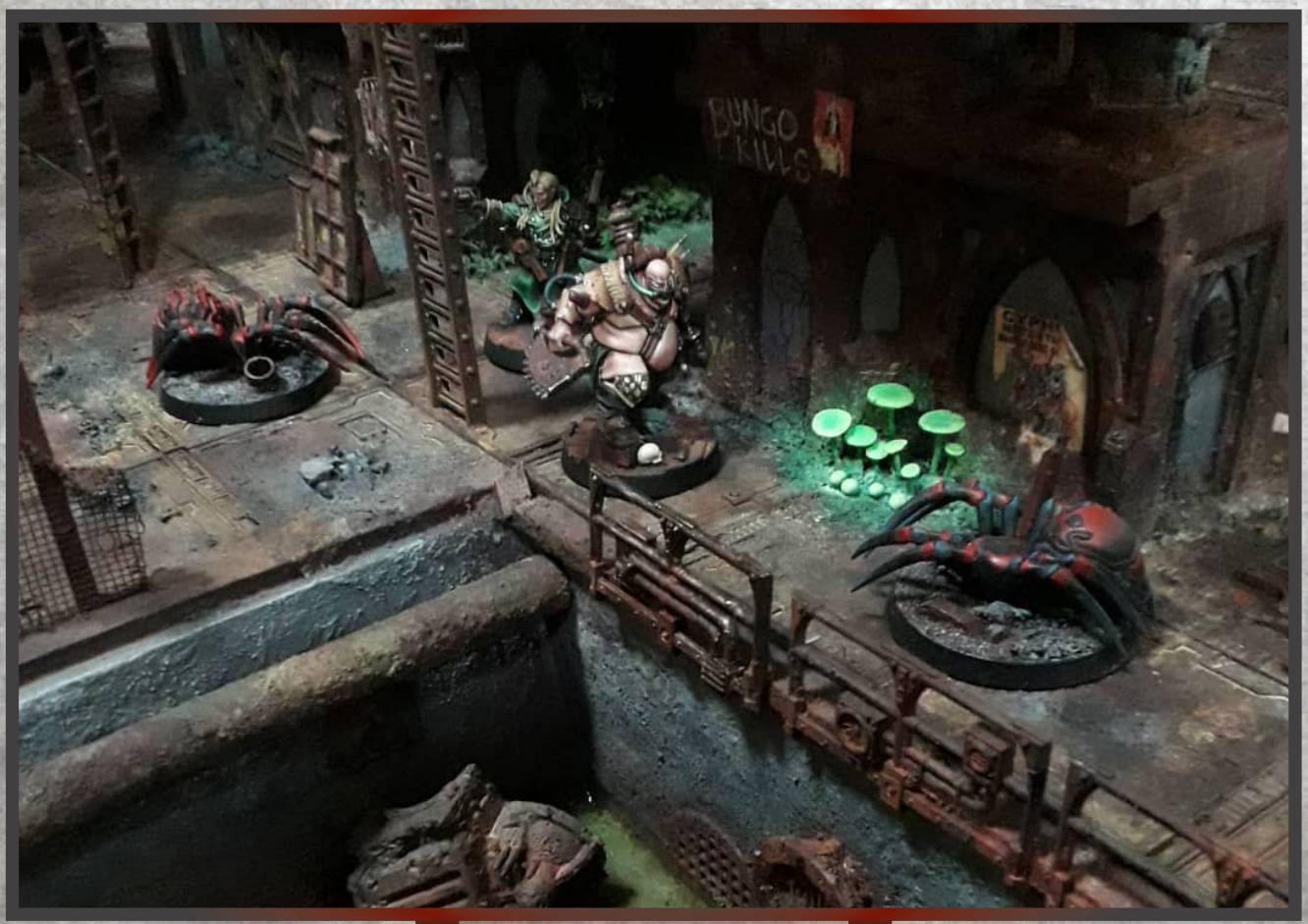
THRASH-COLLECTING SHIP

by Kacper Kuc





Will Cooper



Giovanni Calapaj

SLAVE OGRYN GANG – “COGFISTS”

by Alexander Lunde



COGFIST “3”



DILON



OMER



GORR



FRAKU



FUCET



CUT-CUT



GOLGOTH

AHRYEL
by Alexander Lunde

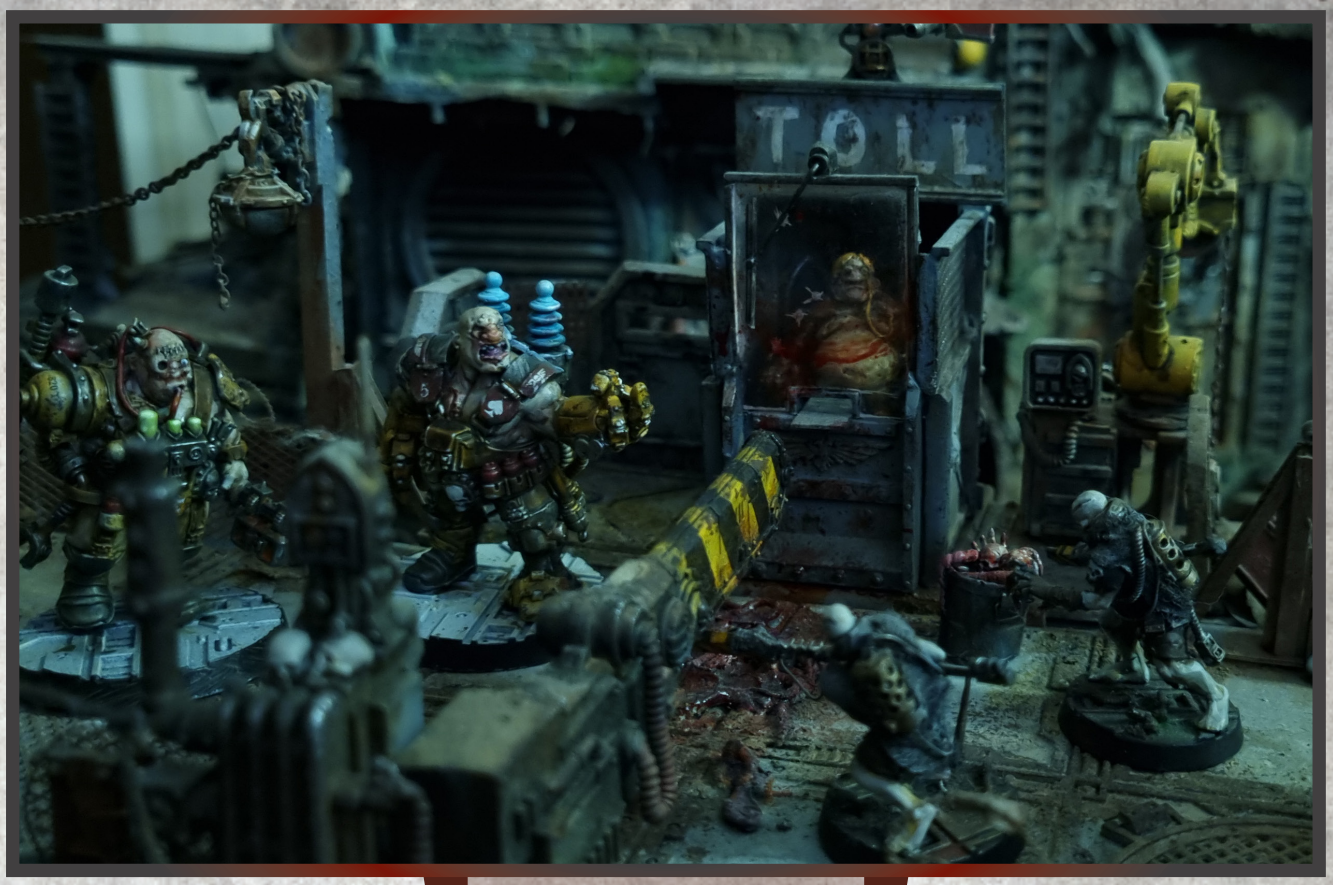


SUMP STALKER
by Kacper Kuc





Will Cooper



Alexander Lunde

SUMP SPIDERS

by Kacper Kuc





Alexander Lunde



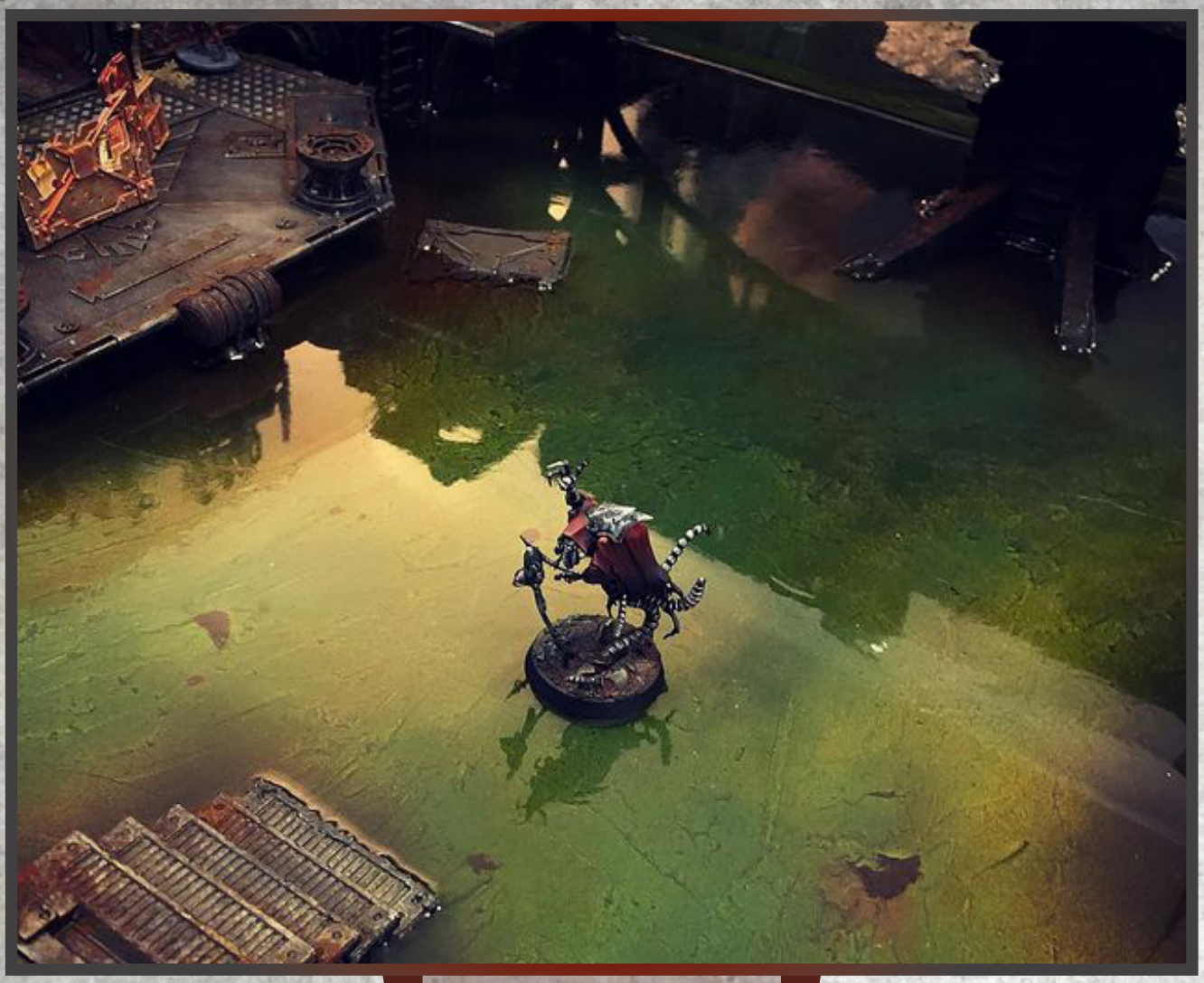
James Dix

SUMP RIG
by Leif Beaver





Kacper Kuc



Will Cooper

TOLL BRIDGE

by Alexander Lunde



LORD BATH

by Alexander Lunde

Claiming that he is a son of a Noble house that was flushed down the sink because of his hideous look, he has sense that he belongs uphive and should be treated as a Noble. Riding upon his mechanical "Throne", he looks down on others and strives to always be clean and loved. Most people ignore him, but many has underestimated his potential for blind violence and paid for that with their lives. The clickety clack and splashing sound he makes while approaching raises the hair on the neck of even the hardiest sumper...





Alexander Lunde

WAR PIGS SLAVE BARGE

by Steve Brice





Steve Brice



Will Cooper



Bryan Paul Rees



Will Cooper



Giovanni Calapaj

SUMP CITY RADIO POSTERS

Materials for printing, made by Carl Johnston, available to download from:
https://drive.google.com/drive/folders/1-2g9ZZjvWn9AWrvkkgM1eWEaNfzc362q

