

SCAVVY GANG

FANMADE RULES FOR NECROMUNDA UNDERHIVE (2018)



Created by Kacper & Dominik

WORD FROM THE AUTHOR

This is fanmade supplement, made by me (Kacper Kuc), with a substantive assistance of Dominik Paszkiewicz, for the Necromunda Underhive game by Games Workshop Limited, based on original Scavvies rules from older editions of the Necromunda. Lore paragraphs are used from that book for faithfulness to the original source. This is a free, fan-fiction supplement for the community to use. All Intellectual Property rights are reserved by Games Workshop Limited.

2



SCAVVY GANG

"You are far away from your law and safety of the Dust Falls' walls."

Redwart the Magnificent, Scavvy King

Scavvies are the very dregs of humanity, though they are so devolved and twisted that they can be hardly considered human any more. They are severely deformed and often mutated by the toxic environment they live in. Scavvies dress in rags and are caked in the most indescribable foulness. Their skin is a yellow and disgusting mass of sores, warts, blisters and cracks. Their limbs are often so withered or shrivelled that crude hooks and peg legs are a common sight, though any Scavvy too crippled to defend himself is easy prey for his fellows.

Scavvies scratch out an existence in the most foul and polluted wastelands of the Underhive, hungrily watching for an opportunity to murder, rob and pillage anyone and anything nearby. Scavvies have to band together to survive, and a typical hand will be made up of several extended and severely inbred families. The dominant male in the band rules through brute strength, low cunning and having as many siblings as possible to exert his will. Though individual Scavvies pose little threat to a well-

armed gang they are cunning enough to use traps, ambushes and weight of numbers to even the odds,

Occasionally a Scavvy king will arise and unite several Scavvy bands together into a ramshackle tribe. Such coalitions can create a ragged horde of Scavvies big enough to overrun settlements and trading holes. The excesses of King Blacknose the 81st are still remembered with a shudder in the Underhive and the settlement of Downtown has yet to recover from its period of ridership by the so-called Beggar King. Fortunately, Scavvy kings are usually more concerned with avoiding the attention of the authorities than conquest. They are far more likely to use fear, intimidation and extortion to get what they want. Their scrofulous subjects move in to blockade vital resources and charge Underhive dwellers "tolls" and "taxes" whenever they have the numbers to get away with it. At times like these the honest, hard-working settlers will look to gangs and Bounty Hunters to run the Scavvies off until life gets back to normal again.

SCAVVY GANG LIST

When founding a Scavvy gang, players will have a maximum budget of credits to spend on fighters, weapons and Wargear chosen from the entries on the following pages. How much this budget is will depend upon whether the gang is being founded for Skirmish play or Campaign play. In either case, this budget may not be exceeded. Any unspent credits will be added to the gang's Stash if the gang has been founded for Campaign play. However, if a gang has been founded for Skirmish play, any unspent credits are simply lost.

CAMPAIGN PLAY

When founding a gang for Campaign play, the budget available is 1,000 credits. Note, however, that should they wish, the Arbitrator can increase or decrease this budget.

SKIRMISH PLAY

When founding a gang for Skirmish play, the budget available should be agreed upon by the players. This can be as much or as little as they think appropriate, but as a general guideline a budget of between 1,250 credits and 2,000 credits is recommended.

FIGHTER NAMES, CATEGORIES AND TYPES

Each type of fighter available to a Scavvy gang is of a named type: this is the name given to that fighter's rank within the gang hierarchy in the parlance of their kind. In addition, each has a category listed in brackets. For example, a lowly gang fighter is a Scavvy (Ganger). This indicates that within this gang such fighters are called 'Scavvies,' whereas within the rules of the game, this fighter is a 'Ganger.'

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

GANG COMPOSITION

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

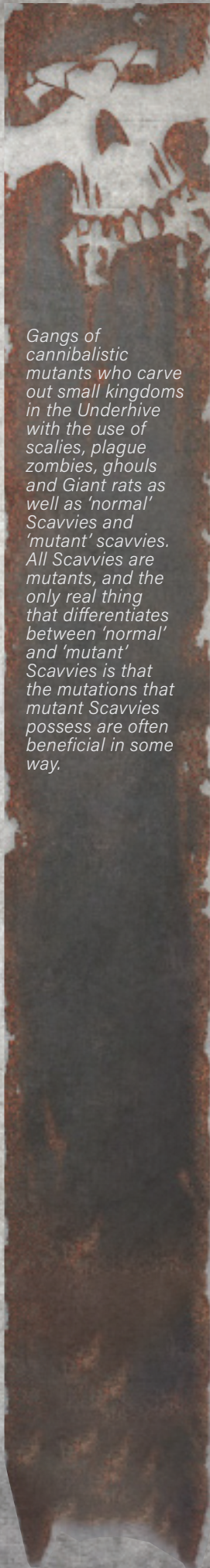
- There must be one fighter with the Leader special rule.
- The total number of fighters with the Gang Fighter (X) special rule in the gang must always be equal to, or higher than, the total number of fighters without the Gang Fighter (X) special rule combined, not counting Hangers-on or Hired Guns.

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

- Retire a number of fighters without the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance.

Or:

- Recruit fresh fighters with the Gang Fighter (X) special rule during the post-battle sequence in order to correct the imbalance.



Gangs of cannibalistic mutants who carve out small kingdoms in the Underhive with the use of scalies, plague zombies, ghouls and Giant rats as well as 'normal' Scavvies and 'mutant' scavvies. All Scavvies are mutants, and the only real thing that differentiates between 'normal' and 'mutant' Scavvies is that the mutations that mutant Scavvies possess are often beneficial in some way.

WEAPONS AND WARGEAR

The next step is to choose and purchase the weapons and Wargear each fighter will be equipped with. Each fighter's entry in the Scavvy gang list includes a detailed list of the weapons and Wargear that fighter may purchase.

EQUIPPING A FIGHTER

All fighters can be equipped as follows:

- A fighter can be equipped with a maximum of three weapons purchased from those listed in their entry.
- Weapons marked with an asterisk (*) take up the space of two weapons.
- Any fighter may purchase Wargear from that listed in their entry.
- Weapon accessories marked with a dagger (†) may not be combined together on the same weapon. If one such accessory is purchased for a weapon, another may not be added.

If the gang is being founded for Campaign play, fighters will be limited to equipment listed in their entry, whereas fighters in a gang founded for Skirmish play may also have access to some items of equipment from the Trading Post and Black Market. This should be agreed upon by the players.

NEW EQUIPMENT

During a campaign, gangs may gain new equipment, either by purchasing it from the Trading Post or Black Market, or as a result of Boons. These items are added to the gang's Stash and may be distributed among fighters during any post-battle sequence:

- Any fighter may discard any Wargear they are equipped with in favour of new Wargear. Any Wargear discarded in this way is placed in the gang's Stash and may be given to other fighters.
- No fighter may discard a weapon. Underhive gangers become attached to the tools of their trade and would rather hoard weapons than discard them.

FIGHTER CARDS & GANG ROSTER

Finally, a blank Fighter card should be completed for each fighter when they are added to the gang; the characteristics of the fighter and any equipment they now have should be noted down in the appropriate sections of the Fighter card. A gang roster sheet is also completed for the gang as a whole.

EQUIPMENT SETS

In most gangs, senior gang members are able to maintain a cache of weapons that allows them to equip themselves appropriately for each battle. This is not the case for Scavvy gangs; most of the fighters are simple creatures that become attached to one or two favoured weapons. This is especially the case with Scavvy Weapons, which are literally attached to the fighter and cannot be set aside, even for a single battle. No fighter in a Scavvy gang can have more than one equipment set.

DEATH OF A LEADER

All Scavvy gangs must include a single fighter with the Gang Leader special rule. This fighter is, naturally, the leader of the gang. If a gang's leader is killed, a new leader must be nominated:

- The new leader is the fighter with the highest Leadership characteristic, selected from among those fighters that have the Gang Hierarchy (X) special rule.
- If the gang contains no fighters with the Gang Hierarchy (X) special rule, the fighter with the highest Leadership characteristic must be selected from among the remaining gang members.

If two or more eligible fighters have the same Leadership characteristic, use Advancements as a tie-breaker; if there is still a tie, the controlling player can decide which fighter will become the new gang leader.

When a fighter is promoted in this way, they gain the Gang Leader special rule, and from now on they count as an Scavvy Boss. Their existing characteristics and special rules do not change.

OUTLAW

During a campaign in which the rules for Outlaw and Law Abiding gangs are in use, a Scavvy gang is automatically an Outlaw gang. In addition, a Scavvy gang cannot change its Alignment.

LOW AMMO

Scavvies are often poorly equipped, even for the Badzone's standards. When shooting with weapon other than from Scavvy Weapons List, Scavvy Fighters must roll the Ammo Check also on "Three hits" symbol.

SCAVVY WEAPONS

This crude weapons are made from anything Scavvy gang can find in the Badzones.

Scavvy Weapon	Range		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Blunderbuss	-	T	-	-	2	-	1	6+	Plentiful, Scattershot
Hand Bow	8"	16"	-	-1	3	-	1	4+	Silent
Musket	10"	20"	+1	-1	3	-	1	5+	Scarce
Scatter Cannon	8"	16"	+1	-1	4	-1	1	4+	Blast (5")
Spear Gun	12"	24"		-1	6	-3	1	5+	Impale, Scarce
Tox Bombs	-	Sx3	-	-1	-	-	1	5+	Grenade, Toxin, Gunk, Blast(3")
Discus/Throwing Axe	Sx2	Sx3		-1	5	-1	1	5+	Scarce, Silent

Special rule (from *Necromunda Book of Peril*): GUNK

A fighter hit by a weapon with the Gunk Trait becomes subject to the Gunked condition. Gunked fighters reduce their Movement characteristic by 1 to a minimum of 1 and don't add D3" to their movement when making a Charge action. In addition, they subtract 1 from the dice roll when making an Initiative check. Gunked fighters are also more flammable and catch fire on a 2+, rather than a 4+, when hit by a weapon with the Blaze trait. The Gunked condition lasts until the End phase or until the fighter catches fire after being hit by a weapon with the Blaze Trait.

AS HIRED GUN

Outlaw and Outcast gangs can recruit wandering Mutants as a Hired Gun. This fighter use Scavvy Mutant profile (and can take up to 3 mutations from the start) and is treated as Hive Scum for all the other rules, except that it will automatically stay with gang as long as it put at least one fighter Out of Action during the battle.

RULES NOTE

Rules presented on the following pages, as well as for the Scavvy Weapons are fanmade rules of my creation. To use this booklet, player will need a copy of Necromunda Underhive rules (i.e. Necromunda Rulebook, Hive War Rulebook, Ash Wastes Rulebook).

Rules for the rest of the weapons are available online for free, from the Warhammer Community:

<https://www.warhammer-community.com/wp-content/uploads/2018/12/9NnA1LwqaYuUTMAF.pdf>

MUTATIONS

Scavvies are “blessed” with many mutations, mainly due to constant exposure to toxic Badzones’ environment. When recruiting a fighter (**Scavvy Boss, Top Dog, Scavvy Mutant** or **Ghoul**) the Player can buy one mutation for the Credit cost listed below. If by any reason a fighter suffers any other form of mutation (such as from Festering Injuries in the Dark Uprising campaign), which will put the overall number of mutations exceeds to the Fighter’s Toughness, it will become a mutated Spawn. Delete this fighter from the Gang’s roster. **Each mutation must be represented on the Fighter’s model.**

Mutation	Cost for Scavvy Mutant, Ghoul	Cost for Scavvy Boss, Top Dog
Eyestalks	+5 Credits	Same
Claws	+5 Credits	Same
Tentacle	+10 Credits	Same
Two Heads	+10 Credits	+30 Credits
Spikes	+5 Credits	Same
Wings	+15 Credits	+25 Credits
Extra Arm	+25 Credits	+35 Credits
Animal Legs	+10 Credits	Same
Overgrown Eyes	+5 Credits	Same
Irradiated	+5 Credits	Same

EYESTALKS

This fighter treats his Vision Arc as 180°. Additionally this fighter always treats Partial Cover as Full Cover.

CLAWS

This fighter adds +1 to its Strength, when making Unarmed Attacks.

TENTACLE

This Fighter may re-roll fail Initiative checks when Falling and treats his Unarmed attacks as having Versatile trait, with the Long Range of 2”

TWO HEADS

This Fighter gains the Gunfighter skill.

SPIKES

This fighter gains 5+ Armour Save, but may not wear any other form of Armour.

WINGS

This Fighter ignores terrain (apart from Impossible Terrain) when moving and may move vertically, but must finish his Activation on the ground.

EXTRA ARM

Any fighter with a third arm may use it to better handle Unwieldy weapons, or to gain an extra attack in combat. If armed with a ranged weapon with the Unwieldy trait, shooting it becomes a Basic action rather than a Double action. Otherwise, the fighter gains +1 Attack on their profile. Additionally, any fighter with an Extra Arm may carry a fourth weapon and may attack with three weapons with the Sidearm and/or Melee traits rather than the usual two.

ANIMAL LEGS

This Fighter increases its Movement characteristic by 1.

OVERGROWN EYES

This Fighter can see targets up to 9” during Pitch Black condition, but must re-roll successful Initiative checks when hit with weapon or grenade with Flash special rule.

IRRADIATED

This Fighter is completely immune to the effects of the Rad-Phage trait, while Gas and Toxin traits will treat this Fighter Toughness as 1 higher, when rolling to wound. However, under Pitch Black conditions, this Fighter is treated as Revealed at all times.

KING REDWART THE MAGNIFICENT

King Redwart is a Scavvy king who is slowly but surely building a fearsome reputation in the Underhive. He is called 'the magnificent' not because of the way he dresses but because of the size of his paunch and his impressive collection of scars and missing extremities, such things being considered extremely prestigious by Scavvies. This aside, Redwart has proved himself to be a resourceful, cunning and quite exceptionally brutal leader, all of which have helped to enhance and increase his reputation.

At present the number of Scavvy bands that King Redwart commands are limited to only a dozen or so, but new gangs are joining his entourage all the time. In Girder Falls, the settlement that has suffered most heavily from raids by Reclwan's growing army, there is a growing sense of fear and unease, and a feeling that something really needs to be done about Redwart before he gets powerful enough to cause major trouble.



Credits: Games Workshop Limited

SPECIAL RULES

Scavvy King: King Redwart is a Bounty Hunter that can only be hired by Scavvy gangs. He is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules. He also counts as Scavvy Boss during the battle, meaning he has Gang Hierarchy(2) special rule and is treated as a second Leader in every other rules instances (i.e. during Bottle Tests).

Owe Allegiance: Any Scavvy gang that uses King Redwart in a scenario owes him their allegiance. The gang has effectively accepted Redwart as their king, and must obey his royal commands in future (or get into serious trouble if they don't). This only comes into play if you are participating in a campaign run by an Arbitrator (see later). Cunning Arbitrators can use this rule to create special scenarios of their own devising, either to send Scavvy gangs off on interesting or dangerous missions, or to launch huge Scavvy raids against settlements, or whatever else takes their fancy. Of course, a gang might choose not to obey one of Redwart's commands, in which case a Scavvy civil war would break out between Redwart's loyal supporters and the renegades.

KING REDWART THE MAGNIFICENT

150
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4"	2+	3+	4	4	2	2+	2	3+	4+	6+	6+
Weapon		Rng		Acc		Str		AP	D	Am	Traits
King's Staff		S	L	S	L	Str		AP	D	Am	Traits
		E	2"	-	-	+1		-	1	-	Melee, Versatile
Autopistol		4"	12"	+1	-	3		-	1	4+	Rapid Fire (1), Sidearm

WARGEAR: Mesh Armour, Cult Icon

SKILLS: Fearsome, Iron Will, Inspirational

KARLOTH VALOIS

ORIGINS

Originally living in the Hive-City, Karloth was forced to flee down into the Underhive and even deeper to the hive bottom due to the torment of his latent psychic powers which gave him nightmarish prophetic visions and bombarded him with the thoughts of others. Ever seeking to further distance himself from any other people, he ended up in the Badlands of the hive bottom, where he nearly died many times.

While scavenging for whatever meagre supplies could be found in such a desolate place he was set upon by a pack of Plague Zombies. They chased him through the abandoned tunnels and vents until his exhausted muscles gave way and collapsing in the filth he succumbed to death. As the Zombies began to eat his wasted frame, something awoke inside him. He suddenly sensed the tiny fragments of a mind that remained to the Plague Zombies, the insatiable hunger that drove them, the raw instinct that governed their actions. Above all this he recognised the simplicity of their minds and reaching out found that he could control them. With a last gasp of effort he succeeded in quelling the Zombies' hunger and forced them to stand back and leave him alone. He lay alone in the impenetrable dark of the hive bottom, surrounded by the Plague Zombies as the virus spread from the bites they had given him and into his brain. But Karloth had discovered one other thing he could now do. He drew the tiny slivers of life-force still within the Zombies into himself and with it was able to stave off death.

CHANGES

Somehow the neurone plague had altered Karloth's powers and those abilities he had first used to save his life he now found he could use to a much greater extent. He could control the minds of Plague Zombies within a distance, heightening or lessening their hunger, even focussing what little sense of self they still possessed in order to make them more efficient and lethal killers. More than this he found that he could now drain the life-force from any living thing and absorb it into himself, but that this was his only form of sustenance now. He would be forced to prey on the living in order to survive. While he had been lying near death at the hands of the Zombies he had sensed what lay beyond. He had sensed an eternity of darkness filled with unimaginable torment, and ceaseless terror, and he vowed that he would never let death take him.

RISE TO POWER

Karloth took to a wandering existence, travelling the wastelands of the Underhive, preying on the living when he could and using his packs of Plague Zombies to force others to give him what he needed. In time his reputation grew, to the extent that Gangs would make terrible pacts with him in order to secure his assistance. And all the while Karloth's power was growing, as was his horde of undead, until it inevitably drew the attention of other powers.

CRUSADE

The ranks of the Redemption in the Underhive grew and even more began to flock down from the Hive City to join them in order to oppose the man who they now called soul-thief and life taker. Rumours spread that he had made a pact with the Dark Gods and the Redemptionists marched in an all out crusade to bring his reign of terror to a halt.

Karloth found that he was suddenly left alone, with no allies to turn to. Everywhere he went he was turned away, people's fear of what he had become and what the Redemption might do to them outweighing anything they might hope to gain by helping him. Karloth retreated into the poisoned lakes and sumps of the Underhive inhabited by the Scavvies and the Mutants but the Redemptionists pursued him there also.

THE END

The Cult of the Redemption pursued Karloth all of the way to the edge of the Abyss where -with his back to the fathomless emptiness- he finally turned to face them. His horde of Zombies charged into the flamers of the Redemption, dried burning flesh raining down to be swallowed by the darkness of the pit below. Karloth drained the life out of the brothers as his Zombies tore into their flesh but the red-robed cultists were fanatical and pressed on inexorably. In the end, Karloth escaped their flames and his inevitable treatment as a Heretic by turning and diving into the bottomless darkness below, crying out in defiance of death to the end.

The Redemptionists searched the Abyss for weeks looking for any evidence of Karloth's remains but found nothing. But, as every Underhiver knows, nothing can be found in the Abyss which does not wish to be found.

SPECIAL RULES

Dark Idol: Karloth Valois is a Bounty Hunter that can only be hired by Outlaw or Outcast gangs (with the exception of Cawdor and Redemptionists). He is subject to the "You Get What You Pay For", Dead, Not Alive, Claiming Bounties and "We'll Get Our Bit..." special rules.

Non-Sanctioned Psyker: Should a psyker with this skill be taken Out of Action, the enemy gang is rewarded a bounty of D3x10 credits at the end of the battle. Should a psyker with this skill be captured and sold to the Guilders. They are worth their full value. Note that when a Hired Gun is captured, they can be sold immediately without the need to attempt a Rescue mission.

No Pain: Since the plague, Karloth feels no pain whatsoever. Because of this, Karloth is never pinned and ignores the effects of flesh wounds.

No Fear: Karloth automatically passes any Cool checks he is required to make, as well as Willpower Checks required by Terrifying and Fearsome rules.

Black Crown: Karloth made the Black Crown himself to augment his vampire powers. Draining life essence could be a slow and delicate process for Karloth, but with the Black Crown he could drain the life force from a man in moments with a blast of dark energy. Karloth can use the Black Crown instead of firing his pistol in the shooting phase. The Crown will affect one model within 9". Both players roll 2d6. If the scores are drawn or Karloth loses, the attack has no effect, while the victim is not even pinned. If Karloth beats the victim's score, he can drain 1 point from one of the victim's characteristics and add it to his own characteristic. Any characteristic can be chosen, but Karloth may not increase his characteristics by more than a single point each. This power may be used to restore lost wounds. A victim reduced to 0 wounds by the Black Crown is automatically taken Out of Action.

Witch Staff: Fighter wounded by Witch Staff must make a Cool Check or become Broken. Furthermore, once per battle, Karloth can ignore Perils of the Warp effect.

WYRD POWERS

Zombie Master (Basic), Continuous Effect: *Karloth channels his power to Plague Zombies surrounding him.* While this Wyrd Power is Maintained, every Plague Zombie in 9" from Karloth increase his Movement by +2 and his Weapon Skill by +1.

Sense Through (Basic), Continuous Effect: *Karloth enhance his vampire senses to unnatural levels.* While this Wyrd Power is Maintained, Karloth will spot the attackers on 3D6 roll, while being a Sentry, ignores the Pitch Black and Visibility (X) rules and is treated as having Overwatch Skill.



Credits: Games Workshop Limited

KARLOTH VALOIS

250
CREDITS

	M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
	4"	4+	4+	4	4	3	3+	2	6+	4+	5+	6+

Weapon	Rng		Acc		Str	AP	D	Am	Traits
	S	L	S	L					
Witch Staff	E	2"	-	-	+2	-1	2	-	Melee, Versatile, Master Crafted
Master-crafted Autopistol	4"	12"	+1	-	3	-	1	4+	Rapid Fire (1), Sidearm, Master Crafted
Master-crafted Fighting Knife	-	E	-	-	S	-1	1	-	Melee, Backstab, Master Crafted

WYRD POWERS: Zombie Master, Sense Through

WARGEAR: Mesh Armour, Las-projector (Autopistol), Black Crown

SKILLS: Infiltrate, Fearsome, Non-Sanctioned Psyker

The biggest and strongest Scavvies often lead Scavvy gangs as their Bosses. Surviving long enough in the Badzones, they are cunning leaders, knowing where Guilders have their secret stashes, how to avoid Enforcers' patrols and where Underhivers throw their rubbish, to harvest them. They always get the best loot from scavenging, and some are even connected enough to send their contacts to the Trading Post to get more reliable equipment for the gang.

SCAVVY BOSS (LEADER) 95 CREDITS

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

SPECIAL RULES

Gang Leader: A Scavvy gang must always include a single fighter with this special rule:

- A fighter with this special rule may not retire during Campaign play. For a gang leader, the only way out is death.
- Should this fighter die during the course of a campaign, or otherwise be removed from the gang (for example, if a captured Leader is Sold to the Guilders), another fighter must be promoted to replace them (see 'Death of a Leader' on page 2).

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

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

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

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

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

Skills: When recruited, a Scavvy Boss may choose one skill from their Primary skill sets (as described in the Necromunda Rulebook). This skill does not cost any XP and does not increase the fighter's credits value.

SKILL ACCESS

A Scavvy Boss has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting
-	-	Primary	Primary	Secondary	Primary	-	-

EQUIPMENT

A Scavvy Boss may purchase weapons and Wargear from the Scavvy Boss equipment list:

- During the course of a campaign, a Scavvy Boss may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Scavvy Boss has no restrictions upon the types of weapon they can take; all weapon types are available.

SCAVVY BOSS EQUIPMENT LIST

WEAPONS

SCAVVY WEAPONS

- Tox Bombs 30 credits
- Blunderbuss 20 credits
- Hand Bow 10 credits
- Musket 10 credits

BASIC WEAPONS

- Shotgun with solid & scatter ammo 30 credits
- Reclaimed Autogun 10 credits
- Throwing knives 10 credits

HAND WEAPONS

- Fighting knife.....15 credits
- Axe 10 credits
- Cleaver.....15 credits
- Flail 20 credits
- Heavy club 15 credits
- Maul (club) 10 credits
- Sword 20 credits

SPECIAL WEAPONS

- Long rifle 35 credits

TWO-HANDED WEAPONS

- Two-handed axe 20 credits
- Two-handed hammer 30 credits

PISTOLS

- Stub gun 5 credits
- Reclaimed Autopistol 5 credits

WARGEAR

GRENADES

- Frag grenades 30 credits
- Incendiary charges 40 credits
- Smoke grenades 15 credits

ARMOUR

- Mesh Armour 15 credits
- Flak Armour 10 credits

PERSONAL EQUIPMENT

- Armoured undersuit 25 credits
- Bio-booster 35 credits
- Drop rig 10 credits
- Respirator 15 credits

EXOTIC BEASTS

- Scavvy Dog (0-2) 30 credits

Second in command in the Scavvy gang is Scavvy called Top Dog. Savants or wyrds they often serve as crude technical support, medic and prophet for the Scavvies and are even intelligent enough to use more advance weapons. Some of them are even feared Wyrds, unleashing strange powers of the Warp on Guilders, Enforcers and Clan Gangs who seek to destroy them.

TOP DOG 0-1 (CHAMPION).....70 CREDITS

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

SPECIAL RULES

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

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

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

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

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

Skills: When recruited, a Scavvy Boss may choose one skill from their Primary skill sets (as described in the Necromunda Rulebook). This skill does not cost any XP and does not increase the fighter's credits value.

Rogue Wyrd: Top Dogs are often Wyrds, serving as prophets to the Scavvy gangs and oracles to the gang's Boss. When recruiting this Fighter, the Player may make him a Wyrd by increasing this Fighter cost by 30 credits. This Fighter become Non-Sanctioned Psyker, can start with one free power (powers are found on the page 52 in the Book of the Outcast) and gains the following:

Non-Sanctioned Psyker: Should a psyker with this skill be taken Out of Action, the enemy gang is rewarded a bounty of D3x10 credits at the end of the battle. Should a psyker with this skill be captured and sold to the Guilders. They are worth their full value. Note that when a Hired Gun is captured, they can be sold immediately without the need to attempt a Rescue mission.

SKILL ACCESS

A Top Dog has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting
-	-	Primary	Primary	-	-	Secondary	-

EQUIPMENT

A Top Dog may purchase weapons and Wargear from the Top Dog equipment list:

- During the course of a campaign, a Top Dog may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Top Dog has no restrictions upon the types of weapon they can take; all weapon types are available.

TOP DOG EQUIPMENT LIST

WEAPONS

SCAVVY WEAPONS

- Tox Bombs 30 credits
- Blunderbuss 20 credits
- Hand Bow 10 credits
- Musket 10 credits

BASIC WEAPONS

- Shotgun with solid & scatter ammo 30 credits
- Reclaimed Autogun 10 credits
- Throwing knives 10 credits

HAND WEAPONS

- Fighting knife.....15 credits
- Axe 10 credits
- Cleaver.....15 credits
- Flail 20 credits
- Heavy club 15 credits
- Maul (club) 10 credits
- Sword 20 credits

TWO-HANDED WEAPONS

- Two-handed axe 20 credits
- Two-handed hammer 30 credits

PISTOLS

- Stub gun 5 credits
- Reclaimed Autopistol 5 credits

WARGEAR

GRENADES

- Frag grenades 30 credits
- Smoke grenades 15 credits

ARMOUR

- Mesh Armour 15 credits
- Flak Armour 10 credits

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Drop rig 10 credits
- Respirator 15 credits

EXOTIC BEASTS

- Scavvy Dog (0-2) 30 credits

Even in the hellish pit of the Underhive wastes some mutant strains stabilise after a time to form distinct sub-species. The most common of these in Hive Primus is the Scaly: massive reptilian mutants almost as broad as they are tall. Their durability and strength are legendary among Underhive scum and they have a fearsome reputation to match. They are undoubtedly intelligent, but they seldom speak, their altered necks and twisted voice boxes have changed too much to speak human languages any more. This means little is known about their origins and whether hidden clans or tribes of Scalies exist in the most severely polluted badzones of Underhive. Why individual Scalies choose to ally themselves with Scavvies is unknown, but any Scavvy Boss worth his salt will do everything in his power to recruit and hang on to as many Scalies as he can find.

SCALY 0-2 (CHAMPION).....120 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
4"	3+	4+	5	4	3	5+	2	8+	5+	9+	10+

SPECIAL RULES

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

Tools of the Trade: This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Skills: When recruited, a Scaly may choose one skill from their Primary skill sets (as described in the Necromunda Rulebook). This skill does not cost any XP and does not increase the fighter's credits value.

Scaly Skin: A Scaly's tough skin increases Scaly Armour Saving throws by 1, or gives him a 6+ Armour Save in case he does not have any Armour.

Killer Rep': Scaly has the Fearsome skill.

Regenerate: Scalies can regenerate lost fingers, toes and even whole limbs in time, though the process is painfully slow. Roll a D6 for each Lasting Injury a Scaly has after each game regardless of whether the Scaly fought in it or not. On a roll of a 6 the Scaly has recovered from the effect of the injury, erase it and the effect it has on his statistics from the gang roster.

SKILL ACCESS

A Scaly has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting
-	Primary	-	-	Primary	-	-	Secondary

EQUIPMENT

A Scaly may purchase weapons and Wargear from the Scaly equipment list:

- During the course of a campaign, a Scaly may be given additional weapons and Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Scaly has no restrictions upon the types of weapon they can take; all weapon types are available.

SCALY EQUIPMENT LIST

WEAPONS

SCAVVY WEAPONS

- Tox Bombs 30 credits
- Spear gun 40 credits
- Scatter cannon 50 credits
- Discus/Throwing Axe 20 credits

BASIC WEAPONS

- Shotgun with solid & scatter ammo 30 credits

HAND WEAPONS

- Fighting knife.....15 credits
- Axe 10 credits
- Cleaver.....15 credits
- Flail 20 credits
- Heavy club 15 credits
- Maul (club) 10 credits

TWO-HANDED WEAPONS

- Two-handed axe 20 credits
- Two-handed hammer 30 credits

PISTOLS

- Stub gun 5 credits
- Reclaimed Autopistol 5 credits

WARGEAR

GRENADES

- Frag grenades 30 credits
- Blasting charges 35 credits
- Smoke grenades 15 credits

ARMOUR

- Mesh Armour 15 credits
- Flak Armour 10 credits

PERSONAL EQUIPMENT

- Armoured undersuit 25 credits
- Bio-booster 35 credits
- Drop rig 10 credits
- Respirator 15 credits
- Stim-slug stash 30 credits

Scavvies form a core of any Scavvy gang, they are the children of Badzones and outcasts of the Underhive society. Poorly equipped, starving and always searching for thrash they can find, these scavengers are still quite dangerous, especially in big numbers.

SCAVVY (GANGER).....30 CREDITS

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

SPECIAL RULES

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

Promotion (Scavvy Specialist): When the gang is founded, a single Scavvy can be promoted to become a Scavvy Specialist. During Campaign play, additional Scavvy may become Scavvy Specialists by spending Experience (XP), as described in the campaign rules. A Scavvy Specialist gains the Tools of the Trade special rule and may spend XP to gain additional skills.

Tools of the Trade (Scavvy Specialist only): This fighter enjoys access to a wide variety of weapons. A fighter with this special rule may take multiple equipment sets.

Mutated Horde: At the end of the Choose Crew step of the pre-battle sequence, D3 additional Ganger that has this special rule may be added to the starting crew. This fighter may be added to the starting crew even if doing so increases the size of the starting crew beyond that given by the scenario.

SKILL ACCESS

A Scavvy has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting
Primary	-	-	Secondary	-	-	-	-

EQUIPMENT

Scavvies and Scavvy Specialists may purchase weapons and Wargear from the Scavvy equipment list:

- During the course of a campaign, both Scavvies and Scavvy Specialists may be given additional weapons purchased from this list.
- In addition, during a campaign both Scavvies and Scavvy Specialists may be given additional Wargear purchased from this list, from the Trading Post and from the Black Market.
- A Scavvy may only be equipped with weapons chosen from the Scavvy, Basic Weapons, Pistols and Close Combat Weapons sections of this list.
- Once promoted, a Scavvy Specialist has no restrictions upon the types of weapon they can take from this list; all weapon types within this list become available.

SCAVVY EQUIPMENT LIST

WEAPONS

SCAVVY WEAPONS

- Blunderbuss 20 credits
- Hand Bow 10 credits
- Musket 10 credits

BASIC WEAPONS

- Reclaimed Autogun 10 credits
- Throwing knives 10 credits

HAND WEAPONS

- Fighting knife.....15 credits
- Axe 10 credits
- Cleaver.....15 credits
- Flail 20 credits
- Maul (club) 10 credits

PISTOLS

- Stub gun 5 credits
- Reclaimed Autopistol 5 credits

WARGEAR

GRENADES

- Smoke grenades 15 credits

ARMOUR

- Flak Armour 10 credits

PERSONAL EQUIPMENT

- Drop rig 10 credits
- Respirator 15 credits

Scavvies often round up packs of Zombies and send them against outposts, settlements and rival gangs that they are attacking. In sufficiently large numbers these creatures can be fearsome opponents.

PLAGUE ZOMBIE (GANGER).....40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	CI	Will	Int
4"	5+	6+	3	3	1	6+	1	12+	4+	6+	12+

SPECIAL RULES

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

Wild Element: Even one Plague Zombie need many Scavvies to control him and catch him after the battle. Number of Plague Zombies must be lower than a half of all Scavvy Gangers.

Zombie: Plague Zombies cannot be Pinned or Subject to the Insane Condition, automatically pass any Cool checks they are required to take and ignore "Flesh Wound" Injury dice results. In the Recovery phase, any Seriously Injured Plague Zombies will stand back up, recovering from their injuries. Plague Zombies subject to the Blaze condition are not automatically Broken, cannot attempt to put out the fire, still suffers the Damage.

Plague: Whenever a Fighter is taken Out of Action by a Plague Zombie, roll a D6. If 6 is rolled, the Fighter was infected by the Plague and must be treated immediately – the Fighter suffers a Critical Injury in addition to any other Lasting Injuries.

SKILL ACCESS

A Plague Zombie can never gain any Skills.

EQUIPMENT

Plague Zombies may purchase one weapon from the Plague Zombie equipment list:

PLAGUE ZOMBIE EQUIPMENT LIST

WEAPONS

HAND WEAPONS

- Axe 10 credits
- Cleaver.....15 credits
- Maul (club) 10 credits

ZOMBIE PLAGUE

Long ago Necromunda was swept by a mysterious neurone plague which boiled up from the Underhive and touched even the highest peaks of the Spire. Victims of the plague fell ill for weeks, days or hours depending on their strength. If they succumbed to the fever their brains were rotted by the terrible disease, all higher reasoning was lost and the victims became little more than beasts.

Unfortunately beasts still need to eat and soon thousands of brainless, half-dead plague victims roamed the boulevards and thoroughfares of the great hives seeking flesh to feast on. Each time they pulled down some luckless citizen and tore into his flesh with teeth and nails another victim was infected and another Plague Zombie was added to their ranks. Anarchy and chaos swept

through the hives as Necromundans struggled to fight off the hordes of Plague Zombies and drive the surviving ones down into the Underhive.

Zombie plague still breaks out from time to time in the Underhive and packs of Plague Zombies are yet another of the many dangers in the dark underbelly of the hive. The Zombies live in wild packs like dogs, fighting each other and living off what carrion they can find or anything that's stupid enough to let itself be caught.

Plague Zombies have forgotten the meaning of fear and do not experience pain so they are hard to stop. Also, any wound inflicted by a Plague Zombie carries the dreaded plague and may turn its victim into another Plague Zombie.

Ghouls are the unfortunate creatures who feast on the fallen. Many times they are the innocent victims of famine and disaster who would simply not lie down and die. When the fungus crops failed, the roof caved in or the Ratskins stole all the supplies some held true to their beliefs and starved. These moral folk fed the rest. Even so, their transgressions torment them, gnawing at their minds like rats at old bones, and it drives them mad. These insane rejects hide from the rest of society, inhabiting the margins of the most desperate and remote settlements, sharing some of the same abandoned spaces as the Scavvies. The Scavvies aren't particularly happy about their neighbours, but beggars can't be choosers and so they've learned how to coax them into fighting on their side with promises of "all you can eat" feasts...

GHoul (GAnger).....40 CREDITS

M	WS	BS	S	T	W	I	A	Ld	Cl	Will	Int
5"	4+	6+	3	4	1	3+	1	9+	7+	9+	10+

SPECIAL RULES

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

Canibal Horde: At the end of the Choose Crew step of the pre-battle sequence, up to 3 additional Ganger that has this special rule may be added to the starting crew. This fighter may be added to the starting crew even if doing so increases the size of the starting crew beyond that given by the scenario.

SKILL ACCESS

A Ghoul has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting
-	Primary	-	Secondary	-	-	-	-

EQUIPMENT

Ghouls may purchase weapons and Wargear from the Ghoul equipment list:

- During the course of a campaign, Ghouls may be given additional weapons purchased from this list.

GHoul EQUIPMENT LIST

WEAPONS

SCAVVY WEAPONS

- Hand Bow 10 credits
- Musket 10 credits

HAND WEAPONS

- Fighting knife.....15 credits
- Cleaver.....15 credits
- Maul (club) 10 credits

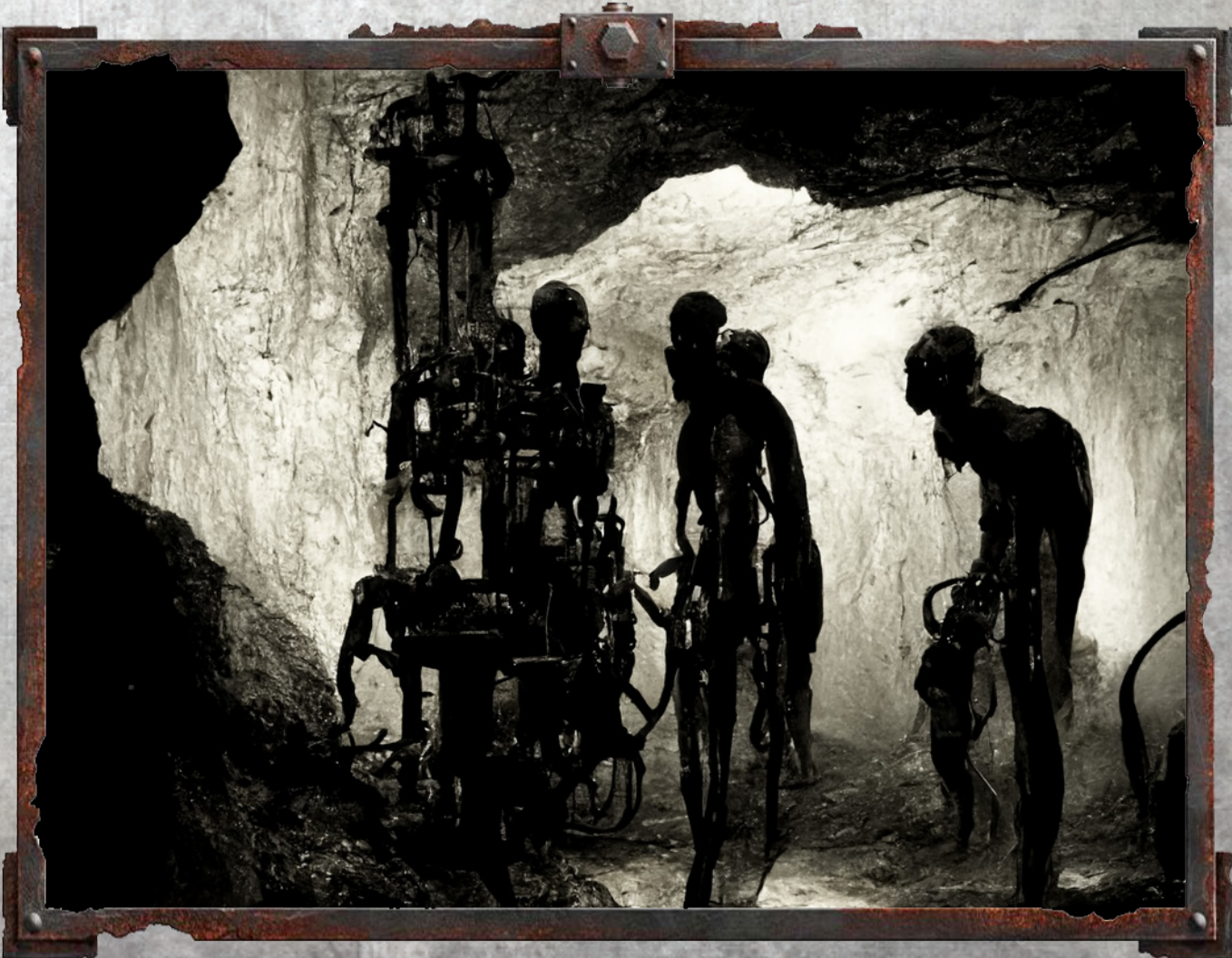
PISTOLS

- Reclaimed Autopistol 5 credits

WARGEAR

ARMOUR

- Flak Armour 10 credits



EXOTIC BEASTS

The worlds of the Imperium are host to many strange and wonderful creatures, and Necromunda is no exception. It is well documented throughout the ages that humans have a strange propensity for keeping all manner of creatures as pets, fascinated by their behaviour and comforted by their loyalty, and in this the denizens of the underhive are no different to humans anywhere else in the galaxy. What is unique to Necromunda, though, are the type and variety of pets that people choose to keep...

Exotic Beasts are purchased as Wargear and should be recorded on their owner's Fighter card accordingly. However, where Exotic Beasts differ to normal Wargear is that they will have their own Fighter card, which details their unique stats, skills, and weaponry.

They follow all of the normal rules for a fighter, with the following exceptions:

- Whenever the fighter that owns the Exotic Beast is selected for a scenario, the Exotic Beast may also be deployed. This may take the number of fighters in a starting crew above the number specified by the scenario.
- Exotic Beasts can only be activated as part of a Group Activation with their owner. Accordingly, the owner of an Exotic Beast gains the following special rule:

Group Activation (Exotic Beasts): When a fighter with this special rule is activated, their controlling player must activate all Exotic Beasts belonging to this fighter as well as part of a 'Group Activation':

- The controlling player selects and activates each fighter in this Group Activation as normal, fully resolving each activation before selecting and activating the next. Each fighter activates individually; groups do not activate simultaneously.
 - If this fighter itself is activated as part of a Group Activation, this rule still applies, meaning any Exotic Beasts this fighter owns are activated as described above when this fighter is itself activated as part of a Group Activation.
- Exotic Beasts must always end their activation within 3" of their owner. If the Exotic Beast is more than 3" away at the end of its activation, it must pass a Nerve test or become Broken.
 - Should an Exotic Beast become Broken, it will run towards its owner when activated rather than for cover. When an Exotic Beast makes a Running for Cover (Double) action, it runs towards its owner. It is only concerned with getting back within 3" of its owner.
 - An Exotic Beast that has become Broken automatically rallies if it ends an activation within 3" of its owner (note that, during Campaign play, Exotic Beasts do not gain XP for rallying in this way).
 - If the owner is removed from the battlefield for any reason, the Exotic Beast is also removed from play.
 - If an Exotic Beast is removed from the battlefield for any reason, it is not counted for the purposes of Bottle tests.
 - Exotic Beasts gain Experience and suffer Lasting Injuries as a normal Ganger and may become a Specialist.
 - Exotic Beasts may not take any additional equipment. They may not use weapons other than those detailed on their profile. They may never use Wargear.
 - Exotic Beasts can be taken Captive, in which case the owning fighter's gang can attempt to rescue them and the capturing gang may sell them as if they were a normal fighter. Exotic Beasts taken Captive cannot be put to work in any Territories.

SCAVY DOG (EXOTIC BEAST).....40 CREDITS

Wild animals inhabit the underhives, and just like humanity have not been untouched by their environment. Scavvy Dogs are like the Scavvies themselves in that they are twisted and degenerated from their natural state and also much like Scavvies they are ruthless survivors.

Packs of these dogs prowl the underhives in search of weak prey and can be a terror to unarmed communities though they can also provide the vital function of consuming the dead in an environment with no interest in funereal rites.

Occasionally a Scavvy leader will "befriend" a pack of these wild dogs and bring them into battle. Although this level of domestication is of the lowest sort and its loyalty is entirely up to the dog remaining fed.

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

SPECIAL RULES

Watchdog: If the Scavvy Dog's owner is a sentry in a scenario that uses the Sentries special rule, they can attempt to spot attackers even if they are not within their vision arc. In addition, the D6 roll to see whether a fighter is spotted has a +1 modifier (a natural 1 still fails).

Furious: A Scavvy Dog adds +2 to its Attacks, instead of +1 while perform Charge Action.

EQUIPMENT

A Scavvy Dog may not purchase weapons or Wargear. A Scavvy Dog is armed with a Dog Bite.

WEAPONS

Close Combat Weapon	Range		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Dog Bite	-	E	-	-	S	-1	1		Melee

SKILL ACCESS

Should a Scavvy Dog become a Specialist, it has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting
-	-	Primary	-	Secondary	-	-	-



"Easy, he is just playing."

Scavvy Ollie,
before loosing
a hand

