



‘VENATOR’ BOUNTY HUNTER GANGS

The underhive is infested with criminals, killers, deviants and worse – making it a rich hunting ground for the so-called Venator bands – temporary coalitions of normally solitary Bounty Hunters.

All across Necromunda, from the drudging halls of manufactorums and precinct blockhouse walls, to the rusting gates of downhive settlements and cross-tunnel gibbets, images of the faces of wanted individuals flutter in the stale breeze of the carbon scrubbers. A group of talented murderers can make a healthy living collecting the bounties of these criminals, killers and deviants.

The motley bands of hired guns who go after these bounties are commonly known as Venators, after the ancient High Gothic name for a hunting party; a temporary coalition of Bounty Hunters out for blood and coin. With the promise of shared rewards and extra firepower, Venators form into gangs and

pursue Merchants Guild patronage and the stability that comes from regular contracts. Drawn from every Clan or House on Necromunda, Venators come in all shapes and sizes – mixing ex-Goliath heavies and nimble Escher assassins, alongside disgraced watchmen or embittered outcast nobles. Most of them are sanctioned by the Guilders or the Imperial House itself, and carry a hunter's oath-token as proof of their patronage. However, many are not, though the Guilders often pay for the gang's captives and kills all the same. In the underhive, lawmen don't ask too many questions if a masked killer dumps the corpse of a wanted ganger at their feet – they hand over the scrip and sleep a little sounder with one less criminal at large.

Venator bands are not limited to Necromundans, some even come from off-world. Mutants, abhumans and xenos are all believed to make a living on the hive world by taking on the guise of the Venator. Infamous Bounty Hunters such as Gor Halfhorn, Yar Umbra and Grendl Grendlsen, among others, have at one time or another led their own gangs or taken up employment as part of a Venator crew, finding a home among their peers even on a world that might not be their own.

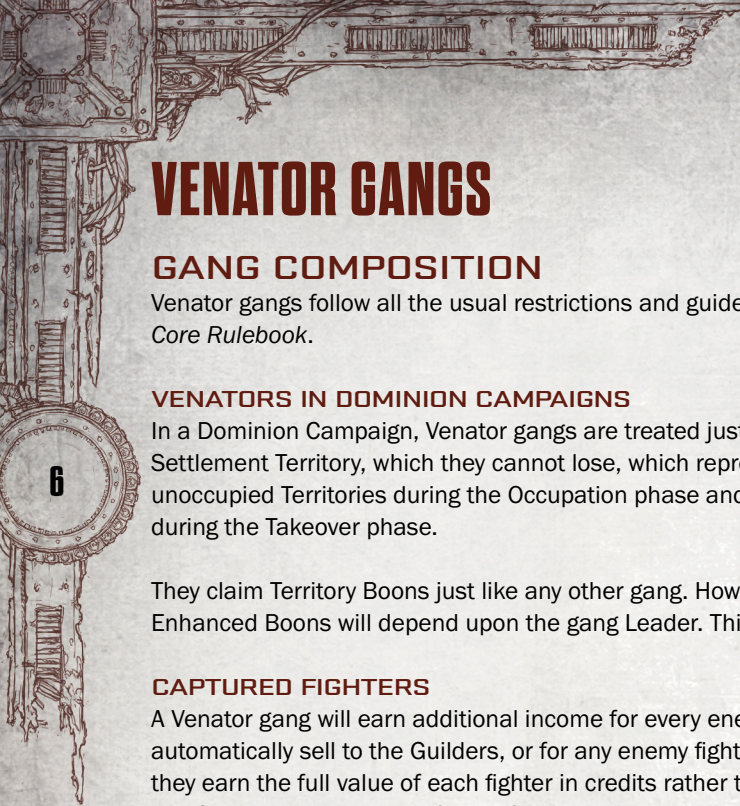
Some of the most infamous Venators are drawn from the ancient and much feared Executioner Families, entire bloodlines which are founded on meting out the justice of Lord Helmawr. These are the highest pedigree of murderers, spawned from a single legendary assassin or hunter. Gangs such as the Wu-Kang are a splinter bloodline of Ran Lo, founded by Wu the Fist and made up of his many sons and daughters. Covered in exotic coiling tattoos, Wu-Kang Venators are masters of close combat, taking great pride in the intimacy of inflicting death and adding fresh kill markings to their bodies. Then there are families such as the Jarlgar Headhunters, Ash Wasters granted sanctuary within the hive in exchange for a constant supply of bounties. Jarlgar Venators are scrap-clad savages, who, like the silt-sharks of the Worldsump Ocean, must constantly keep moving if they are to survive. Some Executioner Families are not even families in the true sense, such as the Janus Clan. A clone collective, vat-grown by contract with House Escher, each member of the gang being physically identical and bearing the name of their progenitor.

Guild and Imperial sanctioning for Venator gangs can come in many forms. In addition to the oath-tokens which are bought, sold and traded between Merchants Guilds and hunters, the Guilders maintain their own cadres of Venators. Adjurators, such as Baertrum Arturos III hunt down oath-breakers, including other Bounty Hunters, while shacklemen track escaped slaves for the Guild's pit bosses. Sometimes Guilders might turn to ex-members of their caste or talented individuals who share their qualities for specialised tasks. For instance, the Water Harvesters of Hive Primus have long called upon the abilities of Eyros Slagmyst. The not-quite-human hunter has led bands of Water Harvesters in missions to bring water thieves to justice or liquidate settlements in the name of the Merchants Guild.

Psykers and psyker hunters can also be found in Venator gangs. The most lucrative, and indeed dangerous to hunt, are those who have spontaneously come into psychic powers. So dangerous are these 'rogue psykers' that the Imperial House has issued an open contract on all their kind. Only the most experienced Venator band would pursue such a foe, for they are wont to inadvertently unleash the power of the Warp itself when cornered, but those who do – the Venator Witch Hunters – are among the most feared warriors of the hive cities. Some of these gangs put their faith in anti-psy tech such as psyk-out grenades and neural inhibitors to make their own minds more defensible, then there are those who turn to belief to steel their souls. Venators dedicated to the Cult of the Redemption are not unknown, such as the Red Brothers or the Hammer of Psykers, whose singular purpose is the killing of witches and mutants. Rumours even hint at actual members of the Ministorum and the Adepta Sororitas leading Venator bands, bringing their own special set of skills to the underhive.

Of course, the best defence against a psyker is to have one on your own side. Sanctioned psy-hunters, such as Ortruum 8-8, hire out their services or are hired out by their masters to aid Venators, while others, such as the Psylock Cabals, provide more permanent services if their unusual demands can be met. There is even tell of entire psyker gangs, for example the Wyrd Brethren, who have special dispensation from the Imperial House to operate below the Wall, provided that they submit to obedience implants.

Clan and noble house Venators are perhaps the most 'common' kind of Venators – if any Venator gangs could ever truly bear that moniker. Belladonna Familus Umathurn De'Escher, daughter of Matriarch Majoris Orlena Deytheros Escher, is perhaps one of the Palatine Cluster's most well-known noble Bounty Hunters. While she mostly works alone, or hitches on to gangs that might know something about the assassin she is pursuing, more than once she has fallen in with a group of Venators. It was Belladonna and the Broken Blades, a group of outcast nobles, second sons and disgraced daughters, that held the tide-lock beneath Dust Falls when a neurone plague outbreak unleashed a horde of living dead against the settlement. Famously, Belladonna negotiated a better price from the Guilders even as the zombies battered at the gates, threatening to walk away and leave Dustfalls to its fate, saying *"If I'm getting zombie guts on my armour, you can be damn sure I'm getting paid extra!"*



VENATOR GANGS

GANG COMPOSITION

Venator gangs follow all the usual restrictions and guidelines for creating a gang as described in the *Necromunda Core Rulebook*.

VENATORS IN DOMINION CAMPAIGNS

In a Dominion Campaign, Venator gangs are treated just like any other. They begin the campaign with a Settlement Territory, which they cannot lose, which represents their base of operations; they can take control of unoccupied Territories during the Occupation phase and they can seize control of Territories from other gangs during the Takeover phase.

They claim Territory Boons just like any other gang. However, the way in which a Venator gang deals with Enhanced Boons will depend upon the gang Leader. This is detailed under the Gang Legacy rules (see page 7).

CAPTURED FIGHTERS

A Venator gang will earn additional income for every enemy fighter Captured and not rescued, which they will automatically sell to the Guilders, or for any enemy fighters killed. When the Venators sell Captives to the Guilders, they earn the full value of each fighter in credits rather than the usual half. When an opponent the Venators have just fought deletes a dead fighter from their roster during the Update Roster step of the post-battle sequence, the Venator gang immediately claims half of that fighter's value rounded up to the nearest 5 credits as bounty.

SKILL ACCESS

When creating a Venator gang, pick any four skill sets from the *Necromunda Core Rulebook* apart from Leadership. Rank them from 1 to 4 – 1 being the skill set that most embodies the way you envisage the band operates as a team. Each fighter's access to the skill sets is then determined by referring to the table below – this should be noted down separately.

Fighter	Primary	Secondary
Venator Hunt Leader	1 and 2 plus Leadership	3 and 4
Venator Hunt Champion	1, 2 and 3	4 plus Leadership
Venator Specialist	1 and 2	3 and 4

For example, Sarah is creating a Venator gang. She decides that their four skill sets, ranked in order, are: 1) Savant, 2) Shooting, 3) Combat and 4) Agility. Her Hunt Leader's Primary skill sets are Savant, Shooting and Leadership, and their Secondary skill sets are Combat and Agility. Her Hunt Champion's Primary skill sets are Savant, Shooting and Combat, and their Secondary skill sets are Agility and Leadership.

HANGERS-ON, HIRED GUNS AND DRAMATIS PERSONAE

Venator bands may hire Dramatis Personae and Hive Scum in the same way as other gangs, however they may not hire Bounty Hunters apart from Dramatis Personae (such as Grendel Grendelson). This is because they are already a tightly knit group of Bounty Hunters themselves and are very reluctant to split profits with outsiders, but they will make use of local expertise where it suits their ends, and both Dramatis Personae and Hive Scum represent exactly this.

Note however that a Venator gang may not hire Hangers-on, Brutes or Dramatis Personae who only work with certain gangs, regardless of the Gang Legacy of any of their fighters.



GANG LEGACY

Most fighters in a Venator gang have access to a Gang Legacy as detailed in their fighter profile. A fighter with a Gang Legacy adds additional weapons and Wargear to their equipment list when added to the gang as detailed below:

Gang Legacy	Fighter's Equipment List	Book
Cawdor	Cawdor Word-Keeper	<i>Necromunda: House of Faith</i>
Delaque	Delaque Master of Shadow	<i>Necromunda: House of Shadow</i>
Escher	Escher Gang Queen	<i>Necromunda: House of Blades</i>
Goliath	Goliath Forge Tyrant	<i>Necromunda: House of Chains</i>
Orlock	Orlock Road Captain	<i>Necromunda: House of Iron</i>
Van Saar	Van Saar Prime	<i>Necromunda: House of Artifice</i>
Ironhead Squat	Ironhead Squat Charter Master	<i>Necromunda: Halls of the Ancients</i>
Ogryn	Ogryn Overboss	<i>Necromunda: House of Chains</i>

A Venator Hunt Leader or Venator Hunt Champion may purchase Status Items or Exotic Beasts associated with their Gang Legacy when recruited. For example, a Venator Hunt Leader with a Goliath Gang Legacy may purchase a Sumpkroc.

There is no restriction on differing Gang Legacies within a gang – a Venator gang may contain as many or as few as you wish. However, each fighter may only originate from one House!

ENHANCED BOONS

If a Venator gang's Leader has a Gang Legacy then the gang may claim Enhanced Boons as if they were that gang. However if the Leader does not have a Gang Legacy then the gang may not claim Enhanced Boons.

RATLING VENATORS

As one of the recognised stable abhuman strains, Ratlings often find work as part of a Venator gang. All Ratling Venators are subject to the following rules:

Sniping: This fighter may re-roll Hit rolls of a natural 1 when performing a Shoot (Basic) action after taking the Aim (Basic) action with a Basic Weapon.

Sneaking: Increase the to Hit penalty to make a shooting attack targeting this fighter while they are in cover by 1.

Slopping: At the end of the Set up the Battlefield step of the pre-battle sequence, roll a D6 for each fighter with this rule that is In Recovery. On a roll of 6, a constant supply of 'good' food has helped them recover more quickly – the fighter's In Recovery box on the gang roster is cleared, and they are now available for this battle.

- If the Venator gang also has a Slopper Hanger-on, any Ratling Venators may roll once for this rule and once for the Slopper.

BEASTMAN VENATORS

Beastmen are perhaps the most savage of the Necromunda-sanctioned abhumans, often serving as Bounty Hunters or in underhive kill squads. All Beastmen Venators are subject to the following rules:

Feral Warriors: Beastmen fighters increase their Attacks Characteristic by 1 if they have suffered one or more Flesh Wounds.

Frenzon Conditioning: A history of being considered disposable shock troops, often dosed with Frenzon, has resulted in Beastmen becoming immune to the chem's negative effects. Beastmen fighters never suffer any Side Effects from using Frenzon (see the *Necromunda Core Rulebook*).

VENATOR HUNT LEADER

HOUSE HUNT LEADER (LEADER).....120 CREDITS

When a House Hunt Leader is added to a Venator gang, select one of the below profiles to represent them:

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
House Hunt Leader	5"	3+	3+	3	3	3	4+	2	6+	5+	6+	6+
	4"	3+	3+	4	3	2	3+	2	6+	6+	5+	5+
	4"	4+	2+	3	3	2	4+	1	5+	5+	6+	4+
	6"	3+	4+	3	3	2	2+	3	7+	6+	7+	6+

HOUSE HUNT LEADER SPECIAL RULES

Venator Gang Leader: A House Hunt Leader is subject to all of the rules associated with a Venator Hunt Leader (see page 9).

House Legacy: A House Hunt Leader may select either the Cawdor, Delaque, Escher, Goliath, Orlock or Van Saar Gang Legacy.

OGRYN HUNT LEADER (LEADER).....155 CREDITS

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Ogryn Hunt Leader	5"	3+	5+	5	5	3	3+	3	8+	5+	9+	8+

OGRYN HUNT LEADER SPECIAL RULES

Venator Gang Leader: An Ogryn Hunt Leader is subject to all of the rules associated with a Venator Hunt Leader (see page 9).

Ogryn Legacy: An Ogryn Hunt Leader may select the Ogryn Gang Legacy.

SQUAT HUNT LEADER (LEADER).....130 CREDITS

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

SQUAT HUNT LEADER SPECIAL RULES

Venator Gang Leader: A Squat Hunt Leader is subject to all of the rules associated with a Venator Hunt Leader (see page 9).

Squat Legacy: A Squat Hunt Leader may select the Squat Gang Legacy.

RATLING HUNT LEADER (LEADER).....95 CREDITS

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

RATLING HUNT LEADER SPECIAL RULES

Venator Gang Leader: A Ratling Hunt Leader is subject to all of the rules associated with a Venator Hunt Leader (see page 9).

Ratling: A Ratling Hunt Leader is subject to all of the rules associated with Ratling Venators (see page 7).

BEASTMAN HUNT LEADER (LEADER).....150 CREDITS

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Beastman Hunt Leader	4"	3+	3+	4	4	3	3+	3	7+	5+	7+	7+

BEASTMAN HUNT LEADER SPECIAL RULES

Venator Gang Leader: A Beastman Hunt Leader is subject to all of the rules associated with a Venator Hunt Leader (see page 9).

Beastman: A Beastman Hunt Leader is subject to all of the rules associated with Beastman Venators (see page 7).

VENATOR HUNT LEADER SPECIAL RULES

Gang Leader: A Venator 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 in the *Necromunda Core Rulebook*).

Gang Hierarchy (Leader): During a battle, once this fighter's gang has failed a Bottle check, during any End phase in which this fighter passes its Cool test and does not flee the battlefield, any friendly Venator fighters that are within 12" of this fighter will automatically pass their Cool test 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 Venator 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 are 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 Venator Hunt Leader may choose a skill from their Primary skill sets (as described in the *Necromunda Core Rulebook*). This skill does not cost any XP and does not increase the fighter's credit value.

EQUIPMENT

A Venator Hunt Leader may purchase weapons and Wargear from either an equipment list granted to them by their Gang Legacy or from the Trading Post with an Availability Level of Common or Rare (11) or less:

- During the course of a campaign, a Venator Hunt Leader may be given additional weapons and Wargear purchased from the Trading Post following the usual restriction on Availability Level.
 - Note that during the course of a campaign, a Venator Hunt Leader may not purchase additional weapons or Wargear from any equipment list granted them by their Gang Legacy.
- A Venator Hunt Leader has no restrictions upon the types of weapon they can take; all weapon types are available.

VENATOR HUNT CHAMPION

HOUSE HUNT CHAMPION (CHAMPION) 90 CREDITS

When a House Hunt Champion is added to a Venator gang, select one of the below profiles to represent them:

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
House Hunt Champion	5"	3+	3+	3	3	2	4+	2	7+	6+	7+	7+
	5"	4+	3+	4	3	1	5+	2	6+	6+	6+	5+
	4"	4+	2+	3	3	2	5+	2	7+	5+	8+	8+
	6"	3+	4+	3	3	2	4+	2	7+	7+	8+	8+

HOUSE HUNT CHAMPION SPECIAL RULES

Venator Gang Champion: A House Hunt Champion is subject to all of the rules associated with a Venator Hunt Champion (see page 11).

House Legacy: A House Hunt Champion may select either the Cawdor, Delaque, Escher, Goliath, Orlock or Van Saar Gang Legacy.

OGRYN HUNT CHAMPION (CHAMPION) 125 CREDITS

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Ogryn Hunt Champion	5"	3+	5+	5	5	3	4+	2	8+	7+	9+	9+

OGRYN HUNT CHAMPION SPECIAL RULES

Venator Gang Champion: An Ogryn Hunt Champion is subject to all of the rules associated with a Venator Hunt Champion (see page 11).

Ogryn Legacy: An Ogryn Hunt Champion may select the Ogryn Gang Legacy.

SQUAT HUNT CHAMPION (CHAMPION) 95 CREDITS

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Squat Hunt Champion	4"	4+	3+	3	4	2	5+	2	6+	6+	6+	7+

SQUAT HUNT CHAMPION SPECIAL RULES

Venator Gang Champion: A Squat Hunt Champion is subject to all of the rules associated with a Venator Hunt Champion (see page 11).

Squat Legacy: A Squat Hunt Champion may select the Squat Gang Legacy.

RATLING HUNT CHAMPION (CHAMPION) 50 CREDITS

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Ratling Hunt Champion	4"	5+	3+	2	2	2	3+	1	7+	6+	7+	5+

RATLING HUNT CHAMPION SPECIAL RULES

Venator Gang Champion: A Ratling Hunt Champion is subject to all of the rules associated with a Venator Hunt Champion (see page 11).

Ratling: A Ratling Hunt Champion is subject to all of the rules associated with Ratling Venators (see page 7).

BEASTMAN HUNT CHAMPION (CHAMPION) 100 CREDITS

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Beastman Hunt Champion	4"	3+	4+	4	4	2	4+	2	8+	6+	7+	8+

BEASTMAN HUNT CHAMPION SPECIAL RULES

Venator Gang Champion: A Beastman Hunt Champion is subject to all of the rules associated with a Venator Hunt Champion (see page 11).

Beastman: A Beastman Hunt Champion is subject to all of the rules associated with Beastman Venators (see page 7).

VENATOR HUNT CHAMPION SPECIAL RULES

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

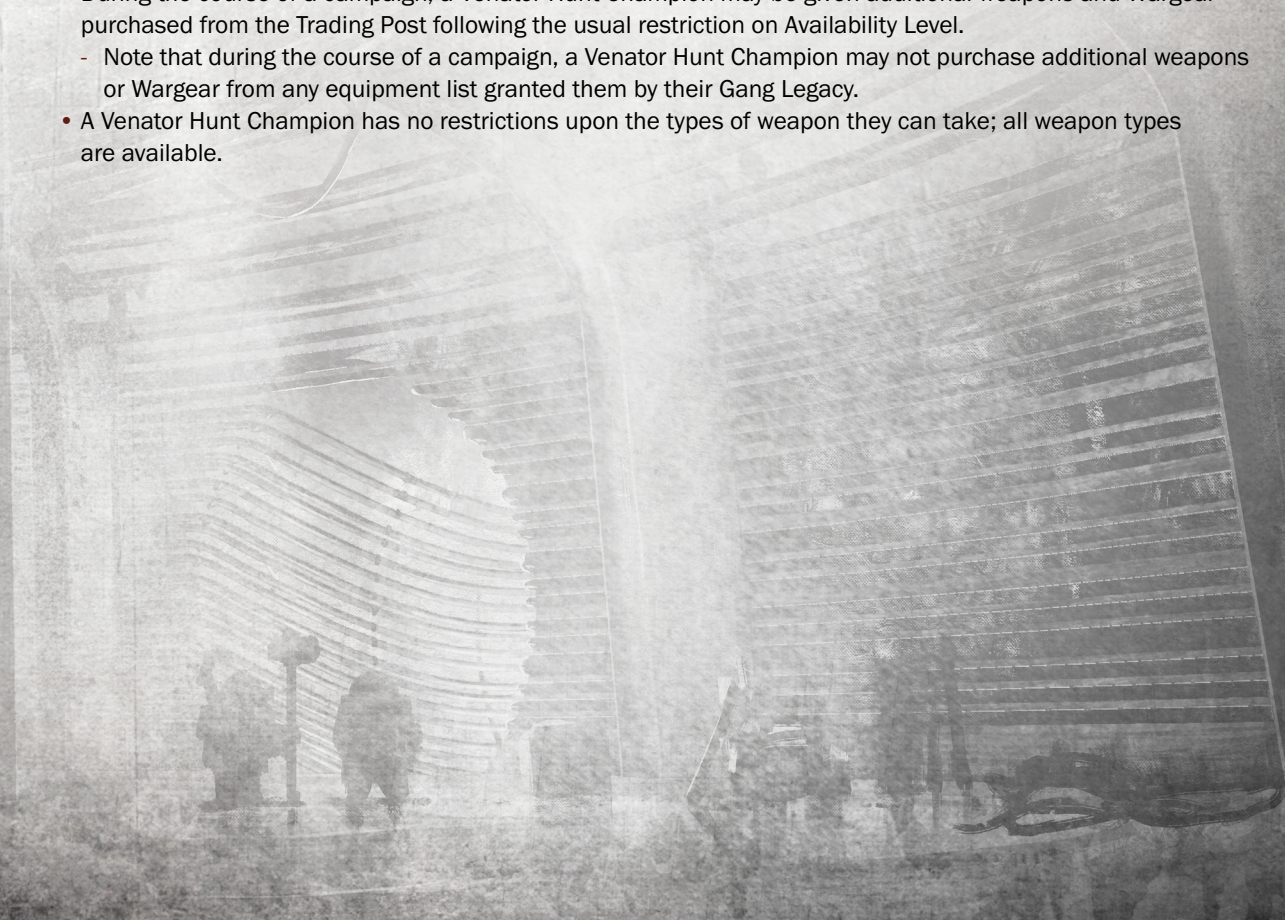
Additional fighters with this special rule activated in this way may not themselves use this special rule during this activation.

Skills: When recruited, a Venator Hunt Champion may choose a skill from their Primary skill sets (as described in the *Necromunda Core Rulebook*). This skill does not cost any XP and does not increase the fighter's credit value.

EQUIPMENT

A Venator Hunt Champion may purchase weapons and Wargear from either an equipment list granted to them by their Gang Legacy or from the Trading Post with an Availability Level of Common or Rare (10) or less:

- During the course of a campaign, a Venator Hunt Champion may be given additional weapons and Wargear purchased from the Trading Post following the usual restriction on Availability Level.
 - Note that during the course of a campaign, a Venator Hunt Champion may not purchase additional weapons or Wargear from any equipment list granted them by their Gang Legacy.
- A Venator Hunt Champion has no restrictions upon the types of weapon they can take; all weapon types are available.



VENATOR HUNTERS

HOUSE HUNTER (GANGER) 50 CREDITS

When a House Hunter is added to a Venator gang, select one of the below profiles to represent them:

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
House Hunter	5"	4+	4+	3	3	1	4+	1	7+	6+	7+	7+
	4"	4+	5+	4	3	1	5+	1	6+	6+	7+	6+
	4"	4+	3+	3	3	1	5+	1	7+	6+	8+	9+
	6"	4+	5+	3	3	1	3+	1	6+	6+	6+	7+

HOUSE HUNTER SPECIAL RULES

Venator Gang Hunter: A House Hunter is subject to all of the rules associated with a Venator Hunter (see page 13).

House Legacy: A House Hunter may select either the Cawdor, Delaque, Escher, Goliath, Orlock or Van Saar Gang Legacy.

OGRYN HUNTER (GANGER) 105 CREDITS

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Ogryn Hunter	5"	4+	5+	5	5	2	4+	2	8+	7+	9+	9+

OGRYN HUNTER SPECIAL RULES

Venator Gang Hunter: An Ogryn Hunter is subject to all of the rules associated with a Venator Hunter (see page 13).

Ogryn Legacy: An Ogryn Hunter may select the Ogryn Gang Legacy.

SQUAT HUNTER (GANGER) 55 CREDITS

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Squat Hunter	4"	4+	4+	3	4	1	5+	1	7+	6+	6+	7+

SQUAT HUNTER SPECIAL RULES

Venator Gang Hunter: A Squat Hunter is subject to all of the rules associated with a Venator Hunter (see page 13).

Squat Legacy: A Squat Hunter may select the Squat Gang Legacy.

RATLING HUNTER (GANGER) 20 CREDITS

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Ratling Hunter	4"	5+	4+	2	2	1	3+	1	7+	7+	8+	5+

RATLING HUNTER SPECIAL RULES

Venator Gang Hunter: A Ratling Hunter is subject to all of the rules associated with a Venator Hunter (see page 13).

Ratling: A Ratling Hunter is subject to all of the rules associated with Ratling Venators (see page 7).

BEASTMAN HUNTER (GANGER) 60 CREDITS

	M	WS	BS	S	T	W	I	A	Ld	Cl	Wil	Int
Beastman Hunter	4"	3+	4+	4	4	1	4+	1	9+	6+	8+	8+

BEASTMAN HUNTER SPECIAL RULES

Venator Gang Hunter: A Beastman Hunter is subject to all of the rules associated with a Venator Hunter (see page 13).

Beastman: A Beastman Hunter is subject to all of the rules associated with Beastman Venators (see page 7).

VENATOR HUNTER SPECIAL RULES

Gang Fighter (Ganger): Fighters with this special rule form the backbone of Venator 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 (Venator Specialist): When the gang is founded, a single Venator Hunter can be promoted to become a Venator Specialist. During Campaign play, additional Venator Hunters may become Venator Specialists by spending Experience (XP), as described in the campaign rules (see the *Necromunda Core Rulebook*). A Venator Specialist gains the Tools of the Trade special rule, has no restriction on which weapons they can use, and may spend XP to gain additional skills.

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

EQUIPMENT

Venator Hunters and Venator Specialists may purchase weapons and Wargear from either an equipment list granted to them by their Gang Legacy or from the Trading Post with an Availability Level of Common or Rare (8) or less:

- During the course of a campaign, a Venator Hunter or Venator Specialist may be given additional weapons and Wargear purchased from the Trading Post following the usual restriction on Availability Level.
 - Note that during the course of a campaign, a Venator Hunter or Venator Specialist may not purchase additional weapons or Wargear from any equipment list granted them by their Gang Legacy.
- A Venator Hunter may only be equipped with Basic Weapons, Pistols, Close Combat Weapons and Wargear.
- Once promoted, a Venator Specialist has no restrictions upon the types of weapon they can take; all weapon types are available.

MODELLING YOUR GANG

The Venators gang roster allows players to assemble a gang using a mix of Forge World's Bounty Hunters, individual models from the various plastic gangs, as well as conversions of their own creation. The Venator gang is by far the most customisable of all of the gangs, as it treats the Trading Post as its House Equipment List, meaning that there are practically no limitations when it comes to making the gang your own!

THE RITES OF THE HUNT

Necromundan Bounty Hunters are a hugely varied class of individuals, ranging from desperadoes and gunslingers who hunt because they know no other way to earn the money they need to buy their next bottle of Wildsnake, to witch-hunters motivated as much by religious fervour as by wealth. Some border on being classified as death cults and are only allowed to exist so long as their murderous instincts serve the Imperial House.

For many Bounty Hunters, the act of coming together into a Venator band is a high-religious experience and one often accompanied by much ritual. The oldest traditions still extant in the hives of Necromunda require the Bounty Hunters to set aside their individual identities for the duration of the hunt, donning hoods, snarling masks and occasionally the executioner's noose used as a symbol of faith across the hive world. When such Venators appear in a settlement, death is never far behind.

DESIGNER'S NOTES

Venator bands present an opportunity to let your gaming imagination run wild – a chance to use the Forge World Bounty Hunters in conjunction with a wide variety of models from the plastic gang sets to create a gang with a character all of its own. The gang list presents a variety of profiles for each character type available, together with unprecedented access to a wide range of equipment thanks to them using almost the entire Trading Post as their Equipment List. The options are almost limitless.

This is deliberate. Venators come from not only all corners of Necromunda, but from all corners of the Imperium and beyond. They are bands of Bounty Hunters thrown together by the knowledge that working in a group is far safer and more profitable in the long run than working alone. Former gang members, deserter Guardsmen, abhumans, even aliens, all can be brought together within this unique gang and over time, just like any other gang it can become more diverse and colourful through the addition of Hangers-on in the form of supporting staff, Exotic Beasts, and so forth.

We would suggest that stat lines be chosen based on the character of the individual model you want to include, something which should also be considered when arming and equipping your fighters. Ask yourself how the stat line and weapons chosen work together, and does the stat line suit the character you'd imagine the model having?

When it comes to selecting the skill sets available to your Venators gang, consider the overall character of the fighters. What is it that brings them together and what makes them work well as a team, what makes their leader a strong character that other ruthless cutthroats will follow? For all the individuals that make up the gang might be wildly different, the gang will function and feel better if careful consideration is given to skills. This is the area in which the group's identity really shines through.

RANGED WEAPONS

The ranged weapons in this category represent those most commonly found on worlds across the Imperium. They may not be considered exotic, but these weapons have become the tried and tested tools of war on a million worlds.

BASIC WEAPONS

ITEM	PRICE	RARITY
Autogun	15 credits	Common
Reclaimed autogun	10 credits	Common
Boltgun	55 credits	Rare (8)
Combat shotgun with salvo & shredder ammo	70 credits	Rare (7)
- with firestorm ammo	+30 credits	Rare (8)
Lasgun	15 credits	Common
Sawn-off shotgun with scatter ammo	15 credits	Common
- with solid ammo	+5 credits	Common
Shotgun with solid & scatter ammo	30 credits	Common
- with executioner ammo	+20 credits	Rare (9)
- with inferno ammo	+15 credits	Rare (8)
Throwing knives	10 credits	Common

PISTOLS

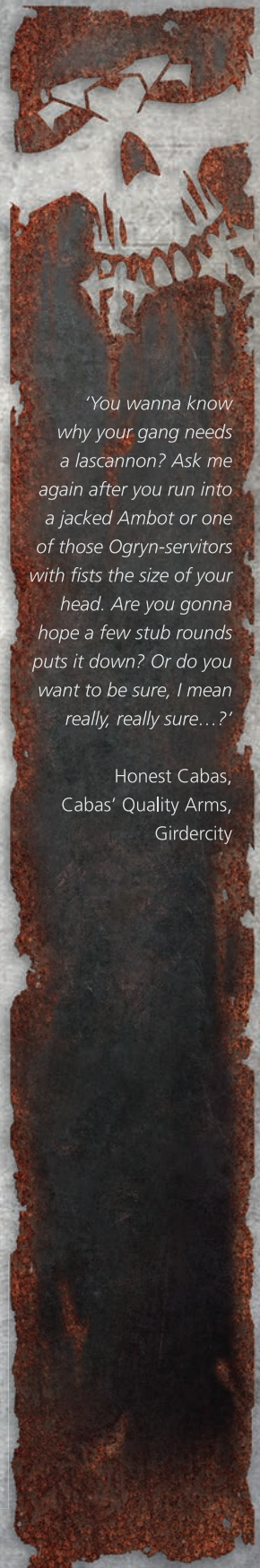
ITEM	PRICE	RARITY
Autopistol	10 credits	Common
Reclaimed autopistol	5 credits	Common
Bolt pistol	45 credits	Rare (8)
Combi-pistol		
- Autopistol/hand flamer	65 credits	Rare (10)
- Autopistol/plasma pistol	50 credits	Rare (10)
- Bolt pistol/hand flamer	110 credits	Rare (11)
- Bolt pistol/plasma pistol	80 credits	Rare (11)
- Stub gun/plasma pistol	40 credits	Rare (8)
Grav pistol	70 credits	Rare (11)
Hand flamer	75 credits	Rare (8)
Las pistol	10 credits	Common
Needle pistol	30 credits	Rare (9)
Plasma pistol	50 credits	Rare (9)
Stub gun	5 credits	Common
- with dumdum rounds	+5 credits	Rare (7)
Web pistol	90 credits	Rare (9)



LASGUN
‘SUMP’ PATTERN
HIVE PRIMUS OUTLANDS

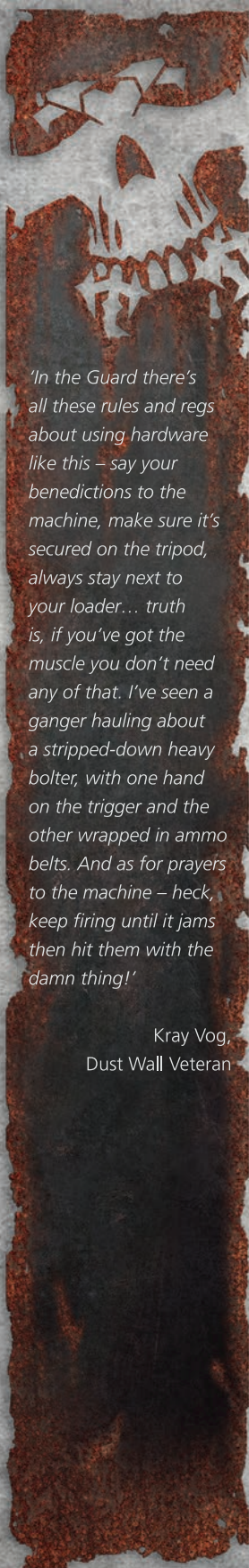


SAWN-OFF SHOTGUN
‘DRINKING HOLE’ CUSTOM
HIVE PRIMUS OUTLANDS



‘You wanna know why your gang needs a lascannon? Ask me again after you run into a jacked Ambot or one of those Ogryn-servitors with fists the size of your head. Are you gonna hope a few stub rounds puts it down? Or do you want to be sure, I mean really, really sure...?’

Honest Cabas,
Cabas’ Quality Arms,
Girdercity



'In the Guard there's all these rules and regs about using hardware like this – say your benedictions to the machine, make sure it's secured on the tripod, always stay next to your loader... truth is, if you've got the muscle you don't need any of that. I've seen a ganger hauling about a stripped-down heavy bolter, with one hand on the trigger and the other wrapped in ammo belts. And as for prayers to the machine – heck, keep firing until it jams then hit them with the damn thing!'

Kray Vog,
Dust Wall Veteran

SPECIAL WEAPONS

ITEM	PRICE	RARITY
Combi-weapon		
- Autogun/flamer	110 credits	Rare (10)
- Autogun/grenade launcher with frag grenades	30 credits	Rare (7)
- with krak grenades	+25 credits	Rare (8)
- with stun rounds	+20 credits	Rare (8)
- Bolter/flamer	180 credits	Rare (8)
- Bolter/grenade launcher with frag grenades	60 credits	Rare (8)
- with krak grenades	+25 credits	Rare (8)
- with stun rounds	+20 credits	Rare (8)
- Bolter/melta	170 credits	Rare (12)
- Bolter/needler	90 credits	Rare (10)
- Bolter/plasma	115 credits	Rare (10)
Flamer	140 credits	Rare (7)
Grav-gun	120 credits	Rare (11)
Grenade launcher with frag & krak grenades	65 credits	Rare (8)
- with choke gas grenades	+35 credits	Rare (9)
- with photon flash grenades	+15 credits	Rare (9)
- with scare gas grenades	+45 credits	Rare (10)
- with smoke gas grenades	+15 credits	Common
- with stun rounds	+25 credits	Rare (8)
Long las	20 credits	Common
Long rifle	30 credits	Rare (7)
Meltagun	135 credits	Rare (11)
Needle rifle	40 credits	Rare (9)
Plasma gun	100 credits	Rare (9)
Web gun	125 credits	Rare (9)

HEAVY WEAPONS

ITEM	PRICE	RARITY
Harpoon launcher*	110 credits	Rare (9)
Heavy bolter*	160 credits	Rare (10)
Heavy flamer*	195 credits	Rare (10)
Heavy stubber*	130 credits	Rare (7)
Lascannon*	155 credits	Rare (10)
Mining laser*	125 credits	Rare (9)
Missile launcher with frag & krak missiles*	165 credits	Rare (10)
Multi-melta*	180 credits	Rare (11)
Plasma cannon*	130 credits	Rare (11)
Seismic cannon*	140 credits	Rare (10)

CLOSE COMBAT WEAPONS

Close combat weapons are common on Necromunda where the confines of a hive city make them brutally effective; all gangers know nothing beats a simple club or trusty chainsword.

KNIVES

ITEM	PRICE	RARITY
Fighting knife	15 credits	Common
Power knife	25 credits	Rare (9)
Stiletto knife	20 credits	Rare (9)

MUNDANE COMBAT WEAPONS

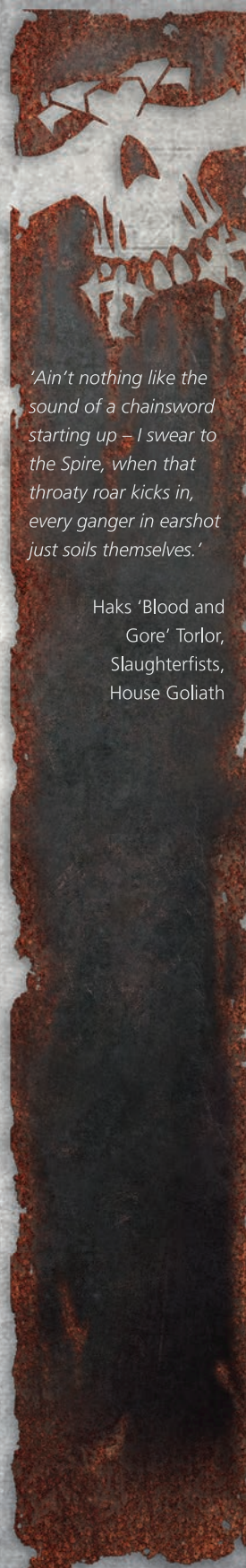
ITEM	PRICE	RARITY
Axe	10 credits	Common
Chainaxe	30 credits	Rare (9)
Chainsword	25 credits	Rare (8)
Cleaver	20 credits	Common
Digi laser	25 credits	Rare (10)
Flail	20 credits	Common
Heavy club	15 credits	Common
Maul (club)	10 credits	Common
Servo claw	35 credits	Rare (10)
Stiletto sword	35 credits	Rare (9)
Sword	20 credits	Rare (6)
Whip	15 credits	Common

POWER/SHOCK WEAPONS

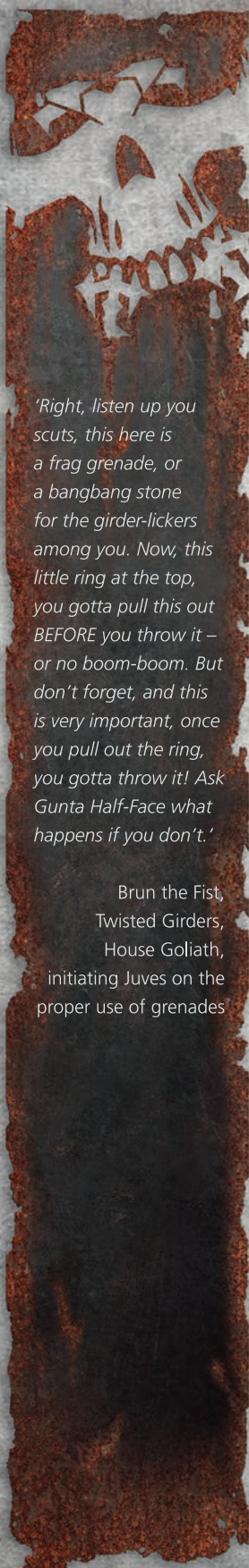
ITEM	PRICE	RARITY
Las cutter	85 credits	Rare (10)
Power axe	35 credits	Rare (8)
Power claw	55 credits	Rare (11)
Power hammer	45 credits	Rare (8)
Power maul	30 credits	Rare (8)
Power pick	40 credits	Rare (8)
Power sword	50 credits	Rare (9)
Shock baton	30 credits	Rare (8)
Shock stave	25 credits	Rare (9)
Thunder hammer	70 credits	Rare (11)

TWO-HANDED WEAPONS

ITEM	PRICE	RARITY
Chain glaive*	60 credits	Rare (7)
Heavy rock cutter*	135 credits	Rare (9)
Heavy rock drill*	90 credits	Rare (9)
Heavy rock saw*	120 credits	Rare (9)
Greatsword*	40 credits	Rare (10)
Polearm*	30 credits	Rare (9)
Two-handed axe*	25 credits	Common
Two-handed hammer*	35 credits	Common



Haks 'Blood and
Gore' Torlor,
Slaughterfists,
House Goliath



'Right, listen up you scuts, this here is a frag grenade, or a bangbang stone for the girder-lickers among you. Now, this little ring at the top, you gotta pull this out BEFORE you throw it – or no boom-boom. But don't forget, and this is very important, once you pull out the ring, you gotta throw it! Ask Gunta Half-Face what happens if you don't.'

Brun the Fist,
Twisted Girders,
House Goliath,
initiating Juves on the
proper use of grenades

WARGEAR

From items such as first aid kits and gun sights carried and used by individuals to the armour they wear for protection, Wargear represents those items that can make all the difference in the heat of battle. Those items of Wargear available in the Trading Post represent those found most readily on Necromunda.

GRENADES

ITEM	PRICE	RARITY
Blasting charges	35 credits	Rare (8)
Choke gas grenades	50 credits	Rare (9)
Demo charge	50 credits	Rare (12)
Frag grenades	30 credits	Common
Incendiary charges	40 credits	Rare (7)
Krak grenades	45 credits	Rare (8)
Melta bombs	60 credits	Rare (11)
Photon flash grenades	15 credits	Rare (9)
Scare gas grenades	45 credits	Rare (10)
Smoke grenades	15 credits	Common
Stun grenades	15 credits	Rare (8)

ARMOUR

ITEM	PRICE	RARITY
Carapace armour		
- Light	80 credits	Rare (10)
- Heavy	100 credits	Rare (11)
Flak armour	10 credits	Common
Hazard suit	10 credits	Rare (10)
Mesh armour	15 credits	Common

FIELD ARMOUR

ITEM	PRICE	RARITY
Conversion field	60 credits	Rare (11)
Displacer field	70 credits	Rare (12)
Refractor field	50 credits	Rare (10)

BIONICS

ITEM	PRICE	RARITY
Aortic superchargers – Mundane	65 credits	Rare (13)
Bionic arm – Mundane	45 credits	Rare (13)
Bionic eye – Mundane	45 credits	Rare (13)
Bionic leg – Mundane	25 credits	Rare (12)
Cortex cogitator – Mundane	15 credits	Rare (11)
Cortex cogitator – Improved	30 credits	Rare (12)
Lobo chip – Mundane	20 credits	Rare (11)
Lobo chip – Improved	45 credits	Rare (12)
Skeletal enhancers – Mundane	70 credits	Rare (13)

GANG EQUIPMENT

ITEM	PRICE	RARITY
Ammo cache	60 credits	Rare (8)
Booby traps		
- Frag trap	20 credits	Common
- Gas trap	40 credits	Rare (8)
- Melta trap	50 credits	Rare (10)

PERSONAL EQUIPMENT

ITEM	PRICE	RARITY
Armoured undersuit	25 credits	Rare (7)
Bio-booster	35 credits	Rare (8)
Bio-scanner	30 credits	Rare (8)
Chem-synth	15 credits	Rare (12)
Drop rig	10 credits	Common
Filter plugs	10 credits	Common
Grapnel launcher	25 credits	Common
Grav-chute	50 credits	Rare (10)
Medicae kit	30 credits	Rare (9)
Photo-goggles	35 credits	Rare (9)
Respirator	15 credits	Common
Servo harness – partial	130 credits	Rare (12)
Servo harness – full	160 credits	Rare (12)
Skinblade	10 credits	Common
Stimm-slug stash	30 credits	Rare (7)
Strip kit	15 credits	Common
Web solvent	25 credits	Rare (8)

WEAPON ACCESSORIES

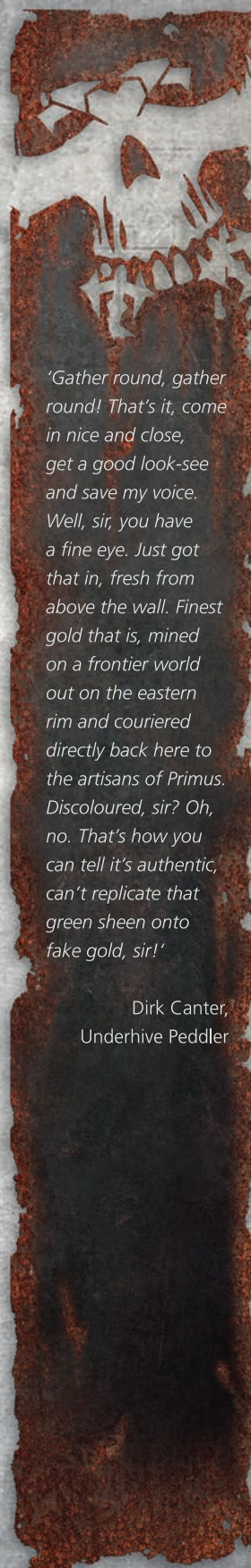
ITEM	PRICE	RARITY
Gunshroud (basic weapons and pistols only)	20 credits	Rare (8)
Hotshot las pack (lasgun and laspistol only)	20 credits	Common
Infra-sight [†] (any ranged weapon)	40 credits	Rare (8)
Las-projector (pistols, basic and special weapons only)	35 credits	Rare (9)
Mono-sight [†] (basic, special and heavy weapons only)	35 credits	Rare (9)
Psi-amplifier [†] (melee weapons only)	75 credits	Rare (15)
Suspensor (weapons with the Unwieldy trait only)	60 credits	Rare (10)
Telescopic-sight [†] (pistols, basic and special weapons only)	25 credits	Common

STATUS ITEMS

ITEM	PRICE	RARITY
Extravagant Goods		
Exotic furs	50 credits	Rare (12)
Gold-plated gun	40 credits	Rare (10)
Master-crafted weapon	* credits	Rare (10)
*25% of the cost of the weapon, rounded up to the nearest 5 credits		
Opulent jewellery	80 credits	Rare (11)
Uphive raiments	50 credits	Rare (10)
Servo-skulls		
Gun skull	65 credits	Rare (12)
Medi skull	80 credits	Rare (12)
Sensor skull	60 credits	Rare (12)

EXOTIC BEASTS

ITEM	PRICE	RARITY
Caryatid	*	Rare (15)



'Gather round, gather round! That's it, come in nice and close, get a good look-see and save my voice. Well, sir, you have a fine eye. Just got that in, fresh from above the wall. Finest gold that is, mined on a frontier world out on the eastern rim and couriered directly back here to the artisans of Primus. Discoloured, sir? Oh, no. That's how you can tell it's authentic, can't replicate that green sheen onto fake gold, sir!'

Dirk Canter,
Underhive Peddler



ENFORCER 'BASTION'
PATROL LAMBDA-VERMILLION-P
LAMBDA SECTOR, HIVE PRIMUS
PALANITE ENFORCERS

IMPERIAL WEAPONS

Item	Price	Legality/Rarity
Basic weapons		
Arc rifle	100 credits	Rare (13)
Stake-crossbow	60 credits	Rare (9)
Pistols		
Inferno pistol	145 credits	Rare (12)
Special weapons		
Storm bolter	95 credits	Rare (12)
Heavy weapons		
Autocannon	160 credits	Rare (10)
Grav cannon	140 credits	Rare (10)
Mole Launcher	100 credits	Rare (11)
Close combat weapons		
Lightning claw	70 credits	Rare (11)
Power fist	100 credits	Rare (11)
Grenades		
Phosphor canister	40 credits	Rare (10)

XENOS WEAPONS

Item	Price	Legality/Rarity
Basic weapons		
Kroot long rifle	30 credits	Rare (10)
Rak'Gol razor gun	60 credits	Illegal (11)
Sling gun	55 credits	Rare (11)
Special weapons		
Hrud fusil	120 credits	Illegal (9)
Necrotic beamer	110 credits	Illegal (12)
Neural flayer	90 credits	Illegal (13)
Yu'vath puzzle box	150 credits	Illegal (15)
Heavy weapons		
Demiurg energy drill	100 credits	Illegal (9)
Close combat weapons		
Xenarch death-arc	75 credits	Illegal (9)
Grenades		
Mindflect shard	50 credits	Illegal (10)

CORRUPTED WEAPONS

Item	Price	Legality/Rarity
Basic weapons		
Warpstorm bolter	60 credits	Illegal (10)
Pistols		
Withertouch pistol	55 credits	Illegal (13)
Special weapons		
Balefire thrower	120 credits	Illegal (9)
Kai hellspear	90 credits	Illegal (12)
Close combat weapons		
Desire's needle	50 credits	Illegal (9)
Goredrinker axe	20 credits	Illegal (9)
Hex'iron blade	25 credits	Illegal (9)
Tenebrous scourge	60 credits	Illegal (10)
Whisperbane knife	30 credits	Illegal (11)
Grenades		
Shard grenades	30 credits	Illegal (9)

SPECIAL AMMUNITION

Item	Price	Legality/Rarity
Needle pistol		
- Chem darts	10 credits	Common
Needler/needle rifle		
- Chem darts	10 credits	Common
Lasgun		
- Focusing crystal	30 credits	Rare (10)
Long las		
- Focusing crystal	30 credits	Rare (10)
Las carbine		
- Focusing crystal	30 credits	Rare (10)
Las sub-carbine		
- Focusing crystal	30 credits	Rare (10)
Las pistol		
- Focusing crystal	30 credits	Rare (10)
Suppression laser		
- Focusing crystal	30 credits	Rare (10)
Shotgun		
- Gas shell	25 credits	Rare (11)
- Shatter shell	15 credits	Rare (9)
Combat shotgun		
- Gas shell	25 credits	Rare (11)
- Shatter shell	15 credits	Rare (9)
Sawn-off shotgun		
- Gas shell	25 credits	Rare (11)
- Shatter shell	15 credits	Rare (9)
Bolt pistol		
- Gas shell	25 credits	Rare (11)
- Shatter shell	15 credits	Rare (9)
Bolter		
- Gas shell	25 credits	Rare (11)
- Shatter shell	15 credits	Rare (9)
Autogun		
- Static rounds	10 credits	Illegal (9)
- Warp rounds	15 credits	Illegal (10)
Stub cannon		
- Static rounds	10 credits	Illegal (9)
- Warp rounds	15 credits	Illegal (10)
Autopistol		
- Static rounds	10 credits	Illegal (9)
- Warp rounds	15 credits	Illegal (10)
Stub gun		
- Static rounds	10 credits	Illegal (9)
- Warp rounds	15 credits	Illegal (10)
Long rifle		
- Static rounds	15 credits	Illegal (10)
- Warp rounds	20 credits	Illegal (11)
Heavy stubber		
- Static rounds	15 credits	Illegal (10)
- Warp rounds	20 credits	Illegal (11)

"Once saw a guy with a bunch of gubbins strapped to his gun. Thought he was invincible. Got fond memories of the stupid look on his face when it blew up on him."

Freyda,
Needle Maidens,
House Escher

"It is important to remember a single rule when using Threadneedle Worms – always give them to someone disposable."

The Forgotten',
Sewerrun Spiders,
House Delaque

ARMOUR

Item	Price	Legality/Rarity
Ablative overlay	20 credits	Common
Archaeo-carapace	120 credits	Rare (12)
Armourweave	20 credits	Illegal (9)
Ceramite shield	40 credits	Rare (8)
Gutterforged cloak	15 credits	Common
Mantle Malifica	75 credits	Illegal (13)
Reflec shroud	30 credits	Rare (8)
Scrap shield	15 credits	Common

PERSONAL EQUIPMENT

Item	Price	Legality/Rarity
Chrono crystal	500 credits	Illegal (14)
Cameleoline cloak	35 credits	Rare (9)
Cred sniffer	35 credits	Rare (8)
Data-thief	35 credits	Illegal (10)
Falsehood	40 credits	Rare (9)
Frenzon collar	30 credits	Rare (9)
Forged Guilder seal	55 credits	Illegal (11)
Grapplehawk	90 credits	Illegal (11)
Gyrinx cat	120 credits	Illegal (14)
Hacked cyber-mastiff	100 credits	Illegal (10)
Halo device	250 credits	Illegal (14)
Harrier-skulls	40 credits	Rare (8)
Hexagrammic fetish	35 credits	Rare (10)
Holochromatic field	100 credits	Illegal (9)
Iron Automata	220 credits	Illegal (14)
Lho sticks	5 Credits	Common
Lock-punch	10 credits	Common
Magnacles	20 credits	Common
Malefic artefact	90 credits	Illegal (13)
Mnemonic inload spike	100 credits	Illegal (12)
Photo-lumens	20 credits	Common
Psi-grub	50 credits	Illegal (12)
Sanctioning writ	25 credits	Illegal (10)
Threadneedle worms	45 credits	Illegal (13)
Xenoculum	80 credits	Illegal (12)

CHEMS

Item	Price	Legality/Rarity
Frenzon	20 credits	Rare (9)
Ghast	30 credits	Illegal (9)
Icrotic slime	35 credits	Rare (10)
Kalma	15 credits	Common
Obscura	30 credits	Illegal (8)
'Slaught	30 credits	Rare (10)
Spur	35 credits	Rare (11)
Stinger mould	75 credits	Rare (13)

BADZONES TRADING POST

Smart gangers know that when exploring the Badzones, a sturdy grapple line or a sniffer rat is often more valuable than the sidearm on your hip. The section that follows presents a collection of additional weapons and Wargear for players to add to their gang. 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.

SPECIAL AMMUNITION AUTO-WEAPON AMMUNITION

The following types of ammunition can be purchased for use in any autogun or autopistol (reclaimed or otherwise), a heavy stubber, or any combi-weapon that includes an auto-weapon component.

Item	Price	Rarity
Plantbuster rounds	15 credits	Rare (9)
Phosphor rounds	10 credits	Rare (8)
Rad rounds	20 credits	Rare (9)

SHOTGUN AMMUNITION

The following types of ammunition can be purchased for use in any shotgun, combat shotgun or sawn-off shotgun.

Item	Price	Rarity
Plantbuster shells	15 credits	Rare (9)
Phosphor shells	10 credits	Rare (8)
Rad shells	25 credits	Rare (9)

Plantbuster Ammunition: Dipping rounds in defoliation compounds, often taken from anti-plant grenades, gives even the humble autogun teeth against a Carnivorous Plant. An added bonus is that plantbuster rounds have also proved effective against Brainleaf Zombies.

Phosphor Ammunition: Adding a phosphorescent coating to rounds is a common practise in the underhive, where sometimes it can be handy to know where your bullets are going; phosphor rounds have the added benefit of tagging anything they hit with glowing dots.

Rad Ammunition: Only slightly less reckless than building a plasma grenade is the process of making rad rounds. Heavily irradiated ammo might inflict horrific wounds upon an enemy, but with little more than a lead-lined clip for protection, they can cause as much damage to the user as their intended target!

BOLT WEAPON AMMUNITION

The following types of ammunition can be purchased for use in any boltgun, bolt pistol, heavy bolter, or any combi-weapon that includes a bolt-weapon component.

Item	Price	Rarity
Gunk bolts	15 credits	Common

Gunk Bolts: Getting hold of old bolt shells is much easier than finding fresh ones. Apart from paperweights and Wild Snake shot glasses, the other use for these cast-off casings is the creation of gunk bolts. They might not hit as hard, but they make a mess when they do.

GRENADE LAUNCHER

The following types of ammunition can be purchased for any grenade launcher. Ammunition marked with an asterisk (*) may also be used in the grenade launcher component of a combi-weapon but gains the Single Shot Weapon Trait.

Item	Price	Rarity
Anti-plant grenades*	40 credits	Rare (7)
Flares*	30 credits	Common
Plasma grenades	100 credits	Rare (12)

DESIGNER'S NOTE: GRENADES AND GRENADE LAUNCHERS

While it might seem logical that a fighter armed with grenades can either fire them from a launcher or hurl them by hand, the reality is that these pieces of wargear are used in very different ways. For example, flares for grenade launchers are harder to come by than their handheld cousins as they require a stable casing and reliable propellant. Most grenade launcher flares are liberated from Palanite Enforcer stores, and still bear the Spider crest of the Imperial House. Equally, plasma grenades are not often fired from grenade launchers – the act of shoving an already unstable explosive into a small tube and then setting off a controlled detonation to propel it often ending badly!

WARGEAR GRENADES

Item	Price	Rarity
Anti-plant grenades	30 credits	Rare (7)
Flares	20 credits	Common
Gunk bombs	40 credits	Common
Plasma grenades	90 credits	Rare (10)

Anti-plant Grenades: Anti-plant grenades contain powerful defoliant chems designed to rob an enemy of cover. When detonated they release a cloud of gas that, while unpleasant, is largely harmless to humans, but will rot away plant matter in moments. While the gangs of the underhive don't have a lot in the way of vegetation to hide behind, they do have to contend with man-eating plants, and so anti-plant grenades have found their way into circulation.

Flares: Areas of complete darkness are common in the underhive, and even more so in the Badzones where powerlines are broken or don't reach. For this reason, having a way to quickly illuminate a large area is handy, and so many gangers carry flares. These range from lumps of magnesium dug out of old factorums and dipped in promethium, to Palanite phosphor rounds that will burn underwater, but all serve the same purpose: bringing light to a place where once there was only darkness.

Gunk Bombs: The underhive is home to myriad kinds of goos, slimes and sludges, most of which are highly poisonous if ingested and unspeakably unpleasant if stepped in. These foul substances are generally known by the catch-all term 'Gunk', and fighters sometimes fashion homemade weapons out of it. Using old grenade casings, corpse-starch tins or even the skulls of small critters, a Gunk bomb combines a little bit of explosive and a lot of sludge to shower its intended targets in filth.

Plasma Grenades: Imperial plasma grenades lack the sophistication of their xenos counterparts, and are often little more than the scavenged innards of a broken plasma gun wrapped in wire and set to overload. Despite the perils of using plasma grenades there are few explosives as satisfyingly destructive, the white hot ball of plasma searing everything it touches and often leaving little behind except for scorched steel and blackened corpses.

PERSONAL EQUIPMENT

Item	Price	Rarity
Archaeotech device	120 credits	Rare (13)
Blind Snake pouch	60 credits	Rare (12)
Guilder cartograph	70 credits	Rare (11)
Mung vase	2D6x10 credits	Rare (12)
Necromunda giant rat	50 credits	Common
Industrial respirator	30 credits	Rare (7)
Isotropic fuel rod	60 credits	Rare (10)
Radcounter	50 credits	Rare (9)
Ratskin map	100 credits	Rare (9)
Second Best	15 credits	Common
Suspensor harness	40 credits	Rare (9)
Wild Snake	30 credits	Common



'BOMBER' JENN,
DEAD EYES,
HOUSE ESCHER

WEAPONS

PISTOLS

Item	Price	Rarity
Autopistol	10 credits	Common
Manstopper rounds	10 credits	Rare (8)
Fragmentation rounds	10 credits	Rare (8)

CLOSE COMBAT WEAPONS

Item	Price	Rarity
Boning sword	20 credits	Common
Butcher's chain cleaver	45 credits	Rare (7)
Butcher's cleaver	25 credits	Common
Flensing knife	15 credits	Common
Heavy chain cleaver	80 credits	Rare (7)
Rotary flensing saw	55 credits	Rare (9)

ARMOUR

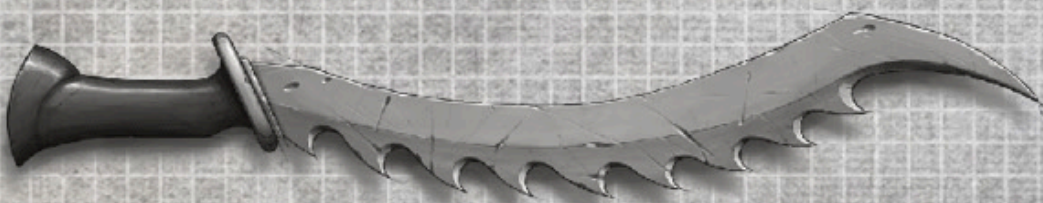
Item	Price	Rarity
Hardened flak armour	20 credits	Rare (10)
Layered flak armour	20 credits	Rare (8)
Hardened layered flak armour	35 credits	Rare (11)



BUTCHER'S CLEAVER
REGISTERED TO PROTEIN
RECLAMATION PLANT DELTA-994
UTILISED IN SECTOR 541P
INSURRECTION



BUTCHER'S CLEAVER
REGISTERED TO PROTEIN
RECLAMATION PLANT OMEGA-26
UTILISED IN SECTOR 145A
INSURRECTION



BONING SWORD
REGISTERED TO BONE SCRIVENER CALDOS, DECEASED
UTILISED IN HAB BLOCK RED-841-DELTA INSURRECTION



"Your gun is your best friend. Keep it clean and loaded or it's your own damn fault when your brains are smeared across the floor."

'Scholar' Daerl, Outriders,
House Orlock

SKILL ACCESS

A Cawdor Word-Keeper has access to the following skill sets:

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

EQUIPMENT

A Cawdor Word-Keeper may purchase weapons and Wargear from the Cawdor Word-Keeper equipment list:

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

CAWDOR WORD-KEEPER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Cawdor polearm
/autogun* 20 credits
 - Master-crafted.....+5 credits
- Cawdor polearm/
blunderbuss with grape &
purgation shot* 40 credits
 - Master-crafted.....+10 credits
 - Emperor's Wrath
rounds+35 credits
- Reclaimed autogun 10 credits
- Sawn-off shotgun
with scatter shot 15 credits
 - Solid shot.....+10 credits

PISTOLS

- Hand flamer 75 credits
- Reclaimed autopistol.....5 credits
- Stub gun.....5 credits
 - Dumdum rounds.....+5 credits

SPECIAL WEAPONS

- Combi-weapon
(autogun/flamer) 110 credits
- Flamer 130 credits
- Long rifle.....30 credits
 - Master-crafted.....+5 credits

HEAVY WEAPONS

- Cawdor heavy
crossbow with frag
& krak shells* 125 credits
- Heavy flamer* 195 credits
- Heavy stubber* 130 credits

CLOSE COMBAT WEAPONS

- Axe 10 credits
- Chain glaive* 60 credits
 - Master-crafted.....+15 credits
- Cleaver 20 credits
- Fighting knife 15 credits
 - Master-crafted.....+5 credits
- Flail 20 credits
- Greatsword* 40 credits
 - Master-crafted.....+10 credits
- Heavy club.....15 credits
- Maul (club) 10 credits
- Polearm* 30 credits
- Two-handed axe* 25 credits
 - Master-crafted.....+5 credits
- Two-handed hammer* 35 credits

WARGEAR

GRENADES

- Blasting charges 35 credits
- Choke gas grenades....50 credits
- Frag grenades 30 credits
- Incendiary charges 40 credits
- Krak grenades 45 credits
- Smoke grenades.....15 credits

ARMOUR

- Flak armour.....10 credits
- Gutterforged cloak.....15 credits
- Mesh armour 15 credits
- Scrap shield 15 credits

PERSONAL EQUIPMENT

- Bomb delivery rats.....30 credits
- Cult icon 40 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Photo-goggles 35 credits
- Respirator 15 credits
- Skinblade 10 credits
- Strip kit 15 credits

WEAPON ACCESSORIES

- Mono-sight (basic,
special & heavy weapons
only)[†].....35 credits

STATUS ITEMS

EXOTIC BEASTS

- 0-2 Sheen Birds.....90 credits

SKILL ACCESS

An Escher Gang Queen has access to the following skill sets:

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

EQUIPMENT

An Escher Gang Queen may purchase weapons and Wargear from the Escher Gang Queen equipment list:

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

ESCHER GANG QUEEN EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun 15 credits
- Boltgun 55 credits
- Lasgun 5 credits
- Sawn-off shotgun.....15 credits
- Shotgun with
solid & scatter ammo..30 credits
- Acid ammo+15 credits
- Throwing knives 5 credits

PISTOLS

- Combi-pistol (bolt pistol/
needle pistol) 60 credits
- Autopistol 10 credits
- Laspistol.....10 credits
- Plasma pistol 50 credits
- Needle pistol 25 credits
- Hand flamer 75 credits
- Stub gun 5 credits
- Dumdum rounds.....+5 credits

SPECIAL WEAPONS

- Combi-weapon
(bolter/flamer) 180 credits
- Combi-weapon
(bolter/needler) 80 credits
- Combi-weapon
(bolter/meltagun) 170 credits
- Combi-weapon
(bolter/plasma gun) ..115 credits
- Flamer 140 credits
- Grenade launcher with
frag & krak grenades...55 credits
- Smoke
grenades+15 credits
- Needle rifle.....35 credits

- 'Nightshade'
chem-thrower 135 credits
- Meltagun 135 credits
- Plasma gun 100 credits

HEAVY WEAPONS

- Heavy stubber* 130 credits
- Plasma cannon* 130 credits

CLOSE COMBAT WEAPONS

- Chainaxe 30 credits
- Chainsword 25 credits
- Fighting knife 15 credits
- Power knife.....25 credits
- Power hammer.....45 credits
- Power sword.....45 credits
- Servo claw 35 credits
- Shock whip.....25 credits
- Master-crafted.....+10 credits
- Stiletto knife.....20 credits
- Stiletto sword 30 credits
- Master-crafted.....+10 credits

WARGEAR

GRENADES

- Choke gas grenades....45 credits
- Frag grenades 30 credits
- Krak grenades 45 credits
- Photon flash
grenades 15 credits
- Scare gas grenades....40 credits
- Smoke grenades.....15 credits
- Stun grenades.....25 credits

ARMOUR

- Carapace armour
- Light 80 credits
- Flak armour.....10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Armoured undersuit 25 credits
- Chem-syth 15 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Photo-goggles 35 credits
- Respirator 15 credits
- Skinblade 10 credits

WEAPON ACCESSORIES

- Gunshroud (Basic Weapons
& Pistols only) 20 credits
- Hotshot las pack (Lasgun
& Laspistol only) 20 credits
- Las-projector (Pistols, Basic &
Special Weapons only). 35 credits
- Suspensor (Heavy
Weapons only) 60 credits

STATUS ITEMS

EXOTIC BEASTS

- O-2 Phyr Cat 130 credits

SKILL ACCESS

A Delaque Master of Shadow has access to the following skill sets:

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

EQUIPMENT

A Delaque Master of Shadow may purchase weapons and Wargear from the Delaque Master of Shadow equipment list:

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

DELAQUE MASTER OF SHADOW EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun 15 credits
 - Master-crafted+5 credits
- Lasgun 15 credits
 - Master-crafted+5 credits
- Shotgun with solid & scatter ammo 30 credits
 - Executioner ammo. +20 credits
- Throwing knives 10 credits

PISTOLS

- Autopistol 5 credits
 - Master-crafted+5 credits
- Flechette pistol with solid & fleshbane ammo 30 credits
 - Master-crafted+10 credits
- Grav pistol 90 credits
 - Master-crafted+20 credits
- Hand flamer 75 credits
- Laspistol 10 credits
 - Master-crafted+5 credits
- Plasma pistol 50 credits
- Stub gun 5 credits
 - Dumdum rounds+5 credits
- Web pistol 80 credits

SPECIAL WEAPONS

- Flamer 140 credits
- Grav gun 120 credits
 - Master-crafted+25 credits
- Long rifle 30 credits
 - Master-crafted+5 credits
- Meltagun 135 credits
- Plasma gun 100 credits
- Web gun 115 credits

HEAVY WEAPONS

- Heavy flamer* 195 credits

CLOSE COMBAT WEAPONS

- Digi laser 25 credits
- Shock stave 25 credits
 - Master-crafted+5 credits
- Stiletto knife 20 credits
 - Master-crafted+5 credits
- Web gauntlet 35 credits

WARGEAR

GRENADES

- Choke gas grenades 50 credits
- Photon flash grenades 15 credits
- Scare gas grenades 40 credits
- Smoke grenades 15 credits
- Stun grenades 10 credits

ARMOUR

- Carapace armour
 - Light 80 credits
- Flak armour 10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Armoured undersuit 25 credits
- Bio-scanner 30 credits
- Cameleoline cloak 35 credits
- Filter plugs 10 credits
- Grapnel launcher 25 credits
- Photo-goggles 20 credits
- Respirator 15 credits
- Skinblade 10 credits
- Web solvent 20 credits

WEAPON ACCESSORIES

- Gunshroud
(Basic Weapons and Pistols only) 10 credits
- Infra-sight[†]
(Pistols, Basic, Special and Heavy Weapons) 35 credits
- Mono-sight[†]
(Basic, Special and Heavy Weapons) 35 credits
- Suspensor
(Heavy Weapons only). 60 credits

STATUS ITEMS

EXOTIC BEASTS

- O-3 Cephalopod
Spektor 100 credits

SKILL ACCESS

A Goliath Forge Tyrant has access to the following skill sets:

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

EQUIPMENT

A Goliath Forge Tyrant may purchase weapons and Wargear from the Goliath Forge Tyrant equipment list:

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

GOLIATH FORGE TYRANT EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Boltgun.....55 credits
- Combat shotgun with salvo & shredder ammo.....60 credits
- Shotgun with solid & scatter ammo.....30 credits
 - Executioner ammo +20 credits
 - Inferno ammo.....+15 credits
- Stub cannon.....20 credits

PISTOLS

- Combi-pistol (bolt pistol/ hand flamer).....110 credits
- Combi-pistol (bolt pistol/ plasma pistol).....80 credits
- Combi-pistol (stub gun/ plasma pistol).....40 credits
- Bolt pistol.....45 credits
- Hand flamer.....75 credits
- Stub gun.....5 credits
 - Dumdum rounds.....+5 credits

SPECIAL WEAPONS

- Combi-weapon (bolter/flamer).....175 credits
- Combi-weapon (bolter/ grenade launcher with frag grenades).....80 credits
- Combi-weapon (bolter/melta).....165 credits
- Combi-weapon (bolter/plasma gun).....115 credits
- Flamer.....140 credits

- Grenade launcher with frag & krak grenades...55 credits
 - Smoke grenades.....+15 credits
 - Stun rounds.....+15 credits
- Meltagun.....135 credits

HEAVY WEAPONS

- Heavy bolter*.....160 credits
- Heavy flamer*.....195 credits
- Heavy stubber*.....130 credits
- 'Krumper' rivet cannon*.....70 credits
- Missile launcher (with frag & krak missiles)*..165 credits
- Multi-melta*.....180 credits

CLOSE COMBAT WEAPONS

- Axe.....10 credits
- Brute cleaver.....20 credits
- Chainsword.....25 credits
- Chainaxe.....25 credits
- Fighting knife.....10 credits
- Maul (club).....10 credits
- Power axe.....35 credits
- Power hammer.....45 credits
- 'Renderizer' serrated axe*.....40 credits
 - Master-crafted +10 credits
- Servo claw.....35 credits
- Spud-jacker.....15 credits
 - Master-crafted.....+5 credits
- Two-handed axe*.....25 credits
- Two-handed hammer*35 credits

WARGEAR

GRENADES

- Blasting charges.....35 credits
- Frag grenades.....30 credits
- Krak grenades.....45 credits
- Smoke grenades.....15 credits
- Stun grenades.....25 credits

ARMOUR

- Carapace armour
 - Light.....80 credits
 - Heavy.....100 credits
- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured undersuit.....25 credits
- Bio-booster.....35 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Photo-goggles.....35 credits
- Respirator.....15 credits
- Skinblade.....10 credits
- Stimm-slug stash.....25 credits

WEAPON ACCESSORIES

- Gunshroud (Basic Weapons and Pistols only).....20 credits
- Suspensor (Heavy Weapons only).....60 credits
- Telescopic sight† (Pistols, Basic and Special Weapons only).....25 credits

STATUS ITEMS

EXOTIC BEASTS

- 0-1 Sumpkroc.....130 credits

SKILL ACCESS

An Orlock Road Captain has access to the following skill sets:

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

EQUIPMENT

An Orlock Road Captain may purchase weapons and Wargear from the Orlock Road Captain equipment list:

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

ORLOCK ROAD CAPTAIN EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Autogun 15 credits
- Boltgun..... 55 credits
 - Master-crafted +15 credits
- Combat shotgun
 - with salvo & shredder ammo 55 credits
- Sawn-off shotgun with scatter shot..... 15 credits
 - Solid shot +10 credits
- Shotgun with solid & scatter ammo.....30 credits
 - Executioner ammo . +20 credits
 - Inferno ammo..... +15 credits

PISTOLS

- Autopistol 10 credits
- Bolt pistol..... 45 credits
 - Master-crafted +10 credits
- Hand flamer 75 credits
- Plasma pistol 50 credits
- Stub gun..... 5 credits
 - Dumdum rounds +5 credits

SPECIAL WEAPONS

- Combi-weapon (bolter/melta)..... 165 credits
- Combi-weapon (bolter/grenade launcher with frag grenades).....80 credits
- Flamer..... 140 credits
- Grenade launcher with frag & krak grenades 65 credits
- Meltagun..... 135 credits
- Plasma gun 100 credits

HEAVY WEAPONS

- Harpoon launcher* 110 credits
- Heavy bolter* 160 credits
- Heavy flamer* 195 credits
- Heavy stubber* 130 credits
- Mining laser* 125 credits
- Seismic cannon* 140 credits

CLOSE COMBAT WEAPONS

- Chainsword 25 credits
- Fighting knife 15 credits
 - Master-crafted +5 credits
- Flail 20 credits
- Las cutter..... 85 credits
- Maul (club)..... 10 credits
- Power knife 25 credits
- Power maul 30 credits
- Power pick..... 40 credits
- Servo claw..... 30 credits
- Two-handed hammer* ..35 credits

WARGEAR GRENADES

- Blasting charges 30 credits
- Demo charges.....45 credits
- Frag grenades 30 credits
- Krak grenades 45 credits
- Melta bombs..... 60 credits
- Photon flash grenades ..15 credits
- Scare gas grenades.....45 credits
- Smoke grenades 15 credits

ARMOUR

- Carapace armour
 - Light 80 credits
- Flak armour..... 10 credits
- Mesh armour 15 credits

PERSONAL EQUIPMENT

- Bio-boosters 35 credits
- Drop rig 10 credits
- Filter plugs 10 credits
- Photo-goggles 35 credits
- Respirator 15 credits
- Servo harness - partial..... 130 credits

WEAPON ACCESSORIES

- Suspensor (Heavy Weapons only) ..60 credits
- Telescopic sight† (Pistols, Basic and Special Weapons only)..25 credits

STATUS ITEMS EXOTIC BEASTS

- 0-3 Cyber-mastiff..... 100 credits

SKILL ACCESS

A Van Saar Prime has access to the following skill sets:

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

EQUIPMENT

A Van Saar Prime is equipped with an armoured bodyglove (included in their starting cost) and may purchase weapons and additional Wargear from the Van Saar Prime equipment list:

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

VAN SAAR PRIME EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Lasgun.....10 credits
 - Master-crafted.....+5 credits
 - Focusing crystal+20 credits
- Las carbine 20 credits
 - Master-crafted.....+5 credits
 - Focusing crystal+20 credits
- Suppression laser.....40 credits
 - Master-crafted.....+10 credits
 - Focusing crystal+20 credits

PISTOLS

- Combi-pistol
(laspistol/meltagun) ..130 credits
- Combi-pistol
(laspistol/plasma gun) 95 credits
- Hand flamer 75 credits
- Laspistol 5 credits
 - Master-crafted.....+5 credits
 - Focusing crystal+20 credits
- Plasma pistol 50 credits

SPECIAL WEAPONS

- Flamer 140 credits
- Grav gun 120 credits
- Meltagun 135 credits
- Plasma gun 100 credits
- Rad gun 100 credits

HEAVY WEAPONS

- Lascannon* 155 credits
- Multi-melta* 180 credits
- Plasma cannon* 130 credits
- Rad cannon* 130 credits

CLOSE COMBAT WEAPONS

- ‘Hystrar’ pattern
energy shield.....50 credits
- Power knife.....25 credits
- Servo claw 30 credits
- Shock baton 30 credits
- Shock stave.....25 credits

WARGEAR GRENADES

- Frag grenades 30 credits
- Krak grenades 45 credits
- Plasma grenades.....65 credits
- Rad grenades.....25 credits
- Smoke grenades.....15 credits

ARMOUR

- Carapace armour
 - Light.....80 credits
- Flak armour.....10 credits
- Mesh armour 15 credits

FIELD ARMOUR

- Conversion field 60 credits
- Displacer field 70 credits
- Refractor field 50 credits

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Grav chute.....40 credits
- Medicae kit 30 credits
- Photo-goggles 35 credits
- Respirator.....15 credits
- Servo harness –
partial 130 credits

WEAPON ACCESSORIES

- Hotshot las pack (lasgun &
laspistol only) 20 credits
- Infra-sight[†] (Pistols, Basic and
Special Weapons only) 25 credits
- Las-projector (Pistols, Basic and
Special Weapons only) 35 credits
- Mono-sight[†] (Basic, Special and
Heavy Weapons only) ..35 credits
- Suspensor
(Heavy Weapons only). 60 credits
- Telescopic sight[†]
(Pistols, Basic and Special
Weapons only) 25 credits

STATUS ITEMS EXOTIC BEASTS

- 0-3 Cyberachnid 75 credits

SKILL ACCESS

An Ironhead Squat Charter Master has access to the following skill sets:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting	Wisdom of the Ancients
-	Primary	Secondary	-	-	Primary	Secondary	Primary	Secondary

EQUIPMENT

An Ironhead Squat Charter Master may purchase weapons and Wargear from the Ironhead Squat Charter Master equipment list:

- During the course of a campaign, an Ironhead Squat Charter Master may be given additional weapons and Wargear purchased from this list and from the Trading Post.
- An Ironhead Squat Charter Master has no restrictions upon the types of weapon they can take; all weapon types are available.

IRONHEAD SQUAT CHARTER MASTER EQUIPMENT LIST

WEAPONS

BASIC WEAPONS

- Ironhead autogun 25 credits
- Ironhead boltgun 95 credits

PISTOLS

- Ironhead autopistol 20 credits
- Ironhead bolt pistol.....45 credits
- Ironhead hand flamer...85 credits
- Ironhead inferno pistol 160 credits
- Ironhead stub gun 10 credits
 - Dumdum rounds+5 credits

SPECIAL WEAPONS

- Ironhead flamer 150 credits
- Ironhead meltagun 155 credits
- Ironhead grenade launcher with seismic grenades.....50 credits

HEAVY WEAPONS

- Ironhead heavy flamer* 210 credits
- Ironhead heavy stubber* 140 credits
- Mining laser* 125 credits

POWER PACK WEAPONS

- Bolt spitter.....40 credits
- Circular stone saw 25 credits
- Gem extractor 50 credits
- Ironhead arc welder...100 credits
- Stone burner.....70 credits

CLOSE COMBAT WEAPONS

- Axe 10 credits
- Fighting knife 15 credits
- Ironhead power fist.....60 credits
- Two-handed chainaxe* 40 credits
- Power hammer.....45 credits
- Two-handed power axe* 65 credits
- Two-handed power pick* 75 credits

WARGEAR GRENADES

- Blasting charges 35 credits
- Frag grenades 30 credits
- Krak grenades 45 credits
- Smoke grenades.....15 credits

ARMOUR

- Carapace armour
 - Light 80 credits
 - Heavy 100 credits
- Flak armour.....10 credits
- Mesh armour 15 credits

FIELD ARMOUR

- Conversion field 60 credits
- Displacer field 70 credits
- Refractor field 50 credits

PERSONAL EQUIPMENT

- Bio-booster 35 credits
- Drop rig.....10 credits
- Filter plugs.....10 credits
- Grav chute.....40 credits
- Medicae kit 30 credits
- Photo-goggles 35 credits
- Photo-lumen.....15 credits
- Respirator.....15 credits

WEAPON ACCESSORIES

- Infra-sight (any ranged weapon)[†] 40 credits
- Mono-sight (Basic, Special and Heavy Weapons only)[†] 35 credits
- Suspensor (weapons with the Unwieldy trait only) 60 credits
- Telescopic sight (Pistols, Basic and Special Weapons only)[†] 25 credits

STATUS SYMBOLS EXOTIC BEASTS

- 0-2 Techmite Autoveyor.....45 credits
- 0-2 Techmite Exovator 078b.....55 credits
- 0-1 Techmite Oculi.....40 credits

SKILL ACCESS

An Ogryn Overboss has access to the following skill sets:

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

EQUIPMENT

An Ogryn Overboss may purchase weapons and Wargear from the Ogryn Overboss equipment list:

- An Ogryn Overboss may purchase Augmetic Weapons when recruited. During the course of a campaign, an Ogryn Overboss may not be given additional Augmetic Weapons.
- During the course of a campaign, an Ogryn Overboss may be given additional weapons purchased from the Hand Weapons section of this list.
- During the course of a campaign, an Ogryn Overboss may be given new Wargear purchased from this list or from the Trading Post and the Black Market.

OGRYN OVERBOSS EQUIPMENT LIST

WEAPONS

AUGMETIC WEAPONS

- Augmetic fist.....40 credits
- Arc welder.....50 credits
- Heavy rock cutter*.....120 credits
- Heavy rock saw*.....110 credits
- Las cutter.....60 credits
- Paired augmetic fists*.....70 credits
- Storm-welder*.....75 credits

HAND WEAPONS

- Axe.....10 credits
- Brute cleaver.....20 credits
- Maul (club).....10 credits
- Spud-jacker.....15 credits
- Two-handed axe*.....25 credits
- Two-handed hammer*.....35 credits

WARGEAR

GRENADES

- Blasting charges.....35 credits
- Demo charges.....50 credits
- Frag grenades.....30 credits
- Incendiary charges.....40 credits
- Krak grenades.....45 credits

ARMOUR

- Carapace armour
 - Light.....80 credits
- Furnace plates.....5 credits

PERSONAL EQUIPMENT

- Armoured undersuit.....25 credits
- Bio-booster.....35 credits
- Drop rig.....10 credits
- Servo harness – partial.....100 credits
- Stimm-slug stash.....25 credits

WEAPON ACCESSORIES

- Suspensors (weapons with Unwieldy trait only).....40 credits