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CONFRONTATION: GANG WARFARE ON AN IMPERIAL HIVE WORLD

Necromunda is just one planet among many in the vast Imperium of mankind. It is a hive world—an overpopulated and overdeveloped planet dominated by humanity. The people live crammed into great hive cities where society has developed into a form of urban tribalism. Everyone belongs to a clan, and everyone at some time in their lives will fight for their clan as a street warrior in a gang. All the resources and industries of the planet are divided among the clans, and each clan has its own special interests and territory which is jealously guarded. Most of the time the clans cooperate with each other, but inevitably rivalry leads to conflict. Feuds and gang warfare are a hazard of life on a hive world like Necromunda. Presiding over the anarchy is the Imperial Commander, who is simply the biggest and most powerful gang leader of them all.

Confrontation is the game of gang warfare and survival on the hive world of Necromunda. You roleplay your gang of characters from skirmish to skirmish through as many feuds and adventures as you wish. Your gang can encounter and confront the gangs and forces of your friends. The gang will develop over time as characters change, veterans are lost, new blood is recruited, and the gang becomes better armed and more experienced. Through the gang, you

explore the complex world of Necromunda, one of the toughest civilizations in the universe. Necromunda is part of the Imperium described in Warhammer 40,000 and Adeptus Titanicus. Players familiar with these will find similar armaments, technology, and troop types included in Confrontation. However, Confrontation deals with warfare in the 41st millennium on the level of the individual character, the gang of a handful of individuals, and the streets of the hive city. In Confrontation, we focus on skirmish warfare in the far future in the greatest depth and detail imaginable. This is the harsh world of the Imperium as the vast majority of humanity experiences it, seen through the eyes of the individual.

ABOUT THIS BOOK

The Confrontation book is divided into five main sections containing rules, background information, and other details about how to play Confrontation:

- **Necromunda: Imperial Hive World** describes the harsh world of Necromunda, its tribal society, the different kinds of gangs, and many other aspects of life on the hive world.
- **The Confrontation Gang** tells you how to create a Necromunda gang and how it can be developed through many skirmishes and conflicts, gaining in experience and fighting prowess.
- **Armaments** describes the variety of weaponry and equipment available on the hive world.
- **The Rules** explains how you can represent the conflict on the streets of the hive world on the tabletop in all its awesome detail.
- **Encounters** provides extra rules and ideas for generating plots, sub-plots, and encounters, hive world landscapes as a setting for your games, and a bestiary giving details of the various kinds of dangerous vermin to be found on Necromunda.

GAME EQUIPMENT

All you need to play are the rules, model gang fighters, a ruler, a pencil, paper, and dice. You can include such forces and terrain features as you wish. The rules cover every aspect of skirmishing on a hive world in the forty-first millennium, enabling you to roleplay your characters and develop your gang from encounter to encounter in as much detail as you like.

SCALES

In Confrontation, 1 tabletop inch represents 2 meters of real distance. In the rules, distances are given in meters and sometimes also in tabletop inches for extra clarity.

Each individual character is represented by a single model, whether a man, creature, vehicle, or building.

The ranges and effectiveness of weapons have been calculated from the basis of individual weapons firing a single shot or blast at a single target.

DICE

This game uses a mixture of dice: six-sided (D6), twelve-sided (D12), ten-sided (D10), and percentage dice (D100). The D10 and D12 are rolled like a normal six-sided die, but give results between 1 and 10 or 1 and 12, respectively.

A D100 is basically a very convenient way of rendering a percentage chance into a dice roll, hence its alternative name of percentage dice. A D100 is not one die but two, each marked 1 to 10 (although 10 is usually represented by 0). The dice should be two different colors, one color representing the tens and the other representing units. For example, if red represents tens and

white represents units, a roll of red 6 and white 4 equals a score of 64. A score of red 0 and white 7 equals a score of 07 (seven). A score of red 7 and white 0 equals a score of 70. A score of red 0 and white 0 equals 100. As you can see, it is possible to generate a number anywhere between 01 and 100 using a D100. When rolling a D100 against a percentage chance, a roll equal to or less than the required percentage chance equals success. A score higher than the percentage chance equals failure. For example, if the percentage chance of scoring a hit is 54, then a score of 67 is a miss, and a score of 24 is a hit.

Dice Conventions

In these rules, dice are indicated by the letter D and the number of sides (e.g., D6, D10, D12, and D100). This saves space in the text and allows us to fit dice rolls into our charts.

You will come across instances in the rules where you are required to roll a series of dice, adding or multiplying the scores or making other modifiers to the scores. These are indicated by the conventions shown below:

- **5D10:** Roll five D10s (or one D10 five times) and add the scores.
- **D10x5:** Roll a D10 and multiply the score by 5.
- **D10xD10:** Roll two D10s and multiply the scores together.
- **D6+1:** Roll a D6 and add 1.
- **2D6+1:** Roll two D6s, add the scores together, then add 1 to the result.
- **2(D6+1):** The presence of brackets indicates that this part of the calculation must be made in isolation before other multipliers are applied. In this case, roll a D6 and add 1, then multiply the total by 2.

CHARACTERS

Each model represents an individual character. Some characters are tougher than others; some are battle-hardened veterans, while others are raw recruits who must prove their worth to the gang. A typical fighting gang will include raw recruits as well as hardened veterans, and will encompass characters with a wide variety of skills and accomplishments. Your gang is unique, you are its leader and its most powerful character. This does not mean you are necessarily the best shot, the best fighter, or even that you have more special skills than anyone else—although chances are that you will have the best all-around abilities. Most of all, you have the quality of leadership. You have what it takes to survive, to inspire loyalty and confidence in your followers, and to provide for them in an otherwise hostile and uncaring world.

CHARACTERISTICS

Characters differ from each other, and can differ very markedly indeed. Some are better at hand-to-hand combat, others excel at shooting, and some may even be rather bad at everything. Never mind! Your gang is like a family; it protects its less experienced members until

they are strong enough to look after themselves.

We define a character's abilities in terms of its characteristics. These are Initiative, Weapon Skill, and Ballistic Skill.

- **Initiative (I)** defines a character's reactions, agility, and general awareness. For game purposes, we express Initiative in numerical terms; the higher the Initiative, the sharper the character's instinctive reactions and the greater their ability to make snap decisions. A character with a naturally low Initiative (e.g., 3 or 4) will be slow-witted, perhaps clumsy, or easily distracted and confused. A low Initiative score may simply reflect inexperience. A character with high Initiative (e.g., 18 or more) is quite the opposite: quick-witted, agile, and decisive.
- **Weapon Skill (WS)** defines a character's ability to fight at close quarters. Although we call this ability Weapon Skill, it corresponds to unarmed fighting ability as well as competence with weapons. Like Initiative, WS is expressed numerically; the higher the WS, the better fighter you are. A character with a low WS (e.g., 30–50) is a relatively poor combatant, perhaps weak, lacking in aggression, or simply inexperienced. A character with a high WS (e.g., 100 or more) is a tough, hardened, and experienced fighter.
- **Ballistic Skill (BS)** defines a character's ability to shoot or throw accurately. This is important, as most combat takes the form of shootouts with pistols and heavier firearms. As with Initiative and WS, BS is expressed numerically. The higher a character's BS, the better shot they are. A character with a BS of 70 or 80 is considered a rather poor shot who will probably miss most of the time. A character with a BS of 170 or more is astonishingly accurate.

SKILLS

There are other skills too, defining a character's medical abilities, for example, or granting special talents such as the ability to fast-draw a weapon from its holster. These special skills are not common to all characters, so we shall leave them for the moment.

GROUP COHERENCY

Even the roughest and most ill-disciplined gang has an internal organization in which characters occupy a pecking order based on their prestige. When it comes to a fight, the gang may divide into groups of two, three, or more characters. For example, one group might confront the enemy while another tries to work around to their rear. The junior members of the gang are kept in line by their more experienced leaders, with fighting groups led by the gang leader or their most powerful supporters. Normally, only the gang leader is allowed to fight alone rather than as a member of a group.

GROUPS

Before a confrontation, the player should organize their gang into one or more groups. Each group must contain at least two models. The gang leader need not be included in a group and can operate on their own if the player prefers. The group's leader is automatically the character with the greatest prestige in the group. This prestige is important because it indicates the group's willingness to follow and obey its leader.

Models comprising a group must remain close to each other at all times. If any model from the group begins its turn not within 6" of at least one other group member, it must:

1. Move to within 6" of another group member. If doing so involves moving across open

ground known to be covered by enemy fire, or if it is impossible to move within 6" of another group member, see below.

2. If in cover, remain stationary. The model may not move unless an enemy model is within 6", in which case it may move away from the enemy.
3. If not in cover, move to the nearest cover within 6". If no such cover is available, the model may either remain stationary this turn or move away from the enemy.

CHANGING GROUPS

Players can merge, divide, or rearrange groups during the game if they wish.

To divide a group, the group leader must give instructions to his followers, which takes 2 actions (speaking 10 words). To merge or rearrange groups, both group leaders must be within 4" of each other for an entire turn, each speaking no less than 10 words (2 actions). The player may then reorganize the models from the groups as desired. Their tabletop positions do not change, and it may be necessary to move characters into position over the following turns.

A group reduced to a single model may merge with any other group by moving to within 6" of any group member. The process is automatic.

ROGUE CHARACTERS

Although we have said that only a gang's leader can operate independently, this is not strictly true. A character with the Rogue skill may also operate independently and may part company from a group at any time.

GROUP MORALE

A group that loses over half its members (either killed or seriously wounded) is "shaken" and will not move closer to the enemy. If a shaken group sustains any further casualties (either killed or seriously wounded), a test is necessary. Roll a D6 and add the group leader's prestige:

- **2–8:** The group loses its nerve and moves away from the enemy. The group does not stop until it leaves the tabletop. If enemies lie between them and escape, they will surrender.
- **9+:** If in cover, the group may remain where it is, but may not advance. Otherwise, the group must retreat to cover, or, if impossible, off the tabletop. If enemies lie between them and escape, they will surrender.

A shaken group can be rearranged with other groups as described above. However, any newly formed group containing more characters from the shaken group than from the non-shaken group is considered shaken. Otherwise, shaken characters are no longer shaken, their courage bolstered by the presence of friends.

GANG LEADER MORALE

You are the gang leader. You are not subject to any of the rules governing morale and organization, cannot be shaken, and can always act as you wish regardless of the risk to your personal safety. Your life is in your hands!

THE SEQUENCE OF PLAY

The game is played through a series of game sequences. Every game sequence is divided into a procedure phase, a turn phase, and a hand-to-hand combat phase.

THE PROCEDURE PHASE

During the procedure phase, the GM or a player ensures that any necessary procedural requirements are attended to—for example, the movement of smoke markers resulting from

smoke grenades thrown during the previous game sequence. The rules will mention other instances when a dice roll or test must be made during the procedure phase.

THE TURN PHASE

During the turn phase, each character takes an individual turn, one after the other. The character with the highest Initiative takes the first turn, followed by the character with the next highest, and so on until every character has taken a turn. To keep track of turns within the turn phase, the GM or a player should count down aloud from the highest Initiative downward. Each model takes its turn when its Initiative is called.

If two or more characters have the same Initiative value, players may simply agree on who goes first. In situations where turn order is critical, players roll a die; the highest-scoring player takes their turn before their opponent.

During their turn, a character may accomplish 4 actions. Actions are discussed later in detail. For now, it is sufficient to know that actions include moving, firing weapons, throwing grenades, and performing various tasks. The results of a character's actions are resolved immediately.

HAND-TO-HAND COMBAT PHASE

Once every character has taken a turn, the hand-to-hand combat phase begins. During this phase, all models engaged in hand-to-hand combat fight. Models may become engaged in hand-to-hand combat during the turn phase, or may begin the game sequence already engaged.

GAME SEQUENCE SUMMARY

1. Procedure phase
2. Turn phase
3. Hand-to-hand combat phase

THE TURN PHASE: INITIATIVE MODIFIERS

The Initiative of a model is modified if the character is carrying certain heavy items, if the character is wounded, or under other circumstances indicated in the rules. The chart below illustrates typical penalties:

Situation / Item	Penalty
Knife	0
Sword	0
Pistol	0
Basic weapon (rifle type)	-3
Heavy weapon (e.g., autocannon)	-5

Carrying up to 5 micro grenades	0
Carrying up to 5 missiles for missile launcher	0
Carrying up to 5 standard power packs	0
Carrying up to 50 rounds of bolter, shuriken, or conventional ammunition	0
Carrying up to 100 needler shots	0
Carrying up to 5 total flamer, webber, or webber solvent canisters	0
Carrying up to 1 normal grenade	0
Carrying more than 1 weapon	-1 per extra weapon/batch (discounting a single knife, but including unloaded ammunition)
Each light wound suffered	-4
Each serious wound suffered	-10
Wearing a helmet	-3
Wearing a power armor suit	-3
Wearing flak armor	-2
Wearing a mesh armor vest	-1
Wearing a plate armor breastplate	-2
Wearing an exo-armor suit	-21

Carrying a shield or power shield	-2
Carrying a single heavy item (20–50 kg, including medi-kit)	-5
Carrying up to 5 small objects (communicator, respirator, scanner, separate infra/photo visors or goggles, targeter)	0
Carrying more than 5 small objects	-1 per additional 5 extra objects

The penalties are cumulative. For example, a character with two light wounds and one serious wound suffers a total Initiative penalty of -18. If their original Initiative was 14, it becomes -4. For a character carrying more than 1 weapon, an additional -1 penalty is applied for each additional weapon and each batch of unloaded ammunition or grenades. Loaded ammunition is considered integral to the weapon. The notable exceptions are a single knife and up to 100 needler shots, either or both of which may be carried alongside other weapons without additional penalty.

- A character with two pistols suffers a penalty of -2 ($0 + 1 + 0 + 1 = 2$).
- A character armed with a pistol and 3 micro grenades suffers a penalty of -2 ($0 + 1 + 0 + 1 = 2$).
- If armed with a lasgun (a rifle-sized weapon), carrying a pistol, 3 micro grenades, and wearing a helmet, the penalty increases to -9 ($0 + 1 + 0 + 1 + 3 + 1 + 3 = 9$).

It is possible and quite common for a character to have a negative Initiative score. This does not prevent the character from taking a turn as normal, though they will act after characters with higher scores.

DELAYED TURN

A character may forego their turn when their Initiative is called. The character may then take their turn during or immediately before any following Initiative call. Once the character with the lowest Initiative has taken their turn, any model that has not yet taken a turn has one final chance to do so before the hand-to-hand combat phase.

SNAP FIRING

Any character has the option to make a single firing action at any time before their Initiative level is called. Their chance of hitting is halved, and the model forfeits its turn for the current sequence.

Snap firing can occur during another model's turn. However, snap firing may not interrupt an opponent's firing result once a shot has been declared and fired. This exception prevents players from snap firing mid-turn as soon as it becomes obvious their character has been hit.

EVADE

If a character is shot at before their Initiative is called, they can throw themselves to the ground or roll into cover within 1 m. This is called an evade. The model forfeits its turn for the current sequence.

A character who evades can still be shot at, but all chances of hitting them are halved for the duration of the current turn sequence.

CHARACTERS WITH THE SAME INITIATIVE

If two or more characters have the same Initiative, players may agree on who moves first (e.g., deferring to the player who speaks first, taking turns simultaneously, or alternating between sequences). In situations where turn order is critical, players roll a die, and the highest score takes priority.

ACTIONS

During their turn, each character may perform up to 4 actions. Each action takes a quarter or more of the time available during the turn.

The actions listed below are common tactical options. Any other reasonable activity may be performed with the agreement of fellow players.

Normal Actions (1 Action / Quarter Turn Each)

- Walk up to 3 m over open ground
-
- Run up to 6 m over open ground
-
- Crawl up to 1 m over open ground
-
- Drag a human-sized load up to 2 m
-
- Walk through debris, sludge, wreckage, or inside buildings up to 2 m
-
- Walk or crawl through dense wreckage or deep sludge up to 1 m
-
- Dive to a prone position within 1 m

-
- Kneel from a standing position
-
- Kneel from a lying position
-
- Lie down from a standing or kneeling position
-
- Stand from a kneeling position
-
- Rest a weapon
-
- Aim a weapon
-
- Fire two shots (semi-automatic)*
-
- Fire six shots (fully-automatic)*
-
- Fire one shot (single-shot, non-automatic)*
-
- Throw a grenade*
-
- Switch an energy field defense on or off*
-
- Operate a hand-held item (e.g., a scanner)
-
- Draw or put away a weapon (other than a heavy weapon)*
-
- Retrieve a grenade, new magazine, power pack, ammo canister, or other hand-held item*
-
- Eject a spent magazine, power pack, or ammo canister*
-
- Pick up a hand-held item from the ground, table, etc.*
-
- Speak up to 5 words of command or instruction*
-

Half-Turn Actions (2 Actions Each)

- Lift or put down a large or cumbersome object (up to 50 kg)
-
- Ready or stow any heavy weapon
-

Full-Turn Actions (4 Actions Each)

- Retrieve a hand-held item from a dead, wounded, or knocked-out model
-
- Reload or fit a new magazine, power pack, or fuel cell
-

COMBINED ACTIONS

- A walking action may be combined with any single action marked with an asterisk (*) as a single combined action (e.g., walking and ejecting a magazine, walking and firing, or walking and drawing a weapon).
-
- A running action may be combined with a firing or throwing action, but not with other asterisked (*) actions.
-

DROPPING ITEMS

A character may drop any hand-held item at any time. This does not cost an action and immediately frees the hand to hold another item.

FIRING RESTRICTIONS

It is not possible to fire more than one single shot from a non-automatic weapon, four semi-automatic shots, or twelve fully-automatic shots during a single turn. For automatic weapons, this cap corresponds to two actions of continuous firing at maximum rate.

SIGHT AND ACTION

A character can generally see what a real person could see under the same circumstances. While players can check sightlines by taking a model's-eye view of the board, tabletop models cannot duck or lean dynamically behind cover. Realistically, an enemy poking a head or gun barrel over a wall will not always be spotted immediately.

TARGETING

To fire at a target, a character must be able to see it. The firer must have a clear line of sight to the target, and the target must lie within the firer's 90-degree arc of vision.

VISIBILITY

When cover partially obscures a target so that only the head or upper body is exposed, the maximum ranges at which the target can be seen are limited as follows:

Activity	Part Exposed	Maximum Distance Seen
Observing around a corner	Head only	40 m (20")
Observing over cover	Head only	30 m (15")
Observing from a window	Head only	20 m (10")
Aiming/firing from a corner	Head, arms, chest	80 m (40")
Aiming/firing standing from cover	Head, arms, chest	60 m (30")
Aiming/firing kneeling from cover	Head, arms	50 m (25")
Aiming/firing standing from a window	Head, chest, 1 arm	40 m (20")
Aiming/firing kneeling from a window	Head, 1 arm	30 m (15")

GIVING AWAY YOUR POSITION

A character behind cover cannot be seen beyond the ranges listed above. However, if the character fires a weapon, they are revealed immediately.

A character seen moving into cover is also considered to have given away their position; they retain the defensive benefit of the cover, but can be targeted as if spotted in the open.

A character can break sight completely by moving behind cover so no part of their model is

exposed. If they spend their entire subsequent turn fully hidden, standard visibility restrictions apply again. A character may not drop behind cover on one turn and pop back up on the next turn claiming to be hidden.

REACTION

If a target was not visible in the previous turn sequence, a firer must pass a Reaction roll before firing. The firer states their intent to fire, spends 1 or more actions aiming or resting their weapon, and makes the Reaction test (30% base chance).

- **Failure:** The character cannot fire and loses the action(s) that would have been spent firing.
-
- **Success:** The character may fire normally.
-

EXAMPLE OF PLAY

Using cover effectively allows fighters to avoid enemy fire. Direct assaults against dug-in positions will usually fail; successful assaults rely on smart positioning, delayed turns, and snap firing.

Setup:

- **Model A** is kneeling behind a mound of debris, covering the approach.
-
- **Models 1 and 2** are attacking, starting 80 meters away behind a similar mound of debris.
-
- A third pile of debris lies between them, 45 meters from Model A. Neither side has sight of the other initially.
-
- **Initiatives:** Model 1 = 6, Model A = 4, Model 2 = 2.
-

First Sequence:

1. **Model 1 (Init 6):** Runs out from cover, ending 60 meters from Model A. This is too far to spot Model A (who is kneeling behind cover, exposing only head and arms). Model 1's turn ends.
- 2.
3. **Model A (Init 4):** Aims for 2 actions and attempts to fire at Model 1. Because Model 1 was not visible in the previous turn sequence, Model A must pass a Reaction roll. Model A fails the roll and cannot fire. Because Model A has not fired and Models 1 and 2 are more than 50 meters away, Model A remains unseen.

- 4.
5. **Model 2 (Init 2):** Does nothing (choosing caution over exposing both attackers at once).
- 6.

Second Sequence:

1. **Model 1 (Init 6):** Runs toward the center cover. As Model 1 moves, Model A declares a snap fire. Model A's hit chance is halved for snap firing. Model A misses, allowing Model 1 to reach cover and dive behind it.
- 2.
3. **Model A (Init 4):** Forfeits its normal turn because it snap fired. However, snap firing revealed Model A's position.
- 4.
5. **Model 2 (Init 2):** Wants to fire at Model A and aims for 2 actions. Because Model A only revealed their position during this current sequence, Model 2 must make a Reaction roll. Model 2 fails the roll and cannot fire. Because Model 2 did not fire, Model 2 remains unseen by Model A.
- 6.

Third Sequence:

1. **Model 1 (Init 6):** Kneels up behind cover and spots Model A (at 45 meters range). Model 1 aims at Model A, but before Model 1 fires, Model A declares a snap fire. Model A fires and misses. Model A loses its turn for snap firing. Model 1 completes its turn by firing at Model A (misses) and ducking back down behind cover.
- 2.
3. **Model 2 (Init 2):** Takes a turn, kneels, aims for 2 actions, and fires at Model A—scoring a hit and inflicting an arm wound.

FIRING

PROCEDURE

During their turn, a model may fire with any weapon or throw any object (e.g., grenade, knife) held in their hand(s). While it is possible to shoot any firearm single-handed, accuracy for non-pistol weapons is severely reduced. A model cannot fire a weapon that is not held in their hands; players must note which weapons a character is holding at all times.

The standard firing sequence is as follows:

1. **Targeting:** Determine if the character can target the intended subject.
- 2.
3. **Hit Roll:** Determine if the shot hits. For missed grenades or scatter weapons, determine the point of impact.
- 4.
5. **Hit Location:** Determine where the shot strikes the target (head, body, arms, or legs).

- 6.
7. **Armor Penetration:** Determine if the shot penetrates the target's armor.
- 8.
9. **Damage:** Determine if the target is wounded or killed.
- 10.

TARGETING

A character may fire at any visible target within their weapon's range during their turn. A target may be an enemy model or an inanimate object (e.g., a window, a specific section of ground). The firer must have a clear line of sight (LOS) to the target within a 90-degree forward arc of vision.

LOS cannot be drawn over or through cover unless that cover lies within 1 m of the firer or the target. LOS cannot be drawn through intervening models.

All firing is resolved using model positions at the moment of the firer's turn. If a potential target moves out of range or LOS during its own turn, it can no longer be targeted. Partially obscured targets may be fired upon if at least part of their body is visible.

REACTION ROLL

If a target was not visible to the firer during the previous game sequence (due to cover, intervening terrain, or facing direction), the firer must pass a Reaction roll before firing.

The player rolls a D100:

- **30 or less:** Success. The character fires normally.
-
- **31 or higher:** Failure. The character cannot fire this turn and loses 1 action.
-

For semi-automatic or fully automatic weapons firing across multiple actions, only a single Reaction roll is required for the entire sequence.

HIT ROLL

A character's Ballistic Skill (BS) provides their base percentage chance to hit.

- **Range Penalties:** Each weapon has a specific accuracy penalty per meter of range (e.g., a Boltgun suffers -2% per meter).
-
- **Situational Modifiers:** Additional penalties or bonuses apply based on environmental and tactical circumstances (e.g., moving and firing in the same action incurs a -25% penalty).
-

To resolve the shot, roll a D100 against the final calculated percentage chance:

- **Minimum To Hit:** Every shot retains at least a 2% chance to hit regardless of negative modifiers, unless the target is beyond the weapon's maximum range.
-
- **Automatic Miss:** A roll of 00 (100%) always misses. The maximum chance to hit is 99%.
-
- **Automatic Hit:** Aiming and shooting at a prone, unconscious, fully exposed, and immobilized target within 2 m hits automatically (unless a 00 is rolled). The shooter skips the hit location roll and chooses the strike location directly.
-

SEMI-AUTOMATIC AND FULLY AUTOMATIC FIRE

- **Semi-Automatic:** Fires 2 shots per action (maximum 4 shots per turn across up to 2 firing actions).
-
- **Fully Automatic:** Fires 6 shots per action (maximum 12 shots per turn across up to 2 firing actions).
-

Roll to hit separately for each shot. Penetration and damage are calculated after the total number of hits is established.

- **Spreading Fire:** A model may cease firing after any individual hit roll to conserve ammunition or spread fire across actions.
-
- **Following Fire:** A character firing in semi- or fully automatic mode may shift fire to a new target within 5 m of the previous target, provided the new target is visible. Target shifts can be declared after any individual to-hit roll.
-

THROWING GRENADES AND KNIVES

Objects can be thrown at targets up to 30 m (15") away using standard firing procedures. If a thrown object misses, use the scatter rules to determine where it lands.

FIRING TO-HIT MODIFIERS

Situation / Condition	Modifier
1st and each successive semi-auto shot (cumulative per turn)	-5%

1st and each successive fully auto shot (cumulative per turn)	-10%
Aiming (per consecutive action, max +20%)	+5%
Resting weapon	+5%
Firing and moving in the same turn	-10%
Firing and moving in the same action	-25%
Firing and running in the same action	-50%
Target is prone	-30%
Firer has a light wound (per wound)	-15%
Firer has a heavy wound (per wound)	-40%
Firing with a light arm wound (Pistol)	-30%
Firing with a light arm wound (Basic weapon)	-15%
Firing with a light arm wound (Heavy weapon)	-20%

Firing off-hand (left hand for a right-handed firer)	-30%
Firing a Basic weapon one-handed	-30%
Firing a Heavy weapon one-handed	-100%
Firing two weapons simultaneously	-15%

Rule Clarifications

- **Automatic Weapons:** Automatic penalties accumulate per shot fired in a turn. If fire is paused for an action and resumed later, the modifier resets as a fresh sequence. Auto modifiers apply only to the first shot of a burst when combined with Aiming.
-
- **Aiming:** A model foregoes firing to aim. Aiming bonuses can carry over between turns if neither firer nor target moves. Maximum bonus is +20% (4 actions).
-
- **Resting:** A weapon may be rested on a wall, ledge, or surface roughly 1 m high (or on the ground if prone). Resting takes 1 action. The bonus is lost immediately upon moving.
-
- **Movement Modifiers:** Movement includes any positional change (e.g., kneeling, standing, turning). Penalties for moving during the action and moving during the turn are cumulative (e.g., moving and firing in the same action results in a combined -35% modifier).
-
- **Arm Wounds:** Arm penalties apply to any arm used to hold or steady the weapon.
-
- **One-Handed / Dual Firing:** Penalties for firing one-handed, off-handed, and dual-wielding are fully cumulative.
-

RANGE MODIFIERS

Deduct the indicated percentage from the chance to hit for every meter of distance to the target:

Weapon	Deduction per Meter

Lascannon, Multi-laser, Heavy Boltgun, Autocannon, Shuriken Cannon, Heavy Plasma Gun, Beamer, D-Cannon	-1%
Lasgun, Boltgun, Autogun, Shuriken Catapult, Missile Launcher, Flamer, Multi-melta, Plasma Gun, Heavy Webber	-2%
Laspistol, Bolt Pistol, Stub Gun, Heavy Stubber, Shuriken Pistol, Hand Flamer, Melta Gun, Plasma Pistol, Web Gun, Hand-thrown objects (grenades, knives)	-3%
Autopistol, Grenade Launcher, Hand Bow, Needle Pistol, Web Pistol	-4%
Needle Gun	-1%

DUAL WIELDING AND SPECIAL TARGETING

- **Firing Two Weapons Simultaneously:** A model may fire a weapon from each hand. Base accuracy penalties apply based on weapon class:
 -
 - Pistols: -15%
 -
 - Basic Weapons: -45%
 -
 - Heavy Weapons: -115%
 -
 - Off-hand penalty: Additional -30% for the secondary hand.
 -
 - If targeting two different enemies, halve the final hit chance for each weapon (minimum 1%).
 -
- **Firing Into Hand-to-Hand Combat:** Roll to hit normally. If successful, randomize which combatant is hit, assigning an equal probability to each model in the fight.
-
- **Stray Shots:** Draw a straight line of sight from the firer through the target to maximum

range. Any model (friend or foe) within 2 m of this line may be hit by a stray shot. If a hit roll misses and comes up as a double (e.g., 11, 22, 33) or a 00, a stray shot strikes a random model along that line.

HAND-TO-HAND COMBAT

Hand-to-hand combat covers close-quarters fighting where opponents are within physical striking distance (1 m). Models may strike with melee weapons or fire firearms at point-blank range. Firearms used in close combat resolve hit location, penetration, and damage as a single point-blank shot. Models without weapons fight unarmed.

INITIATING COMBAT

When a model moves within 1 m of an enemy, either player may declare hand-to-hand combat. Engaged models become **pinned** and cannot move, fire, or take other actions for the remainder of the turn sequence.

If a model has not yet taken its turn when approached, it may declare a pre-emptive turn to fire at the approaching enemy before combat is joined.

RESOLVING COMBAT

All close combat is resolved during the Hand-to-Hand Combat Phase at the end of the turn sequence.

1. **Combat Roll:** Each player rolls a D100, adds their character's Weapon Skill (WS), and applies all relevant combat modifiers.
- 2.
3. **Determine Winner:** The character with the higher total score wins the combat.
- 4.
5. **Strike:** The winner may immediately strike a single blow against the loser using an available weapon. The winner may choose not to strike.

COMBAT MODIFIERS

Condition	Modifier
Sword	+100
Knife	+70

Power Glove	+60
Attacking opponent from behind	+50
Following up after winning previous combat	+40
Fighting from a higher level than opponent	+20
Pistol used as melee weapon	+20
Bare fists or improvised weapon	-10
Basic weapon used as melee weapon	-20
Using a weapon in each hand	-30
Off-hand weapon (left hand)	-30
Heavy weapon used as melee weapon	-50
Outnumbered (per additional engaged opponent beyond the first)	-50
Each light wound	-20

Each serious wound	-60
Prone, lying down, or floored	-100

COMBAT ROLL MULTIPLIERS

Modifiers apply to the D100 combat roll to reflect the enhanced close-combat physical strength conferred by powered armor suits and defensive postures.

- **Wearing Power Armor:** x2
-
- **Wearing Dreadnought Armor:** x8
-
- **Defending:** x2
-

Example: A basic D100 roll of 56 is doubled to 112 if wearing Power Armor, and multiplied to 448 if wearing Dreadnought Armor.

STRIKING A BLOW

The winning character in a close combat may strike a single blow. The percentage chance to hit equals their Weapon Skill (WS).

- **Firearms in Melee:** If armed with a pistol or other firearm, a successful hit indicates the opponent has been shot at point-blank range.
-
- **Misses:** If the winner misses the hit roll, no damage is caused, but the winner may still push the enemy back or knock them to the ground.
-
- **Resolving Hits:** If a blow hits, determine hit location, armor penetration, and damage using standard shooting procedures.
-

PUSH-BACKS

A character who loses hand-to-hand combat is overpowered and may be pushed back or thrown down. Roll a D6 on the table below to determine the distance pushed back and the chance of being knocked prone:

D6 Roll	Push-Back Distance	Chance Thrown to Ground
1	2 m	5%
2	2 m	10%
3	3 m	15%
4	3 m	20%
5	4 m	30%
6*	5 m	40%

** Knockout Chance: If a 6 is rolled and the character is thrown to the ground, roll an additional D6. On a roll of 6, the loser is knocked unconscious for the rest of the game.*

Special Push-Back Conditions

- **Powered Armor:** If pushed back by an opponent in Power Armor or Dreadnought Armor, double both the push-back distance and the chance of being thrown to the ground.
-
- **Power Glove:** If pushed back after receiving a blow from a Power Glove (whether armor is penetrated or not), the attacker maintains a power-grip on the targeted body area. As the victim is pushed away, that body part is torn away regardless of armor worn. This usually kills outright; surviving characters (10% chance for an arm or leg, 25% for a hand) are rendered unconscious for the remainder of the battle.
-
- **Impassable Obstacles:** Pushing a model into an impassable obstacle (e.g., a wall) stops their movement. Roll a D6; on a 6, the model is knocked unconscious for the remainder of the game.
-
- **Rough Terrain:** Push-backs over rough terrain, hedges, or obstacles double the chance

of falling.

-
- **Colliding with Models:** If pushed into another model, both models must test to see if they fall using the baseline percentage chance of the push-back. The pushed model's movement halts upon collision.
-
- **Moving Vehicles:** Pushing a model into a moving vehicle resolves damage as if struck by the vehicle.
-

FOLLOW-UPS

The winner may immediately follow up a pushed-back opponent by moving into contact to remain engaged. Following up is optional; if declined, the models are separated by more than 1 m and are no longer engaged.

CONTINUED COMBAT

If two models start a turn sequence within 1 m, either player may elect to continue the engagement. This must be declared before individual turns begin; otherwise, models may move away on their respective turns. If continued, combatants remain pinned until the Hand-to-Hand Combat Phase.

BREAKING FROM COMBAT

A model may deliberately break from combat on its turn during the standard turn sequence.

- **Movement Restrictions:** The fleeing model may only take movement actions, turning its back and running at maximum speed.
-
- **Free Strike:** The opponent automatically lands one free blow as if they had just won the combat.
-
- **Turn Restrictions:** The non-fleeing opponent loses their turn during that sequence.
-
- **Intervening Fire:** If shot at during the remainder of the sequence, the fleeing character is still treated as engaged in active combat, splitting incoming fire hits equally with the former opponent.
-

DEFENDING

A character may forego striking to focus entirely on defense, doubling their D100 combat roll.

- **Winning as Defender:** If the defending character wins, they cannot strike a blow but may push the opponent back. Defenders cannot follow up a pushed-back enemy.
-
- **Restrictions:** Models that followed up in the previous combat phase or initiated combat

during the current turn cannot declare a defense.

•

MULTIPLE COMBATS

When three or more models are engaged:

1. All participants roll D100, add their WS, apply modifiers, and record their total combat score.
- 2.
3. Models take turns striking in order of Initiative (highest to lowest).
- 4.
5. On their Initiative call, a character may strike a single blow against an engaged enemy with a lower combat score.
- 6.
7. **Lowest Combat Score:** A model with a combat score lower than all engaged opponents cannot strike a blow and is pushed back directly away from the enemy with the highest combat score.
- 8.
9. **Follow-Up:** If all opponents of a model are pushed back, that model may choose to follow up any one of them.
- 10.

USING TWO WEAPONS

A model fighting with a weapon in each hand and winning the combat may strike one blow with each weapon. The chance to hit with each weapon is halved.

FLOORED CHARACTERS

A model knocked to the ground can only stand up if its opponent loses or fails to follow up during the combat phase. If still engaged after standing, the character must defend during that combat phase.

WEAPON BREAKAGE

If opponents tie their combat scores, the combat is a draw. Both players roll a D6 (adding +1D6 if using a Power Weapon). If one player's total is double or more than the opponent's total, the opponent's weapon breaks and is rendered useless. Unarmed models dodge automatically with no breakage effect.

UNCONSCIOUS OPPONENTS

Attacks against unconscious, prone, or helpless opponents hit automatically. The attacker chooses the hit location directly. Roll for penetration and damage normally.

BITES AND ANIMAL ATTACKS

Animals use claw or bite attacks without incurring improvised weapon penalties. Damage is resolved using the appropriate damage chart based on animal size. Human bites or gouges

count as improvised weapons on Damage Chart 1.

HIT LOCATION

When a shot or melee blow hits, roll a D100 to determine location:

D100 Roll	Location
01–10	Head
11–20	Right Arm
21–30	Left Arm
31–50	Chest
51–70	Abdomen
71–85	Right Leg
86–00	Left Leg

- **Armored Locations:** Test for armor penetration before rolling damage. Unarmored locations bypass penetration and go directly to damage.
-
- **Cover Striking:** If the location is concealed behind cover, the shot strikes the cover first. Roll for cover penetration. If cover is penetrated, resolve damage on the target with a +10 modifier to the damage roll (reflecting reduced velocity/energy).
-

ARMOR PENETRATION

To damage an armored or field-protected target, roll a D100 against the base penetration chance, applying range and weapon modifiers.

Base Armor Penetration Table

Code	Armor Type	Base Penetration %	Class
Ch	Chainmail	60%	Primitive
F	Flak	50%	Physical
M	Mesh	30%	Physical
PI	Plate	30%	Primitive
RF	Refractor Field	30%	Energy Field
S	Shield / Buckler	30%	Primitive
Ca	Carapace	25%	Physical
CF	Conversion Field	20%	Energy Field
DF	Displacer Field	20%	Energy Field
P	Power Armor	20%	Physical

X	Exo-Armor	15%	Physical
PS	Power Shield	20%	Energy Field
HC	Hard Cover	20%	Cover
SC	Soft Cover	50%	Cover

RANGE PENETRATION MODIFIERS

Apply the following modifiers to the penetration roll based on target range:

Weapon	0–5 m	5–10 m	10–20 m	20–50 m	50 m+	Max Range
Lasers						
Laspistol	+10	-10	-20	-40	—	160 m
Lasgun	+10	-5	-15	-20	—	480 m
Lascannon	+50	+25	+15	-10	—	5000 m
Multilaser	+40	-5	-15	-20	—	1200 m
Bolt Weapons						

Bolt Pistol / Boltgun / Heavy Bolter	0	0	0	-5	—	800 m
Conventional						
Stub Gun	+5	-15	-30	-45	—	60 m
Heavy Stubber	+10	+5	-10	-20	—	800 m
Autopistol	+5	-20	-35	-50	—	160 m
Autogun	+5	-5	-10	-20	—	1000 m
Autocannon	+40	+20	+10	-10	—	3000 m
Shotgun	-5	-20	-40	-60	—	200 m
Special Ammunition						
Flechette	-5	-5	-15	-30	-60	—
Dum-Dum	-10	-10	-15	-20	-25	—

Explosive	+5	+5	+5	+5	+5	—
Armor-Piercing (AP)	+15	+10	+10	+10	+10	—
Shuriken						
Shuriken Pistol	+10	-15	-30	-45	—	120 m
Shuriken Catapult	+10	-5	-10	-20	—	480 m
Shuriken Cannon	+20	-5	-10	—	—	1200 m
Missiles & Launchers						
Krak Missile / Grenade	+20	+20	+20	+20	+20	2400 m / 30 m
Frag Missile / Grenade	+10	+10	+10	+10	+10	2400 m / 30 m
Haywire Missile / Grenade	+10	+10	+10	+10	+10	2400 m / 30 m
Melta-Missile / Melta-Bomb	+20	+20	+20	+20	+20	2400 m / 30 m

Plasma Missile / Grenade	+100	+100	+100	+100	+100	2400 m / 30 m
Other						
Hand Flamer	+10	-10	-50	None	—	20 m
Flamer	+10	-25	-50	None	—	50 m
Hand Bow	-5	-20	-40	-60	—	60 m
Meltagun	+40	+15	-5	-75	None	50 m
Multimelta	+50	+25	-25	-75	—	480 m
Needle Pistol	-10	-20	-40	-90	—	160 m
Needle Gun	-5	-10	-15	-20	—	480 m
Plasma Pistol / Plasma Gun	+25	+10	-25	-90	—	180 m / 480 m
Heavy Plasma Gun	+30	+20	-10	-50	—	2000 m

ARMOR TYPE PENETRATION MODIFIERS

Apply the following weapon-specific modifiers against target protection classes:

Weapon	Primitive	Physical	Energy	Cover
Lasers				
Laspistol	+10	+10	-10	-20
Lasgun	+15	+15	-5	-10
Lascannon	+100	+100	+75	+50
Multilaser	+30	+30	+10	0
Bolt Weapons				
Bolt Pistol / Boltgun / Heavy Bolter	+30	+30	+30	0
Conventional				
Heavy Stubber	+25	+25	+25	0
Autopistol / Autogun	+10	+10	+10	0
Autocannon	+100	+100	+25	+100

Ammunition				
Flechette	-5	-5	0	0
Dum-Dum	-10	0	0	0
Explosive	+20	+10	-10	-10
Armor-Piercing (AP)	+50	+25	+10	0
Shuriken				
Shuriken Pistol / Catapult	+75	+50	+10	0
Shuriken Cannon	+100	+75	+10	+50
Other				
Hand Flamer	+20	+10	0	0
Flamer	+10	+10	+50	+20
Hand Bow	-10	-20	-20	-20

Meltagun	+50	+50	-20	+50
Multimelta	+75	+75	+10	+75
Needle Pistol	-5	-10	0	0
Needle Gun	-5	-20	0	0
Plasma Pistol / Plasma Gun	+25	+25	-10	+25
Heavy Plasma Gun	+30	+30	-10	+50
Close Combat				
Chainsword	-10	-10	-10	0
Sword	-10	-20	-10	-20
Knife	-20	-30	-10	-20
Power Sword	+10	+10	-10	+10
Power Axe	+20	+20	-10	+20

Power Glove	+75	+75	-10	+75
Grenades & Missiles				
Krak Missile / Grenade	+50	+25	+50	+25
Frag Missile / Grenade	+10	+50	+10	0
Haywire Missile / Grenade	+90	0	0	0
Melta-Missile / Melta-Bomb	+70	+35	+50	+35
Plasma Missile / Grenade	+20	+20	+50	+35

- **Automatic & Minimum Penetration:** Penetration total of 100%+ succeeds automatically. A minimum 1% chance to penetrate applies to all rolls regardless of negative modifiers.

•

DUCKBACK

If a shot hits but fails to penetrate armor, field defenses, or cover, the character suffers no damage but may be forced to duck back. (*Note: Duckback does not apply if the character sustains any actual damage*).

Duckback Increment Table

Add the indicated percentage per non-penetrating hit:

Armor / Protection Hit	Missile	Bolter	Grenade	Other Weapons

Dreadnought Armor	+10%	+5%	+5%	+5%
Exo-Armor	+25%	+15%	+10%	+10%
Power Armor	+25%	+20%	+15%	+15%
Other Armor / Energy Fields	+30%	+25%	+25%	+20%
Cover	+35%	+25%	+25%	+25%

Example: 1 laser hit to Power Armor (+15%) and 2 hits to Cover (+25% x 2 = +50%) = 65% total Duckback chance. Roll D100 against total percentage.

Resolving Duckback

- **Behind Cover:** The character immediately kneels or lies down to break sightlines. The character forfeits their next turn and cannot snap fire until that turn is skipped.
-
- **In the Open:** The character immediately spends an action to run up to 6 m into cover and take cover as above. If no cover is reachable within 6 m, the character dives prone. In both cases, the next turn is lost (prone models may only crawl toward cover).
-
- **In Melee:** A model under Duckback conditions in close combat may only fight defensively.
-
- **Gang Leaders:** Gang leaders are immune to Duckback rules.
-

DAMAGE TABLES

To resolve damage, roll a D100 on the table designated for the weapon used.

- **Penetrated Cover:** Add +10 to the D100 damage roll if the target was hit through cover.
-

Damage Chart 1

Weapons: Hand Bow, Sword, Knife, Fists / Improvised Melee, Frag Grenades, Frag Missiles.

D100 Roll	Head	Body	Limb
01–20	Dead	Dead	Serious
21–60	Serious	Serious	Light
61–80	Serious	Light	Light
81–00	Light	Light	Light

Damage Chart 2

Weapons: Laspistol, Stub Gun, Autopistol, Autogun, Shotgun, AP Ammunition, Flamer, Hand Flamer.

D100 Roll	Head	Body	Limb
01–30	Dead	Dead	Serious
31–40	Dead	Serious	Serious
41–50	Serious / Blind	Serious	Serious
51–70	Serious	Serious	Light
71–90	Serious	Light	Light

91–00	Light	Light	Light
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Damage Chart 3

Weapons: Lasgun, Bolt Pistol, Boltgun, Heavy Bolter, Heavy Stubber, Shuriken Pistol, Shuriken Catapult, Explosive Ammo, Dum-Dum Ammo, Chainsword.

D100 Roll	Head	Body	Limb
01–10	Dead	Dead	Dead
11–40	Dead	Dead	Serious
41–50	Dead	Serious / Disabled	Serious
51–60	Serious / Blind	Serious	Serious
61–70	Serious	Serious	Serious
71–80	Serious	Serious	Light
81–00	Serious	Light	Light

Damage Chart 4

Weapons: Multilaser, Autocannon, Shuriken Cannon, Plasma Pistol, Plasma Gun, Meltagun, Flechette Ammo, Plasma Grenades, Plasma Missiles, Power Sword, Power Axe.

D100 Roll	Head	Body	Limb
-----------	------	------	------

01–40	Dead	Dead	Dead
41–50	Dead	Dead	Serious
51–60	Dead	Serious / Disabled	Serious
61–70	Serious / Blind	Serious	Serious
71–90	Serious / Blind*	Light	Light
91–00	Serious	Light	Light

**Blind result applies only if hit by a plasma weapon.*

Damage Chart 5

Weapons: Multimelta, Heavy Plasma Gun, Conversion Beamer, Krak Grenades, Power Glove.

D100 Roll	Head	Body	Limb
01–60	Dead	Dead	Dead
61–70	Dead	Dead	Serious
71–80	Dead	Serious / Disabled	Serious
81–90	Serious / Blind	Serious / Disabled	Serious

91–00	Serious	Serious	Serious
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Damage Chart 6

Weapons: Lascannon, Melta Grenades, Melta Missiles.

D100 Roll	Head	Body	Limb
01–80	Dead	Dead	Dead
81–00	Dead	Dead	Serious

RESULTS

DEAD

The character is killed outright and must be removed from play. Where possible, replace the model with a fallen marker.

SERIOUS WOUNDS

Serious wounds have a debilitating effect for the remainder of the game. They represent major flesh wounds, broken bones, first-degree burns, and traumatic injury.

- **Immediate Effect:** The character is knocked unconscious immediately and may do nothing.
-
- **Recovery:** At the start of each subsequent turn, roll a D6. The character regains consciousness on a successful roll.
-
- **Stat Penalties:** Upon waking, the character suffers **-10 Initiative**, **-40% Ballistic Skill (BS)**, and **-60% Weapon Skill (WS)** for the remainder of the encounter.
-

Location-Specific Effects

- **Legs:** Any seriously wounded leg is useless for the remainder of the game. A character with one serious leg wound is reduced to half walking speed (max 1 m per action). If both legs are seriously wounded, the character is reduced to a crawl.
-
- **Arms:** Any seriously wounded arm is useless for the remainder of the game and cannot

hold items or weapons.

-
- **Chest & Abdomen:** The character cannot perform any running actions and cannot lift or carry heavy items (20–50 kg). If already carrying a heavy item, the character is reduced to a crawl.
-
- **Head:** Action costs are doubled for the character (e.g., a 1-action activity takes 2 actions; a 2-action activity takes 4 actions).
-

LIGHT WOUNDS

Light wounds represent minor flesh wounds, severe bruising, superficial cuts, or light burns. While painful, their physical shock is temporary, though they leave minor permanent stat reductions.

- **Immediate Effect (Following Turn Only):** The character may perform only **1 action** during their next turn. In hand-to-hand combat during that turn, the character may only fight defensively.
-
- **Permanent Stat Penalties:** For the remainder of the game, the character suffers **-4 Initiative**, **-15% Ballistic Skill (BS)**, and **-20% Weapon Skill (WS)**.
-

Location-Specific Effects

- **Arm:** The character drops anything held in the wounded arm. If holding a Basic weapon or two-handed item, roll a D6: on a 4, 5, or 6, the item is dropped. Heavy items (20–50 kg) and Heavy weapons are dropped automatically.
-
- **Leg:** Roll D6: on a 1–3 (50% chance), the character is knocked to the ground. If wounded in one leg, movement is reduced to two-thirds normal (2 m walk, 4 m run per action). If both legs suffer light wounds, movement is halved.
-

SPECIAL DAMAGE RESULTS

- **BLIND:** The character moves at half speed in a random direction and can only fire weapons in a random direction. In hand-to-hand combat, the character must fight defensively, but does *not* double their combat score as normally allowed. Sight cannot be recovered until after the scenario.
-
- **DISABLED:** Applies specifically to abdominal hits (gut wounds). Upon recovering consciousness, the character is unwilling or unable to fight. If in safety, the character remains stationary; if in danger, they may crawl at half speed. They will only fire to defend themselves, with their normal hit chance halved.
-

SURVIVAL OF THE FITTEST

After a confrontation, the long-term effects of wounds must be assessed before the next scenario.

RESCUING THE WOUNDED

Wounded combatants remaining on the battlefield can only be recovered if their gang wins and controls the battle zone, or if comrades drag them to safety during a retreat. Abandoned wounded are at the mercy of the enemy or local hive vermin.

LIGHT WOUND RECOVERY

Light wounds heal completely between scenarios. All stat penalties (Initiative, WS, BS) and movement reductions are restored.

- **Scars & Prestige:** Light wounds leave scars. If a character sustained a light head wound, roll a D6 after the game: on a 5 or 6, they gain a prominent facial scar, granting **+1 Prestige**.

•

SERIOUS WOUND RECOVERY

To determine the long-term effects of serious wounds, roll a D6 for each wounded body location and consult the chart below. Stat penalties across multiple body locations are cumulative.

Wound Recovery Chart

Body Location	6	5	4	3	2	1
Leg	Full recovery	-1 I, -10 WS, -10 BS	-2 I, -20 WS, -20 BS	-3 I, -30 WS, -30 BS, Cannot run	-4 I, -50 WS, -50 BS, 1/2 walking speed	Leg is useless (Bionics candidate)*
Arm	Full recovery	-1 I, -10 WS, -10 BS	-2 I, -20 WS, -20 BS	-3 I, -30 WS, -30 BS, Applies to wounded arm only	-4 I, -50 WS, -50 BS, Unable to carry heavy equipment	Arm is useless (Bionics candidate)*

Head	Full recovery	-1 I	-2 I	-3 I	-4 I, Erratic Behavior (Roll below)	Character dies of wounds
Body (Chest/Abdomen)	Full recovery	-1 I	-2 I	-3 I, -10 WS, Cannot run or carry heavy equipment	-4 I, -20 WS, -30 BS, -40 WS	Character dies of wounds
Blinded	Full vision restored	Vision restored (-1 I, -10 WS, -10 BS)	Vision restored (-2 I, -20 WS, -20 BS)	Vision restored (-3 I, -30 WS, -30 BS)	Vision in 1 eye only (-5 I, -50 WS, -50 BS, Arc of vision reduced to 60°)	Blinded in both eyes (-5 I, -50 WS, -50 BS, Arc of vision reduced to 30°, Bionics candidate)*

* *Bionics: On a roll of 1 or 2 for Limbs or Eyes, the character is eligible for bionic replacement. If a bionic part is acquired, re-roll on the chart adding +3 to the D6 roll.*

- **Scars:** Surviving a serious head wound grants a prominent facial scar on a D6 roll of 5 or 6 (+1 Prestige).
-
- **Death:** A roll of 1 on Head or Body results in death; remove the character from the gang roster.
-

ERRATIC BEHAVIOR

If a character rolls a 2 on the Head wound recovery table, they develop erratic behavior. Roll a

D6 to determine the condition:

1. **Reckless:** The character becomes manic and fearlessly aggressive. They refuse to wear armor or helmets and ignore all Morale and Duckback tests.
- 2.
3. **Fear:** The character develops irrational phobias. They will never charge into hand-to-hand combat; if engaged, they fight only defensively and will not strike blows.
- 4.
5. **Confusion:** Subject to bouts of disorientation. Whenever any player rolls a double on any dice in any turn, this character spends their following turn completely inactive.
- 6.
7. **Hatred:** The character will never take captives and prioritizes executing wounded enemies within 12 m, ignoring safer or more rational actions.
- 8.
9. **Heroism:** The character refuses to use ranged weapons, attempting to enter hand-to-hand combat at every opportunity.
- 10.
11. **Struck Dumb:** The character loses all psychic abilities and the ability to speak, communicating only through simple gestures (communicators are useless to them).
- 12.

MEDICAL ATTENTION

- **Field Treatment:** If a comrade with a Medi-pack reaches a seriously wounded character within D6 turns of the injury, add **+3** to the D6 recovery roll for each wound treated.
-
- **Post-Battle Treatment:** If the gang owns a Medi-pack and successfully rescues a seriously wounded fighter, add **+1** to the post-battle D6 recovery roll per treated wound.
-

BIONICS

Badly maimed characters can regain capability via bionic implants. Bionics may be acquired through trade based on availability and cost. Implantation requires a character or contact with **Bionic Implant Skill** (Technogangs possess this skill natively).

COMBAT SUMMARY

$$\text{Combat Result} = \text{WS} + \text{Modifiers} + \text{D100}$$

COMBAT MODIFIERS

Situation / Weapon	Modifier
Outnumbered (per additional opponent beyond the first)	-50

Dual wielding weapons	-30
Using off-hand weapon	-30
Light wound (per wound)	-20
Serious wound (per wound)	-60
Attacking from higher elevation	+20
Charged into combat this turn	+20
Attacking opponent from behind	+50
Following up after winning previous combat	+40
Prone / Floored	-100
Weapon Types	
Pistol	+20
Basic Firearm	-20

Heavy Weapon	-50
Sword	+100
Power Glove	+60
Knife	+70
Unarmed / Improvised Weapon	-10

D100 MULTIPLIERS

- **Power Armor:** x2
-
- **Exo-Armor:** x4
-
- **Dreadnought Armor:** x8
-
- **Defending:** x2
-

HIT LOCATION (D100)

D100 Roll	Location
01–10	Head
11–20	Right Arm
21–30	Left Arm

31–50	Chest
51–70	Abdomen
71–85	Right Leg
86–00	Left Leg

PUSH-BACK TABLE

D6 Roll	Distance	Chance Thrown Prone
1	2 m	5%
2	2 m	10%
3	3 m	15%
4	3 m	20%
5	4 m	30%
6*	5 m	40%

** Knockout: If thrown prone on a roll of 6, roll an additional D6. On a 6, the model is KO'd for the remainder of the game.*

- **Power / Dreadnought Armor:** Double push-back distance and knock-down chance.
-
- **Power Glove:** Tears away the struck body part upon push-back (kills outright; 10% limb/25% hand survival chance, victim KO'd).
-
- **Obstacles:** Colliding with impassable terrain halts movement; roll D6 (6 = KO'd). Moving vehicles inflict collision damage.
-

THE CONFRONTATION GANG

GANG OVERVIEW

Players begin at the bottom with a small gang of roughly a dozen members. As the gang achieves success, it earns prestige and expands.

- **Gang Leader:** The player identifies as the gang leader. If the leader dies, a henchman takes over and the player assumes the role of the new leader.
-
- **Structure:** Gangs consist of the Leader, Henchmen (trusted veterans), Hardened Gang Fighters, and Raw Recruits.
-
- **Initiation:** Recruits must prove their worth through trial or initiation (e.g., lower hive gangs often require a recruit to "scrag" an enemy and take a trophy to wear as proof of membership).
-

GANG CREATION & SELECTION

Players can choose their gang type directly or roll D6s on the determination chart below:

Gang Determination Chart

1st Roll	2nd Roll	3rd Roll	Gang Type
1–2	1–3	1–2	Psyker Gang
		3–4	Mutant Gang
		5–6	Scavvy Gang

	4–6	—	Nomad Gang
3–4	—	—	Clan Gang
5–6	1–3	—	Undercity Gang
	4–6	1–2	Brat Gang
		3–4	Tech Gang
		5–6	Vigilantes

Location Encounter Modifiers (Opposing / Ally Gang Generation)

- **Upper Hab Layers:** +2 to 1st roll, +2 to 2nd roll.
-
- **Lower Hab Layers:** +1 to 1st roll, -1 to 2nd roll.
-
- **New Factories:** No modifiers.
-
- **Old Factories:** -1 to 1st roll, -1 to 2nd roll.
-
- **Undercity / Shanties:** -1 to 2nd roll.
-
- **Ash Wastes:** -2 to 1st roll, +2 to 2nd roll.
-

GENERATING THE GANG ROSTER

1. **Leader Prestige:** Roll **6 + D6** to establish starting Prestige.
- 2.
3. **Followers:** Roll a D6 and cross-reference with the leader's Prestige points to determine initial gang size.
- 4.

Initial Gang Size Chart

D6 Roll	Prestige 7	Prestige 8	Prestige 9	Prestige 10	Prestige 11	Prestige 12
1	3	3	4	4	5	5
2	3	4	4	5	5	6
3	4	4	5	5	6	6
4	4	5	5	6	6	6
5	5	5	6	6	6	7
6	5	6	6	6	7	7

Note: Leader Prestige sets the maximum number of followers a leader can maintain.

GANG TYPE MODIFIERS

Apply the following modifiers during profile generation, initial equipment rolls, and starting credits:

Gang Type	Initiative	WS	BS	Equipment Roll Modifier	Starting Credits
Clan Gang	—	—	—	—	(D10 × D10) + 25

Undercity Gang	+1	+1 per D6	—	-10	$D10 \times D10$
Nomad Gang	+3	-10	—	+20	$(D10 \times D10) - 50$
Scavvy Gang	+1	+1 per D6	-1 per D10	+25	1D10
Mutant Gang	Mutations	Mutations	Mutations	-10	$(D10 \times D10) - 25$
Tech Gang	-2	-1 per D6	—	+20	$(D10 \times D10) + 100$
Psyker Gang	Psychic Powers	Psychic Powers	Psychic Powers	-50	$D10 \times D10$
Brat Gang	-1	-1 per D6	—	-25	$(D10 \times D10) + 50$
Vigilantes	-2	+1 per D6	—	+100	$(D10 \times D10) + 50$

MEMBER PROFILE GENERATION

For each follower, roll a D6 to determine their rank:

- **1–2:** Raw Recruit

-
- **3–4:** Hardened Gang Fighter
-
- **5–6:** Henchman
-

Profile Generation Chart

Characteristic	Leader	Henchman (5–6)	Hardened Fighter (3–4)	Raw Recruit (1–2)
Prestige	6 + D6	5–6	3–4	1–2
Initiative	6 + D8	D6 + 6	D6 + 4	D6 + 2
Weapon Skill (WS)	4D6 × 10	3D6 × 10	2D6 × 10	D6 × 10 (min 10)
Ballistic Skill (BS)	5D6 × 10	4D6 × 10	3D6 × 10	2D6 × 10

STARTING SKILLS (LEADER ONLY)

Roll D100 to determine if the leader begins with a special skill:

D100 Roll	Skill
01–50	No Skill
51–55	Sixth Sense

56–60	Nerves of Steel
61–65	Ambidextrous
66–70	Sniper
71–75	Medic
76–80	Rogue
81–85	Dealer
86–90	Fast Draw
91–95	Lightning Reactions
96–00	Fighter

Skill Descriptions

- **Sixth Sense:** 75% chance to detect hidden hazards, mines, or ambushes within 10 m, or any enemy aiming at the character from any range.
-
- **Nerves of Steel:** Ignores Duckback results and web-weapon panic.
-
- **Ambidextrous:** Ignores all off-hand penalties for shooting and close combat.
-
- **Sniper:** (Requires BS 150+). Allows the character to adjust hit location rolls by up to ± 10 on single aimed shots.
-
- **Medic:** Adds +1 to post-battle Wound Recovery rolls for gang members (stacks with

Medi-pack). Cannot heal self.

-
- **Rogue:** May operate independently without adhering to group coherency rules.
-
- **Dealer:** Adds +10% to availability rolls when sourcing traded gear.
-
- **Fast Draw:** Drawing and firing a pistol costs 1 action. May snap fire pistols without accuracy penalties (still loses next turn).
-
- **Lightning Reactions:** Takes priority on tied Initiative calls; Reaction test success chance increases from 30% to 60%.
-
- **Fighter:** Doubles D100 combat roll in melee (stacks with Defending; invalid if wearing Power Armor or Exo-Armor).
-

EQUIPMENT & TRADING

INITIAL EQUIPMENT GENERATION

1. Calculate the combined total Prestige of all gang members.
- 2.
3. The gang receives a number of D100 rolls on the equipment tables equal to its total Prestige points.
- 4.
5. For each item roll, first roll a D10 to choose the table:
6.
 - **1–5:** Basic Weapons
 -
 - **6–8:** Common Equipment
 -
 - **9–10:** Special Items
 -

Leader Modifier: The leader may add their Prestige value to any single equipment roll score (can be applied after rolling).

Initial Equipment Tables

Roll	Basic Weapons (1–5)	Common Equipment (6–8)	Special Items (9–10)

Up to 10/15	Knife	Ammunition (Conventional)	Nothing
16–20	Sword	Conventional Ammo (50 shots)	Combat Stimulants (Random)
21–25/30	Hand Bow	Power Pack (50 pts)	D6 Frag Grenades
26–35	Stub Gun	Hand Bow Ammo (50 shots)	D6 Krak Grenades
36–40	Shotgun	Bolt Ammo (15 shots)	D6 Smoke Grenades
41–50	Autogun	Flamer Canister (5 shots)	D6 Stumm Grenades
51–55	Autopistol	Shield	Grenade Launcher
56–65	Laspistol	Flak Body Armor	Heavy Bolter
66–75	Bolt Pistol	Choose from Table	Chainsword
76–85	Lasgun	Choose from Table	Combi-Weapon
86–95	Boltgun	Choose from Table	Communicator

96–100	Hand Flamer	Choose from Table	Carapace Helmet w/ Comm
101–105	Plasma Pistol	Choose from Table	Heavy Stubber
106–110	Choose from Table	Choose from Table	Photo-Visor / Mesh Body Armor
111+	Choose from Table	Choose from Table	Choose from Table

Note: All firearms generated start with D10 rounds of ammunition. Unarmed models receive an improvised club/pipe for melee.

INTERPHASE TRADING

Gangs may trade equipment once upon generation and once during each interphase between scenarios.

Trading Contacts Table

Roll D6 on the chosen chart number to determine available item rolls:

Chart #	D6 = 1	D6 = 2	D6 = 3	D6 = 4	D6 = 5	D6 = 6
Ch 1: Melee	1 roll	1 roll	1 roll	2 rolls	3 rolls	3 rolls
Ch 2: Guns	1 roll	2 rolls	3 rolls	3 rolls	4 rolls	4 rolls
Ch 3: Heavy	1 roll	1 roll	1 roll	1 roll	2 rolls	3 rolls

Ch 4: Ammo	1 roll	2 rolls	3 rolls	3 rolls	4 rolls	5 rolls
Ch 5: Grenades	1 roll	1 roll	2 rolls	2 rolls	3 rolls	3 rolls
Ch 6: Missiles	1 roll	1 roll	2 rolls	2 rolls	3 rolls	3 rolls
Ch 7: Armor	1 roll	1 roll	1 roll	2 rolls	3 rolls	3 rolls
Ch 8: Gear	1 roll	1 roll	2 rolls	3 rolls	3 rolls	4 rolls
Ch 9: Drugs	0 rolls	1 roll	1 roll	1 roll	1 roll	2 rolls

Gang Trading Modifiers

Modify trade rolls by the following percentages:

Gang Type	Ch 1	Ch 2	Ch 3	Ch 4	Ch 5	Ch 6	Ch 7	Ch 8	Ch 9
Tech Gang	+5%	+10 %	+5%	+10 %	—	+10 %	—	+15 %	+5 %
Vigilantes	+10 %	+10 %	+10 %	—	+10 %	+10 %	+10 %	+5%	—
Brat Gang	+5%	+5%	+5%	+10 %	—	—	—	—	—

Undercity	-5%	—	—	—	—	—	—	—	—
Nomads	-5%	-5%	—	—	—	—	—	—	—
Scavvies	-5%	-10%	—	-5%	-5%	—	—	—	—
Mutants	-10%	-10%	—	-10%	-10%	—	—	—	—
Psykers	-10%	-10%	—	-10%	-10%	—	—	—	—

- **Scavvy Special:** Any double rolled on a trade chart indicates a scrap find. Disregard the result and gain D6 items from Chart 4 (Ammo) and D6 items from Chart 5 (Grenades) directly into the gang stash.

•

TRADED EQUIPMENT CHARTS

Chart 1: Hand-to-Hand Weapons

D100 Roll	Item	Cost (Credits)
01–05	Knife	2
06–20	Combat Accessory	2
21–40	Sword	5
41–55	Chainsword	25

56–70	Power Axe	50
71–80	Power Sword	50
81–00	Power Glove	150
101+	Choose	—

Chart 2: Guns

D100 Roll	Item	Cost (Credits)
01	Hand Bow	5
02	Stub Gun	5
03–04	Shotgun	15
05–15	Laspistol	10
16–20	Autopistol	10
21–25	Autogun	15
26–35	Bolt Pistol	15

36–45	Boltgun	20
46–50	Flamer	20
51–55	Hand Flamer	20
56–65	Lasgun	15
66–68	Meltagun	50
69–71	Needle Gun	15
72–74	Needle Pistol	10
75–76	Plasma Gun	50
77–80	Plasma Pistol	40
81–85	Shuriken Catapult	100
86–90	Shuriken Pistol	50
91–92	Web Gun	20

93	Graviton Gun	20
94–00	Combi-Weapon	Roll on Combi Table
101+	Choose	—

Combi-Weapon Construction

To generate a Combi-Weapon, roll for number of barrels and weapon types:

- **Number of Barrels (D6):** 1–3 = 2 barrels; 4–5 = 3 barrels; 6 = 6 barrels.
-
- **Barrel Type (D100 per barrel):** 01–15 Lasgun | 16–30 Boltgun | 31–45 Heavy Stubber | 46–50 Autogun | 51–55 Autopistol | 56–60 Shotgun | 61–70 Shuriken Catapult | 71–75 Flamer | 76–80 Meltagun | 81–85 Plasma Gun | 86–95 Grenade Launcher | 96+ Choose.
-
- *Cost:* Combined cost of all component weapons.
-

Chart 3: Heavy Weapons

D100 Roll	Item	Cost (Credits)
01–05	Heavy Stubber	100
06–15	Grenade Launcher	150
16–30	Heavy Bolter	150
31–45	Autocannon	350
46–50	Conversion Beamer	500

51–53	Distortion Cannon	400
54–55	Heavy Plasma Gun	750
56–60	Heavy Webber	200
61–75	Missile Launcher	300
76–80	Multi-laser	400
81–85	Multimelta	500
86–90	Shuriken Cannon	500
91–00	Lascannon	900
101+	Choose	—

Chart 4: Ammunition

D100 Roll	Item	Batch Size	Cost
01–05	Hand Bow Bolts	D6 × 50	5 creds / 50
06–25	Bolt Ammo	D10 × 15	1 cred / shot

26–40	Conventional Ammo	D10 × 50	10 creds / 50
41–45	Armor-Piercing Ammo	D6 × 10	5 creds / 10
46–48	Flamer Canister	D10	10 creds / canister
49–52	Explosive Ammo	D6 × 10	5 creds / 10
53–56	Flechette Ammo	D6 × 10	5 creds / 10
57–60	Needler Canister*	D10	10 creds / canister
61–80	Power Pack	D10	10 creds / pack
81–95	Shuriken Ammo	D10 × 20	5 creds / 10
96–00	Web Canister	D10	10 creds / canister
101+	Choose	—	—

* *Needler Canister Type (D6): 1–2 Neuro-toxin | 3–4 Sedative | 5–6 Intoxicant.*

Chart 5: Grenades & Chart 6: Missiles

D100 Roll	Item	Grenade Batch / Cost	Missile Batch / Cost

01–05	Anti-Plant	D6 / 1 cred	D6 / 2 creds
06–10	Blind	D6 / 2 creds	D6 / 4 creds
11–15	Choke Gas	D6 / 1 cred	D6 / 2 creds
16–20	Krak	D6 / 3 creds	D6 / 10 creds
21–25	Frag	D6 / 2 creds	D6 / 4 creds
26–30	Hallucinogen Gas	D6 / 3 creds	D6 / 5 creds
31–35	Haywire	D6 / 5 creds	D6 / 8 creds
36–40	Knock-Out Gas	D6 / 1 cred	D6 / 2 creds
41–45	Melta-Bomb	1 / 2 creds	1 / 4 creds
46–50	Photon Flash	D6 / 2 creds	D6 / 4 creds
51–55	Plasma	D6 / 2 creds	D6 / 4 creds
56–60	Rad	D6 / 5 creds	D6 / 8 creds

61–65	Scare Gas	D6 / 2 creds	D6 / 4 creds
66–70	Smoke	D6 / 1 cred	D6 / 2 creds
71–75	Stasis	D6 / 5 creds	D6 / 10 creds
76–80	Stumm Gas	D6 / 1 cred	D6 / 2 creds
81–85	Tanglefoot	D6 / 2 creds	D6 / 4 creds
86–90	Toxin Gas	D6 / 2 creds	D6 / 4 creds
91–92	Virus	1 / 30 creds	1 / 50 creds
93–97	Vortex	1 / 5 creds	1 / 10 creds
98+	Choose	—	—

Chart 7: Armor

D100 Roll	Item	Cost (Credits)
01	Shield (Primitive)	5
02	Chainmail (Limb)	20

03	Chainmail (Body)	30
04	Plate Armor Helmet	30
05–10	Carapace Helmet w/ Comm	20
11–15	Carapace Body Armor	50
16–17	Carapace (Limb)	30
18–19	Chainmail Coif	20
20–23	Conversion Field	30
24–27	Displacer Field	30
28–30	Exo-Armor Helmet	200
31–35	Exo-Body Armor	200
36–38	Exo-Armor (Limb)	200
39–43	Exo-Armor Suit	700

44–54	Flak Body Armor	30
55–56	Mesh Coif	30
57–60	Mesh Body Armor	40
61–65	Mesh (Limb)	30
66–70	Plate Body Armor	40
71–73	Plate Armor (Limb)	30
74–76	Power Armor Helmet	100
77–81	Power Armor Body	100
82–84	Power Armor (Limb)	100
85–89	Power Armor Suit w/ Harness	400
90–95	Power Harness	100
96–97	Power Shield	30

98–99	Refractor Field	30
100+	Choose	—

Chart 8: Equipment & Chart 9: Combat Stimulants

Chart 8 Item (D100)	Cost	Chart 9 Stimulant (D100)	Doses / Cost per Dose
01–05 Bionic Arm	300	00–50 Blitz	1 dose / 20 creds
06–10 Bionic Eye	100	51–70 Dope	1 dose / 5 creds
11–15 Bionic Leg	300	71–90 Stimm	1 dose / 50 creds
16–20 Bionic Implant Skill	300	91–00 Spook	1 dose / 50 creds
21–25 Bio-scanner	50		
26–30 Cameleoline	10		
31–35 Communicator	5		
36–40 Energy Scanner	50		

41–45 Proximity Fuses	2		
46–50 Time Fuses	2		
51–55 Graviton Chute	20		
56–60 Infra-Visor	10		
61–65 Medi-Pack	50		
66–70 Photo-Visor	5		
71–75 Power Pack	10		
76–80 Rad Counter	30		
81–85 Respirator	5		
86–90 Suspensors	10		
91–95 Targeter	50		
96–00 Web Solvent	10		

RECRUITMENT, DESERTION & SCRAGGING

RECRUITMENT

Gangs can recruit new fighters up to the maximum set by the leader's Prestige.

1. **Recruit Experience:** Roll D6:

2.

- **1–4:** Raw Recruit
-
- **5–6:** Experienced Recruit
-

Recruit Profile Generation Chart

Characteristic	Raw Recruit (1–4)	Experienced Recruit (D6 = 1–2)	Experienced Recruit (D6 = 3–4)	Experienced Recruit (D6 = 5–6)
Prestige	1	1	1	1
Initiative	D6 + 2	D6 + 3	D6 + 4	D6 + 5
Weapon Skill (WS)	D6 × 10	2D6 × 10	3D6 × 10	4D6 × 10
Ballistic Skill (BS)	2D6 × 10	3D6 × 10	4D6 × 10	5D6 × 10

2. **Starting Personal Equipment:** Roll 3 times on D100 for starting gear (comes with D6 × D10 shots per weapon):

3.

- **01–20:** Nothing
-
- **21–40:** Improvised Weapon
-
- **41–60:** Knife
-

- **61–70:** Hand Bow
-
- **71–80:** Stub Gun
-
- **81–90:** Laspistol
-
- **91–00:** Bolt Pistol
-

4. **Special Gang Recruits:**

5.

- **Mutant Gangs:** Generate mutation on the mutation chart.
-
- **Psyker Gangs:** Roll D6: 1–3 = Non-psyker; 4–6 = Psyker (generate D6 psychic abilities).
-

DESERTION

If a leader's Prestige drops below their current number of followers, fighters desert until gang size matches the new Prestige score. Followers with the lowest Prestige leave first, taking only personal sidearms/knives (not gang stash gear).

SCRAGGING

Scragging is a ritual attack executed by moving into contact with an enemy (living, dead, or wounded) and spending **1 action**.

- **Scragging for Damage:** Resolve using standard hit, location, penetration, and damage tables.
-
- **Scragging for Trophies:** Roll D10 on the table below:
-

D10 Roll	Result	Effect
1	Ineffective	Assailant fails to take a trophy.
2–5	Clothing / Adornment	Assailant tears off a piece of clothing or personal trophy.

6–7	Hair / Scalp	Scalp/hair torn off. Victim gains a disfiguring head scar (if wearing a helmet, the helmet is stolen instead).
8	Ear Removed	Ear ripped off. Victim gains a disfiguring scar (if wearing a helmet, the helmet is stolen instead).
9	Finger Removed	Finger torn off (victim wearing armored gloves escapes this effect).
10	Facial Scar	Trophy attempt fails, but victim is left with a disfiguring facial scar.

- **Prestige Impact:** Successfully scragging an enemy grants **+1 Prestige**. Being scragged causes a survivor to lose **-1 Prestige** if witnessed by comrades or left with a scar.

•

PSYKER GANGS & PSYCHIC ABILITIES

PSYKER GANG SETUP

- **Leader:** Always a psyker. Gains a number of psychic abilities equal to their starting D6 Prestige roll.
-
- **Followers:** Roll D6 per follower: 1–3 = Non-psyker; 4–5 = 1 psychic power; 6 = D6 - 1 psychic powers.

•

PSI-POINTS & EXHAUSTION

- **Psi-Points Pool:** $\text{Initiative} + 2\text{D6}$
-
- **Usage:** Expended during play; cannot be recovered until resting between encounters.
-
- **Action Restrictions:** Using a psychic ability takes a psyker's entire turn (no movement, shooting, or melee actions allowed in the same turn).

•

PSYCHIC ABILITIES TABLE (D20)

D20	Ability	Cost	Effect

Roll			
1	Zone of Protection	1 pt / turn	Grants a 5+ D6 saving throw against any hit while maintained.
2	Sense Presence	1 pt	Detects living beings within 24 m (including hidden/stealthed models).
3	Immunity	3 pts	Grants complete immunity to poisons, toxins, and gas for 6 + D6 turns.
4	Psychic Blow	3 pts	Automatically hits a target within 24 m (bypasses armor/protection). Roll D6 for effect: • 1–2: Ineffective. • 3–4: Victim drops weapon, stunned for 1 turn.

			• 5: Victim runs amok in a random direction (fires randomly on 4+). • 6: Victim killed outright by psychic overload.
5	Terrorize Mind	2 pts	Target within 24 m cringes and takes no actions during their next turn.
6	Telepathy	1 pt	Transmits a 6 + D6 word message to 1 ally anywhere on the board.
7	Ectoplasmic Mist	2 pts	Creates a 12 m (6") obscure cloud for D6 turns; blocks LOS and halves movement inside.
8	Weapon Jinx	2 pts	Jams 1 mechanical ranged weapon within 24 m for D6 turns.
9	Psychic Shot	1 pt	Creates an illusory shot on a target within 24 m; inflicts no damage but forces Duckback.

10	Healing Power	3 pts	Used post-game. Adds +3 to D6 Wound Recovery rolls for self or an ally.
11	Telekinesis	2 pts	Retrieves a shoulder-weapon-sized item within 12 m, or snatches an item from an enemy's grip (lands D6 m away).
12	Teleport	5 pts	Teleports up to 18 m (Direction: D12 clock face; Distance: 3D6 m). Cannot teleport out of/into melee.
13	Temporal Distort	3 pts	Target with lower Initiative than psyker acts last in the turn sequence.
14	Temporary Stasis	3 pts	Target with lower Initiative than psyker cannot act during the turn.
15	Strength of Will	Variable	Expend 1 pt per +1 Initiative, or 1 pt per +5 WS or BS for the rest of the game.
16	Wind Blast	1 pt	Knocks a target within 18 m prone.
17	Stun Grip	1 pt	Touch attack in melee; knocks target unconscious for D6 turns.
18	Psychic Aura	1 pt / turn	Psyker glows. Any model contacting or striking the psyker in melee is knocked unconscious for D6 turns.

20. **Smash:** This ability allows the psyker to smash through a door, wall, or other barrier up to 2 m thick by means of a bolt of psychic energy. The psyker must touch the barrier to smash through it, creating a hole large enough for one individual to move through at a time. This ability expends 3 Psi-Points.
- 21.
22. **Psychic Jinx:** The psyker can disrupt the psychic concentration of another psyker with a lower Initiative within 24 m. The victim will not be able to use a psychic power in that turn. This ability expends 1 Psi-Point.
- 23.

SCAVVIES

Scavvies grovel among the debris and industrial waste of the old factory layers, coming into constant contact with toxic and corrosive chemicals. They scavenge for reusable raw materials to trade and are undeterred by the risks of handling poisonous and caustic substances. Consequently, they suffer from appalling skin scabs and burns that are grossly disfiguring but do not impede their fighting ability. They have also acquired a degree of immunity to the worst effects of many poisons found on the hive world; frequent inhalation of small whiffs of toxic fumes builds up a natural resistance in their respiratory systems.

Each Scavvy character has one characteristic generated from the table below:

Scavvy Characteristics

D6 Roll	Scavvy Characteristic
1–2	Gas Immunity: The Scavvy is completely immune to the effects of gas and does not require a respirator.
3–4	Festering Scabs: The Scavvy suffers from festering scabs caused by rummaging in caustic refuse, often wrapping themselves in filthy rags and bandages. Apart from a gruesome appearance, this has no game effect.
5–6	Toxin Immunity: The Scavvy is immune to toxins and cannot be poisoned by gas or needler chemical ammunition.

MUTANT GANGS

Mutant gangs are bands of fugitive mutants who have fled to the undercity to avoid persecution.

They must band together for survival in this harsh and merciless environment or perish. Mutants have been dwelling in the undercity for countless generations, and so there are some who have been brought up there, never knowing any other way of life and suspicious of outsiders from the upper hive.

There are three main causes of mutation on Necromunda:

1. **Pollution & Contamination:** The obvious toll taken on the population by the polluted and contaminated environment on the planet. Trace elements and strange substances build up in the body and can give rise to genetic mutations which hideously change the victim.
- 2.
3. **Warp Influence:** Those who are psychically vulnerable to the influence of the Warp. Some are latent psykers, whose suppressed psychic nature takes on a physical manifestation. Others cultivate dark thoughts and passions which lay bare their souls to the ravenous Powers of Chaos and draw into themselves the taint and mark of Chaos.
- 4.
5. **Forbidden Cults:** A few who worship forbidden cults and make pacts with Chaos Powers. The rewards are all too frequently some inhuman physical attribute.
- 6.

Every member of a Mutant Gang will have at least one mutation, up to a maximum of D6 per mutant. Mutants usually have a mutation that has been difficult or impossible to conceal, causing them to become outcasts from normal society. The mutations described here include local forms specific to Necromunda induced by the polluted hive world environment, as well as mutations of Chaos origin. All mutations, whatever their origin, are regarded with suspicion and fear by the normal inhabitants of Necromunda.

Mutations can be advantageous or disadvantageous to the character in combat. To determine mutations, roll a D100 for each character in the Mutant Gang and consult the chart below.

MUTATION DETERMINATION CHART

D100 Roll	Mutation	D100 Roll	Mutation
01	Agility	51–55	Limb Mutation
02–03	Albino	56	Jelly

04–10	Atrophy	57–59	Mane of Hair
11	Bestial Face	60	Mange
12	Bird Attribute	61	Mechanical Body
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49	Hypnotic Gaze	95	Warp Frenzy
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		97	X-ray Vision
		98	Yeti
		99	Zombie
		100	Choose

MUTATIONS

Agility

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

Albino

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

Atrophy

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

- **1–2:** Right arm
-
- **3–4:** Left arm
-
- **5:** Right leg
-
- **6:** Left leg
-

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

Bestial Face

The mutant has facial features that cause him to resemble an animal, usually a horned and shaggy goat-like or bovine animal such as those known in the occult mythology of some cults on

Necromunda. This mutation does not affect the mutant in any other way except that he can use any horns he may have as an improvised weapon.

Bird Attribute

Roll a D6 to determine the nature of the mutation:

- **1–2 (Feathered Hide):** The mutant grows feathers over his body and sometimes also vestigial but useless wings. No effect.
-
- **3–4 (Bird's Feet):** The mutant grows talons on his feet which can be used as improvised weapons in close combat.
-
- **5–6 (Beak):** Beak-like mouth allowing the mutant to bite an opponent in close combat.
-

Blood Rage

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

Blood Substitution

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

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

Body Mutation

Roll a D6 to determine the mutation:

- **1 (Crystalline Body):** The mutant has become a single living crystal. He is immune to laser beams, which are refracted through his body, but any other serious wound sustained shatters his flesh and destroys him.
-

- **2 (Obesity):** Swollen and bloated body; -2 to Initiative.
-
- **3 (Growth):** Tall, massive, and muscular; +10 to WS.
-
- **4:** Extremely thin and gangling.
-
- **5:** Hunched and twisted back.
-
- **6:** Body shrivels and he becomes incredibly weak; WS is halved.
-

Chaos Spawn

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

Chaos Were

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

Cloud of Flies

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

Cloven Hooves

The mutant's feet change into cloven hooves. This mutation does not affect movement.

Crossbreed

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

1. Mutant Dog
- 2.
3. Rat
- 4.
5. Giant Spider
- 6.
7. Dreambat
- 8.
9. Caryatid
- 10.
11. Ash Buzzard
- 12.
13. Sludge Jelly

- 14.
15. Fly
- 16.
17. Lash Worm
- 18.
19. Face-Eater
- 20.

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

- **1–2:** Mutant gains the natural attack of the creature instead of the ability to use human weapons. Fly crossbreeds gain a venomous sting, inflicting irritating light wounds similar to an ulcer. Caryatid crossbreeds gain only one psychic ability of the caryatid.
-
- **3–4:** Mutant gains the superficial appearance of the creature on limbs or face only. Moves and fights as a human.
-
- **5–6:** Mutant is basically a human-sized version of the creature with human intelligence. Fights and moves as the creature.
-

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

Drug-Crazed

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

- **1–2:** Blitz
-
- **3–4:** Stimm
-
- **5–6:** Spook
-

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

Eye Mutation

Roll a D6 to determine the mutation:

- **1:** Additional eye in the center of the forehead; +10 to BS.
-
- **2:** Bulging eyes, like a lizard or amphibian; no effect.

-
- **3:** Eyestalks, similar to a crab; no effect.
-
- **4:** One eye; loss of depth perception; -10 to BS.
-
- **5 (Piercing Eyes):** Deep-sunk eyes that appear to glow red in the dark. Benefits from infra-vision and cannot be blinded.
-
- **6 (Compound Eyes):** The eye develops into the many-faceted compound eye of an insect, endowing the mutant with an increased arc of perception (360 degrees).
-

Exudes Acid

The mutant sweats a caustic acid that burns any living being who touches the mutant's skin, causing a light wound. Armor protects against the acid, which is not strong enough to corrode it.

Fangs or Tusks

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

Festering Scabs

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

Fiery Breath

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

Fits

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

Giant

The mutant has grown into a giant. The character can be represented by an Ogryn model. His Initiative and BS are halved, but his WS is doubled. He will latch on to the most prestigious character in the gang and be adopted as a bodyguard, so his prestige rating can then be raised to the level of henchman.

Head or Face Mutation

Roll a D10 to determine the mutation:

- **1 (Mutated Ears):** Enlarged ears or bat-like sonar abilities; +D6 to Initiative.
-
- **2:** Unnaturally enlarged head; no effect.
-
- **3:** Long and highly developed nose; can smell the presence of any other character within 12m.
-
- **4:** Head has grown elongated and pointed, squeezing his brain in the process; -D6 Initiative.
-
- **5 (Living Skull):** Face has become a living skull and his eyes become a dim red glow in the depths of their sockets. Terrifying appearance causes -D6 Initiative to any close combat opponent.
-
- **6:** Facial features are rearranged so that eyes, mouth, or nose have changed places or migrated to other parts of his head; -10 BS.
-
- **7 (Pin Head):** Tiny head out of proportion to body size; halve Initiative and BS due to shrunken brain capacity.
-
- **8:** Lost all facial features, leaving an entirely blank face. Strangely, the mutant's senses remain unaffected.
-
- **9:** Head has fused with his chest, giving him the appearance of being headless. Treat all head hits as body hits.
-
- **10:** Grows a horny, fleshy, scaly, or feathery crest on his head. Increases his prestige rating among mutants by +D6.
-

Hideous Appearance

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

Horns

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

Hypnotic Gaze

The mutant has intense staring eyes which he can use to induce temporary psychological disturbance in anyone he gazes at. The mutant may "stare" at any hand-to-hand opponent, forcing them to make the following test on a D6:

- **1–2:** Opponent resists the hypnotic gaze of the mutant.
-

- **3–4:** Opponent is distracted; -D6 Initiative.
-
- **5–6:** Opponent is mesmerized and unable to strike in that combat phase.
-

Illusion of Normality

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

Jelly

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

Limb Mutation

Roll a D10 to determine the nature of the mutation:

- **1:** Long trailing arms which give considerable advantage in close combat; +10 Combat Modifier.
-
- **2 (Multiple Arms):** The mutant grows extra arms. Roll a D6: 1–2 = 1 extra arm; 3–4 = 2 extra arms; 5–6 = 3 extra arms. The mutant can simultaneously use one extra hand-weapon in each extra arm.
-
- **3 (Overgrown Limb):** Roll a D6:
 - 1–2 (Enlarged Arm): +10 Combat Modifier if using an improvised weapon.
 -
 - 3 (Enlarged Leg): Mutant can only crawl.
 -
 - 4 (Enlarged Head): No effect.
 -
 - 5 (Enlarged Hands): Cannot manipulate anything but improvised weapons.
 -
 - 6 (Enlarged Feet): Character cannot run.
 -
- **4 (Limb Loss):** The mutant has lost a limb through atrophy or skeletal mutation. Roll a D6:

- - 1–2 (Right Arm Missing): BS and WS halved.
 -
 - 3–4 (Left Arm Missing): BS halved.
 -
 - 5–6 (One Leg Missing): Mutant must hop, crawl, or use a crutch or peg-leg.
 -
- **5 (Limb Transference):** A skeletal change that results in a misplaced limb. Roll a D6:
- - 1–2: Right leg and left arm are transposed; BS and WS halved.
 -
 - 3–4: One hand moves to the head, leaving a stumpless arm; -10 to WS.
 -
 - 5–6: All arms and legs join at the hip, giving an effect like a humanoid spider. Combat is not affected since hands can still manipulate items.
 -
- **6 (Extra Joints):** Develops extra joints, giving advantages in close combat or movement. Roll a D6:
- - 1–2 (Arms): +10 Combat Modifier.
 -
 - 3–4 (Legs): Kneel or get up without delay.
 -
 - 5–6 (Arms and Legs): Combine effects listed above.
 -
- **7:** Highly developed and muscular hind legs. May leap a distance of 3m over another character or an obstacle up to the height of a man as 1 action.
-
- **8 (Long Neck):** Grows a very long neck; no effect.
-
- **9:** Incredibly short legs; all movement is halved.
-
- **10 (Quadruped):** Arms have become an extra pair of legs. The mutant moves on all fours and cannot hold things in his hands, which have mutated into feet or hooves.
-

Mane of Hair

A great shaggy mane of hair, excessively long or bushy (male characters may also have excessive facial hair). In its less extreme or advanced forms, this mutation may be accepted in normal society and actually considered a sign of beauty among certain hive-world subcultures. Adds +D6 prestige points to the character's prestige.

Mange

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

Mechanical Body

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

Mind Mutations

Roll a D6 to determine the mutation:

- **1–2 (Manic Fighter):** Manifests a demented fighting frenzy; +10 Combat Modifier.
-
- **3–4 (Massive Intellect):** Outstanding mental capacity and an outsized cranium giving an egg-head appearance; +D6 Initiative.
-
- **5 (Mindless):** No mind of his own; obeys the command of the most prestigious character within 6m of him. Takes no action without direction, and Initiative is reduced to 1.
-
- **6 (Moronic):** Low intelligence with a low forehead and thick brow-ridges like a caveman. Incapable of using a shooting weapon, but very effective in close combat due to increased brutality (+10 Combat Modifier if using an improvised weapon). Often develops an intense loyalty and devotion for the gang leader and will be obedient to the point of recklessness.
-

Noise

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

Obsessions

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

- **1–3 (Irrational Fear):** Roll a D6 to determine what the mutant fears: 1 Psykers, 2 Other Mutants from a different gang, 3 Scavvies, 4 Hive Vermin, 5 Normal unmutated Humans, 6 Imperial troops. The mutant suffers -D6 Initiative if within 6m of what he fears.
-

- **4–6 (Irrational Hatred):** Roll a D6 to determine what the mutant hates: 1 Psykers, 2 Other Mutants from a different gang, 3 Venators, 4 Hive Vermin, 5 Normal unmutated Humans, 6 Imperial troops. The mutant gains +D6 Initiative if within 6m of what he hates and must attempt to attack it in close combat at every opportunity.

•

Parasitic Infestation

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

Plague Bearer

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

- **1 (The Shakes):** Uncontrollable shaking fits; reduce BS and WS by half.
-
- **2 (Eye Rot):** Eyes swell up and become bulging; reduce BS by half.
-
- **3 (Creeping Buboos):** Limbs are covered in ulcers causing great discomfort; reduce Initiative by half.
-
- **4 (Bone Ague):** Skeleton is wracked and distorted; reduce WS by half.
-
- **5 (Grey Fever):** Brain is seized by a wasting fever causing hallucinations and dementia; reduce Initiative by half.
-
- **6 (Green Pox):** Covered in green buboes and gradually wastes away; reduce all characteristics by -10.

•

Poisonous Bite

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

- **1–2:** Paralyzes the victim for D6 turns.
-
- **3–4 (Slow Poison):** Victim receives a light wound, but will drop dead in D6 turns.
-
- **5–6 (Fast Poison):** Victim throws an agonized death spasm and dies immediately.

•

Psychic Mutations

Roll a D6 to determine the mutation:

- **1 (Psychic Immune):** Completely unaffected by any psychic effects directed against him.
-
- **2 (Psyker):** The mutant is a psyker. Generate psychic powers for him.
-
- **3:** Has the Telekinesis psychic ability.
-
- **4:** Has the Teleport psychic ability.
-
- **5 (Evil Eye):** Can put a temporary curse on a chosen victim. Only one victim can be cursed during the game. There is a 50% chance of the curse being effective, causing either the victim's Initiative, WS, or BS to be halved for the next turn. The mutant must declare which characteristic is being cursed.

•

Quick Witted

Developed lightning reactions and coordination. His mind perceives the world around him so quickly that everyone else appears to be moving in slow motion. Increase Initiative by +D6.

Razor Sharp Claws

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

Red Hot Flesh

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

Regeneration

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

Resilient

Exceptionally tough constitution and very difficult to wound. A light wound becomes negligible on a D6 roll of 4–6, and a severe wound becomes a light wound on a D6 roll of 5–6.

Skin Mutation

Roll a D10 to determine the mutation:

- **1–2 (Scaly Skin):** Scaly skin like a snake; equivalent to mesh armor over all of his body.
-
- **3 (Furry Skin):** Covered with fur like an animal, appearing much like a gigantic rodent.
-
- **4:** Skin becomes black and absorbs light, giving him a phantom-like appearance.
-
- **5–6 (Metallic Skin):** Metallic compounds build up in the skin, giving a metallic complexion. The skin becomes slightly more resistant to wounds, acting as flak armor. Adds +D6 prestige points.
-
- **7–8 (Lurid Skin):** Vividly colored or patterned complexion.
-
- **9 (Mineralized Skin):** Mineral pollutants endow the mutant with a hard, crusty skin as effective as chainmail armor.
-
- **10 (Transparent Skin):** Skin becomes a transparent membrane; internal organs and skeleton are visible.
-

Spines

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

Spit Venom

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

Stench

Emits a disgusting, putrid stench that gives away his position to anyone within 12m not wearing a respirator. Anyone not wearing a respirator attempting to fight the mutant in hand-to-hand combat suffers a temporary -10 Weapon Modifier.

Strong

Endowed with immense strength. Count each hand as a natural power glove, and his flesh as flak armor.

Tails

Roll a D6 to determine the mutation:

- **1 (Mace Tail):** Tail ending in a horny or spiky mace-like tip. Can strike an enemy, counting it as an improvised weapon.

-
- **2 (Prehensile Tail):** May wield an improvised weapon, knife, or shield in his tail.
-
- **3 (Scorpion Tail):** Delivers a venomous sting. Paralyzing venom immobilizes the victim for D6 turns if a wound is inflicted.
-
- **4 (Snake Tail):** Tail with a snake's head on the end. Venomous bite has a 50% chance of slaying the victim immediately if a wound is inflicted; otherwise, it counts as a serious wound.
-
- **5 (Rat Tail):** Long rat-like tail; no effect.
-
- **6 (Lashing Tail):** Long lashing tail that can strike an opponent, counting as an improvised weapon.
-

Technofused Arm

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

Tentacles

The mutant's arms wither into tentacles covered in suckers. Roll a D6 to determine the extent of the mutation:

- **1–3:** One arm becomes a tentacle.
-
- **4–6:** Both arms become tentacles.
-

Tentacles can grip weapons and can be used to grip opponents and strangle them. If the mutant succeeds in striking a blow on his opponent with a tentacle, determine location as normal. If the tentacle strikes the head, the mutant gets his tentacle around the victim's neck. If he maintains it for another turn, the victim is rendered unconscious or slain. The mutant releases his grip when the victim becomes limp. Roll a D6 to determine the effect: 1–3 = victim is knocked out for D6 turns; 4–6 = victim is slain.

Toxin Immunity

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

Undead

Degenerated to an animated skeleton covered with a parchment-like vestige of skin. Causes -D6 Initiative as a fear effect on anyone seeing him within 6m. Ignores light wounds and can still manipulate weaponry as a living human.

Vampirism

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

Warp Frenzy

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

Wings

Has wings similar to a dreambat or caryatid. Allows him to fly at running pace or hover in the air. Taking off and landing each count as one action.

X-ray Vision

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

Yeti

Has taken on the form of an early and primitive apeman; a throwback to a prehistoric ancestor of the human race. The mutant becomes stronger and covered in shaggy hair. Lacks the intelligence or manipulative skill to use anything except improvised weapons, so has no BS. Increase WS by +10.

Zombie

A living corpse, slowly decaying but still animated. Initiative is reduced to 1, BS is reduced to zero, but the mutant ignores light wounds and causes a -D6 Initiative fear effect on any enemy characters within 6m.

GENERATING FORCES OF LORD HELMAWR AND THE ADEPTUS

Forces of the Imperial Commander and the Imperium can be generated and organized using the system below.

Squads and Sections

The Planetary Defence Force, Legiones Astartes, Judges, and Ecclesiarchal troops have a formal, regular organization unlike the hive gangs. On Hive worlds, the forces of authority

usually operate in the following detachment strengths:

- **Section:** 4 troopers and 1 leader (5 total).
-
- **Squad:** 9 troopers and 1 leader (10 total).
-

Larger detachments can be made up of more than one Squad or Section. Forces used for guard, escort, and patrol duties are usually equal in strength to the estimated potential opposition. Officially, 1 Section is regarded as roughly equivalent to 1 gang. A gang may often outnumber a Section, but the latter is likely to be better armed.

Leaders may be any personalities, specialists, or officers of the force concerned; for example, a Legiones Astartes leader could be a Sergeant or a Captain.

Venators and Custodians

Venators and Custodians are organized in a less rigid and formal manner. They operate in Bands of varying strength, but each Band is considered roughly equivalent in fighting potential to a typical gang. Indeed, most bands of Venators and Custodians are in fact sanctioned gangs.

Larger detachments can be made up of more than one Band, and the size of the detachment is governed by the expected opposition. Venators and Custodians usually operate in detachments of only one Band, since small units find it easier to infiltrate into the undercity. Each Band will be selected personally by the appointed leader, who will supervise the issue of equipment. Roll a D6 to determine the strength of the Band:

- **1:** Leader and 4 Troopers
-
- **2:** Leader and 5 Troopers
-
- **3:** Leader and 6 Troopers
-
- **4:** Leader and 7 Troopers
-
- **5:** Leader and 8 Troopers
-
- **6:** Leader and 9 Troopers
-

Generating Profiles

Profiles for Planetary or Imperial personnel are randomly generated in the same way as they are for gang fighters. Some forces recruit hardened gang fighters and others provide discipline and formal training, so these qualities are reflected in the profiles possible from the Profile Generation Chart below.

Basic Equipment

The Profile Generation Chart below also lists the basic equipment issued to each and every trooper. All troopers are assumed to be issued with 1 full magazine, fully charged power pack, or full canister for each weapon type carried. Weapons requiring several power packs will be supplied with the minimum required.

All weapons are equipped with targeters and the full requirement of suspensors. All Power Armour is equipped with Power Harness, Auto-Senses, and Communicators. Any Section, Squad, or Band may be equipped with combat accessories, in which case all troopers in the unit will be equipped with one.

PROFILE GENERATION CHART

Force	Rank	Initiative (I)	Weapon Skill (WS)	Ballistic Skill (BS)	Basic Equipment
Judges	Leader	D6 + 9	4D6 × 10	5D6 × 10	Bolt Pistol, Flak Armour, Carapace Helmet, Photo Visor, Communicator, 6 Stumm Grenades, Respirator, Knife
	Trooper	D6 + 5	3D6 × 10	4D6 × 10	Bolt Pistol, Flak Armour, Carapace Helmet, Photo Visor, Communicator, 6 Stumm Grenades, Respirator, Knife

Planetary Defence Force	Leader	D6 + 7	3D6 × 10	4D6 × 10	Lasgun, Flak Armour, Carapace Helmet
	Trooper	D6 + 4	2D6 × 10	3D6 × 10	Lasgun, Flak Armour, Carapace Helmet
Legiones Astartes (Marines)	Leader	D6 + 12	6D6 × 10	6D6 × 10	Boltgun, Power Armour Suit, 2 Frag Grenades, Power Sword, Bolt Pistol, Knife
	Trooper	D6 + 10	5D6 × 10	6D6 × 10	Boltgun, Power Armour Suit, 2 Frag Grenades, Combat Accessory
Ecclesiarchy	Leader	D6 + 9	5D6 × 10	4D6 × 10	Las pistol, Web Gun or Needle Gun, 2 Frag Grenades, Flak Armour, Knife

	Trooper	D6 + 5	4D6 × 10	3D6 × 10	Lasgun, Flak Body Armour, 2 Stumm Grenades, Photo Visor, Communicator, Laspistol, Combat Accessory
Venators	Leader	D6 + 6	4D6 × 10	4D6 × 10	Boltgun, Power Armour Suit, 2 Frag Grenades, Power Sword, Bolt Pistol, Knife
	Trooper	D6 + 4	3D6 × 10	3D6 × 10	Laspistol, Web Gun or Needle Gun, 2 Frag Grenades, Flak Armour, Knife
Custodians	Leader	D6 + 5	2D6 × 10	3D6 × 10	Lasgun, Flak Body Armour, 2 Stumm Grenades
	Trooper	D6 + 3	D6 × 10	2D6 × 10	Lasgun, Flak Body Armour, 2 Stumm Grenades

EQUIPMENT GENERATION

Troops may have additional or alternative equipment generated from the Equipment Generation Charts below. Items generated which are not required or are surplus to requirements may be

ignored and discarded, but this does not entitle a re-roll.

Custodians

- 1 Trooper per Band may substitute his Lasgun for 1 weapon generated from Chart 1, Chart 2, or Chart 3.
-
- Any Leader may have a weapon generated from Chart 1 or 2.
-
- Any Leader may roll once on Chart 4 for upgraded armour.
-
- 3 rolls per Band on Chart 5.
-

Venators

- Any Trooper may substitute his Web Gun, Needle Gun, or Lasgun for 1 weapon generated from Chart 2.
-
- 1 Trooper per Band may substitute his Web Gun, Needle Gun, or Lasgun for 1 weapon generated from Chart 1 or Chart 3.
-
- Any Leader may have a weapon generated from Chart 1 or 2.
-
- Any Leader may roll once on Chart 4 for upgraded armour.
-
- 3 rolls per Band on Chart 5.
-

Judges

- 1 Trooper per Section may have a weapon generated on Chart 1 or Chart 2.
-
- 1 Trooper per Section may have a weapon generated on Chart 3.
-
- Any Leader may have a weapon generated on Chart 1 or Chart 2.
-
- Any Leader may roll once on Chart 4 for upgraded armour.
-
- Up to 5 rolls per Section on Chart 5.
-

Planetary Defence Force and Legiones Astartes

- 1 Trooper per Section may substitute his Lasgun for 1 weapon generated from either Chart 2 or Chart 3.
-
- Alternatively, the entire Section may substitute their Lasguns or Boltguns for weapons generated from Chart 1 to convert them into an **Assault Group**. The entire Section may be equipped with the same weapon (roll once) or each trooper may be equipped with a

different assault weapon (roll for each).

-
- An entire Section or Assault Group may substitute its armour for Exo-Armour as an **Exo-Group**. Such combat groups are favoured for forays into the worst parts of the undercity.
-
- An entire Assault Group may be equipped with power-shields instead of Exo-Armour.
-
- Any Leader may have a weapon generated from Chart 1.
-
- Any Leader may roll once on Chart 4 for upgraded armour.
-
- 5 rolls per Section on Chart 5.
-

Ecclesiarchy

- 1 Trooper per Section may have 1 weapon generated from Chart 1, Chart 2, or Chart 3.
-
- Any Leader may have a weapon generated from Chart 1 or Chart 2.
-
- Any Leader may roll once on Chart 4 for upgraded armour.
-
- 5 rolls per Section on Chart 5.
-

EQUIPMENT GENERATION CHARTS

Chart 1: Assault Weapons

D100 Roll	Item
01–05	Chainsword
06–10	Power Axe
11–15	Power Glove
16–20	Power Sword

21–30	Bolt Pistol
31–40	Autopistol
41–50	Hand Flamer
51–60	Laspistol
61–70	Needle Pistol
71–80	Plasma Pistol
81–90	Shuriken Pistol
91–95	Web Gun
96–100	Choose

Chart 2: Guns

D100 Roll	Item
01–05	Autogun
06–15	Beamer

16–30	Boltgun
31–40	Flamer
41–45	Graviton Gun
46–55	Lasgun
56–65	Meltagun
66–75	Needle Gun
76–85	Plasma Gun
86–95	Shuriken Catapult
96–100	Choose

Chart 3: Heavy Weapons

D100 Roll	Item
01–05	Autocannon
06–10	Distortion Cannon

11–30	Grenade Launcher
31–40	Heavy Bolter
41–50	Heavy Plasma Gun
51–55	Heavy Webber
56–65	Lascannon
66–80	Missile Launcher
81–85	Multi-laser
86–90	Multimelta
91–95	Shuriken Cannon
96–100	Choose

Chart 4: Armour

D100 Roll	Item
01–10	Carapace Helmet

11–20	Carapace Body Armour
21–30	Conversion Field
31–40	Displacer Field
41–50	Exo-armour Suit
51–60	Mesh Body Armour
61–70	Power Armour Suit
71–80	Powershield
81–90	Refractor Field
91–100	Choose

Chart 5: Equipment

D100 Roll	Item	Quantity
01–05	Bio-scanner	1
06–10	Cameleoline	1

11–20	Communicator	1 for each model
21–25	Energy Scanner	1
26–30	Fuses for Grenades	D10*
31–35	Gravity Chute	1 for each model
36–40	Infra Visor	1
41–55	Medi Pack	1
56–65	Photo Visor	1
66–70	Rad Counter	1
71–90	Respirator	1 for each model
91–95	Web Solvent	1
96–100	Choose	—

**Roll a D6 to determine type of fuses for grenades:*

- **1–2:** Time Fuses
-
- **3–4:** Proximity Fuses

-
- **5–6:** Mixed (half of each type; in the case of odd quantities, the greater number will be Time Fuses).
-

Chart 6: Ammunition

All troops are assumed to be issued with 1 full magazine, power pack, or canister for their basic weapon. Any weapon or item generated on the Equipment Generation Charts will also be issued with its minimum magazine, power pack, or canister requirement.

In addition, any Section or Band is entitled to 3 rolls on Chart 6 for extra ammunition. Extra ammunition may be distributed among the troopers and any ammunition that is surplus to requirements may be kept or discarded.

D100 Roll	Item	Quantity
01–05	Armour Piercing Ammo	50
06–25	Bolt Ammo	15
26–35	Conventional Ammo	50
36–40	Flamer Canister	1
41–45	Explosive Ammo	50
46–50	Flechette Ammo	50
51–60	Needler Chemical Canister*	1

61–80	Power Pack	1
81–85	Shuriken Ammo	20
86–90	Web Chemical Canister	1
91–100	Auxiliary Grenade Launcher	1

**Needler Chemical Ammunition (Roll a D6):*

- **1–2:** Neuro-Toxin
-
- **3–4:** Sedative
-
- **5–6:** Intoxicant
-

Chart 7: Grenades and Missiles

A Section or Band may roll once for extra grenades on Chart 7. These can be distributed among the troopers; each trooper can substitute his basic issue grenades for a roll on Chart 7.

When a missile launcher or grenade launcher is generated on Chart 3, this automatically entitles a roll on Chart 7 for ammunition. A grenade launcher can also fire grenades provided from those issued to troopers. A missile launcher can be issued with D6 Frag missiles instead of risking a roll on Chart 7.

D100 Roll	Item	Quantity (Squad)	Quantity (Trooper)
01–05	Anti-Plant	D6	2
06–10	Blind	D6	2

11–15	Choke Gas	D6	1
16–20	Krak	D10	2
21–25	Frag	D10	2
26–30	Hallucinogen Gas	D6	2
31–35	Haywire	D6	1
36–40	Knock-Out Gas	D6	2
41–45	Melta-Bomb	D6	2
46–50	Photon	D6	2
51–55	Plasma	D6	2
56–60	Rad	D6	1
61–65	Scare-Gas	D6	1
66–70	Smoke	D10	2

71–75	Stasis	D6	1
76–80	Stumm Gas	D10	2
81–85	Tanglefoot	D6	1
86–90	Toxin Gas	D6	1
91–92	Virus	1	—
93–97	Vortex	D6	2
98–100	Choose	—	—

Note: Psyk-Out is for Inquisitors only; there is a 50% availability to Inquisitors.

ENCOUNTER CHART

This chart may be used for randomly determining forces of the Imperial Commander or forces of the Imperium as opponents for the gangs. Forces are determined by a series of D6 rolls on the chart below. Alternatively, adapt the scenario to include whatever forces are available to you. Any of these forces could be encountered anywhere in the hive world.

1st Roll	2nd Roll	3rd Roll	Forces
1–3	1–3	—	Venators
	4–6	—	Custodians

4–6	1–4	1–4	Judges
		5–6	Planetary Defence Force
	5–6	1–5	Space Marines
		6	Ecclesiarchy

ENCOUNTERS

The central theme of the game is confrontation between rival gangs which feud over territory, honor, power, and the limited resources of the hive world. Sometimes the forces of Lord Helmawr or the Imperium intervene in this endless struggle, contributing to the anarchy.

Encounters can be generated from the charts below. The charts list a wide range of scenarios and adventures which might occur on Necromunda. Each encounter offers opportunities for the gang to grow in strength by fighting their rivals and enemies. You can randomly generate an encounter from the charts or just use them as a source of ideas to enhance confrontations of your own devising.

Selecting Forces

Opposing forces can be those of other players or be specially generated for the encounter, with a player electing to command them. You may modify an encounter to suit the forces available. For example, you could play the encounter using different types of gangs, or sanctioned gangs instead of forces of Lord Helmawr or the Imperium. Rival gangs or enemy forces can be randomly generated using the Gang Generation system or the Imperial Commander's Forces generation system. Battlefield terrain can be generated using the terrain generation system.

Leadership Disputes

Leadership disputes provide a further source of inspiration for games or possible sub-plots which could be incorporated into the encounter or be played out separately, possibly even as solo games. A random generation table for leadership disputes is included under the gang generation system.

ENCOUNTER GENERATION

Rumors

Encounters can be generated by a D100 roll on the Rumor Chart. The chart represents the rumors circulating within the territory of the gangs. At any time there will be any number of rumors reaching the ears of a gang leader. These will range from hints of impending raids by rival gangs, suspicions of mutants, psykers, or other deviants at large in the community, to tempting offers or bribes. Cautious or unconcerned gang leaders may choose not to get involved and ignore the rumor. To represent this, roll on the Encounter Chart as many times as you like and select the encounter you prefer. Each roll represents a rumor, and the gang leader can act on a rumor or choose to ignore it.

Opportunities

Some rumors are Opportunities for the gang to make a gain. A newly formed gang would initially seize every opportunity to acquire armaments and wealth. Later, the activities of the gang will become more ambitious as it becomes more powerful, and it will attract more attention. To represent this, players may wish to restrict their initial encounters to raids and hijacks until the gang has acquired enough weaponry to tackle more ambitious and dangerous situations. The encounters generated by scores of 01 to 20 are Opportunities for a new gang that wants to try its strength. You can limit yourself to these encounters by rolling on a D20. Other encounters are more difficult and will appeal to a well-toughened gang. However, even if you restrict your roll to a D20, there is a chance of a much tougher or even an unavoidable encounter turning up.

Warnings

There will be times when initiative will not rest with the gang leader, because gang territory is being violated or because enemies are out hunting for the gang. In such circumstances, there is no alternative but to take immediate action. When a Warning is generated, the gang must act and the encounter should be played before any more rumors can be rolled. While the gang delays considering the rumors and options, other gangs are active and the chances of meeting an unavoidable encounter increase. If you don't go out and look for trouble, trouble will come and look for you; such are the risks of life on the hive world of Necromunda.

RUMOUR CHART

Roll D100 for the full range of encounters, or roll D20 for initial encounters.

01–05

Roll again on D100. If a Warning is generated, the encounter is unavoidable.

06

Opportunity. The gang has located an unfortified checkpoint guarded by the Planetary Defence Force. It presents a suitable target for a raid to capture equipment. The checkpoint has a supply of ammunition (6+D6 magazines appropriate to the armament of the defenders) and grenades (6+D6 of randomly determined type). There are D6 other items of randomly determined

equipment in the checkpoint as well. These can be captured if all defenders are overpowered and the checkpoint is entered.

07

Opportunity. Enemies have been sighted in your territory. Prepare an ambush to capture their equipment. Roll a D100 to determine who they are:

D100 Roll	Enemy Force
01–50	Rival Clan Gang
51–60	Raiding Undercity Gang
61–70	Raiding Nomads, Scavvies, Mutants, or Psykers
71–80	Vigilantes, Brats, or Techs looking for trouble
81–90	Venators or Hive Judges looking for malcontents
91–100	Imperial Commander's troops or Imperium forces on patrol

08

Opportunity. A stash of arms and ammunition is rumoured to be hidden in the ash waste. Unfortunately, a rival gang is also after the stash. Both gangs must fight for possession. A third force, which could be Scavvies, Mutants, or Nomads, is lurking out in the Waste. They are probably the real owners of the stash and are guarding it. They may attack either side in order to defend it.

09

Opportunity. A rival gang is moving a consignment of merchandise through your territory. It could be food, drugs, arms, or ammunition. Prepare an ambush in order to seize it. The owners will defend it tenaciously.

10

Opportunity. The gang has found an old tunnel into one of the new factories. D6 individuals can emerge from it or enter back into it per turn. Useful materials worth looting are randomly distributed in the area. Roll a D6 for each turn; on a score of 3, 4, 5, or 6, the enemy gangs are alerted and will enter the area from all sides. The objective is then to get away with as much loot as possible.

11

Opportunity. A vehicle has broken down along a deserted transportation route and presents a suitable target for an ambush. Roll a D10 to determine its contents:

D10 Roll	Contents
1–4	Merchant clan gang patrol
5	500 credits' worth of merchandise and an armed escort
6	D6 items of unusual equipment and an armed escort
7	Members of a Technogang
8	An Inquisitor and his escort
9	A high-ranking member of the Ecclesiarchy and escort
10	Captured mutants or psykers guarded by Venators, PDF, or Imperium forces

The occupants of the vehicle will fight to defend themselves and the cargo if attacked.

12

Opportunity. A small group of Hive Judges is patrolling the area. The gang could prepare an ambush in order to capture their weapons and prevent them from searching the gang's territory.

13

Opportunity. The gang has located a rival clan's stronghold. If they can get through the gang guarding it and break into the armoury, they can seize 1 randomly generated item of rare and expensive equipment per unwounded gang member that gets there. They must then fight their way out through the alerted guards.

14

Opportunity. The Planetary Defence Force or a rival gang has set up an outpost on the edge of your territory. It is a partly fortified structure. There are good reasons for attacking it: to drive them out of your territory, capture their weapons, and establish your reputation as a gang to be feared.

15

Opportunity. A rival gang occupies a derelict building on the edge of your territory which would make an ideal stronghold. You decide to seize it and expel the rival gang with maximum discomfort. Their stash of ammunition (6+D6 randomly determined items) is hidden there. If the enemy is expelled, the gang may take possession of the stash.

16

Opportunity. A nomad gang has emerged from the ash wastes to trade in the shanty or the undercity. They are camped recklessly close to the hive. You could raid their encampment and capture their weapons and merchandise.

17

Opportunity. The gang has gained access to a heat sink leading to the upper hab layers. The gang can infiltrate the upper spire whenever they choose. If they can force a confrontation between themselves and a Vigilante group, Tech gang, or Brat gang, they will have the opportunity to capture some sophisticated weaponry. Roll a D6 to determine who they encounter in the upper hab layers:

D6 Roll	Encounter
1–2	Vigilantes

3	Tech gang
4–5	Brat gang
6	Planetary Defence Force

18

Opportunity. It is rumoured that Mutants have found Spook in the catacombs of the undercity. The gang decides to raid the mutant gang in their hideout in order to seize the Spook. Unknown to both gangs, a small party of Hive Judges is shadowing the raiders in the hope of finding and destroying the stash.

19

Opportunity. It is rumoured that a Tech gang is smuggling organs and bionics out of the upper hab layers to unknown consumers. A consignment is due to pass through a disused transportation tube to be exchanged for cash or arms. The gang prepares an ambush intent on capturing the merchandise, the cash, or both. This will mean overpowering the Tech gang and possibly encountering their mysterious customers.

20

Opportunity. A vehicle has come to a halt in one of the road tubes within a hive. It is a fully laden straggler from a food convoy. The prospect of real food being contained in the shipment is a great temptation to any gangs in the area. The gang must raid and pillage the vehicle before word gets around. The vehicle has an armed escort consisting of a merchant clan gang. There is a 10% chance that another gang will turn up and start fighting both sides; this probability increases by 10% each turn.

21

Warning. A rival gang has violated your territory and is threatening to take over the area. You must immediately make a show of force in order to drive them out. This will be a straight fight between the two sides, the object being to rout or destroy the opposition.

22

Rival gang members have infiltrated your territory and left behind insulting graffiti in prominent places. The graffiti is so insulting that it can only be wiped out with blood. You mount a counter-raid into their territory with the object of defeating and humiliating them on their home ground.

23

Two nomad gangs are feuding over the only source of water in this part of the ash wastes. The stagnant pond is in the middle of the battle zone. Each side must attempt to take possession of it and hold it for the rest of the day. Whichever side is denied access to the water for at least 10 consecutive turns will be forced to go elsewhere due to thirst.

24

Two rival gangs are seeking control of a vital installation (such as stores, fuel tanks, or power generators). Both sides attempt to capture it at the same time. The installation is guarded by Custodians or a Clan Gang who will defend it against both sides.

25

You have been enjoying a steady flow of tribute (probably in the form of food) from a residential area, paid in return for protection from outrageous acts of aggression. The inhabitants have now organized themselves into a band of Vigilantes and withheld tribute. The Vigilantes must be defeated before tribute can be reimposed.

26

Warning. You find out that a rival gang is about to make an attack. Their objective is bounty hunting and the capture of your stash of equipment. They attack your hideout by surprise; you must react and repel them.

27–30

Warning. The feud has been raging for too long. The rival gangs decide to fight it out once and for all in a battle-ritual at an agreed location. They are intent on inflicting maximum slaughter on each other.

31

Warning. The gang is moving through the old factory layer when it is suddenly surrounded and attacked by hordes of Scavvies, Mutants, or other undercity scum. The gang must escape or drive off their assailants.

32

A Psyker Gang has been discovered in the undercity. The gang has been hired to find and destroy them. The fee, payable on completion of a successful mission, is 200 credits.

33

Warning. The gang approaches a Scavvy gang to trade. The Scavvies appear, but when they get close, they reveal themselves as Mutants disguised as Scavvies and attack the gang. The gang must defeat the Mutants or end up being eaten.

34

Warning. The gang is unknowingly desecrating the meeting place of a Psyker gang. The Psyker gang must attempt to drive away the intruders, but unknown to them, the intruders have just hidden a stash of armaments in the middle of the ritual area and will fight tenaciously to protect it.

35

A group of mutinous Planetary Defence Troops has deserted into the undercity, where they have formed a gang. There is a reward of 500 credits' worth of equipment for any gang that can track them down to capture them or wipe them out.

36

Warning. A brawl has broken out in a sleazy sector of the lower hab levels. Bars and dens "protected" by the gang are being wrecked by a rival gang. The gang must attack them and drive them off. The mayhem is made worse by crowds of low-lives getting in the way and joining in. There is a risk that the authorities will send in a riot squad, which may turn up at some randomly determined point in the battle and attack both gangs.

37

Warning. Really bad parts of the undercity have been walled up; as to the fate of those deviants within, nobody knows or cares. Unfortunately, an extremely savage gang has escaped from a walled-up zone and infiltrated into the hab layers. This gang is unbelievably barbaric and must be stopped before they can loot or vandalize your territory.

38

Warning. The gang has been forced out of its old territory by a purging campaign mounted by local clans or Vigilantes. They can either attempt to retake their territory or try to carve out a new territory. If they choose the latter option, randomly determine what gang they encounter in the new area. The occupying gang will certainly resist the incursion. The gang must fight for possession of the new area or to recapture the old one. Wherever the gang goes, it will have to fight the gangs it encounters for domination of the area.

39

Hunger has forced a Nomad gang out of the ash wastes to raid a food store in the lower hab levels. To get into the store (which is unfortified), they must overpower the guardians, who could be Vigilantes, Custodians, PDF, or a clan gang.

40

Judges are making a foray into the undercity, shanty, or ash wastes to suppress gangs and search for sources of Spook. Gangs encountered must try to defeat them or attempt to escape

to another area.

41

A Psyker Gang has emerged in the hab layers led by a mysterious individual who undoubtedly has ulterior motives. This gang must be suppressed and their leader apprehended or destroyed. You may use any of the forces of the Imperium or Imperial Commander available in the hive, or a sanctioned gang.

42

Warning. A rival gang has broken into factories in your territory intent on smashing up machinery. You must try and drive them out.

43

A religious riot has broken out in the forecourt of a temple to the Emperor Deified. The instigators are a Psyker Gang led by a mysterious, charismatic individual. You must try and quell the riot. This will mean fighting amid the statues, columns, pediments, and milling multitudes. If possible, the leader of the psykers is to be taken alive.

44

There has been a sudden power drain in a sector of the upper hab layers. A gang is tapping power from a generator far below in the factory levels. Custodians or the owning clan must dispose of the gang and restore the power supply. The generator must not be damaged in the confrontation.

45

A Technogang has made a radio-controlled android with a powerful weapon mounted in it. They have been using this device to perpetrate felonies. Now they have been cornered by those they have been stealing from, who will have to deal with the android as well as the Technogang. The android cannot be distinguished from a real human being. It counts as an Exo-armoured target and has 1 randomly determined type of power field defence. It is armed with 1 randomly determined hand-held weapon (e.g., pistol) and should move and fight as a human. Generate a profile for the android as if it were a gang leader.

46–54

(Unlisted in original source; roll again or treat as open encounter.)

55

Venators and Vigilantes are both after the same gang. The Venators want to capture the leader alive and any of the rest of the gang alive if possible. The Vigilantes are intent on wiping out the gang. The Venators are prepared to use force to stop the Vigilantes from wrecking their plans, and the Vigilantes are prepared to fight the Venators if they get in the way.

56

Hive Judges have located a stash of Spook and made a raid into the undercity to destroy it. The stash belongs to a gang who will fight to protect it. If they can get a messenger to one of the edges of the playing area, he will return in D6 turns with help from another gang. Roll a D6 to determine the gang:

D6 Roll	Reinforcements
1–2	A Scavvy Gang
3–4	An Undercity Gang
5	A Mutant Gang
6	A Psyker Gang

57

A rival gang has been spotted in your territory and you decide to find and destroy them. You must prevent the gang from escaping with any loot or causing any serious damage.

58

Venators are making a raid into the undercity to suppress the gangs. Randomly determine which gangs they encounter. Their objective is to slay or capture as many gang fighters as possible with minimum loss to themselves.

59

Venators have been sent into the upper hab layers to suppress a Brat gang that is causing a nuisance. The leader of the Brat gang is believed to be a rebel wanted for questioning and should be taken alive if possible.

60

A rival gang has kidnapped one of Helmawr's officials. Lord Helmawr has offered any gang a reward for his rescue alive and well. The reward amounts to D10 × D100 credits' worth of

equipment of your choice.

61

A member of the hive nobility is in the area. If you decide to kidnap him and demand ransom, it will be necessary to overpower his escort and take him alive. If you succeed in capturing him alive, you may make a ransom demand; roll a D6 for the response, deducting 1 from the score for each 1000 credits of the ransom demand (roll after declaring the demand):

- **1–3:** His household delays their response and attempts to rescue the hostage by force. Their objective is to rescue the hostage alive; failure will not be tolerated.
-
- **4–6:** His household is willing to negotiate and will pay the ransom. An exchange may be arranged, but the authorities have the option of turning this into a trap, in which case they must rescue the hostage alive or suffer the wrath of the Imperial Commander if they fail.
-

If a 1 or a 6 is rolled, the hostage is more than he seems, and the plot can be deepened by referring to the sub-plot generator.

62

An Imperial official is being escorted through the undercity by Space Marines. The purpose of this is not apparent. The gang may decide to ambush this group to capture weapons and kidnap the dignitary. The sub-plot generator can be used to establish the identity and intentions of this individual.

63

Warning. Mutants have captured D6 clan members and taken them off into the depths of the undercity. The gang must attempt to rescue them or lose face in the clan and incur the wrath of the clan head. The gang has tracked them down, but must attempt a rescue before their comrades are eaten by the mutants.

64

The gang has discovered Lord Helmawr's mad nephew, Jugula, wandering suspiciously in the ash wastes. They could apprehend him and demand a ransom. Lord Helmawr is sure to send agents to rescue him alive. The gang must defeat the rescuers in order to force Lord Helmawr to pay the 1000 credits ransom. The true nature of the insanity afflicting Lord Helmawr's nephew could be the subject of a sub-plot.

65

The gang raids an itinerant mission of Adepta Sororitas or other Ecclesiarchal troops. They may try to capture equipment or individuals for ransom. The Sororitas are escorting a sacred relic which they believe the Ecclesiarchy would pay a large ransom to recover (D10 × D100 credits).

The Sororitas will fight with determination to defend the relic.

66

The gang infiltrates the upper hab layers to capture an important Tech for ransom. However, the individual in question is the leader of a Tech gang and is guarded by Tech gang members. They have exotic equipment that is worth capturing. An unscrupulous clan will pay D10 × D100 credits for the Tech, who is quite valuable to them. His apartment contains D6 randomly determined items of unusual equipment.

67

A Tech gang intends to capture a valuable device from another clan. They gain entry to the clan factory by guile and stealth and steal the device worth 1000 credits (or alternatively, randomly determine a very valuable piece of equipment). The clan gang is alerted before the Techs can escape. They must attempt to get out of the building with the device.

68

One of the clan has been captured by a rival clan and put to work in a factory plant as a slave. If the gang tries to break him out, they will have to overpower the guarding gang or create a diversion to give him the chance to escape. The captive may try to seize weapons and fight his way out from the inside.

69

A flying vehicle has made a forced landing in the middle of the ash wastes. Nomad gangs have seen it come down and PDF patrols are out searching for it. Two or more of these groups arrive in the vicinity at the same time. If the nomad gangs get there first, they will loot the vehicle and capture the occupants (or worse). Two gangs may even fight for possession of the wreck against each other or against the search party. If the search party gets there first, it will have to beat off the gangs and escort the occupants and their valuable equipment to safety.

70

An Inquisitor accompanied by a squad of Planetary Defence troops or Space Marines has been surrounded by hostile gang fighters in the undercity. A gang with detailed local knowledge has been hired to locate and rescue them. This gang must fight their way through intervening hostile gangs to get to the troops and get them out. The rescuers should be well armed for the task. The gang can call upon reinforcements from another gang which may turn up at any time (randomly determined). The wounded and isolated troops must hold their position and offer what support they can to their rescuers.

71

The gang is hired to help on a mutant or psyker hunt in the undercity together with Vigilantes or Venators. They are entering a zone known to be infested with mutant and psyker gangs. There is a bounty of 50 credits per live captive. The mutants and psykers are organized into gangs and

armed.

72

The Imperial Commander has offered a reward for the capture of the leader of a troublesome gang, dead or alive. The reward amounts to D10 × D100 credits' worth of equipment of your choice.

73

Psykers are rumoured to be meeting out in the wastes or in the undercity. The gang has been hired to apprehend them or wipe them out when they are all gathered together. The psykers may be armed and organized into a Psyker Gang, or may have employed another gang to protect them. There is a bounty of 50 credits for each live psyker apprehended.

74

A group of Vigilantes is searching for stolen merchandise or a kidnapped victim. They hire your gang as local guides to help them retrieve their goods. If the mission is successful, they will pay D10 × 100 credits or supply D6 items of rare equipment of your choice. A kidnapped individual may turn out to be of special interest to the gang, providing the subject of a sub-plot.

75

Warning. A Nomad gang has made a slave raid on the hive following a devastating ash storm that brought down transport tubes and swept away part of the shell. They have carried off 2D6 clan members as slaves. The clan expects the gang to pursue and rescue them. They are offering 50 credits per individual rescued alive and well.

76

Venators, Vigilantes, Helmawr's troops, or Imperial forces have captured an important rebel or psyker. His friends hire the gang to rescue him. They promise D10 × D100 credits if he is rescued alive. This means infiltrating a local strongpoint, overpowering the guards, and escaping with the prisoner.

77

A gang of Scavvies or Mutants is lurking in the undercity and is rumoured to be indulging in cannibalism. The gang decides to go bounty hunting in the tunnels to collect the bounty awarded by the Imperial Commander. The bounty is 50 credits per head.

78

A group of Venators has been given the task of rounding up fugitives in the undercity. These fugitives could be criminals, mutants, or psykers. An undercity gang has offered protection for these wretches in return for scavenged items and food, and must resist the Venators if they wish to continue to benefit.

79

A gang has been causing so much trouble that the authorities have put a price on their heads: 100 credits for every one of them brought in dead or alive, with a bonus of 500 credits if the gang is wiped out. Furthermore, you will get to keep any weapons captured. You find out the location of their hideout and are in a position to make a surprise attack on it.

80

Lord Helmawr's daughter, Arethena, is secretly a latent psyker (a fact which Lord Helmawr is desperately trying to keep hidden). She has disappeared and is thought to have joined a Psyker Gang, or worse still, The Immortals. She must be brought back unharmed with the minimum of fuss. Helmawr's own troops or Imperial forces cannot be involved in such a delicate mission, so the Imperial Commander has offered a reward to any gang who can bring her back. The reward is 2D6 items of unusual equipment of your choice. The Psyker Gang will undoubtedly resist. Rumour has it that this gang is in the undercity of your hive.

81

A dangerous Tech gang is hiding in the new factories and sabotaging vital machinery. The owning clan is prepared to hire your gang to eliminate them. There is a reward of 500 credits if the gang is wiped out or driven out.

82

The gang has been hired to purge a heat sink before vital work can be carried out. Dangerous gangs are lurking in the heat sink. There is a bounty of 100 credits for each gang cleared out, and a further 500 credits if the heat sink is cleared completely. The gang should start in the upper hab layers and roll a D6 once per layer to determine encounters as they descend. Add 1 to the D6 roll for each layer passed:

D6 Roll	Encounter
1	Brat gang
2–4	Undercity gang
5	Scavvies

6+	Mutants
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83

Scavvies have found a very valuable item of equipment. Lord Helmawr's officials want to retrieve it. A hired gang has been sent into the old factory levels to take it from the Scavvies. There is a reward of 500 credits for its recovery.

84

Venators are pursuing a gang through the hab layers intent on taking live captives. They encounter Vigilantes pursuing the same gang intent on wiping them out. Both groups have cornered the gang, who are intent on survival. The Venators and Vigilantes will be hampered in their attempts to defeat the gang by their own animosity toward each other and may even attack each other.

85

A rival gang leader has run off with the gang leader's paramour as a calculated act of humiliation. You must get her back and inflict maximum chastisement on the other gang.

86

Some Imperial troops have been isolated and wounded in the wastes or undercity. They promise a reward if you escort them back to their base through the gang-infested catacombs. The reward will be D6 items of equipment of your choice.

87

A group of fugitives from the Imperium (they could be criminals, psykers, mutants, or rebels) is in hiding in the undercity. They expect a raid by Venators and have offered the gang a considerable reward if they protect them and help them to escape. The reward is D10 × D100 credits; roll after the action if successful.

88

A man with no name has turned up in your territory; he has considerable charisma, is attracting followers, and will soon emerge as the leader of a rival gang unless you deal with him. The true identity and intentions of this individual should be secretly established as a sub-plot.

89

A group of minor offenders has been banished to the undercity as punishment. They have no weapons and will need to capture some. They must also organize themselves and stick together as a gang to survive. Another group of crudely armed and savage individuals is approaching with evil intent.

90

A psyker gang, rumoured to be the dreaded Immortals, has infiltrated the upper hab layers and kidnapped a member of the nobility. The noble household must either send armed retainers or a hired gang to rescue the hostage before he or she is sacrificed. Any brat gang or vigilantes associated with the household will also attempt a rescue.

91

A gang of rebels, psykers, or cultist fanatics intends to assassinate a visiting dignitary (such as an Inquisitor). First, they must get through the screen of guards (Space Marines or Planetary Defence Force) in order to get to the target.

92

A flying vehicle has crashed in the ash wastes and the occupants are wounded. They could be Space Marines, Planetary Defence Troops, Imperial Judges, an Inquisitor and escort, members of the Ecclesiarchy, or the nobility. They offer a Nomad gang a reward of 500 credits or items of rare equipment to that value in return for a safe escort out of the wastes. There is another hostile nomad gang in the vicinity intent on capturing the party.

93

A gang has broken into the laboratory of a Tech clan and stolen some sealed canisters, one of which was broken open. Unknown to the gang, these contain a deadly virus which could unleash a plague onto the hive world. The Imperial Commander has sent troops to help the Tech gang recover the canisters. The gang is probably infected and must be wiped out.

94

Warning. The gang is trading with a Scavvy gang in the local shanty. Both gangs have brought arms and merchandise for trade. While they are conducting their business, a nomad gang makes a stealthy approach intent on ambushing the trading gangs and stealing their merchandise.

95

Members of two rival undercity gangs have been captured by bounty hunters and are to be dragged up out of the dungeons to fight it out in the arena for the entertainment and delectation of the assembled nobility. The survivors of the winning side will be recruited into the retinue of a noble household. The arena is an enormous gutted ruin, liberally strewn with hidden hazards devised by the nobles.

96

Warning. The gang was given the contract to protect a depot of food. Unfortunately, the depot was raided and another gang looted large amounts of food. If the store is found to be deficient, the gang will lose the contract and probably suffer reprisals from the owning clan. They must

recover the food, or replace the losses by raiding another depot.

97

Several rival gangs claim the same territory in the old factory layers. It is an area of great salvage potential. The gangs must contend in a restricted gang war within the contested area to establish which gang will take possession.

98

A rival gang has recently violated your territory and inflicted damage as the latest incident in an ongoing feud. You should uphold the honour of your clan by reprisal action.

99

A merchant clan has been hired to deliver a shipment to a distant hive. The merchants must organize a convoy, escorted by their own gang or a hired gang. The only route to their intended destination is via a neglected and damaged transportation tube. They are certain to be attacked by nomads on their way across the wastes.

100

Warning. The shanty is expecting an attack by hostile nomads or hive dwellers at any moment. The Scavvies in the shanty must defend themselves and may hire savage undercity gangs to help them.

SUBPLOTS

An encounter may be made more interesting by including a sub-plot. A sub-plot can result in your enemies turning out to be slightly different than they seem, allies arriving when least expected, hidden hazards on the battlefield, or surprise events which can change the course of the battle.

If you wish to include sub-plots, you can roll for a single sub-plot or each side may roll secretly for a sub-plot. Secret sub-plots should remain unknown to other players until the point in the game when it becomes apparent (or you may randomly determine the turn in which the sub-plot begins to affect play). Secret sub-plots should be written down before play, and each player has the opportunity to hide things in the playing zone before the game. A sub-plot can be randomly generated with a D100 roll from the Sub-Plot Chart below. Inappropriate sub-plots for the encounter may be ignored.

SUB-PLOT CHART

01–10: Treachery

The gang has the opportunity to use treacherous elements in a rival gang. Part of the gang's wealth may be allocated to bribing members of another gang. The bribe must be equal to the Prestige Points of the parties to be bribed $\times$ D10. Only a high-prestige character (such as

a potential rival leader) or the lowest-prestige characters are likely to betray their own gang.

If more than one gang is attempting bribery, the traitors respond to the higher bribe offered when the bribes are revealed (lower bribes are not returned). Bribed characters may change sides during the confrontation. There is a 50% chance of each bribed character changing sides when he shoots or fights for the first time in the battle. The test is only made once; if he does not change sides, he is assumed to remain loyal and double-crosses those paying the bribe.

11–20: Dud Ammunition

Treacherous merchants have sold dud ammo to a rival gang shortly before hostilities. The type and quantity of ammo should be written down before the game and deducted from the supplying gang's ammo stash. The proportion of this in the unfortunate gang's ammo pool determines the percentage chance that any given shot will be a dud.

21–30: Hidden Stash

A stash of arms, ammo, food, or drugs is rumoured to be hidden on the battlefield. Any model may choose to forgo movement or fighting in a turn in order to search. There is a baseline 25% chance of finding the stash, but increase this chance by the Initiative rating of the searching character (for example, a character with an Initiative of 15 will have a $25 + 15 = 40\%$ chance of finding the stash).

31–40: Third Force

Another force is hidden on the battlefield or will turn up at a randomly determined time. Roll a D10 to determine the force:

D10 Roll	Force
1	A Clan gang
2	An Undercity gang
3	Nomad gang
4	Venators

5	Planetary Defence Force
6	Scavvies
7	Vigilantes
8	Imperial Forces
9	Tech gang or Brat gang
10	Mutants

This force is assumed to be hostile to both sides and may be played by a GM or react randomly. Their objective is to drive off or capture gang members.

41–50: Imposter / Ulterior Motive

A new recruit to the opposing gang is an imposter in disguise or has an ulterior motive. He may be revealed at any time, and his objective will depend on who he is. Roll a D6 to determine his true identity:

- **1 (Inquisitor):** Objective is to capture the gang leader or locate the whereabouts of mutants, psykers, or drugs.
-
- **2 (Mutant):** Trying to conceal his mutation, lest they betray him for a reward.
-
- **3 (Imperial Judge):** Objective is to infiltrate the gang and trace the source of drugs. He can call up 1D10 other Arbiters at any time, who arrive at a randomly determined time.
-
- **4 (Imperial Commander's Agent):** Objective is to further his master's interests, as interpreted by the GM or controlling player.
-
- **5 (Your Own Agent):** Objective is to lead opponents into a trap or assist in their defeat at a crucial moment. Appoint one of your followers for this risky task.
-

- **6 (Rival Contender for Leadership):** The character with the next highest prestige. Objective is to slay the leader while making it look like enemy action or a stray shot.
-

51–60: Allies

Your gang benefits from allies willing to cooperate with you, though they may have their own ulterior motives. Roll a D6 to determine the ally:

- **1:** Deserters from the Planetary Defence Force; they bring with them a few randomly determined heavy weapons.
-
- **2:** Remnants of a broken gang (1D6 members, randomly generated as if a gang). They say they were defeated in a previous confrontation with your enemies and are willing to join you.
-
- **3–4:** Another gang (randomly generated).
-
- **5–6:** Vigilantes join forces with the gang to deal with mutually detested enemies.
-

61–70: Hive Vermin

The battle zone is infested with randomly determined hive world vermin. They will emerge, gnaw at bodies and the wounded, and attack anyone who disturbs them.

71–80: Lurking Mutants

Mutants are hiding in the battle zone. They are randomly positioned or concealed in the playing area and will attack anyone who encounters them. They will also emerge and attempt to rob the slain or wounded.

81–90: Secret Identity

One of the enemy characters is not what he or she seems. Roll a D10 to determine the hidden identity of an enemy character of your choice, then inflict this surprise on your opponent at any time in the game. The chosen character must be of low prestige in the gang (you cannot choose their leader or henchmen).

D10 Roll	Secret Identity & Behavior
1	Traitor: Waiting for an opportunity to change sides.

2	The Immortals Cultist: Looking for a sacrificial victim. Will strike any character unfortunate enough to be left alone with him out of sight of other models.
3	Adeptus Arbites Agent: Infiltrated the gang in search of clues concerning Spook. If Spook is found on the battlefield or psykers are sighted, he will call a squad of Imperial Judges, who arrive in D6 turns.
4	Inquisitor Incognito: On the trail of psykers and cultists. If any are sighted, he will call a squad of Planetary Defence troops, who arrive in D6 turns.
5	Deranged Mutant: Suffers from hallucinations where he cannot tell friend from foe.
6	Vendetta: Holds a personal vendetta against one other member of the same gang (10% chance it is the leader; otherwise, any other selected character). Takes any suitable opportunity to slay the object of his hate.
7	Secret Psyker: Will use psychic powers only as a last resort.
8	Jugula: Lord Helmawr's deranged nephew; interpret his insanity as you wish.
9	Imperial Fanatic: Devotee of the Emperor Deified. Expresses intolerance toward any psyker, mutant, or cultist he finds, even if nominally on the same side.
10	Alien: A Genestealer Hybrid or Vampire. Serves his own interests, even if that means preying on his own comrades when the opportunity presents

	itself.
--	---------

91–00: Stalking Immortals

A gang of Immortals has been stalking the combatants and will take advantage of the battle to capture wounded individuals from either side, dragging them away for ritual sacrifice.

TERRAIN

The terrain of the hive world can be represented on the tabletop in a variety of ways. You can take a strictly utilitarian approach—laying down books and covering them with a cloth to represent ash dunes; using tins, books, or packaging for your buildings; and model cars to represent convoys and freight carriers. Alternatively, you can make scale models to represent the interior of the hive. Most players compromise to some extent, painting tins, boxes, and margarine tubs to represent buildings, storage vats, and various levels of the hive. Modeling whole areas of the undercity takes time, but the results can be very impressive. Players with modeling skills will inevitably find themselves making the odd piece for games, but imagination will easily fill in the details if time or patience is lacking.

DECIDING THE TERRAIN

Players can decide for themselves where they wish to confront their foes. The system described below helps players decide what the battlefield should look like. Although scenery is described in general terms, it is easy to elaborate around these basic ideas to fit your particular game. If you roll a result you dislike or feel is inappropriate, simply roll again.

The general environment in which the confrontation takes place may be suggested by the types of gangs fighting each other. Often it will be the undercity; other times it may be the new factories or hab layers being raided. If players prefer, the environment can be selected randomly by rolling a D100 on the table below.

General Environment Table

D100 Roll	Environment
01–30	Undercity
31–45	Old Factories

46–55	Lower Hab Layers
56–60	Road Tunnels
61–70	Ash Wastes
71–80	New Factories
81–90	Upper Hab Layers
91–95	Road Tunnel Depot or Convoy Park
96–98	Shanty
99–100	Heat Sink

TERRAIN FEATURES

The following system may be used to suggest the general nature of the scenery. Specific details are left to the players to decide based on available resources.

To set up the table:

1. Divide the battle zone into 6 equal sections, numbered 1 to 6.
- 2.
3. Go to the appropriate General Environment Chart for your location.
- 4.
5. Roll a D100 for each section to determine its dominant terrain feature.
- 6.
7. Linear features (such as pipelines and service tunnels) automatically extend to a table edge through any other section along their route.
- 8.

For a dense and intricate terrain layout, roll several times for each section. The size of each feature should be appropriate for the game and table dimensions, and may cover the entire area of a sector. Some terrain features may be superimposed on or concealed by other terrain features.

Undercity

D100 Roll	Dominant Terrain Feature
01–05	Impacted Rubble
06–10	Spoil Heap
11–15	Tangled Wreckage
16–25	Tunnel Entrance
26–30	Cavernous Void
31–35	Vertical Shafts
36–50	Passages
51–75	Derelict Ruins
76–100	Derelict Shafts and Tunnels

Old Factories

D100 Roll	Dominant Terrain Feature
01–05	Spoil Heap
06–10	Broken Power Lines
11–20	Tunnel Entrance
21–60	Derelict Ruins
61–70	Derelict Shafts and Tunnels
71–73	Disused Fuel Pipes or Tanks
74–80	Disused Machinery
81–90	Abandoned Stockpile
91–95	Cavernous Void
96–100	Impacted Rubble

New Factory Layer

D100 Roll	Dominant Terrain Feature

01–05	Fuel or Chemical Pipelines
06–10	Service Tunnels
11–15	Power Lines
16–20	Factory Floor
21–25	Tunnel Entrance
26–30	Small Workshops
31–35	Storage Tanks
36–40	Chemical Vats
41–45	Raw Material Dumps
46–50	Furnaces
51–55	Machinery
56–58	Strongpoint

59–60	Watchtowers
61–70	Open Area
71–100	Interconnecting Office Space

Lower Hab Layer

D100 Roll	Dominant Terrain Feature
01–10	Access Tunnels
11–15	Vertical Lift Shafts
16–20	Strongpoint
21–25	Collapsed Hab Complex
26–75	Workshop Tenement or Hab Complex with Maze of Streets
76–85	Government Building
86–90	Food Storage Silo
91–100	Open Area

Upper Hab Layer

D100 Roll	Dominant Terrain Feature
01–10	Access Tunnels
11–15	Vertical Lift Shafts
16–20	Strongpoint
21–25	Shopping / Trading Area
26–50	Hab Complex
51–75	Official Building
76–90	Plaza
91–100	Noble's Mansion Complex

Ash Wastes

D100 Roll	Dominant Terrain Feature
01–50	Ash Dunes

51–53	Effluent Outlet
54–55	Fallen Power Lines
56–60	Fallen Road Tunnel
61–73	Chemical Pools
74–75	Sludge Streams or River
76–88	Road Tunnel and Pylon
89–90	Sludge Sea Coast
91–95	Open Area of Ash
96–100	Exposed Ruins or Crashed Craft

Road Tunnels

D100 Roll	Dominant Terrain Feature
01–25	Open Stretch of Road
26–30	Abandoned Vehicles

31–35	Checkpoint
36–38	Watchtower
39–40	Fuel Stop
41–50	Pipeline or Power Cable
51–55	Inter-spire Bridge
56–60	Emergency Exit Hatch with Escape Chute
61–65	Vehicle Park
66–70	Intersection
71–80	Observation or Guard Post
81–90	Hatch into Sub-road Service Tunnels
91–95	Industrial Depot
96–100	Break or Damage in Road Tunnel Wall

HAZARDS

Necromunda is a hazardous place, especially the factory levels, undercity, and ash wastes. Hazards add an extra element of chance and danger to the game. To begin with, you may wish to ignore hazards and introduce them later once you are familiar with the rules. As with terrain descriptions, the hazards listed below are suggestions, and players are welcome to add ideas of their own.

Should you wish to include a random hazard, there is a 25% chance of a hazard being present on the tabletop. If a hazard is present, roll a D100 on the table below to determine what it is. Re-roll results that are inappropriate to the environment.

Random Hazards Chart

D100 Roll	Hazard	Effect
01–20	Toxic Effluent	The area contains D6 pools of toxic effluent. Contact with the skin inflicts 1 light wound.
21–30	Toxic Fumes/Gas	Toxic fumes or gas exuding from vents, broken pipes, or a disused store.
31–40	Caustic Dust	Caustic dust or fumes limit visibility across the area.
41–50	Vermin Swarm	The area is infested with swarms of hive world vermin that gnaw at wounded or slain combatants, inflicting 1 light wound per turn on wounded characters.
51–55	Dangerous Fungi	Dangerous mutant plant life or fungi are growing in the area.

56–60	Predatory Creatures	D6 dangerous predatory creatures (such as a pack of mutant dogs) roam the area. They gnaw at the dead and wounded and may randomly attack any character.
61–65	Lurking Mutants	D6 hostile mutants are lurking in the area. They remain hidden, emerging to rob or drag off wounded combatants, and will fight to defend themselves.
66–70	Live Power Cable	A live power cable dangles onto the ground. Contact inflicts 1 severe wound.
71–75	Minefield	D6 pressure-sensitive mines have been sown in the area by Imperial forces. Treat as Frag Grenades triggered when a model steps on them.
76–78	Robe-Turret	An automated turret guards the area. It shoots at the first model to move each turn. Randomly determine a single weapon type to arm the turret. It cannot move, has a baseline 25% chance of being penetrated by any shot, and is destroyed if it sustains a "dead" result (otherwise wounds are ignored).
79–80	Lurking Alien	An unknown alien creature (e.g., Eldar, Ork, Genestealer, Vampire, or Enslaver) lurks in the area. Powers and objectives are determined by the GM or agreed upon by players.
81–100	Panic-Stricken Crowd	The area is crowded with panicked inhabitants who run randomly for the first 3 turns (restricting fields of fire) before taking cover.

DEPLOYMENT AND ENTRY/EXIT FROM THE BATTLE ZONE

Gangs deploy from opposite table edges—their "base edge" roughly defining the boundary of their territory or the direction from which they arrived. Where appropriate, they should deploy at the entrance to a tunnel or lift shaft. Otherwise, models may make their first move from anywhere along their base edge.

As models are placed on the table, they must form into gang groups of at least two models as described in the rules. Models not placed on the table during the first turn sequence may enter during any subsequent turn sequence, provided their entry point is secretly indicated during the first sequence (entry points cannot be changed once set).

Defending an Area

If the encounter involves defending an area against attackers, the following deployment rules apply:

- **Defenders:** The defending side secretly notes where their models are positioned anywhere within the half of the table nearest their friendly base edge. Defender models may remain off the table as long as they occupy a position where they cannot be seen, or until they shoot/fire. Once seen or after firing, they are placed on the table as normal. Defenders may also be detected via scanners.
-
- **Attackers:** The attacking side takes an entire turn sequence at the start of the game to place all of their models on the table. The second turn sequence then begins as normal.

WEAPONS (GUNS)

This section describes the weapons of the forty-first millennium. Not all of the weapons described are common on a world like Necromunda, though many are far more common than its rulers would like. The descriptions given are those of typical examples of the type of weapon concerned; however, many actual weapons are far from typical. The underworld of Necromunda shelters all kinds of outcasts with a variety of skills and technical abilities—many are quite capable of modifying, rebuilding, or designing weapons using commonly available materials.

Weapons are divided into three types for the purposes of initiative penalty and firing rules:

- **Pistols:** Carried and fired using one hand.
-
- **Basic Weapons:** Rifle-sized and require two hands to use properly.
-
- **Heavy Weapons:** Larger than basic weapons and require two hands to use in the same way.
-

AMMUNITION

All firearms utilize ammunition in some form. In the case of certain weapons, ammunition is

harder to acquire than the gun itself and often just as expensive. Fortunately, many weapons or weapon types use standardized ammunition, simplifying supply for both players and hive inhabitants.

Power Packs

Energy weapons (heat, light, or other energy-based weapons such as lasers and plasma guns) use standard power packs. Power packs function like batteries and slot into a weapon in the same way as a magazine. A small illuminated counter indicates remaining power on a scale of 1–50, equivalent to 50 standard laser shots (some weapons consume more power points per shot). Power packs can be recharged as detailed in the equipment rules.

Special Magazines & Shells

Other weapons require specialized ammunition, such as bolt weapons (bolts) and shuriken weapons (shuriken). In most cases, these come in magazines, requiring a character to eject the spent magazine before replacing it with a fresh one. Single shells, bolts, or equivalents can also be carried to load directly into the breech or to refill an empty magazine. A magazine cannot be loaded with loose rounds while inserted into a weapon.

Multi-Mags

Some weapons can fit multiple magazines simultaneously. For example, the heavy bolt gun can hold two magazines, and the grenade launcher uses a quadripartite magazine with four separate compartments for different grenade types. Weapons fitted with multiple magazines may fire ammunition from any attached magazine or compartment. Switching from one magazine or compartment to another requires changing the weapon's magazine selector switch, which costs 1 action.

BEAMER

Conversion beam projectors are commonly known as beamers. They project a constant beam, like that of a torch, whose penetrating rays energize solid matter, causing the first solid object in their path to fragment in a burst of explosive energy.

Conversion beamers can only be fired when absolutely stationary; any attempt to fire while moving causes beam interference that detonates the weapon itself. Beamers feature built-in safety mechanisms that automatically shut the weapon off if movement is detected.

The potency of the weapon increases at longer ranges, but the beam also diverges over distance. The beam width is always 10% of the range (e.g., at a range of 20", the beam is 2" wide; at 40", it is 4" wide).

Firing Mechanics

1. Trace a line of sight to the intended target and roll to hit as normal.
- 2.
3. **On a Hit:** The beam is on target. Measure the line of sight with a tape measure to

ensure the expanding beam does not touch an intervening object or character between the firer and target. The beam automatically hits the first object or model in its path, dispersing its energy and cutting out immediately.

- 4.
5. **On a Miss:** Place a straight edge behind the target. Roll a D10 to determine how many inches to the right the beam strays, and roll a D10 to determine how many inches to the left it strays. This establishes the new target line. Trace the path of the beam along this new line; the first object encountered is automatically hit. (If the beam is sufficiently wide, it may still catch the original target even on a miss.)
- 6.

The damage caused by a conversion beam varies with range and intensity:

Range	Damage Chart
0–10 m	Chart 1
10–20 m	Chart 2
20–30 m	Chart 3
30–40 m	Chart 4
40–50 m	Chart 5
50 m+	Chart 6

- **Power Requirements:** Beamers use standard Power Packs. A single shot consumes 50 power points (a full pack), allowing only 1 shot per fully charged pack. Spent packs are automatically ejected upon firing.
-

BOLTERS

Bolt weapons fire small, self-propelled missiles called "bolts." Bolts are large—two to three times

the size of a standard bullet—meaning a magazine holds relatively few rounds. However, this is offset by the weapon's armor-penetrating power, granted by an adamantium tip and a mass-reactive explosive core that detonates after penetrating the target. A bolt accelerates during its first 5 meters of flight, after which its velocity remains constant, making it effective at penetrating armor even at range.

All bolters use standard bolt ammo. Standard magazines carry 15 shots. Additionally, 1 round can be loaded directly into the breech, allowing a fully loaded bolt gun to hold up to 16 shots.

Bolt Pistol

A large, cumbersome pistol with a characteristic big-bore barrel. Bolt pistols are the preferred sidearm of experienced fighters, though limited by the cost and scarcity of ammunition.

- **Capacity:** 15-shot magazine.
-
- **Damage:** Chart 3.
-

Bolt Gun

Standard issue to Space Marines and elite forces.

- **Capacity:** 15-shot magazine.
-
- **Damage:** Chart 3.
-

Heavy Bolt Gun

An uprated, heavy-weapon version of the bolt gun respected for its accuracy and expanded capacity. It can be loaded with up to two 15-round magazines simultaneously. Replacing one magazine while keeping the other loaded provides a distinct advantage in extended firefights.

- **Capacity:** Up to two 15-shot magazines (30 shots total).
-
- **Damage:** Chart 3.
-

CONVENTIONAL WEAPONS

Conventional weapons fire solid projectiles made of metal, plastic, or ceramite, comparable to twentieth-century firearms. However, these rounds are caseless, with the solid propellant integrated directly into the projectile. Unless specifically noted, magazines and ammunition are interchangeable across conventional weapon types.

Special Ammunition Types

- **Flechette Rounds:** Designed to fragment and spin in flight, producing a low-velocity anti-personnel effect. Resolves damage on **Damage Chart 4**.
-

- **Dum-Dum Rounds:** Flat-tipped rounds designed to cause severe tissue damage. Ordinary ammo can be modified into dum-dum rounds by filing down the tips prior to combat (no purchase required). Resolves damage on **Damage Chart 3**.
-
- **Explosive Rounds:** Designed to detonate on impact. Highly dangerous against both armored and unarmored targets. Resolves damage on **Damage Chart 3**.
-
- **Armor-Piercing Rounds (AP):** Feature adamantium tips designed to punch through armor. Specialized and more expensive than standard ammo. Resolves damage on **Damage Chart 2**.
-

Conventional Weapon Descriptions

- **Shotgun (Combat Shotgun):** Features a size-adjusting collar mechanism in the breech, enabling it to fire ammunition of any caliber and type (standard or special). A single shot can be loaded directly into the breech alongside a magazine, allowing the firer to select a specific round for a given shot.
- - **Capacity:** 20-shot magazine (+1 in breech).
 -
 - **Damage:** Chart 2.
 -
- **Stub Gun:** A compact, easy-to-manufacture pistol. Stub guns fire only standard bullets and dum-dum rounds; they cannot fire explosive, flechette, or AP rounds.
- - **Capacity:** Up to 20-shot magazine.
 -
 - **Damage:** Chart 2.
 -
- **Auto-Pistol:** A lightweight, rapid-firing pistol. Auto-pistols can fire special ammunition types, but these must be pre-loaded into a magazine (single rounds cannot be chambered into the breech).
- - **Capacity:** 20-shot magazine.
 -
 - **Damage:** Chart 2.
 -
- **Autogun:** A larger, more accurate rifle-sized version of the auto-pistol, widely regarded as a practical alternative to the bolt gun. Fires special ammunition from pre-loaded magazines.
-

- **Capacity:** 50-shot magazine.
-
- **Damage:** Chart 2.
-
- **Autocannon:** A heavy, enlarged version of the autogun designed to accept up to three 50-shot magazines simultaneously. The operator can fire from one magazine per turn and switch between magazines by taking 1 action. Each magazine may be loaded with a different ammunition type, and individual magazines can be replaced while others remain attached.
-
- **Capacity:** Up to three 50-shot magazines (150 shots total).
-
- **Damage:** Chart 4.
-
- **Heavy Stubber:** A heavy firearm variant of the stub gun. It fires rapidly but, like the standard stub gun, is restricted to ordinary and dum-dum ammunition.
-
- **Capacity:** 50-shot magazine.
-
- **Damage:** Chart 3.
-

DISTORTION CANNON

The distortion cannon (also known as the "warper" or D-cannon) is a lethal heavy weapon developed from warp-space technology. It shifts its target out of phase with the material universe, making it ideally suited for destroying buildings and large structures.

Firing & Impact Rules

1. Nominate a target point using the standard rules for firing grenades and roll to hit.
- 2.
3. **On a Hit:** Place a 2" radius circular template centered over the target point.
- 4.
- **Direct Catch:** Any model whose base lies *wholly within* the template is warped into Warp-space for a few moments before rematerializing. Warped characters are slain instantly due to biological disruption.
-
- **Structures & Vehicles:** Walls hit by a D-cannon are breached and destroyed; vehicles even partially caught under the template are damaged beyond repair.
-
5. **Partial Hits (Edge of Template):** Models whose bases lie *partially within* the 2" radius

template risk being warped or thrown by spatial displacement. Roll a D6 for each partially covered model:

6.

D6 Roll	Effect
1	Warped and killed instantly.
2–4	Displaced D6" in a randomly determined direction.
5–6	Displaced 2D6" in a randomly determined direction.

Displacement Collisions & Vertical Movement

- **Collisions:** Any model displaced into an area occupied by a vehicle, another character, or a solid object is destroyed instantly. A character collided with by a displaced model is killed, and any vehicle struck is damaged beyond repair.
-
- **Vertical Displacement:** If a model is displaced 2D6" and the roll results in a **double**, the displacement occurs vertically as well as horizontally. Roll a D6:
 -
 - **1–3 (Into the Air):** The model falls immediately, taking an automatic randomly located hit on **Damage Chart 5**. Any model directly beneath the falling character also takes an automatic hit on Damage Chart 5 (leg hits on the lower model count as head hits).
 -
 - **4–6 (Below Ground):** The model is killed instantly as its matter attempts to co-inhabit the solid ground. The resulting matter collision causes an explosion, leaving a 1" radius crater. Any scenic features directly above are destroyed, and any models within the crater area take an automatic randomly located hit on Damage Chart 5.
 -

Misses & Power Supply

- **Misses:** If the shot misses, it deviates D6" in a random direction (using standard grenade scatter rules). Reposition the template at the scatter point and resolve damage as above.
-
- **Power Requirements:** D-cannons are heavy weapons powered by standard Power

Packs. Each shot consumes 500 power points (requiring 10 Power Packs loaded individually). Spent power packs are automatically ejected.

FLAMERS

Flamers are compact, highly efficient flame-throwers. They project a self-igniting chemical which adheres to the target and continues to burn until extinguished. The canister of chemical is fitted into an armored jacket to protect it from stray hits, but even so it is a volatile and highly dangerous material.

A flamer hit which penetrates its target will cause damage immediately, and will continue to cause damage at the beginning of each successive turn sequence until it is extinguished. The target may do nothing other than attempt to beat out the flames, which he will successfully do on the D6 roll of a 6 made during his turn. Whilst jumping around, beating back the flames, the model will move at walking pace in a random direction. Any friendly models within 1m may help the victim during their own turn, providing they end their turn within 1m and do nothing else during the turn other than move. Each helper will extinguish the flames on the D6 roll of a 5 or 6, but will become ignited himself on the roll of a 1 and will then take damage as if hit by a flamer.

Flamers are weapons requiring two hands to use. The flame chemical is contained within a canister, providing enough chemical for 5 shots. Damage is resolved on Damage Chart 2.

Hand Flamers

Hand flamers are pistol versions of the weapon. They have a shorter range. Hand flamers have a built-in fuel supply good for only one shot. They must be refueled from a standard flame canister, taking 1 action. Damage is resolved on Damage Chart 2.

GRAVITON GUN

The graviton gun was originally developed as a tool for use in low gravity environments and for demolition. As a weapon it is used mostly for aerial defense. Any target hit by a graviton gun becomes heavy—very heavy! The effect lasts for a few hours, but will certainly last throughout the duration of a normal game. If necessary roll a D6 to establish the number of hours of effect.

An individual hit by a graviton gun falls to the ground and is unable to move or do anything—not even speak! Individuals falling from a height must roll a dice and add +1 for every meter fallen. If the score is 6 or more the character is hurt and must roll on Damage Chart 4 to determine the extent of his injuries.

Aerial targets hit by a graviton gun will fall out of the sky and crash, destroying them totally. Moving aerial targets will crash in a position as far in front of their current position as they are from the ground. For example, a model 10m in the air will dive down and land in a position 10m

in front of it. Any character directly hit by a falling target may take a reaction roll to get out of the way. If this is failed the character is killed.

A vehicle hit by a graviton gun will come to a halt and remain halted until the effect wears off. If moving when hit, the vehicle will skid, and the model is pivoted to face in a random direction. If the vehicle is moving over 10m per turn when hit, pivot round as described, and then move the vehicle forward 1m for every full 10m of speed. The vehicle will then come to a halt.

Graviton guns are a basic type weapon requiring two hands to use. A gun carries a single power pack, sufficient for 1 shot—1 shot using up 50 power points.

HANDBOW

The handbow is a small, pistol-sized crossbow made from steel. It is a powerful weapon considering its simple construction. Its chief advantage is that ammunition can be made from all sorts of commonly available materials, including scrap metal fragments, plasteel splinters, and even bone—all of which are in abundant supply.

The handbow fires a single shot and must be reloaded before it can fire. Reloading and retensioning is a single action. Damage is resolved on Damage Chart 1.

KNIFE

Knives are common weapons and a useful last resort both in hand-to-hand fighting and to throw. A knife may be thrown up to 30m (15"). Damage is resolved on Damage Chart 1.

LASER WEAPONS

Laser-based weapons fire concentrated "bullets" of energy. As a shot strikes solid matter its energy is released, causing an explosive reaction at its surface. Because of this, lasers are superficially damaging rather than penetrating weapons, although a laser hit to exposed flesh is often more dangerous than a hit from a projectile weapon.

The most notable feature of the laser is its inability to pierce thick armor. Laser shots can also be weakened by intervening cover, as even thick leaf cover can release the shot's energy, considerably reducing its effect. The main advantage of the laser is that it is cheap to produce and easy to maintain, but more importantly, lasers are powered by rechargeable power packs.

- **Laspistol:** A compact, highly efficient, and very versatile weapon. A standard power pack contains sufficient energy for 50 shots. Damage is resolved on Damage Chart 2.
-
- **Lasgun:** Standard armament for Imperial forces. A cheap mass-produced weapon noted for its reliability. A standard powerpack contains sufficient energy for 50 shots. Damage

is resolved on Damage Chart 3.

-
- **Lascannon:** A heavy version of the lasgun. Lascannons are large, cumbersome, but extremely powerful weapons ideally suited to taking out vehicles and buildings. A single shot uses 50 power points, so a standard power pack provides enough energy for only 1 shot. A lascannon is capable of holding up to 10 power packs at once, and redundant packs are automatically ejected as they are used. Fresh power packs may be loaded in as used ones are ejected. Damage is resolved on Damage Chart 6.
-
- **Multi-laser:** A combination laser chamber capable of firing very rapidly. Multi-lasers are very good at taking out closely packed bodies of infantry, or for giving covering fire. Like the lascannon, a multi-laser is heavy. Each shot uses 10 power points, so a power pack provides sufficient energy for 5 shots. A multi-laser is capable of holding up to 10 power packs at once, and redundant packs are automatically ejected as they are used. Fresh power packs may be loaded in as used ones are ejected. Damage is resolved on Damage Chart 4.
-

LAUNCHERS

There are two basic types of launcher: the missile launcher and the grenade launcher. Special rules for both types are given in the section on Grenades and Missiles. In addition, any basic weapon (a bolter, for example) may be fitted with an auxiliary grenade launcher as described below.

- **Grenade Launchers:** Heavy weapons designed to fire micro-grenades. They will not accept the larger normal grenade types used for melta-bombs, psyk-out, and vortex grenades. Grenade launchers utilize a magazine divided into 4 separate compartments. Each compartment holds 10 grenades, and normally these will be of the same type. The shooter can switch from one compartment to another, taking 1 action to make the change. A single grenade may be loaded directly into the weapon's breech, taking 1 action.
-
- **Auxiliary Grenade Launchers:** Designed to fit onto a basic weapon, giving the firer the option of shooting grenades. These launchers are comparatively light, so they do not modify the user's initiative beyond the normal modifier applied to the basic weapon itself. The auxiliary launcher fires the same sort of grenades as a normal launcher, but is fed from a single magazine holding 5 grenades. These are usually of the same type. If different types are loaded, the loading order must be noted down; grenades may only be fired in this order. Grenades may not be individually breech-loaded as they can with normal grenade launchers. It takes 1 action to switch between the basic weapon and the launcher. Unlike combi-weapons, the auxiliary launcher provides extra firepower without compromising the accuracy or weight of the weapon. The firing modifiers applied to combi-weapons do not apply.

-
- **Missile Launchers:** Heavy weapons designed to fire small missiles. A launcher may be loaded with up to 5 missiles at once, and additional missiles may be loaded once others are fired. If several missile types are loaded, the player must write down the loading order. The missiles are available for firing in this order.
-

MELTA GUNS

Melta guns fire a blast of concentrated thermal energy, literally melting their target. Although short-ranged, these weapons are very deadly. Many individuals regard the melta gun as the safe alternative to the plasma weapon, as its effects are similar and it is far less dangerous to its user.

- **Melta Guns:** The standard version of this weapon, designed to be fired with two hands and powered by a single power pack containing sufficient energy for 10 shots—each shot expending 5 power points. Damage is resolved on Damage Chart 4.
-
- **Multi-meltas:** A military development designed for melting away large, densely packed formations. The possibilities for crowd and riot control have not gone unnoticed on Necromunda, where support for factory revolts is often seen to melt away very quickly indeed. A single shot expends 10 power points, so a power pack contains enough energy for 5 shots. A multi-melta is capable of holding up to 10 power packs at once, and redundant packs are automatically ejected as they are used. Fresh power packs may be loaded in as used ones are ejected. Damage is resolved on Damage Chart 5.

NEEDLERS

Needle guns do not literally fire needles; they fire a sliver of chemical crystal. In appearance, a crystal looks very much like a tiny splinter of glass. Needle weapons carry a reservoir of liquid chemical in a pressurized capsule, with a capsule containing sufficient chemical for 50 shots. Propulsion is provided by vapor pressure activated by a tiny laser, itself powered by a power pack providing enough energy for 50 shots (a single shot expending 1 power point).

Needlers are silent weapons whose chemical needles are so fine they are not felt even when they hit exposed flesh. Once struck, the target is affected by the chemical, and only a few seconds pass before it takes effect. The nature of the chemical can vary from deadly neuro-toxins to sedatives and intoxicants. Needlers are favored by assassins, but not by combat troops because of their poor armor penetration; in fact, a needle can be stopped by even a thin layer of clothing.

- **Neuro-toxins:** Have an immediate effect; the target collapses to the ground dead, dropping any hand-held items as he does so.
-

- **Sedatives:** Indistinguishable from toxins in their effect, except that characters fall into a deep state of coma lasting at least until the end of the game.
-
- **Intoxicants:** Do not render a character unconscious, but they have a comparable effect! The victim falls to the ground, his eyes glassy and vacant, his mouth fixed in an idiotic smile of bovine contentment. The model remains in this state until at least the end of the game.
-

Needle Pistol

The pistol version of the needler is easy to conceal and hence favored by many assassins. The weapon is not popular amongst hive gangs (who on the whole prefer something louder and more obviously powerful), but it is used by troops "recruiting" for the factories or armed forces. A power pack provides energy for 50 shots. A single chem canister may be fitted, with sufficient chemical for 50 shots.

Needle Gun

The longer, more accurate version of the needler is the needle gun. The same general comments apply as to pistols regarding its use and ammunition.

PLASMA GUNS

Plasma is energized matter, the stuff of the stars themselves. Plasma guns work by energizing a small amount of material and hurling it towards the target. Plasma is incredibly dangerous stuff and rather difficult for the firer to control, the slightest touch of the trigger releasing colossal energies. For this reason, the weapon is permitted to fire only in the semi-automatic mode. The energizer itself is powered by a standard power pack, but is by no means stable, and a plasma weapon struck or knocked out of a hand by a weapon hit will explode automatically, hitting its carrier.

- **Plasma Guns:** About the size of a boltgun, requiring two hands to use properly. Powered from a standard power pack. A shot expends 10 power points, so a pack is good for 5 shots. Damage is resolved on Damage Chart 4.
-
- **Plasma Pistols:** Smaller and handier versions of the weapon, but shorter-ranged. A shot expends 10 power points, so a power pack contains sufficient charge for 5 shots. Damage is resolved on Damage Chart 4.
-
- **Heavy Plasma Guns:** The largest of this type of weapon and correspondingly devastating. A single shot expends 50 power points, so a power pack provides sufficient energy for only a single shot. Up to 10 power packs can be loaded at once. Used power packs are ejected automatically, and fresh power packs may be reloaded as used ones

are ejected. The heavy weapon is the only plasma gun able to fire in single-shot mode. Damage is resolved on Damage Chart 5.

SHURIKEN WEAPONS

Shuriken weapons shoot a hail of very thin, razor-sharp discs or stars by means of a gravitic reaction projector. The mechanism is very sophisticated compared to the simple laser or boltgun, and is consequently more expensive to manufacture and maintain. Shuriken ammunition is also difficult to manufacture, as only the most advanced processes are capable of producing the monomolecular honed sharpness which enables the spinning disc to cut through armor. As a consequence of these disadvantages, shuriken weapons are manufactured in very small numbers in the Imperium, and most weapons of this kind are in fact of alien origin. Indeed, the best examples of this weapon are undoubtedly alien; human copies are regarded as imperfect imitations at best.

- **Shuriken Catapult:** The standard version of this weapon, requiring two arms to use. The magazine holds 20 shots and can be part-loaded; 1 disc may be inserted into the magazine per action. Damage is resolved on Damage Chart 3.
- **Shuriken Pistol:** Only slightly less accurate than the larger catapult, the pistol version holds 10 shots in its magazine. It can be part-loaded in the same way as the larger weapon. Damage is resolved on Damage Chart 3.
- **Shuriken Cannon:** A larger and heavy version of the catapult. Its magazine carries 50 shots and can be part-loaded like other shuriken weapons. Damage is resolved on Damage Chart 4.

WEBBERS

Webbers are designed not to kill, but to enmesh their target in a web-like chemical net. Web chemical is contained in a canister fitted to the web gun, and is released towards the target when the gun is fired. As the chemical reacts with the air, thousands of sticky strands momentarily expand before tightening and hardening, trapping the target.

Roll to hit the target in the normal way. If the target is hit, discount any armor or cover, and roll immediately to see if the target panics. Roll a D6. On a score of 3 or less, the target panics and the tightening web causes a single damage hit using Damage Chart 6. On a score of 4 or more, the target keeps sufficiently cool to avoid struggling and suffers no harm. Whether hurt or not, the target is immobilized and can do nothing until released from the web.

Webbers are normally useless against a building or vehicle. However, a web can be used to cover over a door, window, or comparable-sized opening which must then be removed in the same way as for an enmeshed character. A web can also be used to cover over a control panel,

vehicle controls, or any comparable surface, making it impossible to use. As a general guide, a web can cover an area up to 2m x 2m.

Only another character can release a victim from the web. This is done by means of web solvent, a special canister carried by most web-using characters. The canister is fitted into the web gun and fired as normal; web coming into contact with solvent falls away so that the trapped character may move in the following turn sequence. Web may also be cut away by a character within 1" using a laspistol or lasgun—the cutting character may do nothing else during the turn. Roll a D6 at the end of the cutter's turn. If the score is a 5 or 6, the web is cut away. If the score is 1, the victim is accidentally hit and suffers a randomly located hit from Damage Chart 1.

- **Webbers:** Bulky pistols easily identifiable by their wide, splayed nozzles and canister of web. A web canister provides sufficient chemical for 5 shots.
-
- **Heavy Webbers:** Heavy weapons designed for capturing large numbers of victims at once. They are very useful when it comes to crowd control. A canister contains sufficient chemical for 1 shot. A heavy webber is capable of holding up to 10 chemical canisters at once, and redundant canisters are automatically ejected. Fresh canisters may be loaded in as used ones are ejected.
- - *Area Effect:* The heavy webber projects a far greater volume of web, forming a circular net 4 meters in radius (2" radius circle). The firer nominates a point as his target and fires as normal. If the weapon hits, the circle is placed with its center over the target point, and all models whose bases are wholly or partially within the area are "webbed." If the shot misses, its target point automatically deviates in a similar way to a missed grenade throw. The web area is moved D6" in a random direction, and all models in the area are webbed as for a direct hit. If the web falls over tall stones, masonry, steel girders, or anything taller than a human target, it will constrict around the obstacle and cannot harm the characters underneath (although they may find themselves encaged on all sides).

○

WEAPON SUMMARY

Weapon	Ammo	Shots	Type	Fire Modes	Dam Chart	Max Range
Autogun	Conventional	50	Basic	A	2	640

		Magazine				
Autopistol	Conventional	20 Magazine	Pistol	A	2	160
Autocannon	Conventional	50 Magazine (3)	Heavy	A	4	3000
Shot Gun	Conventional	20 Magazine	Basic	S	2	200
Stub Gun	Conventional	20 Magazine	Pistol	S	2	60
Heavy Stub	Conventional	50 Magazine	Heavy	A	3	800
Bolt Gun	Bolt	15 Magazine	Basic	SA	3	800
Bolt Pistol	Bolt	15 Magazine	Pistol	SA	3	800
Heavy Bolter	Bolt	15 Magazine (2)	Heavy	A	4	800

Hand Bow	Arrow	1 shot	Pistol	S	1	60
Conversion Beamer	Power Pack	1 shot	Heavy	S	—	—
Laser Pistol	Power Pack	50 shots	Pistol	SA	2	160
Lasgun	Power Pack	50 shots	Basic	SA	3	480
Lascannon	Power Pack (10)	1 shot/pack	Heavy	S	6	5000
Multi-laser	Power Pack (10)	5 shots/pack	Heavy	A	4	1200
Needle Pistol	Power Pack + Chem	50 shots	Pistol	S	—	160
Needle Gun	Power Pack + Chem	50 shots	Basic	S	—	480
Flamer	Flame Chem	5 shots	Basic	S	2	50
Hand Flamer	Flame Chem	1 shot	Pistol	S	2	20
Shuriken	Shuriken	20	Basic	A	3	480

Catapult		Magazine				
Shuriken Pistol	Shuriken	10 Magazine	Pistol	A	3	120
Shuriken Cannon	Shuriken	50 Magazine	Heavy	A	4	1200
Plasma Gun	Power Pack	5 shots	Basic	SA	4	480
Plasma Pistol	Power Pack	5 shots	Pistol	SA	4	180
Heavy Plasma	Power Pack (10)	1 shot/pack	Heavy	SA	5	2000
Web Gun	Web Canister	5 shots	Pistol	S	0/6	20
Heavy Webber	Web Canister (10)	1 shot/can	Heavy	S	0/6	480
Missile Launcher	Missiles (5)	1 shot/missile	Heavy	S	Varies	2400
Grenade Launcher	Grenade	Mag 40 grenades	Heavy	SA	Varies	1200

Graviton Gun	Power Pack	1 shot	Basic	S	—	160
D-cannon	Power Pack (10)	1 shot/10 pack	Heavy	S	—	500

Fire Modes Key:

- **S:** Single shot
-
- **SA:** Semi-automatic
-
- **A:** Auto
-

Note: Numbers in brackets () indicate the number of magazines, power packs, or missiles that may be loaded at once. This is only given for weapons designed to accept more than 1 mag/pack/missile.

COMBI-WEAPONS

Combi-weapons combine several ordinary weapons into a single gun with a separate barrel for each constituent weapon. One barrel may be fired independently, or all barrels can be fired at once as a single broadside shot. A character can switch barrels or set the weapon to fire all barrels, which takes 1 action.

Combi-weapons tend to be bulky and impractical. Hardened fighters usually despise them, but they are popular with techno-gangs who are obsessed with technology for its own sake.

Initiative Penalty

The initiative penalty of a combi-weapon is equal to the penalties of all constituent weapons added together. However, since a combi-weapon counts as a single weapon, there is no additional penalty for carrying multiple weapons.

Ammunition & Automatic Fire

Players must record ammunition expenditure for each barrel separately. Each constituent weapon requires its own magazine or power pack as appropriate.

When firing a broadside shot with a combi-weapon that incorporates semi- or fully automatic

weapons, each automatic barrel will always fire a complete burst. The firer cannot cease firing at a chosen point as with normal automatic weapons because the entire weapon is fired off a single trigger, and the resulting hail of discharge obscures the firer's vision.

Accuracy Penalties

Combi-weapons are badly balanced, cumbersome, and inaccurate:

- **Single Barrel:** When firing a single barrel, the chance to hit is reduced by **-5%** for every barrel the weapon possesses. *(For example, a combi-weapon combining a lasgun, grenade launcher, autopistol, and flamer has a -20% hit penalty.)*
-
- **All Barrels (Broadside):** When firing all barrels at once, the normal chance to hit with each barrel is reduced by **-10%** for every barrel in the weapon due to recoil and discharge. *(For example, the 4-barrel combi-weapon above would suffer a -40% hit penalty per barrel.)*
-

Jamming & Malfunctions

Combi-weapons are prone to jamming due to their complex construction. If any barrel misses its target on a percentile dice roll of **00**, the shot misses and the entire weapon jams.

- **Effect of a Jam:** Once jammed, none of the barrels can be fired.
-
- **Unjamming in Combat:** A character must spend an entire turn attempting to unjam the weapon and then roll a D6. On a **4, 5, or 6**, the weapon is cleared. On a **1**, the weapon is permanently damaged and cannot be repaired for the rest of the game. On a **2 or 3**, the weapon remains jammed, but further attempts can be made in subsequent turns.
-
- **Post-Game Repair:** Jammed weapons that are not permanently damaged are automatically cleared after the game encounter ends.

HAND-TO-HAND WEAPONS

Although any weapon can be used in hand-to-hand combat, the following weapons may only be used in close quarters and have no ranged effect (unless noted).

- **Swords:** Common throughout the Imperium, blades are made from steel, plasteel, or ceramic substances. Damage is resolved on Damage Chart 1.
-
- **Dagger or Knife:** Convenient close-quarters weapons made from steel, plasteel, scrap metal, or bone. Knives may also be thrown up to 30m (15"). Damage is resolved on Damage Chart 1.

-
- **Chainsword:** A balanced, chain-driven combat weapon. Powered by a power pack, it uses 1 power point every turn once activated. Damage is resolved on Damage Chart 3.
-
- **Combat Accessory:** Generic class including bayonets and axe blades attached to basic weapons. Equipping a combat accessory negates the standard -20% hand-to-hand penalty. Damage is resolved on Damage Chart 1.
-
- **Power Axe:** Broad cutting edge that vibrates at high frequency to cut through dense armor and plasteel. Powered by a standard power pack, using 1 power point per hit. Damage is resolved on Damage Chart 4.
-
- **Power Sword:** Smaller, lighter, and handier than a power axe. Powered by a power pack, using 1 power point per hit. Damage is resolved on Damage Chart 4.
-
- **Power Glove:** Motorized gauntlet capable of crushing armor and tearing structures apart. Powered by a power pack, using 1 power point per hit. Damage is resolved on Damage Chart 5.
-

GRENADES

Most grenades in the 41st millennium are coin-sized or spherical "micro-grenades." Larger types, such as vortex or psyk-out grenades, are classified as "normal grenades."

Grenade Chart

Grenade	Template Radius	Damage Chart	Smoke/Gas Color	Type	Size
Anti-plant	1.5"	—	Green	Gas	Micro
Blind	1.5"	—	Black	Smoke	Micro
Choke	1.5"	—	Green	Gas	Micro

Krak	0.5"	5	None	Explosive	Micro
Frag	2"	1	None	Explosive	Micro
Hallucinogen	1.5"	—	White	Gas	Micro
Haywire	1.5"	1	None	Special	Micro
Knock-out	1.5"	—	White	Gas	Micro
Photon	1"	—	None	Special	Micro
Plasma	1.5"	4	None	Explosive	Micro
Rad	Special	Special	None	Special	Micro
Scare Gas	1.5"	—	White	Gas	Micro
Smoke	1.5"	—	Black	Smoke	Micro
Stasis	1"	—	None	Special	Micro
Stumm	1.5"	—	White	Gas	Micro

Tanglefoot	2"	—	None	Special	Micro
Toxin	1.5"	—	White	Gas	Micro
Virus	2"	—	None	Special	Micro
Melta-bomb	1"	6	None	Explosive	Normal
Psyk-out	1.5"	—	White	Gas	Normal
Vortex	2"	—	None	Special	Normal

Throwing a Grenade

- **Activation & Capacity:** Activating and throwing a grenade takes 1 action. Multiple micro-grenades (up to 10) can be thrown as a single action, but normal grenades must be thrown singly. Deactivating an activated grenade requires 1 full turn (4 consecutive actions). Dropped activated grenades explode automatically on impact.
-
- **Accuracy & Volley Penalties:** Throwing multiple micro-grenades incurs a cumulative -5% penalty per grenade (e.g., 2 grenades = -10%, 3 grenades = -15%).
-
- **Scatter:** Missed throws scatter 1D10 meters in a random direction (determined via D12 clockface). A grenade never scatters farther than half the distance between the thrower and the target.
-

Firing a Grenade Launcher

- **Mechanics:** Fires micro-grenades in a high-trajectory "lob" indirect fire mode. Requires no line of sight, but cannot be used at long ranges in confined spaces or tunnels (maximum range in corridors/tunnels is 20m / 10").
-
- **Ammunition:** Holds up to 4 different grenade types in its magazine. Switching types or breech-loading a single external micro-grenade takes 1 action.
-
- **Deviation:**

- - **Visible Targets:** Roll to hit normally. A miss scatters 1D10 inches in a random direction from the target point.
 -
 - **Invisible Targets:** Shots automatically miss and scatter 2D10 inches from the target point.
 -
- **Pattern Fire:** Stationary firers (or linked operators communicating via 1 action/5 words per turn within 6") can lay down pattern fire. The first shot rolls to hit normally; subsequent shots automatically scatter 1D10 inches, but in a direction selected by the firer.

MISSILES

Missiles are larger than micro-grenades, feature longer ranges, larger blast areas, and are fired along direct lines of sight.

Missile Chart

Missile	Template Radius	Damage Chart	Smoke/Gas Color	Type
Anti-plant	2"	—	Green	Gas
Blind	3"	—	Black	Smoke
Choke	2"	—	Green	Gas
Krak	1"	6	None	Explosive
Frag	2.5"	1	None	Explosive

Hallucinogen	2"	—	White	Gas
Haywire	2"	—	None	Special
Knock-out	2"	—	White	Gas
Melta	1.5"	6	None	Explosive
Photon	1.5"	—	None	Special
Plasma	2"	4	None	Explosive
Psyk-out	2"	—	White	Gas
Rad	Special	Special	None	Special
Scare Gas	2"	—	White	Gas
Smoke	2"	—	Black	Smoke
Stasis	2"	—	None	Special
Stumm	2"	—	White	Gas

Tanglefoot	2.5"	—	None	Special
Toxin	2"	—	White	Gas
Virus	2.5"	—	None	Special
Vortex	2.5"	—	None	Special

Firing a Missile Launcher

- **Mechanics:** Fires self-propelled missiles along a straight trajectory. Roll to hit normally. Loading a single missile takes 1 action.
-
- **Ammunition:** Holds up to 5 missiles. If mixed types are loaded, a strict firing sequence must be declared.
-
- **Deviation:** Missed shots scatter 1D6" from the target point along their direct line of sight. Missiles cannot scatter through solid cover, buildings, or other targets, exploding on contact with the first obstacle hit.

EXPLOSIVE GRENADES AND MISSILES

The blast of an explosive projectile is represented by a circular card template placed with its center directly over where the grenade or missile landed.

- **Full Blast:** If a model's base lies completely within the template, the model sustains **2 hits from a grenade** or **3 hits from a missile**. Roll hit locations, armor penetration, and damage on the designated chart as normal.
-
- **Partial Blast:** If a model's base lies partially within the template, players can agree to a 50/50 chance of a hit or use the **Partial Hit Chart**:
-

D6 Roll	Grenade Hits	Missile Hits

1	0 hits	0 hits
2	0 hits	1 hit
3	1 hit	1 hit
4	1 hit	2 hits
5	1 hit	2 hits
6	2 hits	3 hits

GAS AND SMOKE GRENADES AND MISSILES

Gas and smoke deploy persistent circular clouds represented by card templates. Models lying wholly or partially within the template area are affected.

Wind Drift & Dispersal

At the beginning of each turn (before starting the initiative countdown), roll a **D12** to establish wind direction, then roll a **D6 for each cloud**:

D6 Roll	Result
1	Disperses: Remove the cloud marker.
2–5	Stationary: Cloud remains where it is.

6	Drifts: Cloud drifts 1D6" in the established wind direction.
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- **Movement & Exposure:** If a drifting cloud covers new victims, they are affected immediately. Characters remaining within a gas cloud at the start of their turn continue to suffer its effects. Characters no longer within a gas cloud at the start of their turn suffer no further new effects (unless specified in the gas rules).

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GAS TYPES & EFFECTS

Sealed environments (such as power armor or enclosed vehicles) protect against all gas effects. Respirators protect against Choke, Knock-Out, and Scare gas only.

- **Anti-Plant:** Destroys all foliage within the template area, leaving withered branches that provide no cover. Does not affect living creatures.
-
- **Blind:** Dense, irradiated smoke. Prevents all line-of-sight and ranged firing through the cloud, even for models equipped with infra-visors or targeters. Hand-to-hand attacks made inside a Blind cloud only hit on a **D6 roll of 6**.
-
- **Choke:** Must be breathed in (prevented by respirators or sealed environments). Affected characters roll a **D6**:
 - **1:** Character dies immediately.
 -
 - **2:** Character collapses unconscious. Roll a D6 after the battle: on a **1 or 2**, the character dies.
 -
 - **3–5:** Character falls to the ground gagging. On their next turn, they may attempt to put on a respirator (requires a **D6 roll of 4, 5, or 6**). Another character within reach may put a respirator on them (1 action to draw, 1 action to apply). If no respirator is applied by the end of their turn, the character falls unconscious for the rest of the game (and dies post-battle on a D6 roll of **1 or 2**).
 -
 - **6:** Character drops all held items and begins choking. If they have already taken their turn this sequence, they do nothing else. If they have not taken their turn, they stumble in a random direction at half movement speed and can perform no other actions.
 -
- **Hallucinogen:** Induces extreme delusion and paranoia. Roll a **D10 for each affected model**:

- - **1–4 (Confused):** Model does nothing on its next turn.
 -
 - **5 (Itching Fit):** Model drops all carried items, falls to the ground, and spends its next turn scratching hysterically. At the start of subsequent turns, roll a D6: on **1–3**, scratching continues; on **4–6**, the model snaps out of it, but suffers a permanent **-10 penalty** to WS, BS, and Initiative for the rest of the game.
 -
 - **6 (Paranoid Fire):** Model targets a randomly chosen inanimate object (rock, building) and attacks it with firearms or melee on its next turn. At the start of subsequent turns, roll a D6: on **1–3**, attacks continue; on **4–6**, the model snaps out of it and acts normally.
 -
 - **7 (Fleeing):** Model drops weapons and flees from combat. At the start of subsequent turns, roll a D6: on **1–3**, fleeing continues; on **4–6**, the model recovers and acts normally.
 -
 - **8 (Euphoria):** Model drops held items, ignores all threats, and dances/stumbles in a random direction at walking pace. Enemy ranged attacks targeting this character have their hit chances halved. At the start of subsequent turns, roll a D6: on **1–3**, euphoria continues; on **4–6**, the model recovers and acts normally.
 -
 - **9 (Berserk):** Model moves toward the nearest enemy in a frenzy, firing weapons and engaging in hand-to-hand combat while ignoring cover. At the start of subsequent turns, roll a D6: on **1–3**, frenzy continues; on **4–6**, the model recovers and acts normally.
 -
 - **10 (Betrayal):** Model attacks the nearest friendly model in melee or ranged combat. At the start of subsequent turns, roll a D6: on **1–3**, attacks continue; on **4–6**, the model snaps out of it, but suffers a permanent **-10 penalty** to Initiative for the rest of the game due to shock.
 -
- **Knock-Out:** Must be breathed in (prevented by respirators). Affected characters roll a D6:
 -
 - **1–2:** Character may perform only 1 action on their next turn. If still inside the gas cloud during the cleanup/procedure phase, they fall unconscious.
 -
 - **3–6:** Character falls unconscious immediately and remains unconscious while in the cloud. Once out of the cloud, roll a D6 at the start of each subsequent turn: on a **4, 5, or 6**, the character regains consciousness.
-

-
- **Scare:** Breathed in (respirators fail to filter Scare gas on a **D6 roll of 6**). Affected models freeze and do nothing on their next turn. Once affected, the state persists even if the model leaves the cloud. If an enemy comes within 12" or hits the model with a ranged attack, the character drops all held items and flees at maximum speed.
- - *Recovery:* Roll a D6 during each procedure phase (subtract 1 if still inside the gas cloud): on **1–3**, the character remains panicked; on **4–6**, the character recovers.
 -
- **Smoke:** Blocks line-of-sight and firing unless the firer is equipped with infra-vision. Hand-to-hand attacks inside smoke only hit on a **D6 roll of 6**.
-
- **Stumm:** Absorbed through skin or inhalation (respirators offer no protection). Affected models drop all held items and move in a random direction at half walking speed during their next turn. On subsequent turns, roll a D6 (subtract 1 if still inside the cloud):
- - **1:** Character collapses for the remainder of the game.
 -
 - **2–5:** Character continues staggering randomly.
 -
 - **6:** Character recovers.
 -
- **Toxin:** Deadly chemical absorbed via skin or inhalation. All affected models are killed instantly unless previously immunized.
-

OTHER GRENADE TYPES

Specialized non-explosive/non-gas grenades include radiation bursts, electromagnetic haywire pulses, localized temporal stasis fields, and biological virus weapons that unleash plagues upon living targets.

HAYWIRE

Haywire grenades release a burst of electromagnetic energy capable of scrambling machinery and living targets. Place the 1.5" radius template as normal and resolve physical blast damage using Damage Chart 1.

Additionally, all electrically operated or moderated equipment (power/exo-armor, power weapons, bio-equipment) held by models wholly or partially within the template may be damaged. For models carrying multiple items, roll d% 3 times on the chart below to determine

affected equipment. Remaining unrolled equipment is assumed to be shielded by the character's body.

Haywire Malfunction Chart (d%)

- **01–10 (Weapon):** 1 randomly determined weapon is nullified. Non-technical weapons (swords, handbows, knives) and grenades are unaffected. Autoweapons, stub weapons, and shotguns are unaffected; all other firearms are disabled.
-
- **11–20 (Grenades):** 1D6 grenades carried are affected. Roll a D6 for each affected grenade: on a **6**, the grenade detonates immediately. On **1–5**, the grenade is rendered useless.
-
- **21–30 (Power Weapon):** Power swords, axes, halberds, or power shields are rendered useless. (No effect if none carried.)
-
- **31–40 (Power Surge):** Affects models wearing power or exo-armor only. Roll a D6:
 - **1–2 (Suit Lock):** Figure is completely immobilized for the rest of the game.
 -
 - **3–4 (Power Nullified):** Autosenses shut down (model is blind, deaf, unable to speak). Movement speed is halved and armor initiative penalties are doubled. The character must remove their helmet within 3 turns or suffocate.
 -
 - **5–6 (Malfunction):** Suit moves 1D6" in a random direction during the model's turn; the character is unable to shoot or engage in melee.
 -
-
- **41–50 (Suspensors):** For each suspensor carried, roll a D6: **1–4**, suspensor rendered inoperative; **5**, suspensor unbalances, causing the attached item to rise 2" into the air each turn until out of sight; **6**, suspensor locks into immovably heavy mode (requires 1 full turn / 4 consecutive actions to disengage).
-
- **51–60 (Targeter Systems):** Targeters are rendered useless.
-
- **61–70 (Communicator):** Communicators, teleport homers, and frenzon controllers (including helmet-integrated units) are destroyed.
-
- **71–80 (Scanners):** Bio-scanners, energy scanners, medi-packs, tendril sensors, and rad counters are destroyed.
-
- **81–90 (Field Defenses):** Conversion fields, displacer fields, and power field generators are destroyed.
-

- **91–00 (Total Breakdown):** All equipment carried is destroyed (including all items listed above and all standard gear). Weapons hit on the 01–10 roll are destroyed (handbows/primitive weapons remain unaffected).

-

Vehicles & Dreadnoughts: Roll once on the chart above. Heavy armor reduces the blast effect; on a result of **91+**, the vehicle is completely immobilized and all mechanical functions are destroyed.

PHOTON

Converts unstable isotopes into a flash of light. Causes no physical damage, but blinds targets and shuts down optical sensors.

- **Area of Effect:** Place the 1" radius template. Models wholly or partially within the template are automatically blinded regardless of facing.
-
- **Proximity & Line of Sight:** Models within 6" facing the blast are automatically blinded. Models further away that draw line of sight through or to the template during the turn sequence are blinded on a **D6 roll of 4, 5, or 6**.
-
- **Autosenses & Photo-Visors:**
- - **Autosenses:** Models equipped with autosenses cannot be permanently blinded, but the unit shuts down to protect delicate components, blinding the model for **1D6 actions**.
 -
 - **Photo-Visors:** Models inside the 1" template lacking autosenses are permanently blinded even if wearing a photo-visor. Models outside the template equipped with photo-visors may attempt to recover sight at the start of their turn on a **D6 roll of 4, 5, or 6**.
 -

PSYK-OUT

Extremely rare weapons manufactured from Imperial bio-mechanism waste products. Psyk-out grenades affect only creatures possessing psychic abilities.

- **Effect:** Place the 1.5" radius template as normal. Any psyker wholly or partially within the template immediately loses **1D6 psi-points** and **1 psi-level**. A daemon whose psi-level is reduced to 0 by this effect is completely destroyed rather than banished back to the Warp.

-

RAD

Deposits an invisible, lethal radioactive hot-spot.

- **Placement:** Mark the landing point with a hot-spot counter. Roll **1D6 + 1D4** secretly to establish the radiation effect radius in inches.
-
- **Radiation Exposure:** Any model inside the effect radius when thrown, or at the start of their turn, tests for armor penetration (use the higher rating between head or body armor). If armor is penetrated, roll a **D6**:
 -
 - **1:** Collapse and die immediately.
 -
 - **2:** Collapse and remain incapacitated for the rest of the game.
 -
 - **3:** Collapse unconscious; recovers on a **D6 roll of 6** at the start of subsequent turns (thereafter acts as result 4).
 -
 - **4:** Collapse to the ground; may crawl out of the hot-spot area, but otherwise inactive.
 -
 - **5:** Stumble in a random direction at walking pace.
 -
 - **6:** Unaffected.
 -
- **Detection & Protection:** Models equipped with rad counters detect the hot-spot and its exact radius. Energy scanners reveal the hot-spot location but not its radius. Models wearing rad suits are completely immune.

STASIS

Distorts time, freezing everything within its area of effect.

- **Effect:** Place a 1" radius template. Models and objects inside the stasis field cannot act, speak, or be hit by external attacks, nor can they fire out. Incoming objects or weapons fire freeze upon entering the field.
-
- **Drift & Dispersal:** At the beginning of each turn sequence, the stasis field drifts **1D6 - 1"** in a random direction. On a **D6 roll of 6**, the field vanishes completely.

TANGLEFOOT

Warp-distortion field that skews local space-time, causing targets to stumble and misjudge

movement.

- **Effect:** Place a 2" radius template. Models inside move in a random direction at no more than half walking speed.
-
- **Ranged & Melee Penalties:** Shots fired by models inside the field—or fired through/into the template from the outside—have their hit chances halved. Melee hit chances for models inside are also halved.
-
- **Drift & Dispersal:** Drifts and vanishes using the same movement mechanics as a Stasis field (1D6 - 1" random drift per turn, vanishes on a D6 roll of 6).
-

VIRUS

Engineered pathogen that mutates rapidly and spreads from victim to victim.

- **Initial Outbreak:** Place a 2" radius template and roll a **D6** to establish initial Virus Strength. Models wholly or partially within the template must roll higher than the Virus Strength on a D6 to survive; failed rolls result in instant death. Sealed environments (power armor, exo-armor, enclosed vehicles) add **+1** to their roll.
-
- **Chain Infection:** Remove the template after initial testing. Any unaffected model within 6" of a virus-killed victim must immediately test against the initial Virus Strength. If new deaths occur, models within 6" of *those* corpses must test, continuing in a chain reaction until no valid targets remain within 6".
-
- **Contaminated Zones:** Place a virus marker on all corpses. Any model passing within 1" of a corpse marker for the remainder of the game has a **5% chance** of triggering a new infection chain.
-

VORTEX

Opens a tear in reality leading directly into the Warp. Painted as a black 1.5" radius template.

- **Initial Impact:** Everything completely within the template area is drawn into Warp space and destroyed instantly. If a model is partially within the template, roll a **D6**:
- - **1–3:** Sucked into the Warp and destroyed.
 -
 - **4–6:** Thrown **1D6"** away by shockwaves, taking 1 hit resolved on Damage Chart 1.
 -

- **Tabletop Behavior:** During the procedure phase, roll a **D10** for every active vortex:
- - **1–3:** Vortex vanishes.
 -
 - **4–6:** Vortex remains unchanged.
 -
 - **7:** Vortex vanishes and instantly reappears at a randomly determined tabletop point.
 -
 - **8:** Vortex drifts **1D6"** in a random direction.
 -
 - **9:** Vortex splits into two identical 1.5" vortices (roll separately for each next phase).
 -
 - **10:** Vortex expands to a 3" radius and disappears, leaving a crater behind.
 -
- **Properties:** Vortices ignore time/space distortions and tear through all power fields and energy barriers, destroying them on contact.

EQUIPMENT

Advanced technology is a fact of everyday life on Necromunda. While automated doors, photo-computers, communication terminals, auto-services, and vac-tubes exist throughout the inhabited hive layers, this technological background has little impact upon the barbaric gloom of the Undercity. The following list is restricted to items useful in combat that are available to characters.

CAMELEOLINE

Cameleoline blends in with its surroundings. Used as a surface coating or woven into camouflage cloaks and clothing, it degrades when exposed to light, eventually turning black. New cameleoline lasts for 6 encounters or games, but its lifespan is reduced by 1 encounter/game every time it is hit by laser fire or exposed to a photon grenade blast.

- **Visibility & Targeting:** A character wearing a cameleoline cloak or suit is visible at only half the normal distance. If the character does not move or fire throughout their entire turn, they count as a fresh target in the following sequence—any enemy wishing to shoot at them must make a reaction roll.
-
- **Initiative Penalty:** None.
-

COMMUNICATOR

Small two-way multi-band radios utilizing pre-programmed transmission codes to prevent monitoring. Gang members carrying communicators can talk freely regardless of distance, tapping into a global satellite relay system. Selective (specific individuals) or general (all friendly characters) communication is permitted.

- **Range & Signal:** Signal is blocked by a solid 50-meter thickness of earth, concrete, or dense material. Unboosted signal range is up to 5 miles, though Undercity communications are often blocked except near heat-sinks and ventilation shafts.
-
- **Format:** Box carried on a neck thong, in a chest pocket, or built into a helmet.
-
- **Initiative Penalty:** Small item.
-

GRAVCHUTE

Allows the wearer to drift safely down through the air (commonly used by authorities descending ventilation shafts into lower city layers).

- **Descent Rate:** Can be adjusted between 10m and 100m per turn. If landing at a speed exceeding 10m per turn, the wearer takes 1 automatic hit on Damage Chart 3 for every additional 10m (or fraction thereof).
-
- **Initiative Penalty:** None while worn. Unworn extra chutes count as heavy items (-5 Initiative penalty each).
-

INFRA-VISOR

Allows normal vision in all light conditions and allows the wearer to see through standard smoke grenade/missile clouds. Does not see through "Blind" smoke.

- **Format:** Goggles or helmet-integrated (alongside photo-visors).
-
- **Initiative Penalty:** Small item.
-

MEDI-KIT

A 25-kg suitcase that opens into a compact, automated medical facility.

- **Deployment:** Requires 1 action to open/activate and 1 action to attach diagnostic sensors to the injured character. The kit automatically seals wounds, prevents blood loss, and applies synthetic skin. Treatment finishes by the following procedure phase, and the kit may be removed during the turn phase.

-
- **Effects:** The treated character enters a recuperative coma for the remainder of the encounter, requiring no further medical care unless wounded again.
-
- **In-Combat Treatment:** If treated within 1D6 turns of suffering a serious wound, add **+3** to the Wound Recovery Chart roll.
-
- **Post-Combat Treatment:** If treated after this window (e.g., post-battle), add **+1** to the Wound Recovery Chart roll.
-
- **Initiative Penalty:** Heavy item (**-5 Initiative penalty**). Requires one hand to carry, or 1 extra action to unpack if strapped to the back.

PHOTO-VISOR

Photo-reactive visor or goggles that darken instantly when exposed to intense light, preventing the wearer from being blinded by weapon damage or photon flashes.

- **Format:** Goggles or helmet-integrated.
-
- **Initiative Penalty:** Small item.
-

POWER HARNESS

The mechanical and bio-electronic assembly required to operate power armor or exo-armor. Powered by a standard power pack.

- **Initiative Penalty:** None (beyond the base armor penalty).
-

POWER PACK

The standard universal crystalline battery power source for medium to large devices, weapons, power armor, and vehicles. Holds **50 power points** (equal to 50 laser shots). Handheld devices (scanners, etc.) do not require power packs.

- **Usage:** A single power pack can power only 1 item at a time. Multiple powered items require separate power packs. When used in series for large systems, power drains sequentially (track 1 pack at a time).
-
- **Recharging Options:**
-

1. **Solar:** Full solar exposure regenerates the pack over several days.
 - 2.
 3. **Thermal:** Full immersion in liquid or gas between 150°C and 300°C regenerates the pack over several days. Temperatures above 300°C permanently destroy the pack.
 - 4.
 5. **Universal Power Point:** Plugs in and recharges in approximately 1 hour.
 - 6.
- **Degradation:** Every recharge (full or partial) carries a **10% chance** of reaching maximum lifespan. A degraded pack functions normally for its remaining charge but cannot be recharged again.
 -
 - **Initiative Penalty:** Standard ammunition modifier.
 -

RESPIRATOR

Masks or nose plugs that filter pollutants, toxins, and gas weapons while allowing normal speech. Nose plugs can be worn continuously; mouth/nose masks sit around the neck for rapid deployment.

- **Protection:** Grants immunity to Choke, Knock-Out, and Scare gases as detailed in the gas weapon rules.
-
- **Initiative Penalty:** Small item.
-

SCANNERS

Handheld scanning units with a maximum range of **50 meters (25")**. Directing a scanner at a targeted spot within 25" takes 1 action.

- **Rad Scanner:** Detects radiation hot-spots within 10 meters (5") of the target spot and reveals their rad rating.
-
- **Energy Scanner:** Detects active electrical and technological energy. Reveals all models carrying technical equipment or energy weapons within 10 meters (5") of the target spot as electronic blips.
-
- **Bio-Scanner:** Detects biological functions. Reveals all living creatures (characters, wild animals) within 10 meters (5") of the target spot regardless of armament.
-
- **Initiative Penalty:** Small item.
-

SUSPENSORS

Compact anti-gravity discs affixed to heavy objects to offset weight.

- **Deployment:** Takes 1 action to attach to an item.
-
- **Effects:** Reduces the initiative penalty of the attached item by up to **-3** (to a minimum penalty of 0). Does not reduce the cumulative +1 penalty for carrying additional weapons.
-
- **Initiative Penalty:** None for unattached/unused suspensors.

TARGETERS

A targeter is a high-definition, telescopic camera sight (viz-sight) fitted to the top of basic or heavy weapons. A floating pinpoint aiming marker on its small display screen compensates for range, atmospheric disturbance, and weapon idiosyncrasies. Viz-sights can also connect directly to a helmet display (standard with power and exo-armor).

- **Accuracy Bonus:** Grants a **+10% bonus** to hit. If firing an automatic weapon, the bonus applies only to the first shot.
-
- **Stationary Requirement:** Offers no bonus if the firer moves during the same action; the character must be stationary when firing.
-
- **Initiative Penalty:** Small item.
-

WEB SOLVENT

Stored in canisters clearly marked "WEB SOLVENT" in large red letters.

- **Web Gun Delivery:** Loaded into a standard web gun to dissolve webs at range. Uses standard web gun ranges and hits automatically. A single canister contains 5 shots; 1 shot automatically frees a target.
-
- **Manual Application:** Can be poured directly onto a target within 1" without a web gun. Hits automatically, but consumes the entire canister (wasting four-fifths of the solvent).
-
- **Initiative Penalty:** Counts as ammunition.
-

BIONICS

Advanced nerve fiber-optics allow mechanical or bio-replicated parts to replace damaged body tissue or brain functions (via passive storage circuits). However, due to social controls and

artificial obsolescence, bionics are expensive and engineered with limited lifespans.

- **Permanent Wound Recovery:** Bionics can offset permanent injuries if the wound effect roll is a **1 or 2**. After trading for the bionic part and hiring a skilled surgeon, the injury effect is re-rolled on the Wound Chart with a **+3 bonus**.
-
- **Capabilities:** Bionics restore a character to full health but do not confer superhuman strength, speed, or toughness.
-
- **Bionic Eyes:** Automatically come equipped with built-in infra-visors and photo-visors.
-

COMBAT STIMULANTS & SPOOK

Blitz

Enhances mental awareness and reflexes, making the world appear to slow down. Takes effect on the turn following ingestion and lasts for **1D10 turns**. Taking more than one tablet per encounter is fatal.

- **Effects:** Increases Initiative by **+1D6** and Weapon Skill by **+(1D6 x 10)**. Ballistic Skill is unaffected.
-
- **Dependence (5% Chance per Use):** A dependent character gains no benefit from Blitz, but suffers a penalty of **-1D6 Initiative** and **-(1D6 x 10) Weapon Skill** if denied the drug.
-
- **Addiction (5% Chance per Use while Dependent):** Addicts derive no benefit from Blitz, but must ingest a tablet at the start of every encounter. If no supply is available, the character cannot participate in the encounter.
-
- **Degeneration ("Blitzed"):** Long-term users gradually lose mental coherency if denied the drug, eventually degenerating into insane, drooling wanderers who cannot distinguish friend from foe.
-

Pepsils ("Peps")

A category of euphoric sedatives that lower consciousness and induce compliance. Often ground into food or used to sedate hostages and captives for easy transport.

- **Effects:** Lasts for **6 + 1D6 turns**. Renders the user docile, passive, and compliant. A pepped-out character can be led around without resistance and remains passive while unattended.
-

Stimm

A volatile neural stimulant with unpredictable potency and side effects. Ineffective, adulterated,

or aged batches are common. Lasts for **1D10 turns**. Taking a second tablet in the same game causes severe dizziness and nausea, rendering the character unconscious.

On the turn after taking a tablet, roll a **D6**:

- **1 (Bad Batch):** Ineffective; no bonus.
-
- **2–3:** Increases Initiative by **+(1D6 + 3)**.
-
- **4–5:** Increases Initiative by **+3**, but sensitizes the nervous system. If hit by an attack, there is a **50% chance** of being knocked out immediately for 1D6 turns. (If the character survives, the drug wears off upon regaining consciousness.)
-
- **6 (Hyperactive State):** Increases Initiative by **+1D10**, Weapon Skill by **+(1D6 x 10)**, and Ballistic Skill by **+(1D6 x 10)**. The character lapses into unconsciousness for 1 full turn immediately after the drug wears off.
-

Spook

A glowing green, frothing liquid refined in secret deep-hive laboratories from ancient, decayed synthdiet mixed with mutant fungal spores. Spook temporarily opens and enhances latent human psychic potential.

- **Encounter Effects:** A single dose lasts for the entire encounter. The user automatically gains the **Sense Presence** psychic power and becomes exempt from the Duckback rule due to a profound sense of invulnerability.
-
- **Addiction (10% Chance per Use):**
- - **50% Chance:** The user goes permanently insane, abandoning the gang (often joining Psi Gangs, mutant bands, or becoming prey to Warp entities and witch-hunters).
 -
 - **50% Chance:** The user remains with the gang, but suffers periodic mental terror attacks (identical to the **Terrorise Mind** psychic power) lasting 1 full turn whenever *any* player rolls a double on any dice roll during any turn.
 -
- **Permanent Awakening (10% Chance per Use):** The user's psychic powers are permanently awakened, transforming them into a Spook-dependent psyker.
- - **Spook-Dependent Psykers:** Gain **1 Psychic Energy Point** and **1 randomly generated Psychic Ability**. They must consume a dose of Spook to activate

their powers for an encounter.

-
- **Dosing Risks:** Each time a Spook-dependent psyker takes a dose, roll two separate checks:
 -
 - 1. **10% Chance:** Psychic Energy increases by **+1** and they gain another Psychic Ability.
 - 2.
 - 3. **10% Chance:** Discovered by Warp entities; their soul is consumed, killing them instantly.
 - 4.
- **The Immortals Cult Ritual:** Cult initiates drink a full cup of pure Spook. Over 92% (12 out of 13) perish in a violent death-spasm as their psychic energy vents into the Warp. Only rare individuals with intact "immortal spirits" (strong natural psykers) survive to awaken as fully realized Immortals.

ARMOUR

Millennia of technical development have endowed the Imperium with advanced construction materials:

- **Plasteen (Plas):** Advanced plastics ranging from cloth-like flexibility to diamond-hard rigidity.
-
- **Ceramite:** A lightweight, highly durable material cast in liquid molds and hardened via electric current.
-
- **Adamantium:** The hardest known material, manufactured exclusively in the Adeptus Mechanicus orbital factory centrifuges around Mars.
-

TYPES OF PHYSICAL ARMOUR

- **Carapace:** Rigid plasteen or ceramite mouldings fitted to individual body parts (ranging from a simple breastplate to a full suit). Offers strong protection but is cumbersome.
-
- **Chainmail:** Primitive armour constructed from inter-linked metal chains. Heavy and time-consuming to manufacture.
-
- **Exo-Armour:** Heavy-duty powered exoskeleton designed for extreme environmental pressures and industrial deep-work (such as sludge-sea dredging and heat-sink maintenance). Bulkier and more unwieldy than Power Armour, but stronger.
-

- **Flak:** Widely used civilian and construction protection. Features an outer ablative layer that burns away under energy attacks (dissipating heat), an internal honeycomb air-bubble layer to absorb physical impact, and an inner plasteen lining that hardens under localized pressure.
-
- **Mesh:** Tiny links of solid plasteen woven over a pliable backing. Lightweight and concealable under normal clothing; generally restricted to high officials.
-
- **Plate Armour:** Primitive metal plates beaten from fuel drums or scavenged sheet metal. Heavy and crude; typically worn as a breastplate covering the chest and abdomen.
-
- **Power Armour:** All-enclosing protective suit utilizing electrically motivated fiber-bundles to replicate and amplify muscular movement. Greatly increases wearer strength in close combat and provides a sealed life-support environment.
-
- **Shields:** Physical defenses protecting the arm carrying it and the chest. Strikes to these body areas must penetrate the shield before reaching underlying armour or the target.
-

SPECIAL ARMOUR SYSTEMS & MECHANICS

- **Auto-Senses & Integrated Electronics:** Standard in both Power Armour and Exo-Armour helmets.
- - Artificial senses transmit stimuli directly into the wearer's mind. The wearer cannot be permanently blinded; if hit by a photon grenade, sight is lost for **1D6 actions** while the auto-senses reset.
 -
 - Helmets incorporate a built-in **communicator**.
 -
- **Power Harness & Power Consumption:**
- - Power Armour and Exo-Armour require a powered harness to function.
 -
 - Expend **1 power point** from its power pack during the procedure phase of every combat turn. Out-of-combat movement drains negligible power.
 -
 - If a suit runs out of power, it shuts down immediately (functioning as if hit by a Haywire grenade).
 -

ENCUMBRANCE CHART

The chart below indicates the initiative penalties applied per body section:

- **Limbs:** Penalties apply per individual arm or leg. Arm armour includes an armoured glove where appropriate.
-
- **Body:** Covers torso and abdomen.
-
- **Head:** Takes the form of a helmet or coif.
-

Armour Type	Head	Arm (each)	Body	Leg (each)
Carapace	3	1	2	2
Chainmail	2	1	1	1
Exo-Armour	6	3	3	3
Flak	—	—	2	—
Mesh	—	—	2	1
Plate	3	2	2	2
Power Armour	3	0	0	0

COMBINING ARMOUR

Combining different armour types is generally prohibited, with one exception: **Mesh or Chainmail may be worn underneath any other armour type except Power Armour or Exo-Armour.**

When combined, add the initiative penalties together and **double the total penalty**. *(For example, wearing a Mesh vest [2] under a Carapace breastplate [2] yields a combined initiative penalty of 8).*

ARMOUR FIELD DEFENCES

Personal energy fields project an invisible barrier around the wearer (and all carried gear) to deflect ranged attacks and melee strikes.

- **Operation:** Powered by a standard belt-mounted power pack. Turning a field on or off takes **1 action**. Consumes **1 power point per turn** while active. Only one energy field may be active at a time.
-
- **Coverage:** Covers the entire body. Shots must penetrate the active field defense before striking underlying physical armour or flesh.
-

Field Types

- **Conversion Field:** Converts impact energy into a harmless flash of light. If an incoming shot fails to penetrate the field, it emits a bright flash: any character within 2m (1") has a **25% chance of being blinded**. (Troops with photo-visors or auto-senses are immune to this flash). If the field is penetrated, no flash is emitted.
-
- **Displacer Field:** Warps time and space upon impact. If a hit fails to penetrate the field, the wearer is immediately displaced **1D6 meters** in a random direction (cannot displace into solid walls or other models).
-
- **Refractor Field:** Emits a shimmering glow when active, revealing the wearer's position if hiding. If a hit fails to penetrate, the attack is safely refracted around the target.
-
- **Power Shield:** A physical shield augmented by an energy screen. Functions as a standard shield covering the chest and left arm, but provides superior protection.

GANG DEVELOPMENT

CHANGING GANG

Once generated, the gang can be developed through one encounter after another. Each encounter provides the gang with opportunities to capture equipment and acquire wealth while the characters in the gang can gain in prestige and experience. As the reputation of the gang spreads it will attract more recruits, but if the leader's prestige declines, there may be desertions, and he may find himself ousted by a rival contender for the leadership. In every

encounter there is a risk that some characters may be wounded or slain, and so the gang will inevitably change through time. You may like to keep a running history of the gang's progress. Even if a gang is almost wiped out, there may be characters left who could start up a new gang. The continuous development of the gang offers great scope for collecting new models and converting old ones to represent the changing characters and their new equipment. The gang will take on a life and a destiny of its own.

BETWEEN ENCOUNTERS

Changes to the gang become effective in the time between the last encounter and the next, which is called the Interphase. During the Interphase the gang recuperates and re-organises itself for the next confrontation. How the gang changes and develops will depend on what happened to the characters in the last encounter and this is resolved in the Interphase. The Interphase should be played directly after the encounter and should be supervised by your last opponent or one of your regular opponents. The Interphase is also a time when the gang can trade with other gangs for the arms and equipment they need to improve their firepower and fighting capability.

The Interphase sequence is as follows:

1. Resolve the long term effects of serious wounds.
2. Award experience points and modify the profile of each character accordingly. Award any skills resulting from gain in experience.
3. Adjust prestige. Characters gain or lose prestige points according to their conduct in the last encounter.
4. Identify those characters whose prestige has sunk so low that they are shamed, and determine the fate of shamed characters who have not absolved their shame by gaining prestige points in the last encounter.
5. If the leader has lost prestige and another character now has equal or greater prestige than the leader; resolve any leadership crisis.
6. If the leader (or the new leader that has replaced him) has less prestige points than followers; resolve desertions from the gang.
7. If the leader (or the new leader that has replaced him) has more prestige points than followers you may create new recruits.
8. Record any other things that have happened to characters such as addictions and resistance to drugs etc.
9. Trade for arms and equipment on the under-economy of Necromunda.

PRESTIGE

Among gang warriors, Prestige, called Face in the language of Necromunda, is everything. Gaining prestige gives meaning and purpose to life. Prestige represents an individual's relative status in the eyes of his comrades. If you have prestige people take notice of you and a leader's

influence over his followers is directly related to his Prestige or Face in their estimation. A tough street fighter may even rise to become a leader himself if he has sufficient prestige in the gang, perhaps even ousting a leader who has lost Face. Street fighters are attracted to prestigious leaders with a reputation for exceptional fighting prowess and success in gang warfare. A gang leader who allows his prestige to wane, risks losing followers or losing the leadership. The need to keep Face can motivate acts of reckless heroism and is one of the motivating forces behind the constant feuding among the gangs.

Prestige Points

GANG PRESTIGE & LEADERSHIP

The leader of the gang is the character with the most Prestige points. Prestige is built through acts that impress other gang members, while shameful actions result in a loss of face.

- **Leadership Hierarchy:** Any street fighter can acquire Prestige points. If the leader is knocked out during a game, gang members begin taking direction from the character with the next highest Prestige.
-
- **Tracking Prestige:** Characters start an encounter with the Prestige points accumulated from previous games. Any Prestige gained or lost during an encounter is recorded immediately and formally adjusted during the Interphase. Over time, the most heroic characters rise to the fore as potential leaders.
-

PRESTIGE GAIN

Action	Prestige Points
Slaying an enemy	+1
Scragging an enemy	+1
Surviving the encounter unscathed	+1
Rescuing a wounded comrade by dragging them into cover	+1

Defeating a rival in personal combat	+3*
Capturing an enemy gang's equipment stash	+2*
Winning the encounter (retaining possession of the battle zone)	+3*

**Applies to the gang leader only. All other items apply to any gang member.*

PRESTIGE LOSS

Action	Prestige Reduction
Scragged	-1
Each wounded gang member abandoned	-1*
Defeated by a rival in personal combat	-3*
Losing the encounter (retreating from the battle zone)	-2*

**Applies to the gang leader only. All other items apply to any gang member.*

SHAME & OUTCASTS

If a character's Prestige drops below zero, negative Prestige points are tracked as **Shame**. A shamed character has lost face, is despised by their comrades, and must make every effort to regain Prestige in the next encounter.

If a character fails to regain enough Prestige points in the following encounter to reach 0 or higher, their fate is determined during the Interphase. The gang leader may choose to decide their fate using any option below except Option 1, or roll a D6:

D6 Roll	Result
1	Flees the Gang: The shamed character pre-emptively escapes before being banished, taking 1 personal weapon (such as a pistol or knife) with them. If they later join another gang, they start as a recruit with 1 Prestige point.
2–3	Banished: The shamed character is stripped of all weapons, armour, and equipment, then abandoned in the ash wastes or undercity. If they survive to join another gang, they start as a recruit with 1 Prestige point.
4–5	One Last Chance: Given one final encounter to regain face. If they fail to raise their Prestige to 0 or higher in that battle, they are banished immediately.
6	Leader's Favor: The gang leader publicly presents the shamed character with a weapon to demonstrate trust. This increases the shamed character's Prestige by 1D6 points . The leader may continue presenting additional weapons at 1D6 Prestige points each until the character is no longer in Shame.

LEADERSHIP OF THE GANG

After each encounter, adjust the Prestige points of all characters based on their conduct during the battle.

- **New Leader:** If a rival character gains higher Prestige than the leader, the gang acknowledges them as the new leader. The old leader is ousted (see *Ousted Leader* below).
-
- **Leadership Dispute:** If the leader loses Prestige and a rival contender reaches equal Prestige with the leader, a leadership dispute occurs (see *Leadership Dispute* below).
-
- **Slain or Incapacitated Leader:** If the leader is killed or rendered incapable of

command, the character with the next highest Prestige immediately assumes leadership. If multiple characters are tied for the highest Prestige, the eligible character with the highest Initiative takes command. A wounded leader will not contest leadership.

Leadership Dispute

When rival contenders hold equal Prestige for gang leadership, roll a D6 to resolve the conflict:

D6 Roll	Result
1–3	Single Combat: The contenders fight to first blood/incapacitation before the gang. They may use only knives and wear no armour. The loser suffers a Prestige reduction and must accept the victor as leader. (Fight out as a solo game or roll a D6; higher score wins.)
4	Gang Schism: The gang splits into two rival factions. The smaller faction sides with the old leader and either leaves to form a new gang or triggers a gang civil war battle. The faction that slays the opposing leader wins; the gang re-forms, but members on the losing side have their Prestige reduced to 1.
5	Trusted Henchman: The contender yields 1 Prestige point to the leader and becomes their loyal lieutenant. The leader gains 1 Prestige point for inspiring such loyalty.
6	Trial by Combat Task: Contenders must prove their right to lead by accomplishing a high-risk objective in the next encounter (e.g., slaying the enemy leader, capturing a objective). The first to succeed (or survive) assumes leadership.

Ousted Leader

When a rival surpasses the current leader in Prestige and assumes command, roll a D6 to determine the ousted leader's reaction:

D6 Roll	Result
1–3	Disappears: The ousted leader slinks away into the undercity. If they join another gang later, they enter as a recruit with 1 Prestige point.
4–5	Deserts: The old leader joins a rival gang. Transfer the character to a randomly determined gang as a recruit with 1 Prestige point (or auction the character off to the highest bidding player gang).
6	Joins the Authorities: The old leader offers their services to the Venators, Custodians, or Imperial Army. They harbour a deep grudge against their former gang and a personal feud with the new leader.

ACQUIRING WEALTH AND TRADING EQUIPMENT

Gang wealth is adjusted after each encounter through theft, ransom, extortion, protection fees, mercenary contracts, smuggling, or selling captured and scavenged loot. Unwanted gear can be traded for items of equivalent credit value during the Interphase, reflecting the constant barter economy of Necromunda. Players may also trade equipment directly with one another by mutual agreement.

Recharging Power Packs

Depleted or partially drained power packs may be recharged during the Interphase. Success depends on locating an active power point, a hot liquid/gas leak, or exposure to strong sunlight.

Roll d% against the gang type's baseline chance below. On a successful roll, all depleted power packs held by the gang are fully recharged:

Gang Type	Recharge Chance
Technogang	100%

Vigilantes	100%
Brat Gang	75%
Clan Gang	50%
Undercity Gang	50%
Psyker Gang	50%
Scavy Gang	50%
Mutant Gang	30%
Nomad Gang	30%

EXPERIENCE

As characters fight in encounters, they earn Experience Points that improve their core fighting characteristics (Initiative, Weapon Skill, and Ballistic Skill). Unlike Prestige, Experience Points cannot be lost once earned, serving as a permanent measure of a character's veteran status. Core characteristics are reduced only through the permanent long-term effects of serious wounds.

EXPERIENCE POINTS

- **Winning Team:** If the gang wins the encounter and remains in possession of the battle zone, each participating member is awarded **1D10 Experience Points**.
-
- **Losing Team:** If the gang loses the encounter but successfully escapes the battle zone, each participating member is awarded **1D6 Experience Points**.

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Experience Modifiers:

- **Seriously Wounded:** Characters who are seriously wounded receive **0 Experience Points**.
-
- **Light Wounds:** Deduct **1 Experience Point** from the total awarded for each light wound sustained.
-

EFFECT OF EXPERIENCE ON FIGHTING ABILITY

When a character accumulates **10 Experience Points**, they may trade them in for an advancement. Roll a D6 on the chart below (or select a single result/skill by mutual agreement):

D6 Roll	Fighting Prowess Gain
1	Initiative: Add +2 to Initiative.
2	Weapon Skill: Add +10 to Weapon Skill.
3	Ballistic Skill: Add +10 to Ballistic Skill.
4	All-Round Gain: Add +1 to Initiative, +5 to Weapon Skill, and +5 to Ballistic Skill.
5–6	Special Skill: The character gains a special skill. Roll d% on the Special Skill Table below.

Special Skill Table (d%)

Roll (d%)	Skill

01–05	Ambidextrous
06–15	Dealer
16–25	Fast Draw
26–35	Fighter
36–45	Lightning Reactions
46–55	Medic
56–70	Nerves of Steel
71–80	Rogue
81–90	Sixth Sense
91–00	Sniper

NEW RECRUITS TO THE GANG

A gang leader may retain a maximum number of followers equal to their total **Prestige Points**. While initial gang strength is generated during gang creation, subsequent recruits may be added whenever the leader's Prestige increases. The leader holds sole authority over accepting or rejecting prospective recruits.

Generating a Recruit

Recruits reflect the background of their gang:

- **Clan Gangs:** Typically recruit local youths from clan families. Clan outcasts or rejected applicants often drift into the undercity or join mercenary outfits.
-
- **Undercity Gangs:** Attract hive scum, fugitives, and renegades. Specialized gangs (such as Mutant Gangs) draw recruits unique to their faction.
-

Raw vs. Experienced Recruits

Roll a **D6** to determine the recruit's background before generating their stats:

D6 Roll	Recruit Type
1–4	Raw Recruit: Inexperienced fighter. Starts with 1 Prestige Point .
5–6	Experienced Recruit: Veteran fighter. Roll a D6 to generate their specific profile from the Experienced Recruit tables.

RECRUIT PROFILE GENERATION CHART

Characteristic	Raw Recruit (D6)	Experienced Recruit (D6: 1–2)	Experienced Recruit (D6: 3–4)	Experienced Recruit (D6: 5–6)
Prestige	1	1	1	1
Initiative	D6 + 2	D6 + 3	D6 + 4	D6 + 5
Weapon Skill	D6 x 10	2D6 x 10	3D6 x 10	4D6 x 10

Ballistic Skill	2D6 x 10	3D6 x 10	4D6 x 10	5D6 x 10
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Recruit Equipment

Recruits arrive unarmed or poorly equipped. Determine starting gear by rolling **three times** on the table below using d%:

Roll (d%)	Equipment
01–20	Nothing
21–40	Improvised weapon
41–60	Knife
61–70	Handbow
71–80	Stub gun
81–90	Laspistol
91–00	Bolt pistol

- **Ammunition:** Recruits start with **1D6 x 10 shots** per firearm carried. Once accepted into the gang, they may be issued additional weapons and gear from the gang's stash.

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Mutants & Psykers

- **Mutant Gang Recruits:** Must generate a mutation using the Mutation Generation Chart during gang creation.

-
- **Psyker Gang Recruits:** Roll a **D6** to determine psychic ability:
- - **1–2:** No psychic ability.
 -
 - **3–6:** Psyker; generate **1D6 psychic abilities** from the Psyker Gang creation table.
 -

DESERTERS FROM THE GANG

A leader's maximum allowed gang size is capped by their total **Prestige Points**. If a leader loses Prestige and their Prestige value drops below their current number of followers, gang members lose confidence and desert until the gang size matches the leader's new Prestige level.

- **Departure Order:** Members with the lowest Prestige leave first (being the least loyal and most liable to bring shame).
-
- **Gear Carried:** Deserters slip away covertly between scenarios, taking only easily concealed personal items (such as a pistol or knife). They cannot take items from the gang's stash.
-
- **Fate:** Deserters may be removed from campaign tracking entirely, or reappear as prospective recruits for rival gangs.
-

SCRAGGING

Scragging is the ritual practice of striking an enemy or ripping away a trophy (clothing, distinctive adornments, hair, or flesh) to prove dominance in combat.

Scragging Rules

- **Execution:** A character must move into physical contact with a target (alive, dead, or downed) and spend **1 full action** performing the scrag, during which no other actions may be taken.
-
- **Lethal vs. Trophy Scrag:**
- - **Lethal Attack:** If the assailant chooses to strike the target, resolve the attack using standard To Hit, Hit Location, Armor Penetration, and Damage charts.
 -
 - **Trophy Claim:** If the assailant attempts to claim a trophy without making a lethal

strike, roll a **D10** on the chart below.

○

Trophy Scrag Table (D10)

Roll (D10)	Result
1	Failed Attempt: The assailant fails to secure a trophy.
2–5	Adornment Taken: Rips away a piece of clothing or personal adornment.
6–7	Scalp / Helmet Taken: Tears out a tuft of hair. If the attacker uses a knife, the victim is scalped and left with a disfiguring head scar. If the victim is wearing a helmet, the helmet is ripped off and taken instead.
8	Ear Removed: The victim's ear is torn off, leaving a disfiguring scar. Helmeted victims lose their helmet instead (as result 6–7).
9	Finger Severed: Tears off a finger, leaving a stump. Characters wearing armored gloves on both hands are immune to this result.
10	Facial Scar: Fails to take a portable trophy, but inflicts a disfiguring facial scar on the victim.

Prestige Impact

- **Assailant:** A successful scrag or trophy claim grants **+1 Prestige Point**.
-
- **Victim:** A surviving victim suffers **-1 Prestige Point** if the scragging was witnessed by comrades or leaves a permanent scar.

