

New Equipment

v1.4 by Anthony Case

Hand-to-Hand Weapons

Longsword

15 credits

Some unhinged gang fighters prefer to fight up close with unsuitably big weapons. Longswords are not known for their elegant combat style, but they can still be easily manoeuvred to deflect blows and deliver severe injuries with every strike.

Range	Strength	Damage	Save Mod.
Close Combat	User +1	1	-

Parry: This weapon confers a parry.

Two-handed: This weapon requires two hands to wield in hand-to-hand combat.

Ponderous: Any combat which ends in a draw will always be won by your opponent. If both combatants are armed with a *ponderous* weapon then no blows are struck.

Chainaxe

20 credits

The chainaxe is a large and destructive weapon utilising a powered chainsaw edge. Its rending saw-teeth are made from sub-atomically honed adamantium allowing it to effortlessly cleave through the toughest of materials.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-2

Destructive Swing: The first hit this weapon causes each hand-to-hand combat receives a +1 Strength bonus.

Noisy: This weapon emits a loud and distinctive sound and so must test to sound the alarm when used in hand-to-hand combat during scenarios such as The Raid.

Master Crafted Sword

30+2D6 credits

Honed from the finest materials and expertise, master crafted swords are light, perfectly balanced and retains the sharpest of edges. They are a rare example of the most accomplished swordsmith's art and are prized beyond mere credits.

Range	Strength	Damage	Save Mod.
Close Combat	User +1	1	-

Parry: This weapon confers a parry.

Intuitive: The wielder of this weapon doubles his Initiative for the purposes of working out who wins any draws.



Pistols

Hunting Pistol

15 credits

Hunting pistols are often salvaged or modified from other pistols and in its crudest form simply has an extended barrel replacing the original. The longer barrel enables complete combustion of the gunpowder allowing any fired bullets to accurately travel much further than its counterparts.

Range		To Hit		Save		Ammo
Short	Long	Short	Long	Str.	Dam.	Mod. Roll
0-8	8-20	+1	-	3	1	- 4+

Hellpistol

30+3D6 credits

Hellpistols are modified laspistols designed to cope with the added stresses, notably burn outs and barrel fusing, when firing hotshot packs. This gives them the same added destructive power offered by hotshot ammo whilst retaining the laspistol's marked reliability.

Range		To Hit		Save		Ammo
Short	Long	Short	Long	Str.	Dam.	Mod. Roll
0-8	8-16	+2	-1	4	1	-1 2+

Basic Weapons

Hunting Rifle

20 credits

Due to the claustrophobic and ruinous Underhive domes hunting rifles aren't especially popular with gangers. But they have garnered niche markets among hivers excelling in long ranged combat and in particular open areas of the badzones, such as the wastes that surround the Ash Flats.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8	8-32	+1	-	3	1	-	4+

Hellgun

50+3D6 credits

Hellguns are modified lasguns designed to cope with the added stresses, notably burn outs and barrel fusing, when firing hotshot packs. This gives them the same added destructive power offered by hotshot ammo whilst retaining the lasgun's marked reliability.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12	12-24	+1	-	4	1	-1	2+

Stub Rifle

15 credits

Stub rifles are a primitive type of rifle that fire solid bullets usually loaded manually into the breech. Manufactured locally in the Underhive workshops they are readily available, simple to maintain and reliable. Their stopping power can also be increased using hand-made dum-dum bullets.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12	12-24	-	-1	3	1	-	4+

Dum-dum Bullets: A stub rifle can be loaded with dum-dum bullets. A supply of these hand-made bullets costs extra, but they are more powerful than standard ammunition and add +1 to the Strength of any hits (Strength 4 rather than 3). However, if an Ammo test is failed whilst using dum-dum bullets the weapon automatically explodes.

Scatter Rifle

20 credits

Scatter rifles are crude if not effective weapons commonly used by gangs that prefer combat up close and personal. They sport a long barrel that slightly flares towards the end which combined with their hardened pellet ammunition sprays shot in a wide but still controlled pattern.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12	12-24	+2	-1	3	1	-	4+



Special Weapons

Sniper Rifle

80+3D6 credits

The sniper rifle is a rare weapon that is not often used by the Underhive gangs due to the unsuitably dense dome terrain. Nevertheless it is a deadly weapon in the hands of a true marksman and remains in favour by delaque spymasters, assassins, and other unseemly hivers due to its relatively low cost and simplicity in comparison to the exotic needle rifle.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12	12-36	-1	+1	4	1	-1	4+

Head Shot: If a stationary gang fighter fires the sniper rifle and scores a to-wound roll of 6 then that hit will inflict D3 wounds and count as *high impact*.

Combi-weapon

special+4D6 credits

Reserved for the Imperium's holiest warriors, combi-weapons are highly destructive and extremely rare. Sometimes an odd one can find their way into the hands of a powerful, wealthy and plain lucky Underhive gang leader.

To find out what kind of combi-weapon is offered, roll a D6.

- 1-2: Bolter-flamer
- 3: Bolter-plasma Gun
- 4: Bolter-meltagun
- 5: Bolter-grenade Launcher
- 6: Bolter-needle Pistol

The cost of a combi-weapon is equal to the cost of the two weapons plus an additional 50% (round fractions up). For example, a bolter-plasma gun costs 158 credits (35+70+53).

When firing a combi-weapon you can choose to shoot either the boltgun or secondary weapon following the usual rules. However, instead you can choose to fire both weapons at the same time, in which case both must be fired at the same target and each shot suffers a -1 to-hit penalty. If the first shot takes the target out of action then the second must still roll to-hit in case of Ammo tests. If one of the weapons fails an Ammo test then neither weapon can fire again that game.



Autosluggers

50 credits

Autosluggers are churned out throughout the Underhive workshops with varying designs, but all have the same purpose, to rapidly fire a hail of bullets. They are simple to use and cheap to maintain so are widely popular amongst the Underhive gangs, especially for outlaws who cannot find nor afford the more powerful heavy weapons.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12	12-24	+1	-	3	1	-	4+

Sustained Fire: 1 dice.

Heavy Weapons

Webber

240+4D6 credits

Webbers fire a mass of gluey threads that can envelop and ensnare multiple targets, trapping and rendering entire crowds immobile. Webbers are especially rare within the Underhive as they are manufactured in limited quantities and almost exclusively used by the Enforcement.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8	8-16	-	-1	-	-	-	6+

Template: Blast template.

Webber: Webbers follow the usual *Webbing* and *Webbing Solvent* rules as detailed in the web pistol rules.

Heavy Flamer

100 credits

Heavy flamers fire a concentrated tide of flaming chemical, an unstable sticky material that ignites upon contact with the air. They can only be expected to fire a few shots, but are capable of firing a sheet of flame over a considerable distance.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
-	-	-	-	5	D3	-3	4+

Template: The heavy flamer can deliver a sheet of flame over a much greater distance than a regular flamer. To reflect this the heavy flamer uses a modified flamer template. When fired place the flamer template as normal, however, the template is then moved directly forward 8". Any gang fighters wholly covered by the template at any point during the move are hit automatically while any models that were only ever partially covered are hit on a roll of 4+.

Ammo Guzzler: An Ammo test is required every time this weapon is fired.

Move and Fire: Unlike other heavy weapons the heavy flamer has no recoil and requires little aiming so a fighter can move and fire it just like a normal weapon.

Storm Bolter

85 credits

Reserved for the Imperium's finest warriors, storm bolters are made from the highest quality of materials and in limited quantities. Despite their cost and rarity, some are still smuggled into the Underhive and find themselves in the clutches of powerful, wealthy and persuasive gang leaders as they make prestigious and destructive weapons.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12	12-24	+1	-	4	1	-1	6+

Sustained Fire: 1 dice.

Electrogun

60+3D6 credits

The electrogun fires a beam of electrical energy that quickly dissipates but can inflict horrific burning injuries on those unlucky hivers to be caught by the arcing lightning. Although expensive, hard to find and difficult to maintain, electroguns are fearsome weapons at close quarters.

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-8	8-12	+3	-1	4	D3	-	6+

Electrocute: Gang fighters in base-to-base combat with a model hit by an electrogun will also suffer a hit. Any damage inflicted by the electrogun ignores all armour saving throws and counts as *high impact*. If a *robotic* fighter is hit by the electrogun (e.g. cyber-mastiffs) then the Strength of the hit is increased to 8 and will inflict D6 wounds instead of D3.

Multimelta

320 credits

The multimelta works by means of sub-molecular thermal agitation. It can melt even hardened materials and its effect upon living tissue is horrible indeed. When fired, the wide beam heats the air to a super hot temperature, causing a distinctive hiss that becomes a roaring blast as living flesh is hit and body moisture vaporises explosively.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-12	12-24	-	-	8	D6	-5	4+

Template: Blast template.

Plasma Missile

50+3D6 credits

When a plasma missile explodes the surrounding area is engulfed in a superheated energy that rips apart any material in an almighty explosion..

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-20	20-72	-	-	6	D3	-3	Auto

Blast: Blast template.

Plasma Ball: Plasma misiles create a plasma ball following the usual plasma grenade rules.

Inferno Missile

35 credits

Inferno missiles contain a pressurised explosive chemical that when ignited bathes any unfortunate nearby victims in a wave of fire and sticky globules of burning liquid.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-20	20-72	-	-	5	1	-3	Auto

Template: Blast template.

Caustic: Any hits inflicted by this weapon that fail to wound can be re-rolled.

Smoke Missile

25+3D6 credits

Smoke missiles release several spring-loaded canisters that emit a cloud of oily smoke. Unfortunately the canisters are prone to randomly bouncing off the dense deadzone terrain.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-20	20-72	-	-	-	-	-	Auto

Smoke Missile: After determining where the smoke missile hits, it releases 3 smoke grenades D6" in a random direction. Roll separately for each grenade.

Grenades

Inferno Grenade

30 credits

Inferno grenades contain a pressurised explosive chemical that when ignited bathes any unfortunate nearby victims in a wave of fire and sticky globules of burning liquid.

Range	Strength	Damage	Save Mod.
Grenade	4	1	-2

Template: Blast template.

Caustic: Any hits inflicted by this weapon that fail to wound can be re-rolled.

Stick Bombs

15 credits

Stick bombs are crude blast weapons that are little more than an explosive compound and detonator squeezed into a small container and strapped to a light-weight bar.

Range	Strength	Damage	Save Mod.
Grenade	3	1	-

Template: Blast template.

Unlaunchable: Stick bombs can only be thrown so cannot be fired from a grenade launcher.

Ammunition

Armour Piercing Bullets

10+D6 credits

Armour piercing bullets have a hardened tip allowing them to punch through armour with ease.

Any autopistol, hunting pistol, autogun or hunting rifle can use armour piercing rounds. Before the fighter shoots you can elect to fire armour piercing rounds instead of the usual ammo, in which case the Save Modifier is increased to -2.

Infernoshot Power Pack

15+2D6 credits

The infernoshot power pack matrix is designed to force a single massive discharge through the laser weapon. Although highly destructive, the complex chemical reaction generating the vast laser power is dangerously unstable.

Any laspistol, hellpistol, lasgun or hellgun can make use of an infernoshot power pack. Before the fighter shoots you can elect to fire with the infernoshot power pack instead of the usual ammo, in which case the Strength of the shot is increased by +D3 with the Save Modifier being increased accordingly. However, the weapon cannot be fired again that game as the weapon's innards are burnt out. In addition, if the weapon would normally be required to take an Ammo test (i.e. you rolled a to-hit score of 6) then the weapon will automatically explode.

Kraken Bolts

15+3D6 credits

Kraken bolts contain a solid adamantium tip allowing them to punch through the thickest of armour with ease.

Any bolt pistol or boltgun can make use of kraken bolts. Before the fighter shoots you can elect to fire kraken bolts instead of the usual ammo, in which case the weapon's Save Modifier is increased to -3.

Hellfire Bolts

15+3D6 credits

The core of hellfire bolts contain highly corrosive and toxic acids that melt through flesh and metal in seconds. Poorly maintained hellfire bolts are notoriously explosive as their acids can spill out melting away the bolt weapon's innards.

Any bolt pistol or boltgun can make use of hellfire bolts. Before the fighter shoots you can elect to fire hellfire bolts instead of the usual ammo, in which case each successful hit scored will inflict D3 wounds. However, if the bolt weapon is required to take an Ammo test when firing hellfire bolts then the weapon will automatically explode on a roll of 1-2.

Stalker Bolts

15+3D6 credits

Instead of an explosive charge, stalker bolts are fired via a gas powered ignition which removes all muzzle flash and any distinctive firing sounds.

Any bolt pistol or boltgun can make use of stalker bolts. Before the fighter shoots you can elect to fire stalker bolts instead of the usual ammo, in which case the weapon counts as *silent*, which may be useful in scenarios such as The Raid.



Weapon Upgrades

Chainblade

20+2D6 credits

The chainblade is a destructive rending weapon with a powered chainsaw edge that turns an ordinary gun into a deadly close combat instrument. Its teeth are made from subatomically honed adamantium allowing it to slice through flesh and armour alike.

Underslung: Any basic weapon or special weapon can be fitted with a chainblade. During hand-to-hand combat the chainbladed weapon counts as a close combat weapon with the following profile. Since the weapon is now classed as a close combat weapon it can confer bonus Attack dice when combined with other close combat weapons. Note a weapon can only be fitted with a single *underslung* item.

Range	Strength	Damage	Save Mod.
Close Combat	4	1	-1

Noisy: This weapon emits a loud and distinctive sound and so must test to sound the alarm when used in hand-to-hand combat during scenarios such as The Raid.

Heavy Bore Silencer

15+2D6 credits

Heavy bore silencers are designed to dampen out the sound of larger and more rapid weapons fire that a regular silencer could not do so effectively.

Any autogun, hunting rifle or sniper rifle can be fitted with a heavy bore silencer. Before the fighter shoots you can elect to fire the weapon using the heavy bore silencer. If you decide to do so then the shooting attack counts as *silent*, which may be useful in certain scenarios, such as The Raid

Longlas

15+2D6 credits

The longlas modifies a lasgun through an extended barrel and altered internal laser matrix. The longlas matrix merges and tightens the coil of light that a regular lasgun would fire allowing it to travel further and still maintain beam integrity in exchange for a small reduction in fire rate.

Any lasgun or hellgun can be fitted with a longlas, in which case the Long Range of the weapon is increased to 36".

Bayonet

5 credits

Some gang fighters prefer to strap a knife to the end of their rifle. Although not especially dangerous, it offers them a long thrusting attack that can put charging assailants off their stride.

Underslung: Any basic weapon or special weapon can be fitted with an underslung bayonet. If the gang fighter holds the bayoneted weapon in two hands during hand-to-hand combat then he receives a +1 Combat Score bonus if he charged that turn or was charged and not already in hand-to-hand combat. Note a weapon can only be fitted with a single *underslung* item.

Drum Magazine

15+2D6 credits

Drum magazines modify the firing and ammo mechanisms of an autopistol or autogun increasing the flow of ammunition which in turn increases its rate of fire. It is named after the circular drum clips that are used to replenish ammo but belt fed devices are also common among Underhive gang fighters.

Any autopistol or autogun can be fitted with a drum magazine. Before the fighter shoots you can elect to use the full capabilities of the drum magazine. If you decide to do so then the model receives a +1 to-hit bonus, however, the weapon's Ammo Roll is reduced to 6+ for that shot.

Suspensor

40+4D6 credits

Suspensors are sophisticated devices able to manipulate magnetic fields. They are used extensively within the industrial Hive City workshops to reduce the effects of gravity on heavy loads, such as when moving large containers or machinery. Smaller personal units are also used throughout the Spire for recreation and in every day life. Naturally Underhive gangs have found numerous ways to exploit the suspensors unique magnetic altering effects, one of which is to lighten heavy weapons to allow gangers to more easily bring them to bear on their opponents.

Any *move or fire* weapon (e.g. a heavy weapon or grenade launcher) can be fitted with a suspensor. A weapon fitted with a suspensor ignores the *move or fire* rule, however, if the model moves and shoots in the same turn then he suffers a -1 to-hit penalty. If a fighter has the Bulging Biceps skill then he will not suffer the -1 to-hit penalty.

Auxiliary Launcher

75+3D6 credits

Auxiliary launchers are modified grenade launchers that are strapped under another weapon to give the fighter the added flexibility of firing a launcher without the added weight or fumbling that additional weaponry brings.

Underslung: Any basic weapon can be fitted with an underslung auxiliary launcher as long as the gang fighter has access to special weapons. An auxiliary launcher can be fired following all of the usual grenade launcher rules except its Long Range is reduced to 8-16. If either weapon fails an Ammo test then both weapons can no longer be used for the rest of the game. Note a weapon can only be fitted with a single *underslung* item.

Auxiliary Shotgun

10+2D6 credits

Auxiliary launchers are modified sawn-off shotguns that are strapped under another weapon to give the fighter the added stopping power a shotgun offers without the added weight or fumbling that additional weaponry brings.

Underslung: Any basic weapon can be fitted with an underslung auxiliary shotgun. An auxiliary shotgun can be fired following all of the usual shotgun rules except its Long Range is reduced to 4-8 (4-14 in the case of bolt shells). If either weapon fails an Ammo test then both weapons can no longer be used for the rest of the game. Note a weapon can only be fitted with a single *underslung* item.

Protective Gear

Crude Armour

10 credits

Gang fighters often fashion primitive pieces of armour, such as helmets, hand guards, padded leathers, etc, to shield vulnerable areas. They offer little real protection, but with a slice of fortune it can save them from serious harm.

After buying crude armour you must choose what type of serious injury the armour is designed to prevent. Select one from the following: Chest Wound, Leg Wound, Arm Wound, Head Wound, Blinded In One Eye, Partially Deafened, Hand Injury. If the model suffers a corresponding injury, roll a D6. On a 5+ the injury is treated as a Full Recovery instead. On any other roll the armour is pierced and the injury stands. Whether the armour prevents the injury or not the damaged armour is now useless and removed from the roster. Fighters cannot wear multiple pieces that prevent the same injury

Conversion Field

60+4D6 credits

Conversion fields generate an energy shield around the user conferring protection against ranged weapons by converting the energy of the impact into heat and light.

If the gang fighter is hit by a ranged attack then the shot suffers a -1 Strength penalty (to a minimum of 1). If the model suffers a ranged attack that is *high impact* then treat it as if the fighter was also hit by a photon grenade.

Force Field

40+4D6 credits

Force fields are the simplest and most common form of energy shield used throughout the Imperium. Although unreliable it can stop or deflect even powerful attacks.

A gang fighter protected by a force field receives a 6+ special save against any ranged attacks.

Refractor Field

95+4D6 credits

Refractor fields are powerful energy shields reserved for the finest warriors of the Imperium. Expensive and rarely seen in the Underhive they offer effective protection.

A gang fighter protected by a refractor field receives a 5+ special save against any ranged attacks.

Stinger Pouch

10+2D6 credits

Stinger mould is such a rare and precious fungi that merchants often split their stock and combine it with other less effective curative substances to maximise their profits. They are sold in small pouches so they can be easily stored and carried around by gangers for when it's needed most.

If a gang fighter finishes the game down and goes out of action (i.e. due to rolling a 4-6 result) then you can choose for the model to use the stinger pouch. If used it is assumed a 1-3 result was rolled instead so the fighter does not go out of action after all. Note this is a one use item.

Bionics

Bionic Implant

40+4D6 credits

Bionic implants are tailored to the individual fighter to remove the effects of a specific injury.

Bionic: A bionic implant fitted to a fighter will nullify a single Chest Wound, Leg Wound, Arm Wound, Head Wound, Blinded In One Eye, Partially Deafened, Shell Shock, Hand Injury or Old Battle Wound serious injury, you can choose exactly which injury it nullifies. If a gang fighter suffers a serious injury where a bionic implant is fitted then the implant is destroyed.

Bionic Chest

80+4D6 credits

Bionic chests are a toughened membrane fitted underneath the skin and sheathes the sternum and frontal rib cage. The material absorbs impact trauma and spreads the energy throughout thus reducing any potential penetration.

Bionic: A bionic chest cancels out the effects of a Chest Wound serious injury. If a fighter with a bionic chest suffers a further Chest Wound then the bionic chest is destroyed.

If a gang fighter fitted with a bionic chest is hit by a ranged attacks that originates from his front 90 degree vision arc, then it suffers a -1 Strength penalty (to a minimum of 1).

Bionic Resonator

50+4D6 credits

Bionic resonators are surgically attached to the vertebrate inside the ear to compensate for any equilibrium and hearing deficiencies through injury.

Bionic: A bionic resonator cancels out the effect of a Partially Deafened serious injury. If a gang fighter with a bionic resonator suffers a further Partially Deafened then randomly determine which ear is damaged, his real ear or his artificial ear. Any damage to a bionic resonator will destroy it.

A gang fighter fitted with a bionic resonator doubles his Initiative characteristic when calculating his spotting range. If a fighter is fitted with two bionic resonators then his Initiative characteristic is tripled instead.

Bionic Hand

50+4D6 credits

A bionic hand is a technical device replacing injured fingers or the entire hand and offers amplified grip and dexterity.

Bionic: A bionic hand cancels out the effects of a Hand Injury serious injury. If a gang fighter with a bionic hand suffers a further Hand Injury then randomly determine which hand is damaged, his real hand or his artificial hand. Any damage to a bionic hand will destroy it.

A gang fighter fitted with a bionic hand receives a +1 Initiative bonus when fighting in hand-to-hand combat. Note this bonus cannot be combined with the Initiative bonus a bionic arm offers. The model also receives a +1 Initiative bonus when testing to see if he falls as the gang fighter is better able to firmly grip on to any barriers.



Miscellaneous

Rifle Holster

5 credits

Gangers often fashion slings and other sheaths to allow them to safely and securely store away rifle weapons.

A rifle holster allows the gang fighter to store a basic or special weapon inside it thus freeing his hand to hold or use another weapon. Note although this will allow the model to use two close combat weapons in hand-to-hand combat he will still not gain the +1 Attack dice bonus.

Gunslinger Holsters

10+2D6 credits

Gunslinger holsters cover a variety of mechanical devices and strappings designed to allow a concealed pistol to be drawn and aimed as quickly as possible.

If the gang fighter is involved in a fast draw then he doubles his Initiative when firing a pistol.

Berserker Chip

20+3D6 credits

Berserker chips are small bio-plates attached to the skull by means of a fine needle-like pin which plunges straight into the brain. The chip's circuitry melds with the wearer's mind and on command can flood the body with adrenaline.

A gang fighter wearing a Berserker Chip can choose to activate it at the start of any of your turns. If activated the model gains a +1 Movement, Strength, Toughness, Initiative and Attacks characteristic bonus which lasts for the duration of the turn. A Berserker Chip can only safely be used once per game and once implanted cannot be removed and transferred to another model.

Injector

30+3D6 credits

The injector is a specialist device that safely feeds a dose of drug into a vein close to the heart allowing the drug to take effect and disperse throughout the body in seconds.

During the post game sequence you can choose to fill the injector with a single dose of drug. Usually a dose of drug must be taken before the game but with an injector the gang fighter can choose to inject the preselected dose of drug at the start of any of his turns. Once the drug has been injected its effects are applied immediately. Note an injector can only be used to inject a single dose per game and a model can only be fitted with a single injector.

White Spook

25+3D6 credits

White spook or 'super spook' is a rare and powerful form of spook that when ingested not only enhances latent psychic awareness but also amplifies it. Unfortunately for the user this additional channeling of Warp energy makes them especially vulnerable to daemonic attacks.

Any gang member, except hired guns and special characters, can choose to take a dose of white spook before the start of a game. A dose of white spook will temporarily give the fighter a wyrd major power. Randomly determine one of the wyrd power types and roll on the appropriate Major Power table to determine what power the model can use for the duration of the game. If a Beastmaster result is rolled then you can choose what type of beast to control. However, if the gang fighter must roll on the Perils of the Warp table then he will automatically fail any Leadership and Initiative tests and will suffer D6 hits from an Attacked result.

Drugs

Limnull

5+1D6 credits

Limnull is a chemical extracted from synthesised redback spider venom. In a concentrated form limnull inhibits the brain's limbic system which is responsible for fear and emotionally charged memories. Users under the influence of limnull become unaffected by previous fears, even powerful phobias, and any chemical reactions in the brain through emotional situations are diminished.

Drug: Any gang members, except hired guns and special characters, can choose to take a dose of limnull before the start of a game. A model affected by limnull is immune from pinning, *nerve*, *fear* and *terror* tests. If the fighter's Leadership is being used for the purposes of the Bottle test then it is automatically assumed the test is passed, however, you cannot voluntarily fail that Bottle test. In addition, the fighter ignores the effects of *hatred* and *frenzy*. However, any model's affected by limnull have their Initiative characteristic halved (round fractions down).

Duration: During each of your recovery phases roll 2D6 and add the model's Toughness characteristic to the result. If the total is greater than 12 then the effects of the drug has worn off and the gang fighter's Initiative characteristic is returned back to its normal level.

Frenzon

5+2D6 credits

Frenzon is a powerful stimulant that induces an indomitable rage. Users of the drug are called frenzers and although it's remarked that these foaming mouthed fighters can tear limb from limb with their bare hands, frenzers are wracked with an uncontrollable bloodlust that can quickly dismantle any gang leader's plans. The drug is widely popular in established pit fight tournaments, but due to a spate of notoriously bloodythirsty incidents involving spectators it has since been banned from guilder organised fights.

Drug: Any gang members, except hired guns and special characters, can choose to take a dose of Frenzon before the start of a game. A model affected by Frenzon follows the rules for *frenzy* and is immune from pinning, *nerve*, *fear* and *terror* tests. If the fighter's Leadership is being used for the purposes of the Bottle test then it is automatically assumed the test is passed, however, you cannot voluntarily fail that Bottle test. The Frenzon drug is so powerful that the fighter cannot control the *frenzy* by taking a Leadership test.

Duration: During each of your recovery phases roll 2D6 and add the model's Toughness characteristic to the result. If the total is greater than 12 then the effects of the drug has worn off and the model collapses in a heap counting as being pinned. In addition, once the drug has worn off the fighter's adrenaline and alertness levels slump to rock bottom. The model's Initiative characteristic is reduced to 1 for the duration of the game.

Force

5+2D6 credits

Force is harvested from the adrenal glands of the giant corpse roaches that infest the lowest regions of the hive. It is first dried before being mixed into a concoction of other synthetic chemical compounds which can then be drunk or injected. Force triggers a powerful biological reaction increasing the explosive physical power of the user and causing their muscles and veins to visibly spasm and pulse under the drug's unnatural influence.

Drug: Any gang members, except hired guns and special characters, can choose to take a dose of force before the start of a game. A model affected by force increases their Movement and Strength characteristics by +D3.

Duration: During each of your recovery phases roll 2D6 and add the model's Toughness characteristic to the result. If the total is greater than 12 then the effects of the drug has worn off. In addition, the model collapses into a heap on the floor counting as being pinned.

Side Effects: When rolling to see if the effect of the drug has worn off during the recovery phase, if a 2 is rolled then the gang fighter has become addicted to the drug. An addicted model no longer gains any benefit from the drug and must continue taking it after every game. If the gang fighter is denied his fix then he suffers a cumulative -D3 penalty to his Movement and Strength characteristics. If either characteristic is reduced to 0 then the model cannot fight. Once the gang fighter has his fix his characteristics are reduced to their normal levels and he can fight in the next game.

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