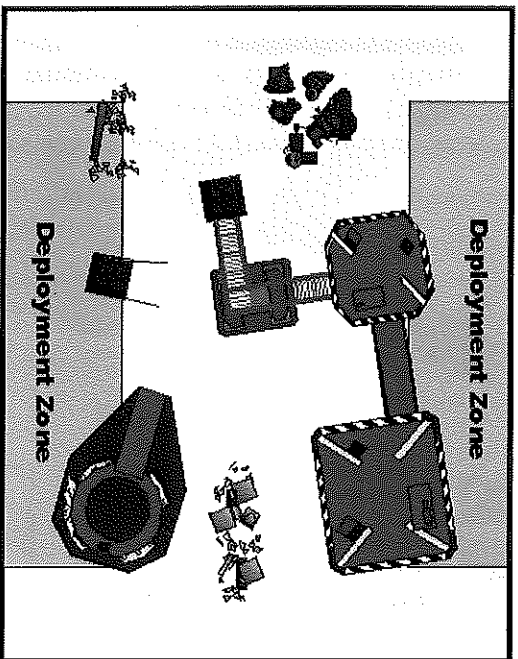
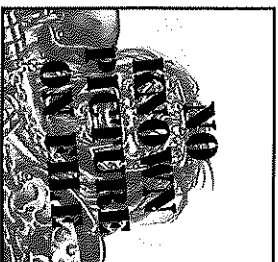




GUNFIGHT RULES

1. All gangs follow the Gangfight scenario as outlined in Necromunda with regards to deployment and who has the 1st turn.
 2. The Redemptionists do not arrive until Turn 3 of the game, where they are allowed to move onto the table at the start of the Cawdor players turn.
 3. The OK Sump Valve is one of the regular stop over points for the Guilders Merchant Caravans as they travel through the hive. Due to its Economic importance the Guild have arranged to have an Arbite outpost at the Sump Valve. To represent this after Turn 4 of the game, roll on the chart below to see if the conflict remains unchecked or whether the law steps in to settle the matter.
- D6 Roll**
- 1-4 Nothing Happens the Arbites remain unaware or choose not to intervene.
 - 5-6 Something must be done, this bloodshed can not be allowed to continue, roll below to determine what happens.
- D6 Roll**
- 1-4 5 Arbites arrive on a neutral table edge to resolve the conflict.
 - 5 10 Arbites arrive on a neutral table edge to resolve the conflict.
 - 6 10 Arbites + 3 Mounted Arbites arrive on both neutral table edges to resolve the conflict.

For using Adeptus Arbites in Necromunda see White Dwarf 203.



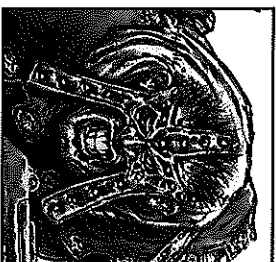
Smokin Joe Righteous

Feared Throughout the hive, very few feel the wrath of Smokin' Joe and live to tell the tale.

M	WS	BS	S	T	W	I	A	LD
4	5	4	3	3	2	4	2	9

Equipment: *Flamer, Chainsword, Plasma Pistol*

Skills: *True Grit, Killer Rep, Berserk Charge*



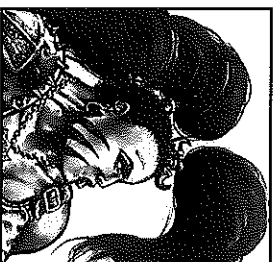
Caldon Nelson

Caldon recruits fighters into the house Cawdor which seems to have strange ties to the Redemption.

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	2	3	4	1	8

Equipment: *Bolt Pistol, Lasgun*

Skills: *Sprint*



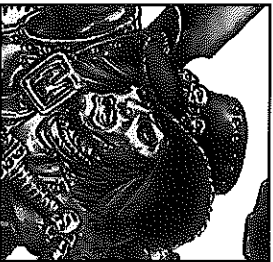
Umma Wallace

A Warrior without fear, Umma is known for her great strength and courage on the field of battle.

M	WS	BS	S	T	W	I	A	LD
4	4	4	3	3	1	5	2	8

Equipment: *Heavy Plasma, Bolt Pistol*

Skills: *Bulging Biceps, Killer Rep*



Captain East Buckshot

A relentless bounty hunter who will stop at nothing. No law breaker wants Cpt East Buckshot dogging thier trail.

M	WS	BS	S	T	W	I	A	LD
4	3	5	3	4	3	4	1	8

Equipment: *2 laspistols, Shotgun, Frag Grenades*

Skills: *Rapid Fire, Escape Artist, Gunfighter*