

Necromunda: Sump

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v0.2



Thanks to the following for additional ideas and feedback: fen.

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Introduction

Necromunda: Sump introduces players to the Hive Bottom settlements that teeter above the vast noxious lake of effluent called the Sump. Here gangs fight out bitter boat warfare searching and hunting for the pelts of mutant beasts, powerful technoarcana and rival gangs that are eager to exert dominance to become the top sump dog.

It is recommended that players have a firm understanding of the Necromunda rules before participating in a Sump campaign. All of the usual Necromunda rules apply during a Sump campaign unless otherwise stated in the Necromunda Errata section.

Quick blurb: As you can see this project is still incomplete but you should be able to have a full campaign using lawful gangs. All outlaw rules will be introduced in a separate Sump Outlanders supplement. For the time being I'm writing all the rules up in Word as it's quicker to write, but a PDF will follow.

Quick Fluff blurb: Sump Harbour is the largest sumper town teetering on the shores of the Sump and sprawling around the heat sink. The ruling guilders within Sump Harbour have permission to tap the heat sink for electricity in exchange for protecting and maintaining the sink up through Hive Bottom. The majority of the sumper domes are heavily ruined or have completely collapsed making boat travel difficult, dangerous and sometimes impossible for large industry boats. The depth of the Sump changes dramatically depending on each dome and the Sump floors are littered with jagged debris that can scythe through a boat's hull when travelling at speed. Because of this, transit tunnels are bored through the domes to create a web of safe passageways for exploring archeotech and mineral wealth. Gangs create holesteads in these transit tunnels and charge a toll to those that pass in exchange for protecting them from outlaws and beast attacks.

Quick blurb about boat templates: The game is based around 4 boat types and will include templates to build them using the graphics from the old official Necromunda terrain. Boat designs are based around a rectangle then a right-angled triangle at one of the long ends for the bow. Walls are $\frac{3}{4}$ " (anymore and minis have trouble resting their rifles over it). Each boat also has a drivers circle to designate the driver. Here's the dimensions for the rectangles:

Speeder: 1" x 1½"

Skiff: 2" x 3"

Marauder: 3" x 4"

Titan: 4" x 5"



Necromunda Errata

Since the Necromunda rules were never explicitly designed with boating shenanigans in mind there are a variety of issues and oddities that commonly crop up in a Sump campaign. The following rule amendments apply during a Sump campaign.

Core Rules

Starting Credits: All gangs except Enforcers get 1200 credits to spend upon gang creation instead of the usual 1000 credits. At least 200 credits must be spent on boats, boat equipment and boat upgrades.

Broken Fighters: Boat occupants that fail a *nerve*, *fear* or *terror* test will flee away from enemy models until they reach a position on the boat furthest from the enemy. Broken fighters will never jump overboard unless they are *amphibious*. If there are no enemy fighters on the same boat as the broken fighter then he can always attempt to recover his nerve, just as if he was in cover and could not be seen by an enemy model.

Advanced Rules

Frenzy/Stupidity: If a fighter that is able to act, is fully within a drivers circle and fails the Leadership test required for frenzied and stupid fighters to gain full control, then the fighter is automatically declared the designated driver of the boat and is subject to the following rules. Note if a fighter suffering from the effects of frenzy can charge an enemy fighter then he will charge the model in favour of driving the boat.

A driver of a boat suffering from the effects of *frenzy* must always attempt to ram the closest boat occupied by enemy fighters if it is within ramming range. Boats owned by the opposition that have no enemy models onboard are ignored.

A driver suffering from stupidity will attempt to move the boat in a random fashion instead of the model himself moving. Note that this only applies if a 1-3 is rolled during step 2. Any boat movement is classed as a ram.

Equipment

Blast weapons: Grenades, missiles and other blast weapons will detonate on impact with the Sump following the usual rules.

Skills

Catfall: Replaced with Sump Swimmer: The model's Strength characteristic is doubled when determining if and how far the fighter can swim.

Gangs

Enforcers: Upon gang creation Enforcers receive 400 credits to spend on common boats, upgrades and equipment. After each game they are able to change those choices. All Serious Boat Damage are assumed to be Fixed results.

Scenarios

Loot Counters: Any loot counters that fall in the sump float. Any fighters can pickup passing loot counters from the sump as long as they were within 1" of an overboard loot counter at any point during the boat phase. A fighter cannot pick up an overboard loot counter if the boat moved at fast speed.

Key Phrases

In some cases a specific set of circumstances, often with long explanations, can apply in multiple areas of the rules. Instead of repeating long passages of text throughout the rules key phrases are used instead.

Able to Act

In order for models to perform special actions, such as driving a boat or picking up passing loot counters, the fighter must be in a fit state. Fighters are not able to act if they are pinned, down, broken, blinded, webbed, suffering from the effects of gas or smoke grenades or have a ripper jack attached to their face.

Boats

Most of the main rules deal with boats, which is a collective term used to refer to all Speeders, Copters, Skiffs, Marauders and Titans.

Mounts

All single-seater vehicles can optionally be referred to as mounts as they have extra special rules that differentiate them from regular transport boats. Mounts refer specifically to all Speeders and Copters.

Boat Bow

The two front hull parts that form the triangle are referred to as the boat's bow.

Wild Beast and Monsters

In some scenarios the goal is to kill and retrieve the bodies of sump vermin, such as giant rats, raft spiders or maw worms. The animals in these scenarios are referred to as wild beasts. Any wild beasts that use the 40mm base are referred to as wild monsters.

The Rules

For those of you who are green landlubbers playing a Sump campaign can feel a bit daunting at first, especially if you have never even contemplated using vehicles of any kind in your Underhive battles. But fear not, the following rules are designed around the normal Necromunda rule conventions so you will be familiar with many aspects of how the vehicles and the campaign as a whole works.

Boat Characteristics

Just like hive fighters, the various boats that chug over the Sump have a variety of physical attributes. Some boats are faster than others, some are tougher, others more resilient, and so forth. This variety is fully represented in the form of the boat characteristics profile. This allows you to handily keep track of a boat's stats, extra equipment and serious damage on your gang roster just like a regular gang member. Note some characteristics are not used by boats (Weapon Skill, Ballistic Skill, Attacks and Leadership).

Movement (M): The Movement characteristic is a measure of how fast the boat is. Boats with a high Movement can speed across the Sump more quickly.

Strength (S): The Strength characteristic is a measure of how structurally solid and damaging the boat is. Boats with a high Strength stand a better chance of inflicting damage when they are ramming other boats.

Toughness (T): The Toughness characteristic is a measure of how durable the boat is. Boats with a high Toughness can shrug off most minor weapons fire.

Wounds (W): The Wounds characteristic is a measure of how durable the boat is. Boats with a lot of Wounds can sustain more damaging hits before the boat is crippled or begins to sink.

Initiative (I): The Initiative characteristic is a measure of how manoeuvrable the boat is. Boats with a high Initiative can more speedily twist and turn through the ruinous environment.

Capacity Limit (CL): The Capacity Limit characteristic is a measure of how many fighters can safely board the boat without negatively affecting its speed and manoeuvrability.

Armour Save (Sv): The Armour Save characteristic is a measure of how reinforced the boat's hull and other important sections are. Boats with a small Armour Save can easily be brought down with massed small weapons fire.

Overcrowding

All boats have a Capacity characteristic which limits the amount of models that can be safely onboard at any one time. Further fighters can physically fit on to some boats, which in desperate times may be a useful tactic, but the added weight of the fighters reduces the boat's speed and manoeuvrability. Each extra model over the boat's Capacity characteristic will temporarily reduce the boat's Movement and Initiative characteristics by 1 point to a minimum score of 1. Models classed as a *large target* count as 2. The bases of all models must be able to wholly fit on the boat (i.e. you cannot have fighters piled on top of each other or hanging off the sides just so they all squeeze on).

Movement

The Movement section covers rules relating to all boat movement. More detailed optional movement rules can also be found in the Advanced Rules section. Unless otherwise stated, boats follow all of the usual fighter movement conventions. For example, boats can be moved in any order in accordance with the boat phase, must be moved one at a time and a boat's move must be finished before another can move.

The Boat Phase

To easily keep track of all boat movement a new boat phase is added into the turn sequence just before the movement phase. Just like the existing turn phases the boat phase must be worked through in a specific order.

1. Rammers

If you want a boat to attempt a ram then you must declare the boat and its target then carry out the move before all other boat movement is made.

2. Compulsory Moves

Sometimes a boat is obliged to move in a certain way, usually through it going out of control. Carry out all compulsory moves before starting any remaining boat movement.

3. The Rest

Once you have moved all boats attempting a ram or with a compulsory move then you can begin to move all other remaining boats.

Designated Drivers

In order for a boat to move they must be controlled by a driver. Any fighter type can be a driver, even a Juve, though more experienced sump fighters are usually better at certain tricky manoeuvres. Any fighter that is able to act and started the turn fully within the drivers circle can be designated as the driver of a boat which can then move as explained in the following rules. A driver cannot perform any other action that turn unless specified otherwise. Note fighters can be the driver of a boat owned by the opposing gang, in which case the boat is moved just as if you owned it.

Pinned Drivers

A fighter that is pinned can still be the designated driver of a boat, though they are usually hunkering down trying to get as much cover as possible. Remember that a fighter can escape from pinning early at the start of the turn so the roll is made before designating boat drivers. If you designate a pinned fighter to be the driver of a boat then they must take a drivers test. If the test is passed then the boat can move as normal, however, if the test is failed then the boat cannot be moved at all as the driver is too busy keeping his head down. If you roll a 12 then the boat goes out of control (refer to the Advanced Rules section for full details).

Drivers Test

There are many situations when the driver's ability to safely control a boat is put under pressure. A drivers test is a combined measure of the driver's skill, nerve and the boat's ease of handling. If a drivers test is required, add the driver's Leadership characteristic to the boat's Initiative characteristic and roll 3D6. If the combined roll is equal to or less than the characteristic total then the driver has expertly managed to keep control of the boat. If the combined roll is greater than the characteristic total then the drivers test is failed.

Moving

During the boat phase, boats can move over the Sump at either normal speed or fast speed.

Normal speed represents the boat moving at a brisk but steady rate. The benefit of moving at normal speed instead of fast speed is that it allows the fighters onboard to aim and shoot a weapon or perform similar actions unimpeded. A boat moving at normal speed can use up to a move cost equal to the boat's Movement characteristic (e.g. a boat with a Movement characteristic of 6 can use up to 6" of movement). If the boat uses a higher move cost then the boat is always considered to have moved at fast speed. If a boat moves at normal speed then all of the fighters onboard are classed to have moved as well (i.e. fighters cannot shoot a move or fire weapon or go on overwatch).

Fast speed represents the boat rapidly moving on full throttle. A boat moving at fast speed can use up to a move cost equal to the boat's Movement characteristic multiplied by 2 (e.g. a boat with a Movement characteristic of 6 can use up to 12" of movement). If a boat moves at fast speed then all of the fighters onboard are classed to have ran (i.e. fighters cannot shoot a weapon or go into hiding).

Turning

Boats can move either directly forwards, directly backwards or can rotate on the spot. Whenever a boat turns by any means it must be rotated from the boat's centre point. Although it's not entirely realistic for boats to move in such an orderly manner, it's easy to imagine the boats sliding and coasting along the approximate path.

At any point during a boat's move you can opt to rotate the boat to face a different direction. Each turn allows you to rotate the boat up to 90° but at a cost to movement. The move cost for a turn is dependent on the boat's Initiative characteristic as shown below.

Initiative	1-2	3-4	5-6
Cost	3"	2"	1"

To better reflect the advantage more manoeuvrable boats have in the debris strewn waters, each turn a boat can make a number of special spins equal to the boat's Initiative characteristic. Each spin allows the boat to turn up to 45° without any cost to movement.

Reversing

Due to the ruinous dome terrain all boat engines are fitted with reverse motors, though because of the shape of the boat and the mechanisms involved it is a clumsy procedure. Reversing boats follow the usual movement rules but instead of moving directly forward the boat is moved directly backwards instead. However, a boat can only ever move at normal speed if it reversed that turn.

Ramming

If you wish a boat to smash into an enemy boat then you must declare and make a special move called a ram. Without measuring the distance, declare which boat is ramming and indicate the targeted enemy boat. A boat that attempts a ram always counts as moving at fast speed, even if the move cost required to reach the rammed boat would normally only count as normal speed.

It can happen that you attempt a ram but the boat fails to reach the target because you miscalculated the distance. If this happens the boat is moved as far as possible towards the targeted boat.

A ram is only successful if the boat's bow finishes in contact with the enemy boat. If the ramming boat reaches the target then the boat stops and inflicts an automatic hit with a Strength equal to the boat's Strength characteristic. The ram may also inflict multiple wounds depending on the Strength of the hit.

Strength of Hit	1-3	4-5	6-7	8+
Wounds Inflicted	1	D3	D6	2D6

Ramming Terrain

Sometimes a boat can find itself ramming straight into terrain either through going out of control or a fighter wanting to wreck a stolen boat. Ramming terrain, such as buildings and other solid structures, is carried out just like a normal ram except the boat always suffers a 2D6 Strength hit (max 10). The hit suffered can also inflict multiple wounds following the usual ram rules.

Sump Terrain

Sump terrain represents areas of ruinous debris within the Sump that makes driving through them difficult and dangerous. Note that the sump terrain type is treated separately for non-boats so it is possible for terrain to be impassable to boats but overboard models or beast mounts treat it as open ground.

Difficult Sump Terrain

Boats moving through difficult sump terrain must do so at half rate. So each 1" moved costs 2" of movement. In addition, if the boat moves at fast speed through difficult sump terrain then the boat driver must take a drivers test. If the test is failed the boat automatically suffers a Wound. If this wound inflicts Boat Damage then it will always be a random Hull result. Out of control boats moving at fast speed always suffer a wound.

Very Difficult Sump Terrain

Boats moving through very difficult sump terrain must do so at quarter rate. So each 1" moved costs 4" of movement. In addition, the boat driver must take a drivers test. If the test is failed then the boat automatically suffers D3 Wounds. If any of these wounds inflict Boat Damage then it will always be random Hull results. Out of control boats moving at any speed always suffer D3 wounds.

Impassable Sump Terrain

Boats are unable to move through such terrain.

Shooting

The Shooting section covers rules relating to targeting boats and the damaging effects it can inflict. Unless otherwise stated, boats follow all of the usual fighter shooting conventions. For example, when targeting boats you follow the same sequence of hitting, wounding, armour saves and deducting wounds just like when targeting a regular fighter.

Targeting Boats

Large armoured boats can usually shrug off most small weapons fire, but they present an attractive target to more destructive weapons. To reflect that a fighter's targeting priorities are based on his equipped weapon, a model can choose to either shoot at the closest enemy fighter or the closest enemy boat. You can also target a more distant boat if it is easier to hit and you can choose to ignore any enemy boats that do not have any enemy fighters onboard.

Hit Modifiers

Fighters that target a boat can sometimes incur bonuses or penalties to their to-hit roll. Note some modifiers also apply when targeting members of a boat's crew.

-1 In Partial Cover

Up to half the boat is obscured.

-2 In Cover

More than half the boat is obscured.

-1 Appearing/Disappearing/Ramming

The fighter is shooting at a suddenly appearing or disappearing boat whilst on overwatch. The same modifier is applied if the target is shooting whilst on overwatch at a boat that is ramming the boat he is onboard.

-1 Rapid Moving Boat

The boat moved 10" or more during the previous movement phase. Note this modifier also applies when targeting a crew member of the rapidly moving boat, but is not cumulative with the normal fighter 'Rapid Moving Target' to-hit modifier. Note the physical distance moved is used to determine this penalty (i.e. turning does not count as movement).

-2 Very Rapid Moving Boat

The boat moved 16" or more during the previous movement phase. Note this modifier also applies when targeting a crew member of the very rapidly moving boat, but is not cumulative with the normal fighter 'Rapid Moving Target' to-hit modifier. Note the physical distance moved is used to determine this penalty (i.e. turning does not count as movement).

+1 Large Boat

This modifier applies to all boats that are marked as a *large target* in their special rules.

+2 Massive Boat

This modifier applies to all boats that are marked as a *massive target* in their special rules.

Templates and Boats

If a fighter targets a boat with a template weapon and successfully hits then the centre of the template is placed directly over the boat's side at the point closest to the firer. A flamer template is positioned in a similar manner, directed at the part of the boat closest to the firer.

If the boat is not the target of a model firing a template weapon but is still at least partially covered by the template then there is still a chance the boat will be hit. If the centre of the template is directly over the boat or the whole of the boat is covered by the template then the boat will be automatically hit, otherwise it is hit on a roll of 4+. In the case of a flamer template, if the whole of the boat is covered by the template then it is automatically hit, otherwise it is hit on a roll of 4+.

Boat Damage

If a boat's Wound characteristic is reduced to 0 then for that wounding hit and each successive wounding hit a roll is made on the Boat Damage table. A boat that is reduced to 0 Wounds can function as normal, however, the effects of any Boat Damage results last for the duration of the game. Note the High Impact rule only applies to the initial D6 roll (i.e. not for any sub-rolls).

D6	Boat Damage
1	Superficial: The wound causes insignificant damage or the crew manage to quickly patch up any damage. The wounding hit has no effect.
2	Engine – roll again (If you roll the same result twice then treat it as an Explosion result) 1-2: Dodgy Drive: The boat's drive controls have been damaged. If you decide to move the boat then the driver must first take a drivers test. If the test is failed then roll on the Out of Control table and apply the result which counts as the boat's move for that turn. 3-4: Chugger: The boat's engine continues to splutter and stall. If the boat moved that turn then any fighters onboard suffer a -1 to-hit penalty when shooting and a -1 Initiative penalty when rolling to see if a fighter falls overboard. 5: Konked Out: The boat's engine cuts out and refuses to restart. The boat can no longer move. 6: Explosion! The boat's fuel tank explodes. The boat takes no further part in the game so is immediately removed from play with any crew members being replaced back in their original position on the Sump. In addition, each fighter onboard must roll a D6. On a roll 4+ the model is thrown D3" in a random direction and suffers a Strength 3 hit.
3	Special – roll again 1-2: Collateral: The crew suffer collateral damage, such as from an exploding ammo supply or toppled boat rigging. Place the Gas Cloud template over a randomly selected crew member. Any fighters fully under or partially under the template are hit on a roll of 4+. Any models hit suffer a D6 Strength hit with the Strength been worked out individually. If there are no models onboard then treat this result as Superficial instead. 3-4: Damaged Equipment: One of the boat's supplemental equipment is ripped apart by the impact. A randomly determined piece of Boat Equipment can no longer be used for the duration of the game. In addition, roll a D6. On a roll of 1 the equipment is unrepairable so strike it from the gang roster. If the boat has no equipment then treat this result as Superficial instead. 5: Boneshaker: The impact causes the boat to violently shake and sway. All models within 1" of a boat edge must take an Initiative test. If the test is failed then they fall overboard. If there are no models onboard then treat this result as Superficial instead. 6: Fire! An inferno has broken out across the boat. At the start of each turn all models onboard suffer a D3 Strength hit with the Strength been worked out individually. This hit will not pin models. If you roll a Fire! result for a second time, treat it as an Explosion result instead.
4-5	Hull – roll again (If you roll the same result twice then treat it as an Capsize result) 1-2: Sprung a Leak: Water begins to seep through the torn hull. The boat's Movement and Initiative characteristics are halved (round fractions up). 3-4: Structural Damage: The structural integrity of the boat is weakened. The boat's Strength and Toughness characteristics are halved (round fractions up). 5: Flood Gate: A great tear in the hull allows water to flood through. All models within 1" of a boat edge must take an Initiative test. If the test is failed then they fall overboard. In addition, at the start of each turn roll a D6. On a roll of 5+ the boat suffers an Abandon Ship! result. 6: Capsize! A huge hole in the hull causes the whole boat to violently capsize. The boat takes no further part in the game so is immediately removed from play with any crew members being replaced back in their original position on the Sump. All models onboard are thrown D3" in a random direction.
6	Abandon Boat! The boat has suffered substantial damage and begins to quickly sink. The boat takes no

	further part in the game so is immediately removed from play with any crew members being replaced back in their original position on the Sump.
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Boat Cover and Crew

To prevent players overloading their boat models with decorations for the sole purpose of crews benefitting from extra cover modifiers and hiding places, only the original walls of the boat is used to determine cover modifiers and places of hiding. The walls of the boat should typically provide an 'in cover' modifier to crew members. Note some miniatures, notably House Goliath, are a little too big for this, however, the 'in cover' modifier is still applied as it can be assumed the bigger fellows are hunkering down.

Mounts

Single-seater vehicles behave a little differently to the larger transport boats so they make use of some extra rules. The Mounts section covers these additional rules necessary to field any vehicle mounts. Some rare mounts also have special rules specific to their type which are covered in the Boat Types section.

Mounts

The following mount rules cover all single-seater vehicles.

Drive-by Shooter: The rider of a mount is able to keep one hand on the handlebars and still shoot off a burst of fire with his other hand. As long as the mount did not move at fast speed or declared a ram then the rider can fire a single-handed ranged weapon (e.g. a pistol) or throw a grenade.

Unstable: Riders of mounts cannot fire a heavy weapon, even if the mount did not move that turn.

Joint Target: Unlike with transport boats and their crew you cannot specifically target a rider or its mount, instead they are treated as a single target. This also applies when working out if a firing fighter can see the target and for any cover and to-hit modifiers. For the purposes of choosing a target, riders and their mounts count as fighters not boats. If the rider/mount is hit by a ranged attack then roll a D6 to see whether it hits the rider (1-3) or the mount (4-6). If the mount is classed as a *large target* (e.g. a Copter) then the mount is instead hit on a roll of 3-6. If the rider/mount is hit by a template then they are treated as separate targets (e.g. if both are fully under the template then both are hit, while if they are partially under the template then both the rider and mount must each roll to see if they have been hit by the blast).

Pinning: The riders of mounts are independently minded and with faith that they can scuttle away at speed when under fire. To reflect this, if a rider is pinned by an attack then he can always test to escape pinning early, even if there are no friendly fighters within 2".

Overboard

The Overboard section covers rules for unfortunate fighters that find themselves swimming in the noxious Sump.

Falling Overboard

The edge of a boat is treated just like a ledge so if a fighter is hit by a ranged attack or loses a round of hand-to-hand combat then they are liable to fall overboard. Fighters that fall from a great height into the Sump do not sustain a hit. A fighter can voluntarily jump down into the Sump at any point during his move but cannot do anything else for the remainder of the turn. *Amphibious* fighters are immune from all of the following rules and treat the Sump just as if it was dry open ground.

The Sump

Swimming in the Sump is a highly dangerous experience. Noxious fumes, poisonous effluent, radioactive sludge and caustic acids can quickly overwhelm even hardened gangers. Monstrous and often grossly mutated creatures also lurk in the depths waiting for fresh meat to plunge into their watery domain.

If an overboard fighter is or becomes down, webbed, has a ripper jack attached to their face or is in base-to-base contact with an *amphibious* fighter during the hand-to-hand phase then they are immediately taken out of action. While overboard, fighters are immune from all pinning and psychology rules. If a fighter was broken before falling into the Sump then he automatically recovers his nerve.

Swimming

During the compulsory moves part of the movement phase all overboard fighters must take a Strength test. If a fighter is carrying an *encumbered* weapon (e.g. a heavy weapon) then he suffers a -1 Strength penalty. If the test is passed then the model can swim a number of inches equal to his Strength characteristic. Alternatively, the fighter can forego any move and instead shoot a single handed ranged weapon (e.g. a pistol) or throw a grenade. If the Strength test is failed then the fighter struggles against the caustic sludge sea or is attacked by a wild creature. The model cannot move or act that turn and suffers a D3 Strength hit that ignores any armour saves. Note a roll of 6 is always classed as a failure even if the fighter has a Strength of 6+.

Climbing Aboard

If an overboard fighter swims into contact with a piece of terrain or a boat then he can climb aboard but cannot do anything else for the remainder of the turn. Note a model can only climb aboard if there is physically enough room for him to do so. If a fighter starts the movement phase in base-to-base contact with a piece of terrain or a boat then he can automatically climb aboard without needing to take a Strength test.

Ramming Overboarders

Overboard fighters don't just have the perilous Sump and its denizens to contend with, they also have to watch out for boats steaming over them! Boats cannot declare a ram specifically against an overboard fighter, but if a boat touches an overboard fighter then they must quickly dive out of the way otherwise they risk being splattered across the boat's hull. If during the turn a boat moves over an overboard fighter then the model must take an Initiative test. If the test is passed then he manages to dive out of harms way and will resurface at the end of the boat phase. If a boat finishes the turn directly over a fighter that needs to resurface then the model is placed as close to his original position as possible. If the fighter fails the Initiative test then he suffers a hit following the usual ramming rules. If the model suffers a hit from the bow of the boat then the Strength of the hit is doubled to a maximum of 10.

Sump Barrier

The Sump confers some benefit to swimmers that are targeted over range as bullets and lasers find it difficult to punch through the sludge. If a fighter targets an enemy model, including wild beasts, over long range then he counts as if he was in partial cover. This modifier does not apply if the weapon is High Impact or against large targets.

Advanced Rules

The Advanced Rules section includes a variety of extra rules that further add detail and complexity to the game. They are not necessary in order to play a Sump campaign and for this reason the rules have been gathered together in this section to avoid potential confusion. It is recommended that new players ignore this section to begin with or at least until they are familiar with the main rules. If you consider yourself to be an experienced Necromunda player then you will have no problem introducing these more complex elements to the game as you go through the campaign.

Lucky Hit

The boats that sump gangs use are ramshackle vehicles that are constantly being damaged and repaired haphazardly. Sometimes even a lowly laspistol blast can strike a weak point of the boat causing significant damage. To reflect this, if a boat suffers a Wound and the to-wound score was a 6 then a roll on the Boat Damage table is made immediately. This only applies if the wound would not have originally caused a Boat Damage roll.

Diving

Before rolling the Strength test for an overboard fighter, you can elect for the model to dive down into the depths. The main reason a fighter might attempt such a feat is to avoid being rammed by an enemy boat. If you decide to do this then the model must take a Strength test following the usual swimming rules. If the test is passed then he cannot move or act but has successfully dived down below the surface of the Sump. Fighters that dive in this way cannot be targeted or harmed in any way. Note the model resurfaces at the start of his following turn so can still be targeted by overwatch fire before managing to dive again. If a boat finishes the turn directly over the fighter then at the start of the turn the model resurfaces as close to his original position as possible. If the fighter fails the Strength test then he remains on the surface of the Sump and suffers a hit following the usual swimming rules.

Reciprocal Ram Hit

Ramming can be dangerous for both crews involved as the crushing impact can fracture and shear both boat's hull structures. For a boat that makes a successful ram there is chance the ramming boat may also suffer damage. To work out the chance of this happening, subtract the ramming boat's Strength characteristic from the rammed boat's Toughness characteristic. For example, for a Speeder (S2) ramming a Skiff (T4) the difference is 2. Roll a D6 and refer to the table below to find out the chance of a reciprocal hit taking place.

Difference	0 or Below	1	2	3	4+
Roll Required	6+	5+	4+	3+	2+

If the roll is successful then the ramming boat will also suffer a hit just as if boat was rammed by the targeted enemy boat. If a boat successfully rams an enemy boat but its bow finishes touching any part of the enemy boat's bow then a reciprocal hit will automatically be inflicted.

Out of Control

Sometimes a boat driver can be hit by a ranged attack or become distracted at the steering column resulting in the speeding boat careering out of control. If the boat moved that turn and at any point before the start of the player's following turn the driver of a boat is either downed, sent out of action, broken, blinded, dazzled, webbed, suffering from the effects of gas or smoke or an enemy fighter moves into base-to-base contact then place an out of control marker next to the boat.

If at the start of a player's turn any boats that belong to him have an out of control marker next to it then there is a chance the boat may career wildly that turn. If the driver was either downed, sent out of action, broken, blinded, webbed or is in hand-to-hand combat then the boat will automatically go out of control. If the driver was either dazzled, suffering from the effects of gas or smoke or was in hand-to-hand combat in the previous turn then the driver must take a drivers test. If the test is failed then the boat goes out of control. Boats that go out of control must make a roll on the Out of Control table and counts as the boat's movement for that turn. The driver will also automatically be declared as the designated driver for that turn and he cannot do anything else that turn as he tries to wrestle control of the boat.

D6	Out of Control
1	The boat careers forward 2D6". If the boat makes contact with another boat or a piece of terrain then the move counts as a ram.
2-3	The boat careers forward and veers wildly to one side. Roll a D6 at the start of the move to determine which way and how far the boat is pivoted before moving forward D6". 1: 90° to the left. 2-3: 45° to the left. 4-5: 45° to the right. 6: 90° to the right. The boat counts as being moved at normal speed and if it hits another boat or piece of terrain then it stops there.
4-5	The boat is stuck in reverse and veers wildly to one side. Roll a D6 at the start of the move to determine which way and how far the boat is pivoted before moving reversing D6". 1: 90° to the left. 2-3: 45° to the left. 4-5: 45° to the right. 6: 90° to the right. The boat counts as being moved at normal speed and if it hits another boat or piece of terrain then it stops there.
6	The boat goes into a wild spin. Roll the arrow die to determine which way the boat faces. The boat counts as being moved at fast speed.

Scuttling

If a model is in base-to-base contact with an enemy boat then he can attack the boat following the usual attacking structures rules. Any *demolition* weapons can be used against a boat even if the boat moved.

Boat Types

The sumper gangs employ a variety of vehicles in their campaign to be top dogs of the Sump. The Boat Types section details all of the rules needed to field any of the vehicles available to your gang.

Boat Types

Boat types...

Boat Type	M	S	T	W	I	CL	Sv	Special
Speeder	8	2	3	2	6	1	-	
Skiff	6	4	4	3	4	4	6+	
Marauder	6	5	5	4	3	7	5+	Large Target
Titan	6	6	6	5	2	12	4+	Massive Target
Copter	8	3	4	3	5	1	-	Float, Cannot Ram

Sump Equipment

The sumper towns are home to all kinds of specialist weapons, equipment and tools for better exploiting the Sump's riches or to simply survive in the hostile watery environment. The Sump Equipment section details all of the rules for using the various pieces of equipment sumper gangs can make use of their campaigns.

Pistols

Here be pistols...

Flare Gun: Blurb...

Range Short	Range Long	To-Hit Short	To-Hit Long	Strength	Damage	Save Mod	Ammo Roll
0-12	12-24	-	-1	-	-	-	Auto

Illuminate: Unlike regular weapons the Flare Gun must be fired at a specific point counting as a *small target* but can be fired at a location that the fighter cannot see due to *darkness*. Since flares are being fired into darkness they are prone to deviating from their intended course as they bounce around off concealed beams and pillars. To represent this, if the firer cannot see the target due to *darkness* then the flare automatically scatters, just as if you failed a to-hit roll, however, if you failed the to-hit roll then the amount the flare scatters is doubled. Once you've determined where the flare lands place a flare marker there as the effect of the flare can last for several turns. The usual rules for *darkness* are ignored within a Gas Cloud template radius of the flare. Any models that are at least partially covered by the template can be targeted and charged following the usual rules. At the start of each player's turn roll a D6 for each flare marker. On a roll of 1 the flare has gone out.

Basic Weapons

Here be basic weapons...

Harpoon Rifle: Blurb...

Range Short	Range Long	To-Hit Short	To-Hit Long	Strength	Damage	Save Mod	Ammo Roll
0-12	12-18	-	-1	3	1	-	4+

Silent: Harpoon Rifles are classed as *silent* weapons.

Wind-in: If a Harpoon Rifle is fitted to a Pintle Mount then the harpoons can incorporate a roping system that automatically winds in anything the harpoon hits. If a mounted harpoon sends a wild beast out of action then the loot counter is instantly given to the firer of the harpoon instead of being placed where the wild beast was taken out of action. Mounted Harpoon Rifles can also target the loot counters offered from wild beasts taken out of action. If you decide to fire at a loot counter then roll to hit as normal. If the harpoon hits then the loot counter is given to the harpoon firer. Additionally, any models hit by a mounted Harpoon Rifle suffer a -1 Initiative penalty when rolling to see if they fall overboard or off a ledge. Harpoon Rifles cannot wind in wild monsters.

Cluster Harpoon Rifle: Blurb... A Cluster Harpoon Rifle follows the usual rules for Harpoon Rifles, except that you can re-roll any failed to-hit rolls.

Hand Cannon: Blurb...

Range Short	Range Long	To-Hit Short	To-Hit Long	Strength	Damage	Save Mod	Ammo Roll
0-6	6-9	+1	-1	5	1	-1	6+

Move or Fire: Hand Cannons are classed as *move or fire* weapons.

Ammo and Weapon Upgrades

Here be ammo and weapon upgrades...

Tox Shells: These acrid shells are filled with caustic sludge dredged from the most polluted areas of the Sump. Tox shells can be loaded into a shotgun and have the same profile as a standard Solid Shot except they deliver D3 Damage.

Vehicle Homer: Blurb... A Vehicles Homer can be fitted to a Missile Launcher, in which case they receive a +1 to-hit bonus when firing at a boat.

Miscellaneous

Here be miscellaneous stuff...

Hook Hand: Blurb... Any fighter that has suffered a Hand Injury can choose to replace their hand with a Hook Hand. The fighter regains the lost Weapon Skill points due to the Hand Injuries, however, the Hook cannot use a weapon and instead follows the rules for a Knife. If the fighter must take an Initiative test to see if he falls overboard or off a ledge then he receives a +1 Initiative bonus as he strikes at the ledge with his sharpened hook hand. If the Hook Hand suffers a Hand Injury then it is treated as a Full Recovery result instead and it is assumed the Hook Hand is repaired in time for the next game.

Peg Leg: Blurb... Any fighter that has suffered a Leg Wound can choose to replace it with a Peg Leg. The fighter regains the lost Movement points due to the Leg Wounds, however, any overboard fighters suffer a -1 Strength penalty for each Peg Leg when taking the Strength test to determine if and how far the model can swim. If the Peg Leg suffers a Leg Wound then it is treated as a Full Recovery result instead and it is assumed the Peg Leg is repaired in time for the next game.

Garganeium Spawn: Blurb... The initial value of the Spawn is equal to half the cost it was bought for, but after each game the value of the Spawn increases by D6x5 credits. You can choose to sell the Spawn during any post game sequence receiving an amount of credits equal to the Spawn's value. After the fourth game the Spawn is beginning to become too big handle so must be sold. Note Garganeium Spawn is kept in the gang's base territory so will be destroyed if the gang loses a Raid scenario against them.

Garganeium Oil: Blurb... Garganeium Oil is kept in the gang's stash until used. You can choose to use the Oil at the start of any game, in which case all of the gang's boats count as causing *terror* against wild beasts (this does not apply against a Wyrd's pets). If a wild beast attempts to charge a crew member inside a boat then the model is considered to cause *terror* as well. If a Garganeium Sump Treacherous Condition result is rolled then each boat will be attacked by a garganeium on a roll of 1-3 instead of 1. Once the Garganeium Oil is used it is struck from the gang roster.

Treasure Map: Blurb... You can choose to use the Map if you are able to select the scenario after rolling on the Scenario table. If the Map is used then the gang set off to discover what awaits them at the X marks the spot. Roll a D6.

1: Bait – The map leads the gang straight into a deathly region of the blind zones. 2D6 random gang members must take a Toughness test. If the test is failed then the model starts the game suffering from a wound. If the fighter is reduced to 0 Wounds then he cannot participate in the game and counts as having gone out of action. Rolls of

Captured are treated as a Dead Result while rolls of Bitter Enmity are treated as Fully Recovery results. In addition, your opponent can now choose which scenario to fight.

2: Old – The map is old and outdated as it leads to nothing remarkable. The Scenario roll is rolled again.

3: Stash – The map leads them to a hidden cache of equipment. The gang gains 2D6x10 credits worth of equipment which must immediately be spent on common weapons and items. These credits cannot be supplemented from the gang's stash and any unused credits are ignored. Note gang members can start the game with any of this new equipment otherwise it is added to the gang's stash. The Scenario roll is rolled again.

4: Archeotech – A Sump Scavengers game is fought, however, each loot counter is now worth 2D6x5 credits. Note each die is used to determine if the loot is Sump Archeotech but a loot counter will only ever yield one piece of Sump Archeotech.

5: Pirate Booty – The gang gains 2D6x10 credits. However, if the gang is reported to the Watchmen after the game then they suffer a -2 modifier. The gang can also still choose which scenario to fight.

6: Hoard – The gang gains an Archeotech Hoard. The gang can also still choose which scenario to fight.

The Treasure Map is carried by the gang's leader so the cost of the map is added to his cost and is lost if he is killed. Once the Treasure Map is used it is struck off from the gang roster.

Hunters Map: Blurb... Roll a D6 to determine how useful the map is.

1: Fake – The map is a fake and isn't worth the paper it is written on. Strike the Hunters Map from the gang roster.

2: Old – The map is old and outdated but it still has some useful information. If you chose to fight a Beast Hunt scenario then when seeing which beast type appears you can roll twice and choose the best result.

3: Vague – The map is vague and inaccurate but it does reveal some worthwhile information. If you chose to fight a Beast Hunt scenario then you can choose which beast type appears on the table. Note you can still only choose beasts from the appropriate gang rating.

4: Worn – The map is badly worn and incomplete but is still essentially accurate. If you chose to fight a Beast Hunt scenario then you can choose which beast type appears on the table. Note you can even choose beasts from outside your gang rating. If you chose to fight a Monster Hunt scenario then when seeing if the game is fought in darkness you can roll twice and choose the best result.

5: Faded – The map is barely legible but is a genuine expert hunters map. If you chose to fight a Beast Hunt scenario then you can choose which beast type appears on the table and can re-roll any dice when seeing how many beasts show up. Note you can even choose beasts from outside your gang rating. If you chose to fight a Monster Hunt scenario then you can choose the result on the darkness chart and when seeing which beast type appears you can roll twice and choose the best result.

6: Accurate – The map is recently made and completely accurate. If you chose to fight a Beast Hunt scenario then you can choose which beast type appears on the table and can roll twice when seeing how many beasts show up and choose the best result. Note you can even choose beasts from outside your gang rating. If you chose to fight a Monster Hunt scenario then you can choose the result on the darkness chart and can choose which beast type appears on the table. Note you can still only choose beasts from the appropriate gang rating.

The Hunters Map is carried by the gang's leader so the cost of the map is added to his cost and is lost if he is killed.

Boat Equipment

The Boat Equipment section details all of the rules for using the various pieces of equipment specific to boats. Boat equipment must either be fitted to a boat or stored in the gang's stash (i.e. fighters cannot be equipped with them).

Boat Guns

Here be big guns that be mounted on big boats... Unless specifically mentioned otherwise, the following boat guns are classed as *move or fire* weapons (though follow the Pintle Mount rules for firing *move or fire* weapons) and cannot benefit from skills and weapon upgrades (e.g. Rapid Fire or a Mono-sight). All of the following boat guns follow the Pintle Mount rules.

Heavy Harpooner: Blurb...

Range Short	Range Long	To-Hit Short	To-Hit Long	Strength	Damage	Save Mod	Ammo Roll
0-12	12-24	-	-1	5	D3	-2	4+

Large Gun: A boat fitted with a Heavy Harpooner suffers a -1 penalty to its Capacity Limit.

Wind-in: Heavy Harpooners can wind in wild beasts and loot counters just like a regular Harpoon Rifle, however, they can also wind in wild monsters as well. Additionally, any models that are wounded by a Heavy Harpooner must take a Strength test. If the test is failed then they are dragged back towards the firer D6". Additionally, any models hit by a Heavy Harpooner suffer a -1 Initiative penalty when rolling to see if they fall overboard or off a ledge.

Cannon: Blurb...

Range Short	Range Long	To-Hit Short	To-Hit Long	Strength	Damage	Save Mod	Ammo Roll
0-8	8-12	-	-1	8	D6	-4	6+

Enormous Gun: Unlike with other mounted weapons a Cannon is so big and heavy that it must be fitted to the front of the boat where it can only be fired within a forward 45° arc. A boat with a Cannon cannot fit any Pintle Mounts on the two bow hulls and suffers a -1 penalty to its Capacity Limit. In addition, the Cannon cannot be fired if the boat moved.

Unstoppable: Once fired it is almost impossible to stop a cannon ball in full flight. A fired cannon ball does not stop once it hits its target, instead it continues in a direct path from the Cannon through the target and may hit other fighters or boats behind it. A cannon ball will continue in this way and only stops if it either fails a to-wound roll against a boat that is classed as a *large target* or *massive target* or has reached its maximum range of 16". Any fighters onboard a boat or mount within the path must take an Initiative test. If the test is passed then they manage to duck or leap out of the way and are not hit, while a failure means they suffer a hit following the usual rules. Any boats within the path are automatically hit, however, a successful to-wound made against a boat classed as a *large target* will reduce the cannon ball's maximum range by D6" while a boat classed as a *massive target* will reduce it by 2D6". Overboard fighters within the cannon ball's path are not hit.

Miscellaneous

Blurb...

Pintle Mount: Blurb... Mounts cannot be equipped with a Pintle Mount. A Pintle Mount must be fitted to one of the sides of the boat (i.e. not inside the boat or fitted to a hull corner). A basic/special/heavy weapon can then be fitted to a Pintle Mount. Note this must be decided during the post game sequence and a fighter cannot remove or replace

the fitted weapon during a game. A weapon fitted to a Pintle Mount has a restricted firing arc as shown below [insert image showing the 180° firing arc pointing away from the boat (i.e. the weapon cannot fire back over the boat)], however the added stability of the Pintle Mount allows any fighter to fire the weapon when he otherwise couldn't. A mounted basic/special weapon can be fired by a fighter in base-to-base contact even if the boat moved at fast speed, though the model suffers an extra -1 to-hit penalty. A mounted *move or fire* weapon can be fired if the boat moved at normal speed incurring a -1 to-hit penalty, but still cannot fire if the boat moved at fast speed.

A Copter can be equipped with a single Pintle Mount with a forward firing arc of 45° and can be fired as if it was a single-handed weapon following the usual *drive-by shooter* rules.

Twin-pintle Mount: Blurb... Same as a Pintle Mount except it can only mount two of the same basic weapons. The twin weapons follow all of the usual weapon rules except you can re-roll any failed to-hit rolls.

Bilge Pump: Blurb... If the boat is required to roll on the Boat Damage table then each game the first Hull result is treated as a Superficial result instead.

Ident-ignition: Blurb... A boat fitted with an Ident-ignition cannot be driven by an enemy fighter.

Super Charger: Blurb... The boat receives a +1 Movement characteristic bonus.

Plasma Charger: Blurb... The boat receives a +2 Movement characteristic bonus. However, if the boat is required to roll on the Boat Damage table then any Engine results are treated as an Explosion result instead and any crew members hit by the blast suffer a Strength 6 hit with a -3 Save Modifier.

Tow Rig: Blurb... Mounts cannot be equipped with a Tow Rig. If a boat fitted with a Tow Rig ends the game with at least 1 Wound then it can use its specialist towing equipment to haul a crippled boat of your choice back to base. Any boat that ended the game with 0 Wounds and is towed in this way will only suffer Serious Boat Damage on a roll of 6 instead of 4+. If the towed boat still suffers Serious Boat Damage then any Lost at Sump or Captured rolls are treated as a Fully Repaired result instead.

Octane Cubes: Blurb... If you roll an Octane Cubes result on the Sump Rare Trade chart then you are offered D3 Octane Cubes for the listed price. Octane Cubes are kept in the gang's stash until used and each Cube must be struck from the roster after it has been used. At the start of a game you can choose to use any amount of Octane Cubes in any of your gang's boats. If an Octane Cube is used in a boat then the boat receives a +1 Movement characteristic bonus for the duration of the game. However, after the game has finished roll a D6 for each boat using an Octane Cube. If a 1 is rolled then the boat suffers a Damaged Drive Serious Boat Damage result. A boat can use up to 3 Octane Cubes per game, but each extra Cube confers a -1 modifier when rolling to see if the boat suffers a Damaged Drive.

Driver Equipment

The following pieces of boat equipment can only be activated by the designated driver of the boat and can be used in conjunction with moving the boat. A driver can only activate a single piece of such equipment per turn.

Remote Mount: Blurb... Must be attached to either a Pintle Mount or Twin-pintle Mount. Normal Mount rules except the driver of a boat can fire it instead as long as the boat didn't move.

Rocket Booster: Blurb... A driver can activate the Rocket Booster immediately after the boat has moved. If the Rocket Booster is activated then the boat is moved D6" directly forward. If the boat makes contact with a boat or piece of terrain then it counts as a ram. A Rocket Booster only has enough fuel for one burst per game.

Pneumatic Ram: Blurb... Mounts cannot be equipped with a Pneumatic Ram. A driver that is able to act can activate the Pneumatic Ram either during the shooting phase, if the boat made a successful ram or if an enemy boat made a successful ram against this boat's bow. If the Ram is activated then any boats in base-to-base contact with the boat's bow suffer a Strength 7 hit that deals D6 Damage. Note this hit is used instead of any normal ramming hit.

Mine Deployer: Blurb... A driver can activate the Mine Deployer at any point during the boat's move, but only if the boat then moves at least 1" forward and cannot be used if a ram is declared. The Deployer drops a mine at the back centre of the boat in the Sump, place a mine marker to remind you of its location. Only 1 mine can be deployed per turn and if a mine is deployed then roll a D6. On a roll of 5+ the Mine Deployer has ran out of mines so cannot be used again that game. If you roll a 1 then something has gone wrong. Roll a further D6. On a roll of 4+ the mine is a dud and is removed from play. On a roll of 1-3 the mine explodes as it is being launched. Work out the effect of the explosion immediately and the Mine Deployer cannot be used again that game. Any successfully deployed mines remain in play until they explode. Any boats that make contact with the mine will detonate it resulting in a Strength 5 hit with a -2 Save Modifier and inflicts D6 Damage. Only boats can activate and be hit by a mine.

Rowing Oars: Blurb... Only Skiffs can be equipped with Rowing Oars. The driver can declare that he using the Rowing Oars at the start of the turn, but only if the boat isn't under the influence of a compulsory move (e.g. through the boat going out of control or the driver suffering from the effects of *frenzy*). A boat driven by Rowing Oars has a Movement characteristic equal to the driver's Strength +1. The boat cannot ram or move at fast speed but counts as *silent* and ignores any Engine Boat Damage.

Boat Upgrades

The Boat Upgrades section details rules for all of the available boat equipment that need to be heavily bolted, banged and welded on to the boats.

To fully complete an upgrade each boat type needs a varying amount of raw materials. Larger boats like Titans cost more to upgrade because they need a greater supply of material while the same amount of stock could outfit several Speeders.

The credit costs listed in the Trading Post is a representation of how much credits worth of material the boat type requires to benefit from the upgrade. You can only choose to purchase an amount of material as listed in those tables. For example, you can only choose to purchase a lot of 15, 20 or 25 credits worth of Railings, though you can buy variations of those prices (e.g. 15+20=35). If a rare boat upgrade is offered then you can only purchase one lot of materials. For example you can only choose to purchase a lot of 20, 25 or 30 credits worth of Electro Spikes.

Boat Upgrades can be sold just like regular equipment. You can also freely separate or combine values of the same materials. For example, if you had 25 credits worth of Railings then you could sell 10 credits worth (+5cr) and fit the remaining 15 to a Skiff or keep it in the gang's stash. However, since upgrades are welded and bodged to boats, if you want to remove an upgrade from a boat then the value of the materials is reduced by 20%. For example, removing Railings from a Marauder (20cr) reduces the value of the materials to 16 credits.

Master Boatsmith: The expertise of the master boatsmiths are in high demand so there is always a waiting list for their craftwork. If you roll up a Master Boatsmith then you can choose for him to repair 1 Serious Boat Damage of your choosing. However, such perfectionism cannot be rushed. A boat being repaired by a Master Boatsmith must miss the next D2 games. You can choose to use the boat before that time, but the damage will not be repaired and the irritated boatsmith will move on to another gang that better appreciates his work.

Ramming Spikes: Blurb... The boat receives a +1 Strength characteristic bonus.

Plasteel Plated Hull: Blurb... The boat receives a +1 Toughness characteristic bonus.

Themoplas Hull Lining: Blurb... The boat receives a +1 Wounds characteristic bonus.

Pump Rudder: Blurb... The boat receives a +1 Initiative characteristic bonus. In addition, the driver receives a +1 Leadership bonus when taking a drivers test.

Searchlights: Blurb... Any fighters onboard the boat count as if they are wearing Photo-visors for the purposes of *darkness*.

Ablative Armour: Blurb... The boat receives a +1 Armour Save bonus. If the boat fails an armour save then the Ablative Armour will no longer confer their bonus for the duration of the game.

Armaplas Armour Plates: Blurb... The boat receives a +2 Armour Save bonus.

Bunker Plating: Blurb... All crew members receive a 6+ armour save against any ranged attacks that do originate from the same boat and can be combined with any other forms of armour.

Railings: Blurb... Crew members of the boat can re-roll any failed Initiative tests when determining if they fall

overboard.

Boarding Spikes: Blurb... If any fighter that started the turn not on the boat runs or charges on to the boat then they must take an Initiative test as soon as base-to-base contact is made. If the test is failed then they are pinned and suffer a Strength 2 hit.

Electro Spikes: Blurb... Same as Boarding Spikes except they suffer a Strength 4 hit with a -1 Save Modifier.

Bow Rigging: Blurb...Any crew member that moves from the boat can move over the bow rigging as if it was open ground. [insert image showing the bit either side of the triangle bow can be moved over].

Swing Ropes: Blurb... Any crew members that start the turn on the boat can make use of the Swing Ropes. Without measuring, nominate the target where you hope the swinging fighter will effortlessly land. Note you must nominate a place where the model can fit (i.e. not on top of other fighters). If the crew member has enough movement to swing across and reach the target point then he must take an Initiative test. If the test is failed or the fighter did not have enough movement to reach the target then he fumbles the swing. If the test is passed then he lands safely and can move and act as normal and can even finish a charge if he has enough remaining movement. Models that fumble a swing fall D3" in a random direction. If the swinging fighter had enough movement then the nominated target is used to determine where he randomly fell, otherwise the point where he ran out of movement is used instead. If a fighter falls in this way then he suffers a hit with a Strength equal to the random distance rolled. If he lands on another fighter then he will also suffer a hit with the same Strength on a roll of 4+.

Loot Traps: Blurb... If the boat moves over any loot counters then they are caught in the Loot Traps. Any loot counters caught in this way are moved on to the boat at the first point of contact, though any crew members that are able to act and within base-to-base contact of the loot counter can automatically pickup the caught loot.

Sump Archeotech

Sump Archeotech follows differing rules from those detailed in the Underhive. If a gang gets their greedy hands on a piece of Archeotech roll on the Sump Archeotech table to determine what exactly happens. Note unlike with Underhive Archeotech you do not need to nominate a fighter to figure out its purpose and you can freely swap Sump Archeotech between fighters just like regular equipment.

D66	Sump Archeotech
11-13	Worthless: The archeotech is rusted and broken without any worth. Strike the Archeotech from the gang roster.
14-15	Duped: The archeotech is banged up and seemingly useless but you manage to sell it on to a gullible trader for 2D6 credits, which is added to your stash. You later discover that the trader has left town in a hurry.
16	Mung: After scraping away the grime and dust the archeotech is in fact a Mung Vase which follows the usual rules.
21-22	Cutting Beam: Refer to the Underhive rules for full details
23-24	Holographic Shifter: The archeotech projects holographic colours that shimmer around the device in a seemingly random fashion. The fighter can activate or deactivate the device at the start of each of his turns. If the fighter is in hiding, is a sentry or goes out of action then the device is automatically deactivated. If the device is active then place the Gas Cloud template over the model. Any ranged attacks that make contact with the template, either because a fighter within is being targeted or shooting out from it, receive a -1 to-hit penalty.
25-26	Futurity Viewer: The archeotech is a strange device that flashes images of the futures to come. If you are making a roll on the Scenario Table then you can choose to re-roll the result. Note this device is kept in the gang's base territory so will be destroyed if the gang loses a Raid scenario against them.
31-32	Viewer: Refer to the Underhive rules for full details.
33-34	Pict Recorder: The archeotech is a viewing device that shows all manner of dome schematics. Roll a D6 to determine how useful the device is. 1-2: The viewer reveals very little but the gang manages to sell it on for D6x5 credits, which is added to your stash. 3-4: The device details ventilation systems within the local domes. The gang gains a Vents territory. 5: The device reveals a small stash of archeotech worth D6x10 credits, which is added to your stash. 6: The device reveals a hidden dome brimming with technoarcana. The gang gains an Archeotech Hoard territory.
35	Repulser: The archeotech can fire a pulse of energy that throws back those within its short range. Once per game the fighter can use the Repulser at the start of any hand-to-hand combat against a single opponent. If used the enemy fighter is thrown back D6" directly away and counts as pinned. If the enemy fighter hits another fighter then he will stop there and both fighters will be pinned. Note the user of the Repulser will not get a follow up move and cannot do anything else that turn.
36	Gravity Gun: The archeotech is able to manipulate magnetic fields. The Gravity Gun can be used instead of making a normal ranged attack following the usual shooting rules and has a range of 8". Alternatively it can be fired at any friendly fighter instead of the closest enemy fighter. If the Gravity Gun hits then you can move the model D6" in any direction. Models can be moved into hand-to-hand combat but do not count as charging.
41-42	Lifter: Refer to the Underhive rules for full details.
43-44	Mung Crafter: The device is able to create remarkable vases albeit of varying quality. After each game the Mung Crafter generates D6x5 credits of income for the gang. Note this device is kept in the gang's base territory so will be destroyed if the gang loses a Raid scenario against them.
45-46	Sonic Modulator: The archeotech emits a variable ringing noise that can only be heard within the projected beam of light. The Sonic Modulator can be used instead of making a normal ranged attack following the usual shooting rules. The device uses the flamer template with models being hit following the usual rules. Any fighters hit do not suffer a wound but they count as pinned until the

	start of the player's following turn.
51-52	Hologram: Refer to the Underhive rules for full details.
53-54	Teleporter: The archeotech is a powerful device allowing the user to instantly teleport to wherever the homer is fired to. The device follows the rules for a grapnel except the range is increased from 0-8 8-16 to 0-12 12-24. Additionally, the fighter can choose to teleport either immediately after the shot has been made or at the start of the following turn, in which case he can move and fire as normal.
55-56	Domineer: The archeotech has the power to control the mind of those around him. The Domineer can be used instead of making a normal ranged attack following the usual shooting rules and has a range of 8". The target is automatically hit, but is not pinned, and must take a Leadership test. If the test is failed then you are able to control the actions of the fighter just as if he was one of your own fighters but instead acts in his own turn. The effect of the Domineer lasts until the end of the affected model's turn.
61-64	Gizmo: The archeotech is a strange looking device. Roll on the Wyrd Minor Power table to determine what the function of the Gizmo is (re-roll any 11-16 and 56-66 results). The Gizmo can be used following the usual power rules but since the device is not Immaterium based the user does not have to take any Perils of the Warp rolls.
65-66	Prized Relic: The archeotech appears to be a genuine relic and you receive offers to buy it from traders throughout the sumper towns. After rolling this result and at the start of each post game sequence you are offered 2D6x10 credits for the Relic. You can choose to either sell the Archeotech for the amount offered, or you can decline the offer. You can decline as many offers as you like but a declined offer cannot be later accepted. The Prized Relic is kept in a secret place known only to the gang's leader. If the gang leader dies then the location of the Relic is lost forever and must be struck from the roster.

Sump Treacherous Conditions

Sump Treacherous Condition follows the usual rules...

D66	Sump Treacherous Conditions
11	Geysers: The player must roll a D6 at the start of each of his turns. On a roll of 1 a geyser has struck one of his randomly determined boats. The boat must take a Toughness test (a roll of 6 is always considered a failure). If the test is passed then the boat is spun to face a random direction and all crew members are pinned. If the test is failed then the boat follows the Capsize! damage rules, though the boat will only suffer a Serious Boat Damage on a roll of 4+.
12	Raw Sewage: All crew members suffer a -1 Initiative penalty when testing to see if they fall overboard. In addition, all overboard fighters suffer a -1 Strength penalty.
13-14	No effect.
15	Acid: Any overboard fighters that fail the Strength test incur a D6 Strength hit instead of D3. If an overboard fighter suffers a Serious Injury, roll a D6. On a roll of 6 the model suffers a Horrible Scars result in addition to the normal injury roll.
16	Sludge Crust: The whole of the Sump counts as difficult terrain.
21	Low Oxygen: All fighters and beasts on the table suffer a -1 penalty to their Movement, Weapon Skill, Ballistic Skill, Strength and Initiative characteristics.
22	Baking: All boats and mounts incur a -1 Movement characteristic when moving over the Sump.
23-24	No effect.
25	Ice Blasts: If the boat or mount moved at least 6" that turn then all crew members suffer a -1 to-hit penalty when making a ranged attack.
26	Blustery: All fighters suffer a -1 to-hit penalty when shooting at long range. In addition, fighters cannot use the following skills: Fast Shot, Rapid Fire and Marksman.
31	Pea Souper: Vision is reduced to 10". In addition, fighters cannot use the following skills: Fast Shot, Rapid Fire and Marksman.
32	Thick Fog: Vision is reduced to 16". In addition, fighters cannot use the following skills: Fast Shot, Rapid Fire and Marksman.
33-34	No effect.
35	Patchy Clouds: Vision is reduced to 20". In addition, fighters cannot use the following skills: Fast Shot, Rapid Fire and Marksman.
36	Haze: All fighters suffer a -1 to-hit penalty when making a ranged attack over long range. In addition, fighters cannot use the following skills: Fast Shot, Rapid Fire and Marksman.
41	Pitch Black: Vision is reduced to 8". In addition, fighters cannot use the following skills: Fast Shot, Rapid Fire and Marksman.
42	Grim Darkness: Vision is reduced to 16". In addition, fighters cannot use the following skills: Fast Shot, Rapid Fire and Marksman.
43-44	No effect.
45	Murky: All fighters suffer a -1 to-hit penalty when making a ranged attack. The spotting range of all fighters is also halved (round fractions down). In addition, fighters cannot use the following skills: Fast Shot, Rapid Fire and Marksman.
46	Flux Lighting: The lighting is constantly flickering and switching on and off. Roll a D6 at the start of each turn to determine its effect. 1: Pitch Black 2: Grim Darkness 3-4: Murky 5-6: Normal Conditions
51	Pincer Bats: At the start of the game all boat crew members must take a Leadership test. If the test is failed then they start the game pinned and may fall overboard.
52	Sump Flies: All crew members and riders (not beasts) suffer a -1 penalty to their Weapon Skill and Ballistic Skill. In addition, fighters cannot use the following skills: Fast Shot, Rapid Fire and Marksman.
53-54	No effect.
55	Iron Jellies: Roll a D6 for each boat. On a roll of 1 the boat has iron jellies attached to it. Any boat with iron jellies attached to it must take a Toughness test at the start of each turn (a roll of 1 is always considered a failure). If the test is failed then the boat automatically suffers a wound. If the boat must

	make a roll on the Boat Damage table due to a wound from iron jellies then it is always classed as a random Hull result.
56	Blood Snappers: All overboard fighters taken out of action must roll twice on the Serious Injuries table and choose the lowest result.
61	Volatile Sump Pockets: If a boat moves more than 6" then the driver must take a drivers test. If the test is failed or the boat has gone out of control then the boat is spun to face a random direction, all crew members are pinned and the boat suffers a Strength 6 hit that inflicts D6 Damage.
62	Effluent Deluge: At the start of the game roll a D6 for each boat and mount. On a roll of 1 the fighters start the game pinned and may fall overboard. In addition, if a boat is hit then it must take a Toughness test (a roll of 6 is always considered a failure). If the test is failed then the boat follows the Capsize! damage rules, though the boat will only suffer Serious Boat Damage on a roll of 4+.
63	Pollutant Fog: Vision reduced to 8". In addition, fighters cannot use the following skills: Fast Shot, Rapid Fire and Marksman. At the start of the game all fighters must take a Toughness test. If the test is failed then they automatically suffer a wound following the needle injury rules. For the purposes of Respirators, Filter Plugs, etc, this counts as <i>gas</i> .
64	Corrosive Acid: At the start of each turn all boats and mounts must take a Toughness test (a roll of 6 is always considered a failure). If the test is failed then the boat/mount suffers an automatic wound, though normal armour saves apply. Any overboard fighters that fail the Strength test incur a 2D6 Strength hit instead of D3. If you roll 11+ then the model is automatically sent out of action. If an overboard fighter suffers a Serious Injury, roll a D6. On a roll of 5-6 the model suffers a Horrible Scars result in addition to the normal injury roll.
65	Garganeium: The player must roll a D6 at the start of each of his turns. On a roll of 1 a garganeium has struck one of his randomly determined boats. The boat follows the Abandon Boat! damage rules.
66	Dome Collapse: At the start of the game roll a D6 for each boat and mount. On a roll of 1 the boat follows the Abandon Boat damage rules, while both the mount and rider are automatically taken out of action. If a boat is hit then all crew members must roll a D6. On a roll of 3+ the fighter is automatically taken out of action.

The Monster Turn

In some scenarios the gangs are pitted against wild beasts and other monsters. The Monster Turn section details all of the rules on how these wild beasts and monsters behave during these scenarios. Alternatively, with the approval of the campaign Arbitrator a third player can take control of the beasties to give the gangs a sterner test.

For simplicity, speediness and to avoid possible rule conflicts, it is recommended that you use the following house rules. All wild beasts ignore the pinning, *nerve*, *fear* and *terror* rules (in the case of Garganeium Oil the beast automatically recovers once fled). They are also immune from the effects of Hallucinogen and Scare grenades as well as Treacherous Conditions. A webbed wild beast will always attempt to free itself. Wild beasts will never move into a Smoke or Choke cloud, an active plasma ball or within the hitting range of a Tox Bomb. If a wild beast is reduced to 0 wounds then it is immediately taken out of action (i.e. no injury roll is made).

Amphibious: All wild beasts are classed as amphibious.

Instinctive: If during the player's turns a wild beast is hit by a ranged attack then the beast is immediately moved D3" in a random direction.

The monster turn takes place after both players have finished their turns. Just like regular player turns, the monster turn must be worked through in order of sequence as outlined below.

Movement

If a gang fighter starts the monster turn within charge range of a wild beast then it must charge the closest gang fighter. If the wild beast can draw a line of sight to a gang fighter but cannot reach it through a charge then it will move towards the gang fighter at its maximum speed. If the wild beast cannot draw a line of sight to any gang fighters then it will move D6" in a random direction.

Shooting

Some wild beasts are able to attack from range, in which case they attack the closest gang fighter. Any such attacks are made after movement but before any hand-to-hand combats are fought. Note a wild beast can attempt a ranged attack even if it 'ran'.

Hand-to-Hand Combat

Any gang fighters in base-to-base combat with a wild beast during the monster turn follows the usual hand-to-hand combat rules. Note a round of combat is only fought if it is either the monster turn or the player's turn who controls the fighter. So for example, if Player A has a fighter in base-to-base combat with a wild beast then a round of combat between those two models is not fought during Player B's turn.

Bestiary

The Bestiary section details the characteristic profile and special rules for all of the wild beasts home to the Sump.

Wild Beast Type	M	WS	S	T	W	I	A	Ld	Special
Giant Rat	6	4	3	2	1	3	1	4	Dodge.
Milliasaur	4	4	1	3	1	4	1	4	Climb. Poison Bite.
Ripper Jack	8	2	1	2	1	4	1	4	Fly. Envelop.
Carrion Bat	8	2	2	2	1	4	1	4	Fly. Plague.
Raft Spider	8	3	2	2	1	4	1	5	Climb. Abseil. Venom (double Str against living prey).
Maw Wormling	6	3	3	3	1	3	2	4	
Lashoater	4	3	2	2	1	2	D3	3	Float. Venom. (Attacks re-rolled every hth combat).
Nasher	4	4	5	3	1	3	2	4	
Hydra Jelly	3	3	2	2	2	2	D6	3	Venom. Jelly Move (non-Sump counts as difficult ground). Snare (Shooting attack, D6" range. Auto-hit. Fighter must take I test. Pass = pinned. Fail = pinned and dragged D3" towards Hyrda Jelly). (Attacks re-rolled every hth combat).
Shadow Fiend	6	4	4	4	1	4	2	5	Fear.

Wild Monsters

Some beasts that inhabit the Sump are so dangerous that only the brave, or desperate, would try and hunt them. The following wild beats count as a *large target*, however, this only applies as long as the beast is not in the Sump as much of their form is unseen beneath the surface.

Wild Monster Type	M	WS	S	T	W	I	A	Ld	Special
Hellion Bat	8	5	4	4	2	5	3	6	Fear. Fly. Plague.
Titan Sump Spider	6	5	3	4	4	5	2	7	Terror. Climb. Abseil. Venom.
Maw Worm	6	4	4	4	3	4	4	5	Fear.
Hyrdasaur Jelly	4	4	3	3	5	3	D6	4	Fear. Venom. Jelly Move. Snare (2D6" and drag D6").
Shadow Hellfiend	6	6	5	5	3	5	4	7	Terror.
Ravenwurm	8	5	5	5	3	5	5	7	Jelly Move. Terror.
Mutant Monstrosity	3	3	3	2	3	1	2	2	Terror. Monstrosity (start of game all stats +D3 each).

Sumper Skills

Normal skill rules. All fighters have access to the Sumper skill set.

1. **Gubbinsmith:** Roll a D6 after each battle. On a roll of 6 the model has scraped together enough material for a free upgrade for one of your boats. Choose one common boat upgrade.
2. **Bodger:** If a boat must roll on the Serious Boat Damage table then roll a D6 for each Bodger in the gang first. If you roll a 6 then the damage is automatically treated as a Fixed result.
3. **Sump Legs:** The model can re-roll any failed Initiative tests when seeing if the fighter falls overboard.
4. **Scuttler:** If the fighter attempts to scuttle an enemy boat as described in the Advanced Rules section, each wound inflicted will also cause a roll on the Boat Damage table if the boat has not been reduced to 0 Wounds. If the boat has been reduced to 0 Wounds then each scuttle hit will inflict 2 Wounds.
5. **Sump Shooter:** If the model remained stationary during his movement phase then he can still make a ranged attack even if the boat moved at fast speed (but not rammed). If you elect to do this then the model suffers a -1 to-hit penalty unless the model has the Hip Shooting skill. Note this skill cannot be used when firing a *move-or-fire* weapon.
6. **Sump Racer:** If the model is the driver of a boat then he can re-roll any failed drivers tests. If the model is not the driver of a boat but is within 1" of the driver then the boat driver receives a +2 Leadership bonus when taking any drivers tests. Note this bonus is not cumulative.

Serious Boat Damage

Any boat that was removed play must make a roll on the Serious Boat Damage table. Any boats that finished the game with 0 Wounds must roll a D6. On a roll of 4+ the boat must roll on the Serious Boat Damage table.

D66	Serious Boat Damage
11-14	Lost at Sump: The boat and all associated equipment is struck from the gang roster.
15-16	Scrap: The boat is no longer sumpworthy and must be sold as scrap. The amount the boat sells for is dependent on its type. Speeder: 3D6 Skiff: 2D6x2 Marauder: 3D6x2 Titan: 4D6x4. In addition, roll a D6 for each piece of Boat Equipment, on a roll of 4+ it can be salvaged and used again. Move it to the gang's stash. Boat Upgrades are not salvageable.
21	Badly Mangled: Roll again on this table D3+1 times (re-roll any Lost at Sump, Scrap, Badly Mangled and Fixed results).
22	Damaged Drive: The boat suffers a -1 Movement characteristic penalty.
23	Weakened Armour: The boat suffers a -1 Toughness characteristic penalty.
24	Structural Damage: The boat suffers a -1 Wounds characteristic penalty.
25	Buckled Rudders: The boat suffers a -1 Initiative characteristic penalty.
26	Buckled Hull: The boat suffers a -1 Capacity Limit characteristic penalty.
31	Impact Shears: The boat suffers a -1 Strength and Toughness characteristic penalty when involved in any ramming.
32	Stress Fractures: Roll a D6 each time the boat moves at fast speed. On a roll of 1 the boat automatically suffers a wound though normal armour saves apply.
33	Dodgy Welds: If the boat finishes the game with 0 Wounds then it will suffer Serious Boat Damage on a roll of 4+, however, each Dodgy Welds inflicts a +1 modifier to this roll.
34	Steering Jams: If you wish to move the boat that turn (ignoring compulsory moves), then roll a D6 first. On a roll of 1 then the boat's controls are playing up. Roll on the Engine Boat Damage sub-table and apply the result. All Explosion results are re-rolled.
35	Finicky Repairs: The boat cannot be used for D2 games.
36	Unreliable: During part 2 of the pre game sequence roll a D6 for each Unreliable the boat is suffering from. If any of the dice roll a 1 then the boat cannot be used that game.
41-43	Captured: Normal capture rules except of course a boat version.
44-63	Fixed: The boat suffers only minor damage which is fully repaired.
64	Fearsome Reputation: All crew members whilst on the boat cause fear.
65	Battle Scarred: All crew members whilst on the boat receive a +1 Leadership bonus.
66	Tune Up: You can remove one Serious Boat Damage the boat has suffered in the past for free. If the boat is not suffering from any damage then you can choose a free common Boat Upgrade.

Sump Territories

Normal territory rules apply.

D66	Sump Territories
11-12	Chem Pit – 2D6cr: Usual rules.
13-16	Old Ruins – 10cr
21-22	Slag – 15cr
23-24	Sump Farm – 3D6x2
25-26	Sump Trawler – 4D6cr: Double = Income doubled. Triple = tripled. Quadruple = quadrupled.
31-32	Mineral Outcrop – D6x10cr
33-34	Docks – 30cr: Roll a D6 each time the territory is worked. 6 = Free Juve.
35-36	Drinking Hole – D6x10cr
41-42	Vents – 10cr: Usual rules.
43-44	Transit Tunnelers – D6x10cr
45-46	Transit Toll – 2D6x5cr: Double = +/-1 Scenario table mod next game.
51	Mine Workings – D6x10cr: Usual rules.
52	Merchant Market- 2D6x5cr: Double = 1 extra Sump Rare Trade roll without a rarity cost.
53	Monster Pit – 2D6x5cr: Double 1 = Serious Injury. Any other double = +D6 Experience.
54	Guilder Contact – D6x10cr: Usual rules.
55	Scrap Dockers – D6x10cr: Free Scrap Heap roll every post game sequence.
56	Dockshop – 2D6x5cr: Double = 1 extra Boat Rare Trade roll without a rarity cost.
61	Friendly Doc – D6x10cr: Usual rules.
62	Workshop – D6x10cr: Usual rules.
63	Gambling Den – 2D6x10: Usual rules.
64	Spore Cave - 2D6x10: Usual rules.
65	Archeotech Hoard– 2D6x10cr: Usual rules.
66	Green Sumpers: Usual rules.

Sump Trading Post

Normal trading rules apply except for each rare roll you can either roll on the Sump Rare Trade table or the Rare Boat Trade table.

D66	Sump Rare Trade
11	Sump Archeotech
12-14	1: Power Axe 2: Power Fist 3: Power Maul 4-6: Power Sword
15	1-3: Needle Weapon – roll again 1-4: Needle Pistol 5-6: Needle Rifle 4-5: Web Pistol 6: One in a Million Weapon
16	1-2: Choke Grenades 3-4: Scare Grenades 5-6: Hallucinogen Grenades
21-22	1: Melta Bombs 2-3: Photon Flash Flares 4: Plasma Grenades 5-6: Smoke Bombs
23-24	Hotshot Laser Power Pack
25-31	1-2: Red-dot Laser Sight 3: Mono-sight 4: Telescopic Sight 5-6: Infra-red Sight
32-34	1-4: Flak Armour 5: Carapace Armour 6: Mesh Armour
35	Bionic (choose one)
36	Auto-repairer
41	Bio-booster
42	Bio-scanner
43	Blindsnake Pouch
44	Concealed Blade
45	Grav Chute
46	Grapnel
51	Infra-red Goggles
52	Isotropic Fuel Rod
53	Medi-pack
54	Blade Venom
55	Mung Vase
56	1-2: Ratskin Map 3-4: Treasure Map 5-6: Hunters Map
61	1-3: Screamers 4-6: Stummers
62	Skull Chip
63	Silencer
64	1-4: Garganeium Oil 5-6: Garganeium Spawn
65-66	Weapon Reload

D66	Rare Boat Trade
11-12	Copter
13-16	Master Boatsmith
21-22	Cluster Harpoon Rifle
23	Ident-ignition
24	Octane Cubes
25	Bilge Pump
26	Tow Rig
31	Twin-pintle Mount
32	Remote Mount
33-34	Rocket Booster

35	Pneumatic Ram
36	Mine Deployer
41	Vehicle Homer
42-43	Pump Rudders
43-46	Electro Spikes
51-52	Plasteel Plated Hull
53-54	Themoplas Hull Lining
55-56	Armaplas Armour Plates
61-64	Super Charged Engine
65-66	Plasma Engine

Boat, Beast and Equipment Listings

Only equipment specific to the Sump is listed here. Refer to the Underhive rules for full details of the unlisted items.

Boats and Beasts	Cost	Availability
Speeder	50	Common
Skiff	100	Common
Marauder	180	Common
Titan	260	Common
Copter	100+4D6	Rare

Sump Equipment	Cost	Availability
Flare Gun	10	Common
Harpoon Rifle	10	Common
Cluster Harpoon Rifle	25+2D6	Rare
Hand Cannon	15	Common
Tox Shells	5	Common
Vehicle Homer	40+3D6	Rare
Hook Hand	5	Common
Peg Leg	5	Common
Garganeium Spawn	D6x10	Rare
Garganeium Oil	10+3D6	Rare
Treasure Map	D6x10	Rare
Hunters Map	D6x10	Rare

Boat Equipment	Cost	Availability
Heavy Harpooner	80	Common
Cannon	280	Common
Pintle Mount	15	Common
Rowing Oars	15	Common
Twin-pintle Mount	25+2D6	Rare
Bilge Pump	30+2D6	Rare
Ident-ignition	10+2D6	Rare
Super Charger	25+2D6	Rare
Plasma Charger	40+4D6	Rare
Tow Rig	80+3D6	Rare
Remote Mount	20+3D6	Rare
Rocket Booster	40+3D6	Rare
Pneumatic Ram	80+3D6	Rare
Mine Deployer	40+3D6	Rare

Boat Upgrades	Speeder	Skiff	Marauder	Titan	Availability
Master Boatsmith	30	35	40	45	Rare (+4D6)
Ramming Spikes	10	15	20	25	Common
Plasteel Plated Hull	20	35	45	55	Rare (+3D6)
Thermoplas Hull Lining	15	30	40	50	Rare (+2D6)
Pump Rudder	-	20	25	30	Rare (+2D6)
Searchlights	-	25	35	45	Common
Ablative Armour	10	20	25	30	Common
Armaplas Armour Plates	20	35	45	55	Rare (+3D6)
Bunker Plating	-	25	35	45	Common
Railings	-	15	20	25	Common
Boarding Spikes	-	15	20	25	Common
Electro Spikes	-	20	25	30	Rare (+2D6)
Bow Rigging	-	15	20	25	Common
Swing Ropes	-	-	25	30	Common
Loot Traps	10	15	20	25	Common

Scrap Dock

Blurb...

Scrap Yard

Scrap docks collect all manner of banged up and rusting old boats and other bits and pieces that are all dumped together in the scrap yards. A gang fighter can scavenge through the Scrap Yard following the usual post game action rules, in which case make a roll on the Scrap Yard table. Note any boats or equipment bought at a reduced cost still add the normal cost to the gang rating.

D66	Scrap Yard
11-15	Worthless Scrap: You find nothing of use.
16	Mangled Charger: You find a busted charger that can be restored. Roll a D6 to determine what type of charger you have found which you can buy for 1 boat at half price (round fractions down) and without the rarity cost. 1-4: Super Charger 5-6: Plasma Charger
21-24	Offcuts: You find enough material to form an upgrade. Roll a D6 to determine what type of material you have found which you can buy for 1 boat at half price (round fractions down). 1-2: Ablative Armour 3: Ramming Spikes 4: Bunker Plating 5: Railings 6: Boarding Spikes
25-26	Banged Up: You find some rusting old material that can be patched up. Roll a D6 to determine what type of material you have found which you can buy for 1 boat at half price (round fractions down) and without the rarity cost. 1-2: Electro Spikes 3: Plasteel Plated Hull 4: Thermoplas Hull Lining 5: Pump Rudders 6: Armaplas Armour Plates
31-34	Mendable: You find some odd bits of materials and machinery that can be fixed. Roll a D6 to determine what type of material you have found which you can buy for 1 boat at half price (round fractions down) and without the rarity cost. 1: Heavy Haropooner 2: Ident-ilgnition 3: Searchlights 4: Bow Rigging 5: Swing Ropes 6: Loot Traps
35-36	Broken Down: You find some broken bits of machinery that can salvaged. Roll a D6 to determine what type of equipment you have found which you can buy for 1 boat at half price (round fractions down) and without the rarity cost. 1: Bilge Pump 2: Tow Rig 3: Remote Pintle Mount 4: Rocket Booster 5: Pneumatic Ram 6: Mine Deployer
41-46	Wreck: You find nothing better than a heavily wrecked boat. You can buy the boat for 25% of its normal cost (round fractions down), but the boat has D3+2 Serious Boat Damage (re-roll any 11-21 and 41-66 results). Roll a D6 to determine the type of boat. 1: Speeder 2-3: Skiff 4-5: Marauder 6: Titan
51-65	Busted Up: You find an old busted up boat. You can buy the boat for 50% of its normal cost, but the boat has D2+1 Serious Boat Damage (re-roll any 11-21 and 41-66 results). Roll a D6 to determine the type of boat. 1: Speeder 2-3: Skiff 4-5: Marauder 6: Titan
66	Busted Up Copter: You stumble upon an old busted up copter. You can buy the Copter for 50% of its normal cost, but the Copter has D2+1 Serious Boat Damage (re-roll any 11-21 and 41-66 results).

Scrap Boatsmith

All scrap docks have boatsmiths of varying abilities to offer repair services. The boatsmiths patch up boats using the scrap from the yards so is not of the highest quality but they are quick and cheap. During the post game sequence any amount of boats can be sent to a Scrap Boatsmith whose cost is equivalent to a Master Boatsmith -15 credits (e.g. a Skiff costs 20cr). You must first nominate exactly what Serious Boat Damage the Scrap Boatsmith is attempting to repair before then rolling on the Scrap Boatsmith table to determine if the damage was fixed. A boat can only be sent in for a repair once per post game sequence and only one Serious Boat Damage can be repaired at a time.

D66	Scrap Boatsmith
11-16	Bodge: The damage appears to have been fixed, but something is not quite right. The damage is struck

	from the gang roster, however, the boat now suffers from a different type of Serious Boat Damage (re-roll any 11-21 and 41-66 results).
21-26	Finicky Job: Repairing the damage takes a little more time than was expected. The boat cannot be used in the next game. During the next post game sequence roll again on this table to determine if the damage has been fixed yet.
31-36	Patched Up: The damage has been patched up but the quality of the workmanship leaves a lot to be desired. The boat no longer suffers from the damage, however, keep a note of it. After D6 games the damage returns.
41-46	Patched Up Securely: The damage has been patched up but the quality is lacking. The boat no longer suffers from the damage, however, keep a note of it. After 2D6 games the damage returns.
51-66	Proper Job: The damage is fixed up nicely, strike it from the gang roster.

Sump Hired Guns

The Sump Hired Guns section details additional mercenaries that gangs participating in a Sump campaign can recruit. All of the following hired guns follow the usual rule conventions and gangs can still recruit the existing hired guns detailed in the Underhive rules.

Pirate

Hire Cost – 10 credits

Blurb... Ooh Arrrrrrr!

Starting ganger characteristic profile. 5 advances.

1-2: (1-2:Weapon Skill 3-4:Ballistic Skill 5:Initiative 6:Leadership)

3: (1:Strength 2:Toughness 3-4:Wounds 5-6:Attacks)

4: (1:Combat Master 2:Disarm 3:Feint 4:Parry 5:Counter Attack 6:Step Aside)

5: (1:Crack Shot 2:Fast Shot 3:Gunfighter 4:Hip Shooting 5:Marksman 6:Rapid Fire)

6: (1:Berserk Charge 2:Impetuous 3:Killer Reputation 4:Nerves of Steel 5:True Grit 6:Head Butt)

Pirates are equipped with a Knife, Sword and one of the following pistols: Stub Gun (+Dum-dums), Autopistol or Laspistol. They are also equipped with one of the following basic weapons: Hand Cannon, Autogun, Lasgun or Shotgun (+Solid, Scatter, Manstopper). Alternatively the Pirate can swap his basic weapon for a second pistol.

True Pirate: The Pirate must be equipped with either a Hook Hand or a Peg Leg or suffer from a Blinded In One Eye serious injury (eye patch). Pirates always have the Sump Swimmer, Sump Legs and Sump Shooter skills.

Outlaw: Each Pirate inflicts a -1 modifier if the gang is reported to the Watchmen.

Beast Tracker

Hire Cost – 15 credits

Blurb... Experts at hunting beasts.

Starting ganger characteristic profile. 4 advances.

1: Ballistic Skill

2: (1-3:Initiative 4-6:Leadership)

3: (1-2:Strength 3-4:Toughness 5-6:Wounds)

4-5: (1:Crack Shot 2:Hip Shooting 3-4:Marksman 5-6:Rapid Fire)

6: (1:Dodge 2:Jump Back 3:Ambush 4:Nerves of Steel 5:True Grit 6:Weaponsmith)

Beast Trackers are equipped with a Knife, and one of the following pistols: Stub Gun (+Dum-dums), Autopistol, Laspistol, Hand Flamer, Bolt Pistol or Plasma Pistol. They are also equipped a Harpoon Rifle and one of the following basic weapons: Hand Cannon, Autogun, Lasgun or Shotgun (+Solid, Scatter, Manstopper).

Beast Hunter: If you chose to fight a Beast Hunt scenario then when seeing which beast type appears you can roll twice and choose the best result. In addition, when rolling to see how many beasts appear you can roll twice and choose the best result.

Expert Harpooner: If the Beast Tracker is firing a Harpoon Rifle or a Heavy Harpooner then he receives a +1 to-hit bonus. In addition, as long as the Beast Tracker is on a boat then he will benefit from the Harpoon Rifle's *wind-in* special rule even if it is not in a Pintle Mount.

Arcana Hunter

Hire Cost – 15 credits

Blurb... Experts at technoarcana and tech in general.

Starting ganger characteristic profile. 3 advances.

1: Ballistic Skill

2: (1-3:Initiative 4-6:Leadership)

3: (1-3:Toughness 4-6:Wounds)

4-5: (1:Crack Shot 2:Hip Shooting 3-4:Marksman 5-6:Rapid Fire

6: (1:Armourer 2:Inventor 3:Medic 4-6:Weaponsmith)

Arcana Hunter are equipped with a Knife, and one of the following pistols: Autopistol, Laspistol, Hand Flamer, Bolt Pistol or Plasma Pistol. They are also equipped with one of the following basic weapons: Autogun, Lasgun, Boltgun or Shotgun (+Solid, Scatter, Manstopper). An Arcana Hunter can also be equipped with one of the following items: bionic (choose), Red-dot Laser Sight, Bio-booster, Bio-scanner, Infra-goggles, Medi-pack or can replace one of his weapons for a One In A Million version. Arcana Hunters are also equipped with a Gizmo Sump Archeotech.

Arcane Hunter: When seeing how much a loot counter is worth after a Scavengers scenario, if a 6 is rolled then it is replaced with a piece of Sump Archeotech on a roll of 2+ instead of 5+. If the gang wins a Scavengers fight and the Arcana Hunter was not taken out of action (i.e. didn't make a roll on the Serious Injuries chart) then roll a D6. On a roll of 6 he discovers a piece of Sump Archeotech, either through an extended search of the area or from a seemingly innocuous device he picked up during the fight. On a roll of 1 the Arcana Hunter is never seen again (presumably because he found a priceless piece of Mung and is living the high life in the Spire).

Arcane Expertise: When rolling to see what the type of Sump Archeotech is you can re-roll any Worthless and Duped results. Note a second roll of the same result stands.

Sump Scenarios

Quick Scenario write up... You can deploy as many or as few boats as you wish during a sump scenario, though all boats must be deployed together with a model inside the driver's circle.

Sump Fight

Usual Gang Fight rules.

Scavengers

Usual Scavenger rules except all loot counters must be placed above Sump level. Also, if you roll a 6 when working out how much a loot counter is worth then roll a D6. 5+ = Free Sump Archeotech instead. Any unclaimed loot counters that end the game on a boat will go to the owning player of the boat unless it rolls a Lost at Sump result. Only fighters not in a boat can be targeted by the monster roll.

Ambush

Usual rules except for the defender each boat is placed instead of each fighter (a boat can contain any amount of models though must always be deployed with a driver). All boats must face towards the opposite table edge to represent that they are moving in a convoy of sorts (does not apply to boats that roll a 6). Attackers cannot deploy boats, only fighters above Sump level. However, the Attacker can deploy any number of boats and fighters at his table edge at the start of his turn.

Hit & Run

Usual Rules. Reinforcement roll refers to a boat (+any amount of crew) instead of fighter. Scrag is changed to an enemy boat instead of enemy fighter.

Boat Rescue

Acts just like the Underhive version (i.e. no Sump), except the boat is deployed in contact with the defender's table edge which it faces and the fighters can escape by driving the boat off the table edge.

The Chase

Takes place on a roving sump. After both players have had a turn all terrain and boats/models are moved back 6" towards roving edge. Terrain that falls off edge is replaced at the other table edge in a position chosen by the defender. Boats/models that fall off roving edge are removed. Any models in the Sump that fall off a roving edge count as down for purposes of serious injuries. Defender deploys D3+3 fighters within 24" of the roving edge. One of the defender's boats is given a loot counter. Attacker deploys gang within 8" roving edge. After D6 turns the roving sump stops and the remainder of defender's gang is deployed at table edge opposite to roving edge. Once roving sump has stopped the defender must get loot counter off table edge opposite to roving edge. Attackers must steal loot counter at any point and move it off roving edge. Winners get 3D6x5 credits.

The Hoard

Loot counter placed in middle of Sump. Defender deploys D3+3 fighters within 6" of loot. Attacker chooses table edge and deploys gang. Defender always gets first turn. After the defender's first turn there is a chance the rest of his gang shows up. First roll they arrive on 5+. Each roll after that receives a +1 mod. Loot cannot be moved or damaged. Any fighters within 6" of the loot can re-roll failed pinning, nerve, fear, terror and Bottle tests. 3D6x5cr to winner. If triple rolled then get new territory.

Package Run

Attacker chooses a table edge and deploys D6+1 fighters within 24" of table edge and start in hiding. Up to 50% of crew cannot start in boats. Defender deploys D3+2 fighters within 8" of table edge. Defender then secretly writes down which fighter carries the package. If a defender is taken OOA then replace with counter. If defender moves into btb with counter then must reveal if its the real package. Winner is whoever moves the package off the attacker's table edge. Defender doesn't bottles until 50%. Winner gets D6x10 credits.

Dome Rush

Any gang that is allowed to select the scenario can choose to play the Dome Rush scenario. The selector must then choose further players who must agree to participate until there is four players. If the selector cannot find a further two players then the scenario cannot be chosen. Gang Fight rules except each gang deploys on their own table edge. Treacherous Conditions must always be rolled and Monster Roll rules apply. In addition, roll a D6. 1 = Pitch Black. 2-3 = Grim Darkness. Winner gets 3D6x10 credits. If double is rolled then new territory instead. If triple then roll twice and choose best result.

Archeotech Rush

Same as Sump Dome Rush except D6+4 loot counters are placed one at a time by each player not closer than 12" to a table edge or 4" to another counter and must be deployed above Sump level. Each gang only sets up 1 random boat and crew. At the start of each of the player's turns except the first a random boat and crew can be deployed anywhere along their table edge. Normal Sump Scavengers rules for loot counters. In addition, roll 2D6. If the number rolled is greater than the number of loot counters that was deployed then the winning gang get an Old Ruins territory. If you roll a double 6 then you get an Archeotech Hoard.

Beast Hunt

Usual Sump Scavengers rules except instead of loot counters, wild beasts! Each deployed D6" in a random direction from the middle of the table. Amount and type of wild beasts is based on the gang with the lowest gang rating. Each killed beast drops a loot counter, which follow usual rules. Treacherous Conditions must always be rolled.

0-2000		Credits	2001-2500		Credits	2501+		Credits
1. D3+3 Carrion Bats		2D6	1. D3+3 Milliasaurs		3D6	1. D3+3 Lashoaters		2D6x2
2. D3+3 Ripper Jacks		2D6	2. D3+3 Giant Rats		3D6	2. D3+3 Raft Spider		2D6x2
3. D3+2 Milliasaurs		3D6	3. D3+2 Lashoaters		2D6x2	3. D3+2 Maw Wormling		3D6x2
4. D3+2 Giant Rats		3D6	4. D3+2 Raft Spiders		2D6x2	4. D3+2 Nashers		3D6x2
5. D3+1 Lashoaters		2D6x2	5. D3+1 Maw Wormlings		3D6x2	5. D3+1 Shadow Fiend		4D6x2
6. D3+1 Raft Spiders		2D6x2	6. D3+1 Nashers		3D6x2	6. D3+1 Hydra Jelly		4D6x2

Monster Hunt

Usual Sump Beast Hunt rules except the lowest rated gang must have a gang rating of at least 2500 otherwise the scenario cannot be chosen. In addition, roll a D6. 1 = Pitch Black. 2-3 = Grim Darkness. To reflect that fighters need to chop up the valuable bits from a wild monster, a model can only pick up a large loot counter if he is able to act, finishes the turn within 1" of the counter and does nothing else for the remainder of the turn. Once the loot counter has been cut up in this way it then follows the usual loot counter rules, except fighters gain +D3 XP instead of +1.

2500-3000		Credits	3001-3500		Credits	3501+		Credits
1. D3+3 Nashers		3D6x2	1. D3 Hellion Bat D3+2 Carrion Bats		D6x10 2D6	1. D3 Maw Worms D3+1 Maw Wormling		D6x10 3D6x2
2. D3+2 Hyrda Jelly		4D6x2	2. D2 Maw Worms D3 Maw Wormlings		D6x10 3D6x2	2. D2 Titan Sump Spider D3+1 Raft Spiders		D6x15 2D6x2
3. D3+2 Shadow Fiends		4D6x2	3. 1 Titan Sump Spider		D6x15	3. D2 Hyrdasaur Jelly		D6x15

		D3 Raft Spiders	2D6x2	D3 Hyrda Jelly	4D6x2
4. D3 Hellion Bats	D6x10	4. 1 Hyrdasaur Jelly D2 Hyrda Jelly	D6x15 4D6x2	4. D2 Ravenwyrn	D6x20
5. D2 Maw Worms	D6x10	5. 1 Ravenwyrn	D6x20	5. 1 Shadow Hellfiend D3 Shadow Fiends	D6x20 4D6x2
6. 1 Titan Sump Spider	D6x15	6. 1 Shadow Hellfiend	D6x20	6. 1 Mutant Monstrosity	D6x25