

NECROMUNDA

AS ABOVE-SO BELOW

THE YMIR - SQUATS IN NECROMUNDA

By Brian L. Bird, based on original material by Bryan Ansell, Nigel Stillman,

Phil Tortorici, Rick Priestly, the Warhammer 40k Wiki, and the Yaktribe Necromunda Community.

The race known to outsiders as “Squats” faced near extinction at the mercy of a Tyranid hive fleet. This defining moment forced them to make an exodus through warp space. Their retreat led them to a new system, where they were isolated from the rest of the galaxy by warp storms. Each ancestor ship suffering from the harsh travel are forced to spread out with each seeking refuge on a different planet.

With such a drastic change in to their society and galactic circumstance, their history entered its sixth age, the Age of Sanctuary. During this time, their eldest living ancestors call on the members from all ships. Though each group was on different worlds They emerged from their exodus with stronger ties, and have begun to let the universe know their true name, the Ymir.

BACKGROUND

The fate of the Squats is well known within the Warhammer 40K community. Whether the product line was not profitable or an injustice was done to the concept of the “space dwarf”, only those inside Games Workshop know the truth. Either way, its history.

Unlike the revival Games Workshops has done in renaming them the Demiurg in text references, this revitalization provides an account on where the Squats have been, and where they are going.

Ambition drives change, and one of the main ambitions for this revitalization is the inclusion of all the current “space dwarf” miniature lines in one source. Each manufacturer is honored with their own Clan World, and incorporation of their lines history into that of the Ymir.

Ymir comes from Norse mythology, and references the primordial giant that Odin and his brothers slew and used his body to create different aspects of the universe. From the grubs that swarmed Ymirs carcass the dwarves were made. This myth of life from death parallels the intent of this document.

In this new Millennium, a new generation of Ymir has emerged from behind the warp storms that separated them from the Imperium of Man. Hailing from the Ymir System ships from each of the Eight Clan Worlds, come the newly tempered and revitalized Ymir.

Some seek vengeance against xenos; others hope to claim ancestral rights. Though their intentions are clouded in mystery, their return and growing presence in the Imperium is fact.

AS ABOVE - SO BELOW

Fueled by the Necromunda Community Edition, this Rules Addendum like the others before it, envisions old material for the current game era. These rules endeavor to bring the macrocosm that is the Warhammer Universe (the Above) down into the microcosm of the Underhive (the Below).

Previous: Sisters of Battle

Next: Da Orks In The Underhive

Future: An exploration of the mid-levels of a hive. that area I like to call The In Between.

SOCIETY

Prior to the Age of Sanctuary, Ymir society was based on the social unit known as the stronghold. In the Ymir system the concept of the stronghold has been extended to the global scale. The Eight ancestor ships that retreated from the Tyranids attack each fared differently than the other. Forced through warp storms each ship descended upon and began colonization of a Clanworld, the Grymn however maintaining their continual vigilance over their fellow Ymirs safety decided to continue their life aboard ship and guard the system.

Each Clanworld is ruled by a hereditary Clan Lord and an aristocratic class made from living ancestors. If anything on the Clanworld could be considered a stronghold, it would be the ancestor ship that now serves as the Clanhold.

Long ago the stronghold could be compared to a city state of early Terran cultures, now it is a mere echo in time. Due to their joint exodus away from the Tyranids they maintain a historical co-existence in the same star system.

Clanholds can no longer join together in Leagues for mutual defense; their isolation to a single Clanworld makes this a daunting task. Instead they entrust their safety to the Grymn who patrol their system and the B'dass who assist in trade and other dealings between Clans.

They have a League, if the name befits its structure. A High Council consists of living ancestors of each Clanhold. The High Council debated all matters which affected the Ymir in the Age of Sanctuary. There is no formal organization between any of the Clanworlds, except the High Council which maintains constant communications with each Clanworld.

THE YMIR STAR SYSTEM

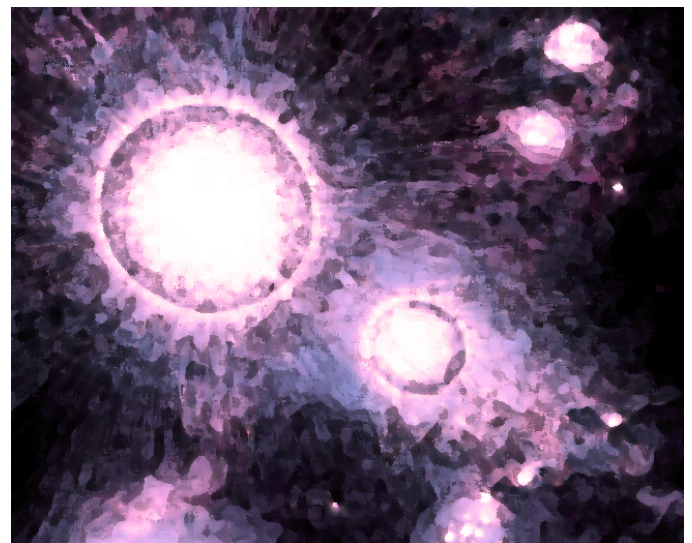
The Squats were not expecting what they found as they traveled through the warp storms they dubbed the Twin Princes. Sorely unprepared to face another age of isolation trapped behind warp storms an Age of Sanctuary was written into their history.

Unique forces of the void and the warp caused extensive damage to both ship and crew. In quick response to their shared mechanical distress the eldest living ancestor ordered all ships to find sanctuary on a planet in the system. Together they would find strength, but first they had to survive alone against whatever their new world presented.

The results of their rate of speed and ships decay reflect in where they put down their ships. Each planet and Clan bears the name of the ship that bore them to the surface of their Clanworld.

Shadowed by the cascade of two giant warp storms, a dozen or more planetary and asteroid bodies orbit a white star.

Clanworlds are presented in their order of orbit around Ymir.



“The Twin Princes were our gatekeepers and our wardens. Your material steel and stone are petty and hold no sway over the Ymir.”

-Ana, Grymn Specialist



FORGE WORLD

Survival on a harsh craggy world with an unforgiving atmosphere provided many challenges and foes. Beneath the surface they found salvation, in an extreme network of geothermal vents. Hard mineral and ore deposits provided resources, subterranean living, and a natural way to conceal their machinery and its geothermal power source.

Forge Fathers are an ancient and cautious clan; with their grasp of advanced technology, they are masters of Science, space warfare, and artisans beyond compare. Their massive Clanhold, proving its resilience to damage fared better than other Ymir ships and has retained much of its space born character.

Their battle-suits, the destructive capability, rate of fire and power of their solid-shot weaponry are a testament to their name.

Clan Skills: Combat / Ferocity / Muscle / Techno



Brokkk Miners deal with an infestation.

Notable Living Ancestor: Rogan Rasphand

**"FIRE IN THE FORGE,
FIRE IN THE HEART"
- FORGE FATHER SAYING**

GRYMN



Grymn Guardians protect jettisoned Iris Vaults.

Vigilant, resourceful and ingenious, the Grymn survive and operate from the sole surviving ship of this once proud clan, which orbits a small planetoid. The last ship to pass through the warp storms, they were witness to something that shook their resolve.

What was witnessed is not spoken of, and its truth has been diluted over time. What is known is most Grymn believe that the disaster which befell the once honored Squat Empire was more than a Tyranid Hive Fleet.

Conflicting source of lore indicate that they were the puppets of a greater and more sinister menace. It is a belief that has emboldened their Clan to survive and spread the truth of their near extinction.

Grymn maintain vigilance within the system and are entrusted with the security of the Ymir secrets, in impregnable vaults both technical and physical.

Clan Skills: Combat / Ferocity / Shooting / Techno



Notable Living Ancestor: Feres Shale

KHURASAN

Khurasan is mostly brush lands. An extensive network of rivers and lakes break up this terrain. With its most prominent geographical feature being the horizon, Khurasan lacks for woodlands. Those that do exist are either extremely dense or sparse enough to form swamps.

Indigenous life is composed of small to large pack mammals, with the largest being buffalo/mammoth type creature dubbed Bison Antiquus. Beneath the surface lie giant worms.

Short stocky pragmatic soldiers with a serious attitude toward war; they prefer infantry fighting at close quarters with sub-machine guns to make quite sure the enemy is dead, getting valuable back-up from the occasional light machine gun. The Khurasan are exceptionally tough and stubborn and are often seen wearing partial carapace armor.

Clan Skills: Ferocity / Muscle / Shooting / Stealth



Khurasan Infantry caught in fog bank.



Notable Living Ancestor: Hogan Thrain



BLACKTREE

Blacktree is one of the biggest planets in the system. Its terrain is largely crowded with immense, thick forests. The world also contains vast grassy plains, a few small seas, and a stretch of mountain ranges in its southern hemisphere.

Baselines to exotic to creatures inhabit the forests. Most prominent among the wildlife is a large feline resembling an old Terran sabretooth called a Tonca. Several species of aviary predators and prey fill the skies and plains.

Stoic stalkers of the wild, Blacktree survive on their knowledge of wilderness survival and their skills in stealth, and their skill with a slug thrower. They are deeply in tune with nature and some of the toughest beasts are their allies. Few can resist their call, and fewer can survive their fury.

Clan Skills: Agility / Ferocity / Muscle / Stealth



Scavengers secure an Underhive Chem Pit.



Notable Living Ancestor: Athanias Hammercliff

DVÄRG

The planet Dvärg is a core world of the system.

Its thin atmosphere and close proximity to the systems sun make the surface practically uninhabitable – freezing cold at night, scorching hot in the day.

The planet is not without life though, as the Dvärg discovered to their peril, once they started to plumb the rich mineral resources that abound the planets crust.

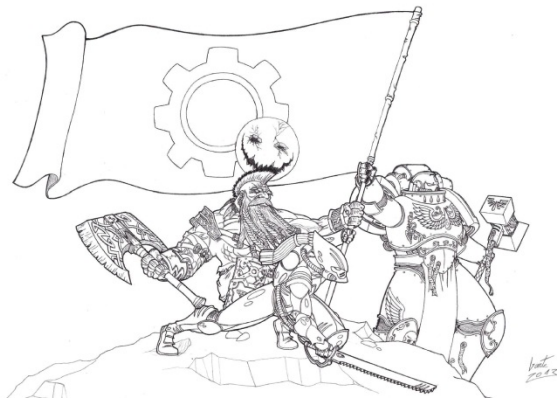


Heavy gunners protect a Blockhouse.

The Sydre, the Dvärg called them: millipede-like creatures that infested the planet. Tough, armored hide and perfectly adapted to night fighting. For this reason, no Dvärg ever goes unarmed.

Due to the hostile planetary environment, and constant threat of attack, the Dvärg make heavy use of *Dáinnvagn*, tracked, armored mining vehicles that double up as transport for mined ore.

Clan Skills: Combat / Ferocity / Stealth / Techno



Notable Living Ancestor: Bláinn Mjólnir

FENRYLL



Tunnel Runners

Fenryll is a barren world of wind, dirt, and mountains. It is a world of elemental chaos not of the Ruinous Powers. Many curses are issued and lost in its dust storms; such are the conditions of this rock.

Chasms and cliffs striate themselves around its surface and it is within one such feature that the Fenryll Clanhold finds purchase. As a bastion from the torrential windstorms it camouflage as the Fenryll have gutted the Clanhold and have extended it into the rock of the world itself. Moving below its surface the Fenryll face gigantic troglobites referred to as “troggs” and Procyon Chiroptera or “raccoon bats”.

Some Fenryll have shed their power armor and halftracks they now shift to tunnel running and survival. Others maintain their augmented life and scout the surface for mineral deposits that are quickly revealed in the quickly eroding wind.

Clan Skills: Agility / Ferocity / Muscle / Stealth

Notable Living Ancestor: Danis Duqane

THE YMIR BELIEVE THAT ALL FORGES ARE ONE FORGE.



OLLEY'S WORLD

Lineage of all Ymir clans can be traced back to those that inhabit Olley's World. Long before the appearance of the Emperor human colonists had ventured to the galactic core. During the time of mankind's initial expansion beyond Earth's own system, colonists began inhabiting mineral rich core worlds. Over time, an abhuman race developed.

Evolving to suit their environment, humans became tougher, more resilient and physically shorter thus earning them the derogatory title of "Squats". The black sheep of the Ymir, the inhabitants of Olley's World are much more than they appear to be.

These "scrunts" are directly descended from the initial abhuman species. Oberth Olley, their living ancestor and Clan Leader, has the blood and genetic heritage of the ancient colonists fueling his muscles, pumping his heart.

Olley's World is heavily forested and full of aviary, and lupine wildlife. Most notable animal is a hybrid of wild boar and deer known as Strax. Members of the clan are predominantly pathfinders and scouts.



Right: Scrum Pathfinder armed with a Net-caster.

Clan Skills: Agility / Ferocity / Shooting / Stealth

Notable Living Ancestor: Oberth Olley (Left)

B'DASS

is the farthest planet from Ymir; it is cold, desolate, mountainous, and surprisingly forgiving. Beneath its harsh exterior is a vast network of hot springs. The B'dass Clanhold ruptured a mountain range when it landed and channels energy from the springs into its systems to surface terra domes.

The B'dass can be found all over the Ymir system, checking the quality of prospected ore, state of a Clanworlds natural resources, or bolstering defenses of a Clan Hoard, they are in the business of developing a Clans wealth. They act as the Ymirs Guilders, and have become protective and imperious, in the defense of Ymir holdings.

All of these actions reveal their new purpose; to secure the future survival of the Ymir. Actions they graciously coordinate with their closest brethren, the Grymn.

The B'dass and Grymn protect the Ymir from themselves, outsiders, and extinction.

Clan Skills: Agility / Combat / Ferocity / Techno

Notable Living Ancestor: Morgan Black



Statue of B'Dass Commissar Morgan Black.

YMIER CLANS HOLD TO ONE PHILOSOPHY: UNITY.



THE IMPERIUM OF MAN

Very few Ymir are spread throughout the Imperium. Their remaining home worlds annexed outright, they struggle at survival in estPistols settlements The honored few, called **Runts**, have a life of service in the Regiments of the Imperial Guard.

Some are even called to form special units within the ranks of the Adeptus Arbites. No matter their posting their endless hatred for xenos that lasts generations is welcome in the Imperium's campaigns to destroy Orks and Tyranids alike.



Runt Arbites Combat Squad

Clan Skills: Combat / Ferocity / Muscle / Shooting



Notable Living Ancestor: C-P Tennyson (above)

USING YMIR IN NECROMUNDA

A player may decide to play a squad of any of the Eight Clans, or a mixture of clans instead of the typical gang. A squad composed of Ymir could represent:

- ∞ The efforts of the Grymn protecting archaeotech
- ∞ D'varg or Blacktree flushing out xenos
- ∞ A B'dass regiment visiting a Clanworld for resources

Players wanting to play Ymir with the full spirit of a Necromunda gang should consider:

- ∞ The tunnel fighting tenacity of the Fenryll.
- ∞ A Runt Arbites squad.

Ymir are purchased by spending 1,000 credits, as is the case with other gangs.

IMPORTANT NOTE

When you as a player decide to play a clan of Ymir, you must justify their presence in the Underhive. Share your ideas and concerns with your fellow players, their assistance can be invaluable to ensure that your shared excursions into the Underhive are fair and enjoyable for all.



LOBGBEARD

130

The old and wise amongst the Ymir are known as Longbeards. Though this status may not be evidenced by a long beard, their ancestor status grants them total respect from other Ymir.

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

INITIAL EXPERIENCE: 60 + D6

Longbeards are veterans of many wars and have endured far more hardships than most Craftsmen (young Dwarfs) can even imagine. As leaders, they are very powerful and exhibit a calm battle hardened demeanor that vitalizes many a younger dwarf.

Weapons: Longbeards are equipped with a Sentry tool. They may also be given equipment chosen from the Hand to Hand, Pistols, Special Weapons lists, and Grenades and Shotgun shells.

Leadership: Ymir within 6" may use the Longbeards Leadership when they take Leadership tests.



Ymir ships preparing to land in a hive.

WARRIOR

70

Ymir Warriors are the gangers Longbeards need to secure and work their territories as efficiently as possible. It also helps to have a few extra guns about.

M	WS	BS	S	T	W	I	A	Ld
3	3	3	3	4	1	3	1	7

INITIAL EXPERIENCE: 20 + D6

Ymir Warrior come from all walks of Ymir society and most are reluctant to talk about it. They are set in their ways and extremely determined. A ganger would be advised not to talk to them about their business or he may be looking at the business end of a bolter, a fist, or a power axe!

They are supremely confident in the virtues and values of their clan, and are openly disparaging in the accomplishments of younger Craftsmen.

Weapons: Warriors are equipped with a Sentry tool. They may also be given equipment chosen from the Hand to Hand, Pistols and Special Weapons lists, plus Grenades. Depending on the clan their armor varies from Mesh to Carapace.

SPECIAL RULES

STEADFAST

Having nearly escaped genocide at the hands of the Tyranids, or according to the whispers of the Grymn another unseen perhaps Imperium based baleful force, the Ymir are ever vigilant to prevent such a fate happening again.

When Pinned, Ymir test to escape pinning if a Friendly model is within 4".

CLAN SKILLS

Each Ymir Clanworld has an environment based both in their long history and physically in each of their respective planetary environments. During the Age of Sanctuary, they have established themselves as something more than Slaggers, Miners, and Prospectors.

CRAFTSMAN

35

Craftsman are the Ymir equivalent of Juves. During and after the Age of Sanctuary they may be called upon by their clan leaders to be organized into squads ready to fight.

M	WS	BS	S	T	W	I	A	Ld
3	2	2	3	4	1	3	1	6

INITIAL EXPERIENCE: 2D6

An Ymir Craftsman joining a squad must be trained, and an Ymir being hired by an gang is in for some back-breaking work.

Craftsman are generally young Squats and are not professional soldiers. They perform all of the scummy jobs required to maintain Ymir territory-loading and pushing ore carts, cleaning equipment, and the gunk out of the bottom of waste shafts.

Weapons: A Craftsman is equipped with a Sentry tool. He may also be given equipment chosen from the Hand to Hand section of the Weapons lists.

To reflect this evolution, each Clanworld (as mentioned previously) has their own specific clan skill types. These skill types must be tiered out at gang creation to reflect those skill types available as advances.

Example of a B'dass Skill Tier

Craftsman	Agility / Combat
Warrior	Agility / Combat / Techno
Longbeard	Agility / Combat / Techno / Ferocity

ADVANCEMENT

Ymir use the standard Advancement table in the Necromunda: Community Edition Rulebook.

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
3	7	6	4	5	3	5	3	10

SCENARIO IDEAS

Scenarios for Ymir can be tailored per Clan as suggested in each Clans entry above:

- Blacktree Scavengers attempt to secure a Chem pit from a rival gang.
- Fenryll gang encounters some beasts while exploring a network of Tunnels.

A representation of the Ymir first landing in the wastes

- Grymn protecting dead locked Iris Vaults.

The following scenarios from a time when the Ymir were merely Miners can also be played:

The Hit, Loot and Pillage (defender only), The Hunters, Caravan (defender only), Scavengers, Hit and Run (defender only), Ambush, Raid (attacker, if opponent has Mine Workings: defender, if owning Mine Workings), and Rescue Mission.

TERRITORY, OUTLANDER STATUS, AND INCOME

Questions will be raised and attention garnered once the Ymir make their presence known to the denizens of a hive or to the greater universe.

TERRITORY

Ymir start with one piece of territory generated on the standard Territory Table. This becomes the Ymir's landing site on the edge of the hive. If the Territory generated is *Mine Workings*, *Holestead*, *Mineral Outcrop*, *Spore Cave* or *Tunnels*, they have landed in the Wastes and are considered Outlanders.

Normally they cannot hold more than one territory at a time, unless they have captured it. The Ymir can decide to move their site after any game, by annotating it on their territory list at the end of the post battle sequence.

OUTLANDER STATUS

Based on their landing site, Ymir might be considered Outlanders, and all of the Outlaw rules will then apply

to them. The guild price is set when they become outlaws and uses their gang rating at that time.

Outlawed Ymir can buy off their outlaw status by paying a guild price. This effectively cuts through any red tape to establish them as clean, upstanding inhabitants of a hive. The guild price levied against a Ymir gang is the standard tenth (10%) of their gang rating, rounding up to the nearest 10 creds.

For example, the outlawed Blacktree Hammercliff gang have a rating of 2,446, so the guild price to lose their Outlaw status is $(2,446/10=244.6)$, rounding up to 245 credits.

When an outlaw Ymir gang pays off its guild price it can now generate five new pieces of territory for the gang on the normal Territory Table. The gang's landing site may be discarded or kept as one of the five territories. They may now collect income from these new territories.

Runts in service to the Imperium are never considered Outlanders.

INCOME, TRADING & SELLING

Ymir collect income from their territory(s), like any other gang. If Outlawed it will need to pay off its guild price, then it will generate income normally.

Trading & Selling are done as per the respective Trading Posts section of the Necromunda Community Edition Rulebooks.

CAPTURED ENEMIES

Though they maintain some hatred towards xenos, the Ymir are honorable and based on due to their experiences during the Age of Sanctuary, will never sell captive fighters to Guilders as slaves.

Captives who are ransomed forfeit their equipment to the Ymir gang as payment.

WEAPON LIST

Basic Weapons	Cost
Boltgun	35
Autogun	20
Lasgun	25
Shotgun	20
Crossbow	8
Pistols	Cost
Stub Gun	10
Autopistol	15
Laspistol	15
Bolt Pistol	25
Plasma Pistol	25
Hand to Hand Weapons	Cost
2nd Knife	5
Chain	10
Bludgeon/Hammer	10
Massive Axe	15
Explosives & Shells	Cost
Manstopper Shotgun Shells	5
Hot Shot Shotgun Shells	5
Bolt Shells	15
Dum Dum Bullets	5
Mining Charges	40
Frag Grenades	25
Krak Grenades	40
Special Weapons & Equipment	Cost
Flamer	40
Grenade Launcher	60
Autosluggger	45
Melta Gun	95
Chainsword	35
Sentry Tool	45
Clip Harness	10
Filter Plugs	10
Photo-contacts	10
Lobo-chip	20
Weapon Reload	Half Weapon Cost



SPECIAL EQUIPMENT

During the Age of Sanctuary, the Ymir needed to adapt to their hostile surroundings. Over time they developed tools and weapons to assist them in their survival.

Sentry Tool

Once called a Century tool, to commemorate a century of survival, this multi-tool combines the function of an axe, hammer, pry bar, hook, and a ram. Its current Terran equivalent would be that of a TNT Tool.

Two Handed – Injury

Range	To Hit	Str	Dmg	Save
Hand to Hand Only		User	1	As User

Net Caster

Primarily used for hunting on the forested worlds of the Ymir System, the Net Caster is treated much in the same way as its Web Pistol cousin, except where it deviates in size, range and modifiers to hit.

Two Handed – Knock Back – Out of Action

Range	To Hit	Str	Dmg	Save	Ammo
0-8 8-16	- -	-	Spec	-	5+

PERSONAL FAQ

Why tiered skills?

Reintroducing an Abhuman species to Necromunda is a daunting task. These new “squats” are no longer Miners and therefore do not fall into that initial preconceived role.

With their inherent qualities of Nerves of Steel, and Hatred, and the fact they only have a total of 4 skill types allocated per Clanworld, I feel allows for some customization to add further feel and background to this long forgotten species.

Khurasan are 15mm, why include them?

Because someone made 15mm space dwarves! player wanting to play Khurasan at regular scale can feel free to sub any other miniatures as Khurasan.

MINIATURES

It's unfortunate that the Squats were removed from Warhammer 40k. My conversations with the authors and progenitors of the Squats via email and social media have echoed this feeling of loss. A tremor was felt in the Imperium when GW decided to end the Squats with such an impact that the term "squatted" has been adopted for any redacting of rules.

Reintroducing the space dwarf to Necromunda dictates identifying where to find space dwarf miniatures. Having a history for that line of miniatures is as equally important.

The following websites are presented by Clanworld as introduced earlier, with manufacturers link (check out their other minis), and a Tiny URL direct link to the miniatures themselves.

Forge World

Mantic Games

manticgames.com

<http://tinyurl.com/hbm3f6r>

Grymn

Hassle free Miniatures

hfminis.co.uk

<http://tinyurl.com/q962xrv>

Khurasan

Khurasan Miniatures

<http://khurasanminiatures.tripod.com/>

<http://tinyurl.com/y9txcmn>

Blacktree

Blacktree Miniatures

eoeorbis.com or oeorbis.uk

<http://tinyurl.com/j8dqx6t>

D'varg

Blackcat Bases

blackhat.co.uk

<http://tinyurl.com/zotbnq2>

Fenryll

fenryll.com

<http://tinyurl.com/hw7rbof>

Olley's World

Olley's Armies

<http://olleysarmies.co.uk/>

<http://tinyurl.com/ns6zq9n>

B'Dass

Blackcat Bases

blackcatbases.com

<http://tinyurl.com/pq39u7y>

Runts

C-P Models

cpmodelsminiatures.co.uk

<http://tinyurl.com/za2hop5>

