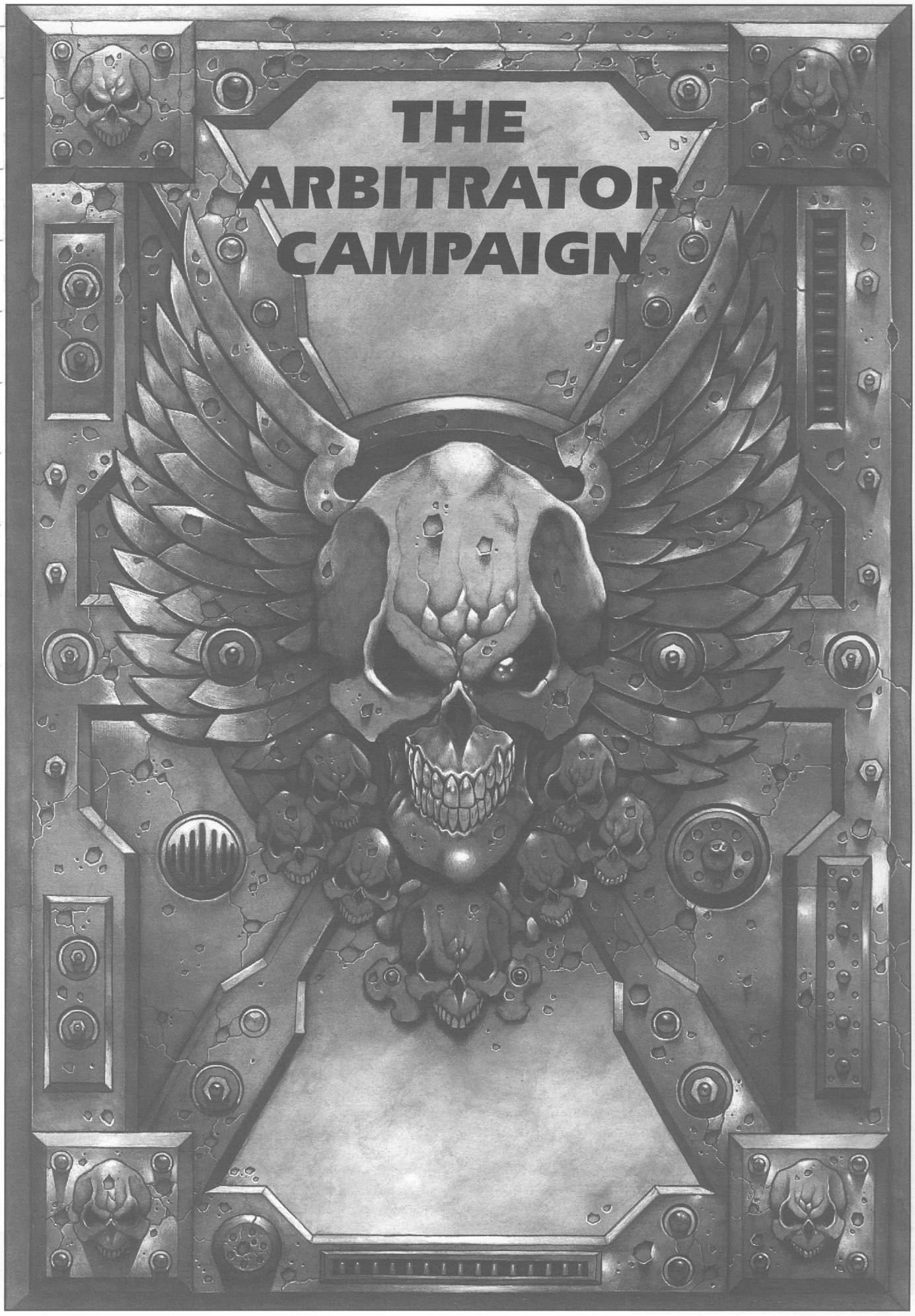
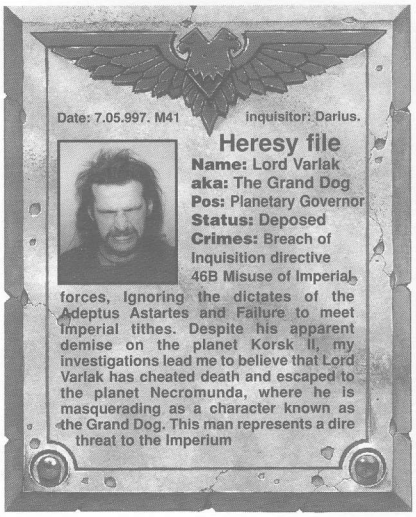

THE
ARBITRATOR
CAMPAIGN

THE ARBITRATOR CAMPAIGN

The Necromunda game contains everything you need to know to run a basic campaign. Players organise and fight their battles, gangs grow in experience and size and everybody has a good time. This basic kind of Necromunda campaign is fun to play in and the different scenarios you can fight make it nice and varied. However, once you have advanced a gang or two up the ladder of success you may want to start expanding and elaborating on your existing campaign so that it starts to take on a life of its own. This is what the Arbitrator campaign is all about.



In order to run an Arbitrator campaign the first thing you need to do is pick the **Arbitrator**, who should ideally be the most experienced and trusted player in the group. The Arbitrator has the responsibility of making sure the campaign runs smoothly, and, most importantly, organising some special scenarios for the players. The Arbitrator also keeps himself amused by dropping some random events into the campaign so that the players gain extra opportunities, or suffer additional setbacks, that they wouldn't normally have in a basic campaign.

The Arbitrator keeps track of how well all of the gangs are doing and can even produce a short newsletter for the other players. The newsletter is a great way of keeping all the players in touch – it's very entertaining and easily filled with campaign events, challenges, insults, epitaphs, adverts, game reports and anything else you can think of. The Arbitrator can still play a gang in the campaign himself as long as he doesn't take advantage of his position to give his gang any unfair advantages.

THE CASTLE ROCK CAMPAIGN

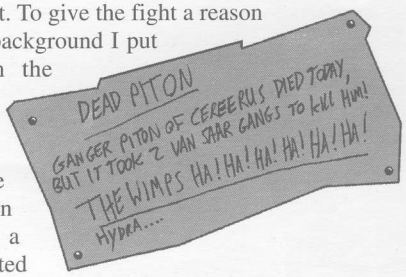
Here at the studio I have been running an Arbitrator campaign while I've been writing Outlanders (what better way to try things out after all!). I decided to base it around a settlement called Castle Rock (or Da Rock to some of the more intellectually challenged players). This was a cunning reference to our studio's location under the shadow of Nottingham castle (which is sited on a great big rock). As I needed to invent other settlements I mercilessly twisted nearby street names to supply my needs, giving rise to the settlement of No Hope and the outlaw hole of Filth Pond.

Because a lot of games were being crammed in at lunchtimes and evenings I ran the campaign on a weekly basis, and we had a notice board set up for obituaries and challenges from the players, which you can see scattered around these pages. Each week I wrote up a short newsletter called the Necromunda Chronicle which contained reports on noteworthy fights and campaign events (generated on the Arbitrator Campaign Events Table, see later). I tried to hook the random events into each other to form a continuous background which fitted characters of the different gangs and their House affiliations. Sometimes events were generated randomly and then fitted in, at other times I just made up sub-plots and planted them in the Chronicle. Here's a couple of anecdotes from the campaign to show you what I mean.

Shortly after the start of the campaign the Retreads, Delaques and the highest rated gang in Castle Rock to boot, were investigated by the Watchmen for alleged nefarious activities, a painful process which halved their income for a week. The following week the Retreads were cleared and I offered them a place in the ranks of the Watchmen for having a squeaky clean record, and because we had no Watchmen gangs at the time. I also outlawed the Dog Soldiers (my own Goliath gang) as they had a history of fighting the Retreads and it gave an extra bit of conflict to the campaign (plus I wanted to try out the Outlaw rules!). Over the weeks to come the Dog Soldiers would become very useful as the archetypal notorious Outlaws to set against experienced gangs on their way to the top.

Ironically the same week's random event indicated that the most experienced fighter in one of the top gangs was leaving to become a freelancer. To my horror this proved to be one of the newly outlawed Dog Soldiers. To fit in with earlier events I decided that the renegade was responsible for betraying the rest of the gang to the Watchmen and he became a hunted man. The freelancer never quite got the career change he was hoping for as he was sought high and low by the irate Dog Soldiers.

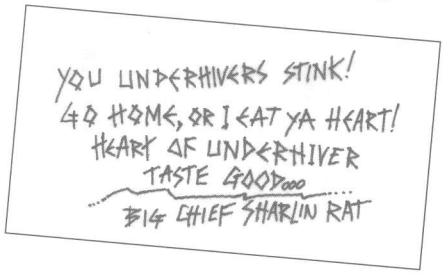
While all this was going on I decided to organise a big multi-player gang fight. To give the fight a reason within the campaign background I put a piece of news in the Chronicle from Uphive. It said that several delegates at an interhouse trade meeting had been blown to pieces by a bomb, allegedly planted by a Delaque assassin.



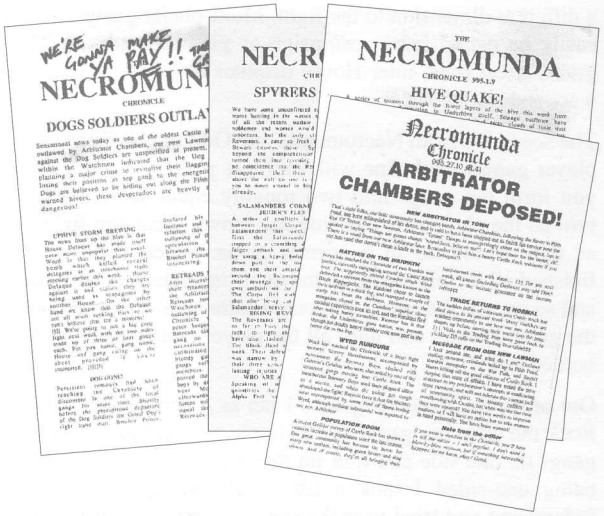
When we played the game the Delaque gangs made up one side and a coalition of gangs from other houses attacked them. To enliven proceedings further I distributed some extra equipment between the factions which was randomly generated from a deck of playing cards. This was mostly grenades and spare ammo which would be used up during

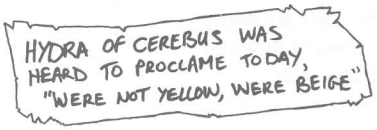
the game or in other fights afterwards. However, among the cards was a special one which told the player that the real assassin, a powerful and well-disguised cyborg, was in fact one of their gang members!

The cyborg wasn't revealed in the gang fight that followed and so it remained a mystery for several weeks afterwards. Eventually the gang harbouring the cyborg assassin, the Black Hand – Orlocks, what a surprise – was discovered and outlawed. Some weeks after that another Orlock gang, the Revenants, forcibly ended the assassin's career with a melta gun. The Delaques maintained it was an Orlock cover-up, the Orlocks claimed the Black Handers were renegades and had acted alone. Most people didn't care, the whole episode was just a good excuse for a fight.



Bear in mind that in both cases these events were in addition to the rivalries, raids and in-fighting between gangs in the campaign. Other occurrences included leadership disputes, the arrival of two Spyrer hunts, Scavvy incursions, a hive quake (introducing the Treacherous Conditions rules), several Purges (an Arbitrator scenario – see later), the outlawing of Filth Pond (for harbouring Outlaws) and an attempt to storm Filth Pond by a pair of local gangs supported by Arbitrators (repelled by the notorious Dog Soldiers of course).





WHEN IS A GANG TOO BIG?

During our Castle Rock campaign quite a number of gangs played lots of games and advanced up to dizzyingly high gang ratings. These gangs had fighters with terrifying combinations of stat increases and skills which could vapourise a less experienced gang in a few turns (or even one turn in some cases). Some of these big gangs were just numerous, with 16-18 fighters, others had fewer members but were all very experienced and very heavily equipped. The players who had big gangs soon found that they had too many fighters with too many skills to remember during a game. They also found nobody wanted to fight them and they just weren't enjoying themselves any more.

Gradually players started to retire their gangs voluntarily so they could play a new starting gang and maybe try a different House or one of the Outlander gangs. As Arbitrator I picked up on this idea and gave some of the more reluctant players a nudge to persuade them to retire. After a while I introduced a semi-official rule that any gang that reached a rating of 4,000 or more points should retire from the campaign after a week or so.

This seemed to suit the players well. The owners of the retiring gangs rightly felt they had proved their ability by building a gang up, and could now prove it wasn't a fluke the first time by doing it again. The retiring gangs achieved a legendary status and the less powerful gangs got a chance to fight their way to the top of the heap in the resulting power vacuum.

Retiring gangs don't have to leave the campaign for good, players can still use them for Arbitrator scenarios or multi-player games (which are discussed elsewhere). The challenges set by these games are more appropriate for the sort of firepower big gangs can bring to bear than an ordinary gang fight. We assumed that retiring gangs were simply protecting their territory and not wandering about much.

Another approach is to assume that a gang which retires has moved on to greater things like joining up with the Planetary Defence Force in the hopes of gaining commissions in the Imperial Guard. This opens up the potential for creating special scenarios to further the gang's history or even introducing them into full-blown games of Warhammer 40,000. Other potential fates for retiring big gangs are setting up and/or protecting a whole settlement, becoming professional arena fighters in the hive city, working for a Noble House in the Spire, setting up an outlaw kingdom in the wastes, getting offworld (either by hijacking a ship or by more legal means), travelling to a different hive, taking the long walk out into the ash wastes between hives, and so on.

MULTI-PLAYER GAMES

Multi-player games are good for a busy or novice Arbitrator to run because they are exceptionally straightforward to organise and play. They require virtually no extra work from the Arbitrator so you can just concentrate on getting everything to go as smoothly as possible. In a multi-player game it's the co-operation (or lack of it), rivalries and recriminations between the players themselves which adds

a different dimension to the fight. Multi-player games can easily be netted into a campaign as pitched battles, land grabs, street riots, inter-House disputes or feuds, territory wars and so on.

The scenarios from Necromunda and Outlanders for two-player games work fine with multiple players, as long as you form the gangs into two roughly equal sides. Each turn all the players on one side can move, shoot and fight as they would do in a normal game. When they have finished all the players from the opposing side get their turn and so on. All the gangs still take Bottle tests as normal but the game doesn't end until all the players on one side have bottled out.

Out of the multi-player games I ran as Arbitrator of Castle Rock the most fun game was a simple gang fight with three gangs on one side and four on the other. To stop the game being one-sided I took a list of all the gangs' ratings beforehand and tried to make sure that the total ratings on each side were roughly equal.

Trying to play games with three or more sides becomes difficult because players have to wait through two other gangs' turns before they get another go of their own. The best solution to this is to limit the number of gang fighters each player may use so that the turns are faster. If you're interested in three- or four-way games have a look at the Arbitrator scenario *Lord of the Spire*, it may trigger a few other thoughts of your own.

Once a game is in progress all the Arbitrator has to do is keep the players reasonably focused on what they are doing so that the game doesn't get confused or bogged down in any way. I handled this by yelling out the phase they were on and then giving the players ten to twenty minutes to complete their actions before moving on to the next phase. Because the players know the rules anyway the Arbitrator's role is limited to settling disputes (mostly to do with what models can see and how much cover they are in) and helping out any players who have only played a few times before.

ARBITRATOR SCENARIOS

One of the most rewarding parts of being the Arbitrator is creating special scenarios to run for the other players. This is where you can really let your imagination run wild and come up with a whole variety of different situations not covered by the standard scenarios. Arbitrator scenarios also allow you to bring in creatures and inhabitants of the Underhive which you don't normally get in head to head games.



Usually in Arbitrator scenarios you, the Arbitrator, will either run the players' opponents or in a head to head game you make their life difficult with dangerous hive vermin, traps, treacherous conditions and anything else you can come up with. You shouldn't get the impression that it's your job to kill off gangs in Arbitrator scenarios (if you do you won't find many players willing to risk their precious gangs after a while). Rather, Arbitrator scenarios are a chance to do something exciting and different which will encourage your players to try a fresh approach or some alternative tactics.

OH NO NOT ANOTHER ONE!!

The Black Hand's unlucky antics in the medical room continue as another ganger dies. Old Billy was buried last night with his trusty shotgun after a close battle with the Scavvy gang the Blood Worms. When the fog lifted the Plague Zombies were almost upon them and Old Billy lay three or four of them out before two Plague Zombies leaped upon him and cut him to ribbons. He fought bravely and at least he died of his injuries and did not become a scum sucking plague ridden Zombie!!!!

As revenge the Black Hand captured two of the Scavvies and rumours are that a rescue attempt will be made. Blood Worms, we're waiting for you.....

Outlanders includes three Arbitrator scenarios: *The Purge, Lord of the Spire* and *Storming the Barricades*. These are included as examples of the kind of thing you can get up to with Arbitrator scenarios. Each scenario includes some suggestions about how to put even more variations and extras into them or deal with particular problems you may come across in running them. Hopefully by the time you've played all three games once or twice you'll be coming up with your own Arbitrator scenarios.

To help you out with cooking up Arbitrator scenarios we've also included a Bestiary of beasties which make suitable opponents for gangs in the Underhive. Opponents could be all sorts of things: deviant scum, Outlaws, mutants, aliens, Chaos Space Marines, Cultists etc. The list we've included is limited by space available but we've tried to make it an edifying selection.

If anything in your miniatures collection isn't included then you should feel free to make up your own rules to cover it. Profiles for other weapons and creatures not covered can be lifted directly from the Warhammer 40,000 game. With any luck we'll get a chance to include information on the extra skills and special rules applicable to other inhabitants of the Warhammer 40,000 galaxy in future copies of White Dwarf magazine and the Citadel Journal. Don't forget that you can also create your own special characters to help or hinder gangs or lead them on special missions. For example, a gang might have to escort or protect a powerful individual like an Imperial Inquisitor as he investigates deviant activity in the Underhive. Another gang might have to kill said Inquisitor – you get the idea...

A last point to make is that it's good if Arbitrator scenarios yield a reward or benefit the players can't normally get. Rare or expensive weapons or equipment usually work as a better incentive than mere money, but a large wad of cash will tempt players as well. Remember you should make sure gangs have to work appropriately hard for their rewards and that you should not give away anything too powerful. For example a one in a million plasma gun is highly desirable and not too powerful, but giving out, say, carapace armour for an entire gang is bound to make them much tougher than anybody else.

CAMPAIGN EVENTS TABLE

The Campaign Events Table is here to add a little spice and colour to an ongoing campaign of Necromunda. The events tend to give more lucky breaks for upcoming gangs over established old gangs so they are useful for balancing the campaign and stopping the older gangs dominating the action. However, Campaign Events offer plenty of opportunities, and calamities, for everybody.

In our campaign we rolled on the Events Table once a week, but there were six or seven games being played every week and a weekly newsletter to keep all players informed about the latest events. In a less frenetic campaign it's probably best to roll an event every two weeks or so. As you will see below the most important thing is that the Arbitrator can let all the players know what events are occurring,

Most events will continue to have an effect until the next event is rolled. Some of them have an immediate effect (like 'Hive Quake' for example) and once this has been resolved they have no further effect. The actual duration of each event is specified in the table below.

D66	RESULT
11	**HIVE QUAKE.** Each player must immediately lose a randomly selected piece of territory. Any players with fewer than 3 pieces of territory can ignore this event.
12	**ZOMBIE PLAGUE.** An outbreak of the dreaded zombie plague sweeps through the area. Each player must randomly select a member of their gang. This gang fighter must make a roll on the Plague Table as if he had been put out of action by a Plague Zombie (see the *Scavvies* section for Zombie Plague rules).
13	**MUTANT INVASION.** Unusually large numbers of mutant creatures are plaguing the area. Use the Monster Roll rule from the *Scavengers* scenario in every battle that is fought until the next event is rolled.
14	**SHORTAGES.** Unexpected shortages cause local prices to rocket. All equipment and weapon costs are doubled until the next event is rolled.
15	**SCAVVY KING.** A Scavvy king has managed to unite the Scavvies in the area and they are blockading settlements and holesteads to extort 'taxes'. All non-outlaw players must halve any income they receive from their territories until the next event is rolled.
16	**NEW TURF.** A newly discovered cave, waterhole etc. comes up for grabs, and the most active gang will be able to lay claim to it. Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
21	**TUNNEL CAVE-IN.** Some parts of the Underhive are cut off by cave-ins. Each player is unable to collect income from a randomly selected piece of territory until the next event is rolled.
22	**GUILD SANCTIONS.** A Guilder has been killed in this area. Each non-outlaw player must roll a D6. If they roll a 1 then they are one of the suspects, and may not buy any equipment until the next event is rolled.

D66	RESULT
23	**BAD AMMO.** A batch of poorly made ammo has been sold to unsuspecting gangs. Each player must roll a D6 at the start of each battle. If they roll a 1 they have got a batch of bad ammo and must subtract -1 from any Ammo rolls for that scenario. Bad ammo continues to show up until the next event is rolled
24	**BOUNTY.** Randomly select one of the gangs in your campaign. A rival House or gang has posted a bounty of D6x5 credits which will be awarded for each member of the gang that is killed until the next event is rolled.
25	**SLAVE TRADERS.** Slave traders have swooped on this area, carrying off juves as workers for the factories above. No gang may recruit any juves (including free ones gained from settlements) until the next event is rolled.
26	**NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
31	**WATCHMEN INVESTIGATION.** The gang with the highest rating is being investigated by the Watchmen and has to lie low for a while. It must halve the income it receives from its territory until the next event is rolled.
32	**POLLUTION.** Heavy discharges of toxic waste and poisonous fumes make tunnels and vents in the area too dangerous to enter. Until the next event is rolled players with tunnels or vents may not use them to set up gang fighters.
33	**DISCONTENTMENT.** People are getting fed up with some of the tougher gangs' high and mighty ways. If a player fights against a gang with a rating at least 100 points greater than their own, and they win the game, then they may take over a randomly selected piece of the other gang's territory.

D66	RESULT
34	**FREELANCER.** Starting with the gang with the highest gang rating, roll a D6. On a roll of 4-6 the most experienced fighter (including heavies but not leaders) in the gang leaves and goes freelance. Stop rolling as soon as a gang fighter goes freelance, or when you have rolled once for each gang in the campaign. The freelancer becomes a Hired Gun with a hire fee equal to his total Experience points and cost divided by 10 (eg, 80 cost plus 50 experience = 13 credit hire fee).
35	**TIME TO QUIT.** The gang fighter with the most Old Battle Wounds in the campaign retires. Decide randomly who retires if there is more than one model with the same number of war wounds. If no gang fighters have any Old Battle Wounds, this event has no effect.
36	**NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
41	**HOUSE FEUD.** A feud breaks out between two randomly selected Houses in the hive and old enmities flare up in Underhive. Until the next event is rolled gang fighters from the two Houses *hate* each other.
42	**BOOM TIME.** An influx of green hivers, Guilders and workers into the area brings in plenty of credits. All gangs (including Outlaws) may add D6x5 credits to the income they generate until the next event is rolled.
43	**HIVE SMOG.** Until the next event is rolled all games are affected by the 'Toxic Fog' result on the Treacherous Conditions Table. Roll a D6 on the Toxic Fog section of the table to find out what happens. If you are rolling for treacherous conditions anyway the Toxic Fog result is in addition to the result rolled on the table (re-roll if you get two Toxic Fog results).
44	**BOUNTIFUL FUNGUS HARVEST.** Fungus are popping up all over the place and food is plentiful (for once). When working out your income halve the number of fighters in your gang, rounding up. Outlaw gangs add +2 to their dice rolls for foraging instead.
45	**NEW CAVERN.** A new cavern has been discovered that is packed with artefacts and valuable stuff. Double the number of Loot counters in any *Scavengers* scenarios that are played until the next event is rolled.
46	**NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
51	**CARAVAN.** A large caravan moves through the area. Until the next event is rolled a trip to the trading post (legal or outlaw) will yield double the usual number of rare items on offer.
52	**OVER-PRODUCTION.** Randomly select one type of common weapon. Its cost is halved until the next event is rolled.
53	**OLD PRO.** The gang with the lowest gang rating is joined by an old pro' fighter that takes them under his wing. Randomly select one Hired Gun or freelancer. He will remain with the gang for free until they no longer have the lowest gang rating.
54	**JAIL-BREAK.** A group of convicts escapes to the Underhive. Until the next event is rolled any new gangers bought receive an extra 3D6 Experience points. If this bumps them up a level or two, take the Advance rolls immediately.
55	**STINGER MOULD HARVEST.** There is plenty of healing Stinger mould available. Until the next event is rolled any player may pay 5 credits to re-roll a result on the Serious Injury Table. No result may be re-rolled more than once, and the second result must be accepted.
56	**NEW TURF.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory.
61	**NEW DOME.** A new dome has been discovered. Until the next event is rolled gangs may buy new pieces of territory (randomly selected) at a cost of 100 credits each.
62	**MASTER TEACHER.** An expert battle-tutor descends into the Underhive from the Spire. Until the next event is rolled players can send a gang fighter that has gone up a level to be taught by this Master Teacher at a cost of 25 credits. The player can then pick a result on the Advance Roll Table for the gang fighter, instead of rolling for it randomly. Skills are still rolled randomly.
63	**DEFENCE FORCE SURPLUS.** Until the next event is rolled the following weapons and equipment are available at half the normal cost: laspistols, lasguns, grenade launchers, lascannon, flak armour, Frag grenades, respirators and photo-visors. However, the player must roll a D6 for each weapon or piece of equipment after he has paid for it. On a roll of '1' the weapon/item of equipment does not work and must be thrown away!
64	**THE HEALER.** A legendary healer with Wyrd powers moves through the area. Until the next event is rolled the healer will cure the long-term effects of any serious injuries for 50 credits per injury (he can't cure death or capture though).
65	**SAFARI.** A party of rich Noble Housers arrives in the area as part of an exciting 'safari' trip to the Underhive. All players make wads of cash ripping off the rich gits. Each player is allowed to add D6x25 credits to their stash immediately.
66	**ARCHEOTECH.** Generate a new piece of territory. Make a note of each gang's gang rating. The next time you roll an event, the gang whose gang rating has increased by the largest number of points gets the new piece of territory. In addition, the territory includes some valuable archeotech which adds 1D6x50 credits to the gang's stash.

NECROMUNDA SCENARIO:
LORD OF THE SPIRE

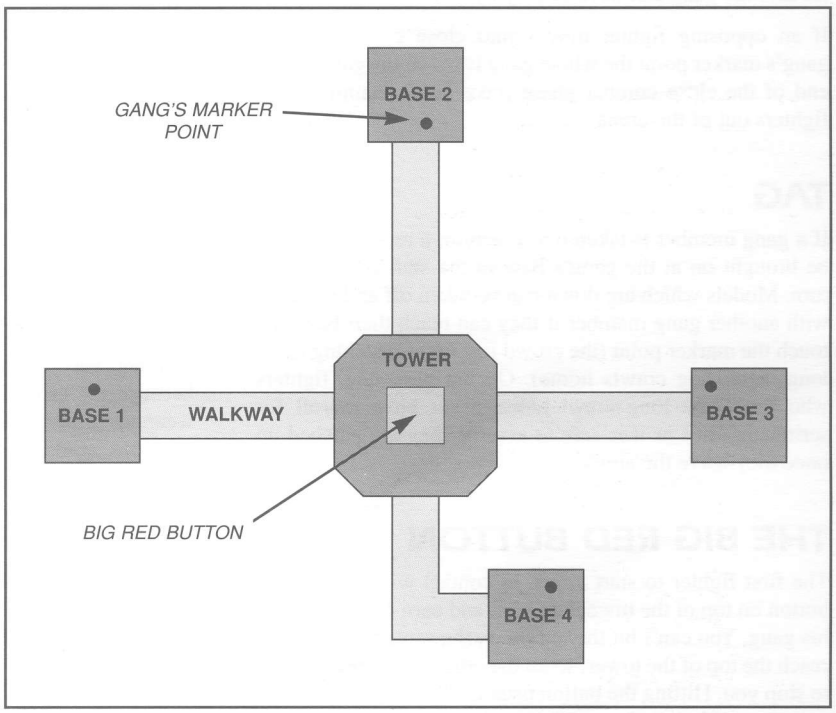
Lord of the Spire is an example of the kinds of the formalised arena combat that is popular down in the Underhive. It takes place in a closely guarded area of the hive bottom and is open to any gang with a rating of over 1,250. The arena is dominated by a large central tower which forms the objective of the fight. The gangs each have a home base in one corner of the arena, and from here they sally out to reach the top of the tower. The first gang to hit the big red button on the top level of the tower wins a substantial cash prize. From two to four gangs can play.

GANGS

Four gangs usually play Lord of the Spire, though it is sometimes played with three or two. More than four gangs is considered too confusing for the plebeian workers to follow (and a bad headache for the Arbitrator too!).

Each gang is permitted to have up to three models in play at any time if all four bases are occupied. If the game is being played with three gangs they may have four fighters on the field each; with two gangs they can have six each.

Any gangs can fight in Lord of the Spire, even Outlaws and Outlanders. Any weapons can be used, even heavy weapons. The only real rule to Lord of the Spire is that no Wyrds can participate (as much for the safety of the organisers and the spectators as anything else).



SETTING UP

Lord of the Spire is played on a square table which should be approximately 4' x 4'. The centre of the table is occupied by a large tower. The three-level tower in Necromunda ("Building Two" in the assembly guide) works just fine for this, though the taller the tower the better really. For our games we made an even taller building by connecting two towers from different sets one on top of the other. On top of the tower is the big red button, marked by a counter.

The tower needs to be surrounded by whatever other buildings you have available and connected to them with multiple gantries and walkways. The four 'bases' are positioned equidistant from the tower. Each base should be a building of some kind and contains a base marker point which the gangs must defend (represented by a special card piece).

All of the players roll a D6 and the highest scorer gets to pick which base they want, setting their gang fighters up within 4" of the base marker. Then the next highest scorer picks one of the remaining unoccupied bases and so on. Tunnels, vents and infiltration skills may not be used.

SEQUENCE OF PLAY

Roll off again to see which player gets the first turn. Once the first player has finished his turn the player to his right gets a go, and so on around the table.

BASES

Each base contains the gang's marker point. This is usually a man-sized target that lights up and plays a tune when it is touched or struck. More primitive games of Lord of the Spire often use storage drums or old pipes instead. Gangs should protect their base at all costs for several very good reasons. The marker point acts as the gang's home territory in the game and if it is shot or struck by an opposing fighter he is said to have "raided" their base. This will force a gang fighter to drop out of the game and reduce the number of fighters the gang can have participating.

If an opposing fighter shoots at the marker point and hits it he can select one of the owning gang's members and immediately remove him from play. The nominated fighter ducks out of the arena via one of numerous trapdoors in the arena floor. The fighter is unhurt (assuming he was unhurt at the time he was removed of course!) but he may not be substituted (see below), effectively reducing the number of models the gang can have in play by one.

If an opposing fighter moves into close combat with a gang's marker point the whole gang is out of the game at the end of the close combat phase (take any remaining gang fighters out of the arena).

TAG

If a gang member is taken out of action, a replacement can be brought on at the gang's base at the start of their next turn. Models which are down can be taken off and replaced with another gang member if they can reach their base and touch the marker point (the crowd just loves watching those long, agonising crawls home). On the plus side, fighters who make the long crawl home never have to roll for serious injuries as it is safe to assume they are patched up once they leave the arena.

THE BIG RED BUTTON

The first fighter to start a turn in contact with the big red button on top of the tower can hit it and earn 100 credits for his gang. You can't hit the button on the same turn that you reach the top of the tower, so all the other gangs get one turn to stop you. Hitting the button usually signals the end of the game as well, though some arena fights don't end until the button has been hit two or three times or when all the fighters have fought their way back to their bases.

ENDING THE GAME

Gangs don't have to take Bottle rolls, they may voluntarily bottle out by not substituting for men on the field – when there are no men left on the field they're out. Gangs that run out of members to substitute are also out. Gangs are also out if an opposing gang member touches their marker point.

When the prize is claimed the game usually ends automatically as noted above, as it does if there is ever only one gang still in play. Note that if there is only one gang remaining nobody gets the prize – you're supposed to climb the tower, not just have a gang fight!

EXPERIENCE

+10 For the gang leader of the winning gang.

+10 For hitting the big red button.

+5 Per wounding hit/for hitting or touching an opposing marker point.

+D6 Enters the arena and survives.

+1 For every consecutive level a model climbs up the tower. This is a once only experience bonus. Once the model climbs down a level it gains no further experience for going up the tower.

SUGGESTIONS

Lord of the Spire is just one example of an arena-style game which pits gangs against each other. Games are usually pretty quick. If you want to make them last longer just change the rules slightly. For example you could say that a gang fighter must hit the big red button and then get back to his own base before he can claim the prize and end the game.

There are plenty of other kinds of arena combat which make good Arbitrator scenarios, so you might like to try inventing some of your own. If you come up with anything good send it in to us and who knows, you may even get to see your work in White Dwarf or the Citadel Journal!

Another version of the game we tried was to say that because the crowds want lots of close range blasting no weapons other than pistols, grenades and close combat weapons could be used. This kind of game was even quicker (it's surprising how much those heavy stubbers slow you down), so if you use this option you may want to impose additional rules to make the game last longer.

If 100 credits as a prize seems too much or too little then simply change it to a more appropriate amount or something more interesting than mere lucre. Alternative prizes to lure gangs in with could include a heavy weapon or rare trade item of their choice, a piece of territory, or perhaps the winners qualify for a special mission of some kind, making an ideal lead into another one-on-one scenario.

Treacherous conditions could be used in this scenario but they will require some judicious re-rolling or interpretation. Alternatively you could simply choose an effect appropriate to arena-style combat: the ever popular Pit of Despair is the best example of something appropriately entertaining and dangerous. In a similar vein you could always introduce some dangerous flora and/or fauna into the arena to keep players on their toes and sprinkle a few booby traps around the place. Just imagine the scene as the gang fighter hauls himself over the edge of the tower to confront a rather annoyed gigantic spider...

ARBITRATOR SCENARIO: PURGE!

The authorities, worried by a recent increase in the numbers of mutants and deviant scum in the Underhive, have authorised a Purge. The Purge will be carried out at a fixed time and place. From two to four gangs may take part, with all of the fighters working together against a horde of foul deviants and hive vermin controlled by the Arbitrator. Bounties are awarded for everything that is slain.



GANGS

Outlaw gangs may not participate in a Purge scenario as they are far more likely to be the hunted than the hunters! Gangs participating in a Purge can be of any rating, as the more experienced they are the nastier the deviants will be. However, if gangs with high ratings fight alongside gangs with low ratings they will have to work together efficiently to prevent any deviants escaping. You will need to add up the total combined gang ratings of the gangs fighting in this scenario in order to work out the sort of deviants they will be up against.

DEVIANT MODELS

Before running a Purge scenario the Arbitrator needs to get together all of the suitable models he has in his collection to represent the deviants, along with as many extra models that he can beg, borrow or steal from other players. The greater the number and variety of models, the better the game will be. Models that may be used are listed below. Note that there are some models that you might not have heard of before. Don't worry, these are all described in the Underhive Bestiary. Place all the models you have collected beside the table on a suitable flat surface.

Suitable Models

Hive Vermin:	Giant Spiders, Giant Rats, Carrion Bats, Ripper Jacks, Milliasaurs, Gigantic Spiders.
Deviant Scum:	Cultists, Mutants, Scavvies, Ratskin Renegades, Beastmen, Outlaws, Brood Brothers.
Aliens:	Eldar Scouts, Chaos Space Marines, Orks, Gretchin, Genestealer Hybrids, Genestealers.
Chaos creatures:	Bloodletters, Flesh Hounds, Daemonettes, Plaguebearers, Beasts of Nurgle, Flamers of Tzeentch, Fiends of Slaanesh, Pink Horrors.
Witches:	Any type of Wyrd, Psykers, Genestealer Magus.

Important Note. Any deviants etc with weapons may only be armed with those actually shown on the model. This prevents any confusion for the Arbitrator running the game and is fairest to the gangs facing them. Likewise, you are quite within your rights to insist that gang fighters only have the weapons and equipment shown on the models for them, anything else was obviously left at home in the gang's stash.



You will also be able to use models with special and heavy weapons against gangs with a very high rating, as detailed later. Deviants, Wyrds and aliens are equipped with respirators and/or photovisors if they are shown on the model.

SETTING UP

The Purge scenario is played on a full-size table which needs to be at least 5' by 3' and preferably larger. You will need to combine together at least two sets of Necromunda terrain in order to fill the table to the correct density, but really the more terrain there is the better. The Purge takes place in the badzones so most terrain you have available should be suitable – rubble, slag heaps, slime pools, home-made structures and so forth.

In a Purge the gangs are separated into groups that each make a sweep of a specified area of the badzones. The groups gradually move in towards each other to catch the deviants in a closing net of fighters. The Purge scenario represents the point where some of the gangs (it can be imagined that there are many more to either side) are closing in on the deviants they have driven before them. The only escape route for the deviants is to fight their way past the gangs and escape back into the wastes.

To represent this situation the gangs set up on both of the narrow edges of the table. It is up to the players to decide how they will set their gang fighters up, and it is permissable for a gang to split its fighters between the two deployment zones. Gangs can set up up to 3" on to the table. After all the gangs have set up, the Arbitrator sets up the Encounter cards as described below.

TREACHEROUS CONDITIONS

Deviants hide out in the badzones and wastes where lighting failures, high winds, toxic fog clouds, swarms and similar unpleasantness are rife. This makes it particularly appropriate to use the Treacherous Conditions rules in the Purge scenario. If your table is big enough (6' by 4' or larger) it can be fun to roll a different condition for each quarter of the table. Re-roll any results that are contradictory or will cause problems due to the terrain set-up (*Pit of Despair* springs to mind for example). Where relevant mark out the edges of particular effects (*Sea of Goo*, for example).

ENCOUNTER CARDS

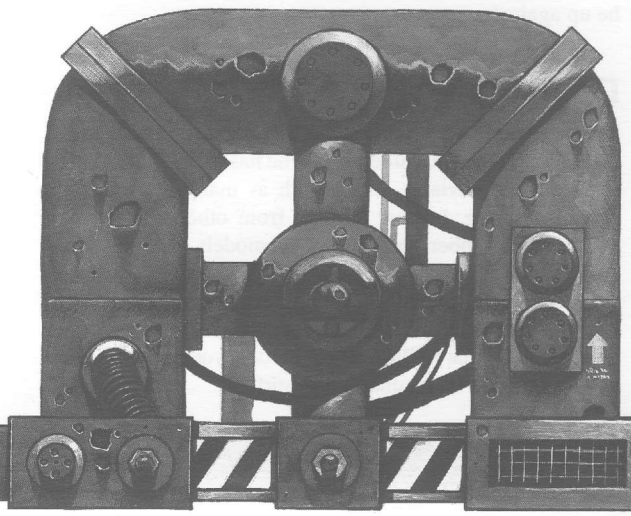
In order to play the Purge scenario the Arbitrator will need a deck of ordinary playing cards (called Encounter cards from now on) which are used to generate the monsters and hive vermin the players will encounter as they make their purge.

Take the deck of cards, give it a jolly good shuffle, and deal a small stack of three cards roughly in the middle of the table. All cards are placed face down, and neither the Arbitrator nor the players are allowed to look at them until they are revealed. A stack of Encounter cards like this represents any one of a number of locations which are the haunt of denizens of the Underhive. For example the cards could mark the lair of a brood of hive vermin which infest the area, or perhaps a sentry post or camp for Outlaws or deviant scum.

Now deal out another stack of three cards. Each stack of cards must be placed at least 16" away from another stack of cards, and least 16" away from either narrow table edge. Apart from that they can be placed wherever you like. Keep on dealing out stacks of cards like this until it is impossible to fit any more stacks of cards on the table.

SEQUENCE OF PLAY

The game starts with a Gangs turn, then has a Deviants turn, and so on. The game continues until all of the Encounter cards have been revealed and there are no deviants left on the table, or all of the gangs have failed their Bottle rolls or voluntarily bottled out.



Note that all of the players move their gangs at the same time. If this gets confusing (and it can do very easily!), have the players perform their actions one after the other. Gangs are not allowed to attack each other in this scenario.

After all the players have taken a turn with their gangs, the Arbitrator may take a turn, moving and fighting with all of his models which are still alive on the table. Before he does so, however, he is allowed to roll a D6. On a roll of 1-5 nothing special happens and the Arbitrator can carry on with his turn as normal. If he rolls a '6' then he is allowed to turn over and reveal one of the stacks of cards which has not yet been exposed – the general noise and confusion has alerted the deviants, and they have decided to take action before they are discovered!

REVEALING ENCOUNTER CARDS

As soon as a gang fighter model ends its move within 12" of a stack of Encounter cards, they are revealed. This happens immediately, interrupting the rest of the gangs' movement (if any). Cards are also revealed if the Arbitrator rolls a '6' at the start of his turn, as described above. Whenever a stack of cards is revealed, the Arbitrator flips the cards over and looks at them.

What the cards are indicates what deviants are lurking nearby. Because more experienced gangs are assigned tougher areas to clear this varies according to the total ratings of the gangs involved. The table below gives some guidelines for the appropriate "density" of models for the various cards. Feel free to vary the tables or write your own so that they fit in better with your model collection or the strengths and weaknesses of your players.

Total Combined Gang Ratings Up to 8,000

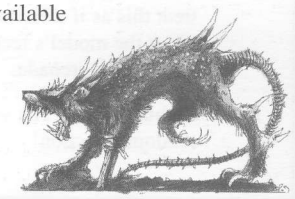
Card	Effect
Joker	Surprise Attack! See below.
Black Ace	1 Chaos creature or 1 Witch or D3 Alien models. If none of these models are available the card is treated as a joker.
Black King	4 Hive Vermin or Deviant Scum models Up to one Deviant Scum model may be armed with a special or heavy weapon. If none of these models are available the card is treated as a joker.
Black Queen	3 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
Black Jack	2 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
Black 2-10	1 Hive Vermin or Deviant Scum model. If none is available the card is discarded.
Any Red Card	Discard with no effect.

Total Combined Gang Ratings Between 8,000 and 12,000

Card	Effect
Joker	Surprise attack! See below.
Ace	1 Chaos creature or 1 Witch or D3 Alien models. If none are available the card is treated as a joker.
Black King	1 Chaos creature or 1 Witch or D3 Alien models.
Red King	4 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker. Up to one Deviant Scum model may be armed with a special or heavy weapon.
Queen	3 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
Jack	2 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
2-10	1 Hive Vermin or Deviant Scum model. If none is available the card is discarded.
Any Hearts	Discard with no effect.

Total Combined Gang Ratings More Than 12,000

Card	Effect
Joker	Surprise attack! See below.
Ace	1 Chaos creature or 1 Witch or D3 Alien models.
King	1 Chaos creature or 1 Witch or D3 Alien models.
Queen	4 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker. Up to one Deviant Scum model may be armed with a special or heavy weapon.
Jack	3 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker. Up to one Deviant Scum model may be armed with a special or heavy weapon.
10	2 Hive Vermin or Deviant Scum models. If none are available the card is treated as a joker.
2-9	1 Hive Vermin or Deviant Scum model. If none is available the card is discarded.



Notes

Jokers. If the card is a joker, then the gang fighter who revealed the cards has been the victim of a surprise attack. Roll a D6 and refer to the Surprise Attack Table below to see what has gone for him. If the cards were revealed because the Arbitrator rolled a '6' at the start of his turn, then he may make a surprise attack on any model anywhere on the table!

Placing Models. The models selected can be placed anywhere within 4" of the position the cards occupied. The only exception to this are hive vermin, which can be placed directly into hand-to-hand combat with the model that revealed the card, representing them suddenly springing out from hiding to attack the unfortunate gang fighter! If the hive vermin were revealed because the Arbitrator rolled a '6' at the start of his turn, then they may attack any model anywhere on the table. Hive vermin that attack in this way count as charging in the first round of combat.

SURPRISE ATTACK TABLE

The Surprise Attack Table includes creatures from the Underhive Bestiary. While running a Purge you can either use the simplified rules below or, if appropriate, the full rules for these creatures as given in the Bestiary.

SURPRISE ATTACK TABLE

D6	Surprise Attacker
1	**Face-eater.** Victim must roll under Initiative or take an S3 hit. The face-eater remains attached and inflicts a further S3 hit each turn until removed. It is removed using the procedure for putting out flamer hits, and until then the victim must stagger about exactly as if he were on fire – although in this case he's got a face-eater clamped to his face!
2	**Ash Clam.** Victim must roll under Initiative or be unable to move for the rest of the game. The model will recover fully after the battle is over.
3	**Lashworms.** The victim is attacked by D3 lashworms. Each will inflict a single Strength 3 hit on a D6 roll of 4+.
4	**Brain leaf.** The victim must pass a Leadership test. If they fail then they have been taken over by the brain leaf and will be treated as one of the Arbitrator's models for the rest of the game. The model will recover fully after the battle is over.
5	**Gas Fungus.** Roll the D6 again: on a roll of 1-3 treat this as if a Hallucinogen grenade had gone off at the model's feet; on a roll of 4-6 count it as a Choke grenade.
6	**Rubber Moss.** The victim is hurled 2D6" in a random direction!

INJURED DEVIANTS

Treat any deviant that suffers a 'down' result on the Injury Table as having been taken 'out of action' instead. The player whose attack took the deviant down should take the model and keep it until the end of the battle (when he will be able to collect bounty for it). Deviants suffering flesh wounds are pinned but do not suffer any penalties to their WS and BS.

ESCAPING DEVIANTS

Deviants can escape from the table by moving off through either of the gangs' set-up zones. Deviants that escape in this way reduce the amount of bounty that can be gained as described below. Deviants may not move off the long table edges.

ENDING THE GAME

The game carries on until all of the Encounter cards have been revealed and there are none of the Arbitrator's models left on the table, or all the gangs have failed their Bottle rolls.

Players collect bounty for the Arbitrator's models that they took down or out during the game. The amount depends on which group they belonged to, as detailed below:

Type	Bounty
Hive Vermin	10 credits
Deviant Scum	20 credits
Aliens	40 credits
Chaos creatures	80 credits
Witches	100 credits

Reduce all of the gangs' bounty by 5% for each model that escapes (eg, two models escape, reduce all bounties by 10%). If all of the gangs bottle out turn over all the remaining Encounter cards and assume that all the deviants which are on the cards and the ones that have already been placed on the table escape (probably taking any dream of a bounty with them).

Whatever the result of the Purge, after it has finished each player is allowed to collect income from their territory.

EXPERIENCE

During a Purge gang fighters will gain Experience points as listed below.

+2D6 Survive battle (even if wounded).

+5 For taking one of the Arbitrator's models down or out.

+20 To the gang leader whose gang collects the most bounty.

SUGGESTIONS

The Purge is a good multi-player scenario that encourages the gangs to co-operate against a common enemy. Be warned that games involving several big gangs can turn into quite large battles and it may be a good idea to have an assistant Arbitrator on hand to help out. As the gangs start from opposite ends of the table it's easy enough to have one Arbitrator handling each end providing you don't let the turn sequence get out of sync.

The scenario itself is very flexible, so that it can be tailored to accommodate the strangest of miniature collections. Where a stack of cards allows you to take several models try to ensure all the models are the same type (eg, all Cultists, or all Beastmen etc) or at least logically related (Genestealer Hybrids with Brood Brothers, for example). This helps to make the scenario feel more consistent, rather than having players assaulted by a random selection of beasties.

If you have access to a Warhammer 40,000 army then you can give the Purge a distinct theme by using the army to supply all the bad guys.

For example I have a Genestealer Cult army which I used as the basis of a Purge scenario. This was easily done by using Genestealers and Hybrids for any aliens that turned up and Brood Brothers for any deviant scum. To keep things lively I also threw in some miscellaneous hive vermin like Giant Spiders (who actually killed somebody) and Ripper Jacks (which gave one gang leader a bad scare).

I allotted the Magus to a specific card (the Ace of Spades) and pre-rolled a few Wyrd powers for him before the game. This might all sound exceedingly hair raising for the gangs, but they were all well experienced and several were semi-retired anyway. In the end they did all bottle out though...

Although I used 'Stealers you can see that it would be just as easy to use a Chaos army to represent a burgeoning Chaos cult. Simply by picking mutants, Beastmen and Cultists for the deviant scum and hive vermin or Witches for Aces. If daemons are involved it gives you an opportunity to bring in an Inquisitor to hunt them/it as well. Orks and Eldar get a bit more tricky to accommodate, but they could be down in the Underhive on some secret mission and just happen to get swept up in the Purge drag net.

One of the problems with the Purge is that it can't be played by Outlanders and Outlaw gangs. One solution to this (suggested by Gavin Thorpe) is to assign Encounter cards to preset groups of Outlaws or Outlanders (eg, Jack of Clubs = Mad Dog and Brother Zeke of the outlaw Dog Soldiers). When the Encounter card is activated the players place their models on the tabletop and control them from that point onward, moving and shooting after the gangs but before the Arbitrator's turns.

There are plenty of good reasons for Outlaws or Outlanders to be caught up in a Purge. Outlaws will be trying to protect their hideout or escape, Spyrers would want to take advantage of the confusion to pick a fight, Redemptionists will want to purge the unclean as much as anyone else, and so on. You would need to assign Experience point bonuses appropriate for the Outlaws or Outlanders to compensate for Outlaws receiving no bounty payments. For example, an Outlaw escaping from the table might gain +5 experience, or a Redemptionist killing a mutie, witch or alien might gain double Experience points for it.



ARBITRATOR SCENARIO: STORMING THE BARRICADES

Once in a while a coalition of gangs will attack a settlement or a fortified trading post and fight a pitched battle. The gangs might be rapacious outlaws hoping for loot and pillage or law-abiding gangs looking to reap lots of reward money in one fell swoop. Up to three gangs can participate in Storming the Barricades against either a defending force run by the Arbitrator, or one or two defending gangs run by players.

GANGS

As noted above, any gangs can participate in Storming the Barricades but you should ensure that no inappropriate team-ups occur such as Redemptionists with Scavvies, Outlaws with Watchmen and so on. If you have both Outlaw/Outlander gangs and law abiding gangs that want to participate simply have the outnumbered faction act as defenders.

Total up the gang ratings of the two sides to ensure that the attackers are actually stronger than the defenders by about 2 to 1 or 3 to 2 (eg, attackers with a combined rating of 6,000 should be fighting defenders with a combined rating of 3-4,000).

DEFENDERS

If the defenders aren't going to be supplied by players, or if the defending players don't have a high enough rating, you will need to select extra forces before the game. The defenders' rating translates directly into how many credits the Arbitrator should spend, so in the example above the defending force would be bought with 3-4,000 credits. If a defending gang with a rating of, say, 1,500 were participating, the Arbitrator would still have to pick another 1,500-2,000 credits' worth of defenders.

Use the standard gang lists for picking the defenders as the majority of them will be normal gangers or juves. Ignore the normal maximum of two heavies: instead the defenders can have up to one heavy for every 1,000 credits. The defenders get all five of the barricades sections and the watch-tower for free. In addition, they can spend credits on the following extras:

Wall Guns: Special and heavy weapons fixed to mounts on barricades, towers or buildings can be purchased at half the normal cost. Note that these are not bought for specific models, like weapons for heavies. Instead they represent old weapons which are heavy, need a lot of ammo and are too temperamental to be moved around much. A weapon like this would be a liability in the wastes but it's fine for defending a settlement.

Wall guns must be represented by a model or a counter. They have a 90° fire arc and can be fired by any model in base contact with them (not just heavies). Wall guns cannot be moved and are attacked separately like any other model, they are Toughness 4 with 1 wound. Any weapon that suffers a wound is destroyed.

Traps. Grenades in cans, buried shotgun shells, pits with spikes, mantraps and all sorts of other tripwires and booby traps festoon the wastes around some settlements.

Trapped areas are represented by markers that cost 50 credits each. Any model (including defenders) which moves within 3" of a trap marker must pass an Initiative test or it will suffer an S3 hit. If a model rolls a 1 for its Initiative test the trap is disarmed and the marker is removed.

Beasts. A lot of Underhivers have pets which would make most people scream and run. The guards for a settlement or trading post may even have some particularly dangerous hive vermin to sniff out intruders.

Trained creatures can be purchased from the Underhive Bestiary section at the appropriate points cost. These act as normal defending models because they're so well house-broken, but the defenders can only have a maximum of one beast for every three other defenders.

Wire weed. Wire weed is common in defences, where it's more effective than barbed wire and needs no maintenance, just feeding occasionally! Hedges of wire weed can be purchased at 15 credits per piece 1" long and 1" wide (so a 6"x1" hedge would cost 90 credits).

Extra Barricades. Additional barricades can be bought at a cost of 50 credits each.

Extra Watch-towers. Additional watch-towers can be bought at a cost of 200 credits each.

SETTING UP

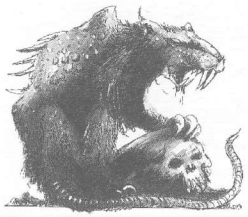
A settlement or trading post usually comprises an inner, protected area where the valuable resources and commodities are guarded and the businesses are run. Around this runs a protective wall or barricade which can be continuous, steep and high (like the one pictured on the right) or low, uneven and full of gaps depending on the locals and their level of motivation (both for getting in and stopping things getting in). Holesteads and hovels are built around both sides of the wall in a rough shanty town, but the immediate area outside the wall is cleared of ruins and detritus so the guards can spot any hostiles sneaking around.

Storming the Barricades is fought on a full-sized table at least 5' by 3' and preferably larger. The Arbitrator sets up all the available buildings and terrain, starting along one of the long edges and distributing them so that the terrain thins out towards the opposite edge as shown in the diagram below. The table edge with the least terrain on it marks the edge of the wastes; the more densely covered edge represents the settlement or trading post itself.

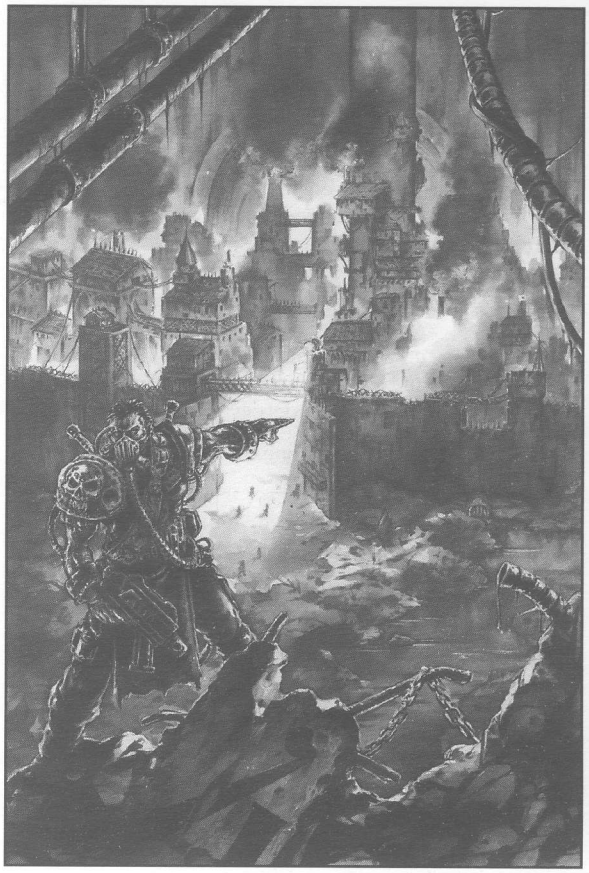
Once you've set up the terrain place the defenders' barricades and watch-towers to form a fairly continuous wall within 12" of the defenders' edge. This marks the edge of the settlement or trading post buildings. The wall is usually at ground level but it can incorporate buttresses and structures which have already been placed. Next shuffle around the terrain to open up a 12" wide clear zone between the barricades and the wastes (there can be some cover, but it should be partial at best). This represents the area just in front of the wall that the defenders have cleared of obstructions so that they have a clear field of fire.

Once all the terrain is placed the Arbitrator can also put down up to six Loot counters. The Loot counters may be placed anywhere between the barricades and the settlement edge of the table and they represent valuable stashes of food, ammunition, raw materials or equipment which the attackers can steal. It's most appropriate to use Loot counters if the attackers are Outlaws or Outlanders (other than Spyrers of course). If the defenders are Outlaws then the attackers can expect to claim a considerable bounty anyway so you may not want to bother with loot.

The defenders are set up next. Choose up to 3D6 models from the defending force to act as guards or guard beasts. Guards may be placed anywhere between the barricades and the settlement edge of the table. Traps, wire weed and guard beasts are set up next anywhere on the table on the wastes side of the wall. Any remaining defenders will start to enter as reinforcements from the settlement edge of the table on the first defending turn.



The attackers then deploy their gangs anywhere on the table on the wastes side of the wall. Attackers can be deployed anywhere as long as they are more than 12" away from any guards.



SEQUENCE OF PLAY

As the scenario begins the guards have just spotted the attackers and raised the alarm. In the resulting confusion both sides roll a D6, the one that rolls highest goes first. The two sides then alternate taking their turns for the rest of the game.

PICKING UP LOOT

Loot counters may be picked up by any model that passes over them during its movement. A fighter can carry any number of pieces of loot without affecting his movement or ability to shoot or fight.

Fighters who go out of action drop Loot counters where they happen to be at the time. Remove the model but leave the counters in place. Models can transfer loot to other models in base-to-base contact during the shooting phase, but neither model may shoot during the turn.

If a fighter takes an enemy out of action in hand-to-hand combat he automatically captures any loot the model is carrying.

The attackers can also pick up wall guns, effectively treating them as Loot counters. The weapons can't be used once they have been moved because their mounting and ammunition has been left behind, but they can be sold off after the game.

REINFORCEMENTS

At the start of the game the defender divides any fighters not deployed as sentries into groups of one or more models as he sees fit. These fighters are not set up on the table, but may enter later as reinforcements.

Once the alarm is sounded the defender may attempt to bring on one group of reinforcements per turn. Nominate the group you wish to bring on and roll 2D6. If the dice roll equals or beats the number of fighters in the group the reinforcements may enter the table as described below. If the dice roll is less than the size of the group then no reinforcements may enter that turn. As you can see, the larger the group the less likely it is to enter, so the defender must try to enter as many models as he dares each turn.

Reinforcements must enter along the settlement edge of the table.

Reinforcements cannot be placed within 8" of an attacking model. Reinforcements may move and fire normally the turn they are placed.

ENDING THE GAME

When the last attacking gang bottles out the game ends immediately. If the attackers get all of the Loot counters and the fighters carrying them are within 8" of the table edge at the start of their turn then the game ends and the attackers have won.

The defenders are fighting to defend their friends and home territory so they don't have to make Bottle tests and can't bottle out voluntarily. The attacking gangs make Bottle rolls individually and can choose to bottle out voluntarily once they have taken two casualties. Because the attacking gangs are making a determined assault they do not have to start making Bottle tests until they have suffered 50% casualties.

Each Loot counter the attackers capture is worth 2D6x10 credits. Any wall guns they have looted can be sold for one quarter (25%) of their basic cost.

EXPERIENCE

+2D6 **Survives**. If the fighter survives the battle then 2D6 points are earned. Even fighters who are wounded and taken out of action receive experience for taking part.

+5 **Per Wounding Hit.** A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 points per wound.

+20 **Best Attacking Leader.** The leader of the gang which collects the most loot or bounty earns an extra 20 Experience points.



SNEAKING AROUND THE BARRICADES – A SCENARIO VARIANT

A simple but engaging variant of this scenario which really tests the mettle of the attackers is to treat it as a variant on the *Raid* scenario. Just make the following changes and voilà – a whole new game!

1. Limit the attackers to 2D6 models per gang.
2. Treat the guards as sentries, using the rules in the *Raid* scenario.
3. Use the rules for sounding the alarm from the *Raid* scenario.

The clever bit to keep attackers on their toes is that the defenders are allowed to buy searchlights.

Searchlights. Big directional lights fixed to mounts on barricades, towers or buildings can be purchased for 50 credits each. Searchlights must be represented by a model or a counter. They have a 90° arc and can be used by any model in base contact with them. Searchlights are attacked separately like any other model and are Toughness 3 with 1 wound. Any light that suffers a wound is destroyed.

A sentry in contact with a searchlight doesn't move around at all. Instead place a 2" radius circle of paper within 24" of the sentry and within the light's 90° arc when he is deployed. The paper (if you hadn't guessed) represents the area being illuminated by the light. The sentry operating the light can roll to spot anything within the circle of light as it moves just as if it was within his 2D6 spotting range.

Each turn, instead of moving, the sentry can move the circle of light. The circle moves 2D6-5". If the number is a negative amount the attackers may move the circle instead. For example, if the roll is 3, 3-5= -2 so the attackers can move the light 2". The circle of light can never be moved so that there is a solid object between the centre of the light and its source, nor may it be moved so that it goes outside the light's 90° arc.

SUGGESTIONS

Storming the Barricades is a challenging scenario even for experienced gangs. Naturally, it's strongly influenced by a number of films where the evil bad guys are intent on storming the good guys' settlement in pursuit of the promised land. Like the *Purge!* scenario you may need an assistant Arbitrator if several large gangs are involved but the fact that this is a knock-down drag-out fight makes it easier to keep under control. Treacherous conditions are best avoided in this scenario, there's enough going on anyway so it's probably best not to confuse things.

I ought to make some useful suggestions about how to throw together extra stuff you might need, though of course well modelled terrain pieces are preferable in all cases.

Wall Guns. Use spare weapons attached with blu-tak or plasticine. Plastic weapons are about the best, especially old Warlord Titan weapons (sadly no longer available). Failing that drinking straws or ball point pens (empty ones, mind)



cut to the right length might suffice.

Wire Weed. This can be represented by wire wool or scouring pads pulled out to the right length and width and then sprayed a suitably lurid colour.

Barricades. Roll out a thick strip of plasticine to the right length and stick small pieces of cardboard, matchsticks (used of course) cocktail sticks etc. into it so that a model standing behind it is in cover up to its chest.

Watch-towers. These aren't something you can knock together on the spur of the moment (though I'm sure some talented individual can prove me wrong).

Traps. Use the markers from Outlanders and/or slotta-bases, counters or any other obvious marker.

Beasts. Monsters from the Warhammer Quest sprue are particularly useful for this, along with any other suitable gribblies from your miniatures collection.

If players are involved in the defence you may want to make them forfeit cash and/or territory if the attackers manage to steal the Loot counters, take a look at the *Loot & Pillage* Outlaw scenario for pointers. Likewise you could simply give the best attacking gang a settlement or other piece of territory if they defeat the defenders convincingly enough. If the defenders are Outlaws you can always stiffen the attackers with Authority Forces if you think it would be appropriate. These actions are one of the few times that the Governor's troops are likely to fight in the Underhive in any numbers.

UNDERHIVE BESTIARY

The Underhive Bestiary is here to cover all sort of eventualities. Bored of gang fights? Try hunting gigantic spiders! Ambushed just once too often? Then go and take it out on the Deviant Scum! The creatures below are presented purely for the use of the Arbitrator and I make no guarantees for the safety of any gangs that tangle with them.

HIVE WORLD VERMIN

Necromunda is totally dominated by the Human species, to the extent that many of the humans in the hive don't really believe in other races any more. However, some of the original inhabitants of the planet still persist, having got inside the hives and found a niche to survive in, mutating and evolving into hideous parodies of their original forms. Other creatures have arrived by hitching a ride in bulk cargo shipments from far-off stars, or were pets and guardian beasts which escaped into the miles of ducts and vents running throughout the hive.

Apart from a few small enclosed gardens and menageries in the Upper Spire, hive world plants and creatures only exist in the dank gloom of the Underhive or out in the ash wastes. These creatures are universally regarded by Necromundans as vermin, or food, depending on how hungry they are.

Rating. Each creature has been given a rating to reflect how tough it is in comparison to a Necromundan gang fighter, or how much it will cost in credits to buy for certain scenarios, or how much the creature's pelt/teeth/bones/flesh etc. is worth when it is being hunted

GIANT SPIDERS

Rating: 40

Many forms of mutant spider grow to a great size in the Underhive – up to several feet in span. They are so common that they have become traditionally associated with Necromunda and the most famous Imperial Guard regiment recruited on Necromunda is known as the Spiders. Giant spiders can be found throughout the Underhive from the gantries and vents of dome ceilings to the rubble-choked tunnels running beneath the floor.

Different species of giant spider catch food in different ways. Wolf spiders have long legs and chase down their prey before killing it with their oversized mandibles. Orb spiders weave thick, gooey funnel-shaped webs and hide at the end. Many unfortunate fugitives in the Underhive have run into these web-funnels in the darkness thinking them to be tunnels, only to be paralysed and slowly drained dry by the spider. Their gruesome cadavers can sometimes be seen suspended in the decaying cobwebs that hang in the darker recesses of the Underhive.

Wolf Spider

M	WS	BS	S	T	W	I	A	Ld
7	3	0	4	3	1	1	1	5

Orb Spider

M	WS	BS	S	T	W	I	A	Ld
3	3	0	3	3	1	1	1	5

Special Rules

Movement. Spiders can move up and down any sloping or vertical surface as if it were open ground. In addition, Orb spiders can use their webs to drop straight down up to 6" per turn for free.

Armour. Giant spiders receive an armour save of 6 on a D6 against any damage they suffer to represent their thick chitin hides.

Webs. An Orb spider's web is equivalent in effect to a hit from a Web pistol and is considered to cover the area within 3" of the spider's starting location. A potential victim that moves into a web has to pass an Initiative test on 1D6 to avoid being entangled. If the victim was running or charging the test is rolled on 2D6 instead. Once the victim is entangled the spider will attack and inflict 1 S3 hit automatically in each close combat phase.

Spiders in Games. Wolf spiders make fine hunting critters to harass fighters in games, not too tough but good enough to give them a scare. Orb spiders will stay in the same location, lurking in their webs. This means they need to be noted on a map or allocated to specific locations on structures so they can ambush passing fighters or simply wait for them to run into their webs.

GIGANTIC SPIDERS

Rating: 250

In the deepest, darkest recesses of the wastes truly monstrous spiders lurk in the eternal night. Gigantic spiders are huge specimens measuring many metres across with massive jaws and a malignant intelligence to match. They are aggressive and extremely territorial so creatures that blunder into their vicinity seldom escape unharmed. Despite the dangers hunters seek out gigantic spiders for their meat and venom, both of which command a high price in the Underhive. Most valued of all are the Raft spiders which skate the surface of the Sump. Their eyes are crystals as pure and as valuable as diamonds, and innumerable hunters have lost their lives in the Sump chasing the dreams of wealth beyond avarice.

M	WS	BS	S	T	W	I	A	Ld
5	3	3	5	4	4	1	2	7

Special Rules

Movement. Gigantic spiders can move up and down any sloping or vertical surface as if it were open ground.

Armour. Gigantic spiders receive an armour save of 5 or 6 on 1D6 against any damage they suffer to represent their thick chitin hides.

Spit Webs. Gigantic spiders can spit a globby mass of threads equivalent in effect to a Web pistol. If the spider attacks a webbed victim in hand-to-hand combat it will inflict 2 Strength 5 hits automatically in each close combat phase.

Terror! Even hardened gang fighters are filled with horror at the sight of a giant multi-legged monstrosity bearing down on them. Because of their horrifying size and appearance gigantic spiders cause fighters to test for *terror* if one is within 8" and in sight. See page 35 of the Necromunda rulebook for more details on terror.

Pinning. Gigantic spiders are immune to being pinned because of their great size.

Spiders in Games. Gigantic spiders will usually appear singly, though they might be accompanied by a brood of giant spiders they have sired. Gigantic spiders will pursue intruders relentlessly but they aren't stupid: if they are reduced to 1 or 2 wounds or confronted with a weapon which could seriously harm them they will retreat into their lair or try a different approach.

ASH CLAMS

Rating: 10

Ash clams are one of the more outlandish creatures that inhabit the Underhive. How they came to dwell in the desolations of the Underhive is unknown, though they are known to occur in the ash wastes outside the armoured walls of the hive. Ash clams in the Underhive dwell underneath the covering of muck and rubble and are very sensitive to vibrations. Should any creature stray over its hiding place the clam will instinctively react to the vibrations and immediately open its gaping shell, drawing in a shower of loose dirt and anything else that is above it. Ash clams will attempt to consume any living animal that comes too close, but a man is far too big to fit in its shell and will usually be trapped by the ankle or leg until they are freed.

M	WS	BS	S	T	W	I	A	Ld
0	0	0	4	5	1	0	0	10

Special Rules

Grab Attack. If Ash clams are being used in a game then any models on the ground are in danger of being attacked. During your movement phase you must roll a D6 for any model who touches the tabletop during any part of its movement: if you roll a 1 then a clam has attempted to grab that model. The model can make an Initiative test to try and pull their leg out of the clam before it closes. If it succeeds it may carry on with its movement and the frustrated clam sinks back into the ash. If the model fails then it is caught by the clam and may not move again until freed. If a gang bottles out then any of its models trapped by ash clams will automatically be captured by the winning side.



Friendly models can release anyone who is trapped by killing the clam. If you shoot at the Ash clam then roll a D6: on the roll of a 1, 2 or 3 you will hit the friendly model instead of the clam. If a friendly model moves into base-to-base contact with the trapped model it can attempt to prise the clam's jaws apart by rolling equal to or under its Strength characteristic on a D6.

Ash Clams in Games. Another booby trap monster, though this is a non lethal (just annoying) one. If desired, the frequency of clam attacks could be increased so that they strike on a roll of 1 or 2, or 1, 2 or 3 depending on the scenario being played and how easy it is to stay off the ground.

NECROMUNDAN GAS FUNGUS

Rating: 5 per 1"x1" patch

There are hundreds of kinds of fungus in the Underhive: the dank darkness is a perfect habitat for them. Most are harmless, some are eaten by Scavvies and mutants, and poisons or drugs can be distilled from others. Funguses tend to grow in large clusters often consisting of many different varieties. Gas funguses protect themselves from interference by releasing a cloud of mycotoxins which have variable effects on humans. One of the more dangerous is the dream-spore, which looks like a rainbow-coloured puff-ball. If trodden on, the fungus expels a cloud of hallucinogenic spores that bring nightmarish visions and waking dreams to anyone breathing them. Victims of the dream-spore soon fall foul of the myriad other dangers of the Underhive and are often found drowned in sludge pools, hanging from spider webs, splattered at the bottom of long drops and so forth.

Special Rules

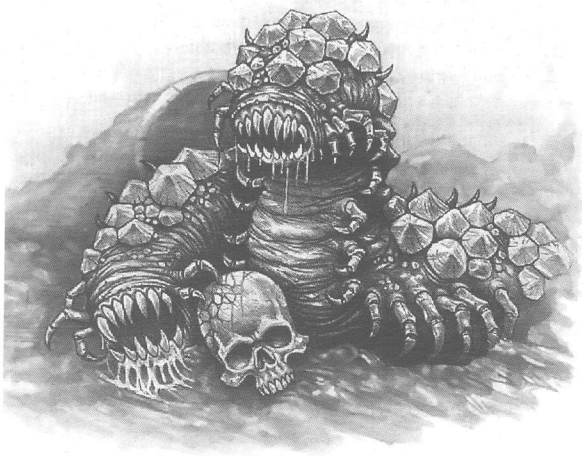
Any model that moves through a patch of fungus during its turn must roll a D6. On the roll of a 1 the model has broken a dangerous gas fungus and is enveloped in a cloud of spores. Place a 2" radius marker over the model. Any other models under the marker may be affected and any models partially under the marker may be affected on a D6 roll of 4, 5 or 6.

Roll a D6 to see what kind of gas is released:

D6 Roll	Result
1-2	Hallucinogen
3-4	Choke gas
5-6	Scare gas

Roll a D6 for each model hit by the gas: if the roll equals or beats the model's Toughness it is affected. If the roll is less than the model's Toughness it is not affected. See page 59 of the Necromunda rulebook for details of the effects of the various gases. The cloud of spores can last for several turns and should be rolled for on the Gas Grenades Table at the start of each player's turn.

Gas Fungus in Games. As with Ash clams the frequency of triggering gas fungus can be increased to suit the game. Fungus is a good adjunct to other booby traps like lashworms and Orb spiders, making these fairly innocuous plants quite dangerous. Don't forget that patches of fungus could equally well be growing on buildings and walkways, so wildly hallucinating fighters can be sent hurtling off high edges as well.



MILLIASAUR

Rating: 40

Milliasaurs are hideously mutated and enlarged centipedes which can reach up to two metres in length. They normally live in the darkened recesses and sump-holes that abound in the Underhive. Here they lurk in the moist darkness, waiting for an unsuspecting creature to venture nearby. When their prey is close enough the Milliasaur will dart from cover and sink its poisonous fangs into its prey. The Milliasaur's quick-acting poison will quickly reduce all but the largest creature to a helpless state, so the predator can drag its unresisting victim down into its lair and feast on the body at its leisure.

M	WS	BS	S	T	W	I	A	Ld
4	4	0	1	3	1	4	1	4

Special Rules

Movement. Milliasaurs can move up and down any sloping or vertical surface as if it were open ground.

Poison Bite. If a Milliasaur wins a round of close combat against a foe it will bite them with its poisoned fangs. Each hit scored will automatically inflict a wound without having to roll against the victim's Toughness. Armour saves may still protect a target as normal. If the victim suffers his final wound to a Milliasaur do not roll on the normal Injury Table, instead roll on the table below.

D6 Roll	Result
1-2	*No Effect.* The Milliasaur's venom fails to paralyse its victim. The model continues to fight just as if he'd suffered a flesh wound, except that he suffers no penalties to BS/WS.
3-6	*Out of Action.* The victim is paralysed and is severely chewed up by the Milliasaur. The model may survive the experience if it's lucky but it certainly won't be fighting any further. Remove the model as you would any other taken out of action.

Milliasaurs in Games. Beastmaster Wyrds can also use Milliasaurs as their pets. For the Arbitrator they are useful ambush creatures that will normally lurk and wait for fighters to approach closely before they scuttle out and attack.

CARRION BATS

Rating: 20

These large bats live in the tunnels of the Underhive, where they hang upside down in seething colonies. If disturbed they flutter down the tunnels in a huge squealing swarm. Carrion bats have ferocious Piranha-like jaws but they live by scavenging meat from the kills made by larger creatures. The bats are drawn by the scent of fresh blood and will flutter down to steal a few mouthfuls of flesh before the rats arrive to pick a carcass clean. Underhivers are afraid of carrion bats because their bite carries diseases caught from their scrofulous diet, including the dreaded zombie plague.

M	WS	BS	S	T	W	I	A	Ld
8	3	0	2	2	1	3	1	4

Special Rules

Fly. Carrion bats can *fly.* This allows them to move up or down levels without having to use ladders. Each 1" of vertical movement up or down uses up 1" of the carrion bat's horizontal movement across the battlefield.

Plague! Any fighters taken out of action by carrion bats must roll a D6 in addition to rolling for serious injuries at the end of the game. On a roll of 1, 2 or 3 the bats were carrying the zombie plague, make a roll for them on the Plague Zombie Infection Table just as if they had been injured by a Zombie.

Carrion Bats in Games. Carrion bats will not usually attack groups of fighters but may attempt to overwhelm lone individuals. Carrion bats pose the biggest threat to models that have gone down, as they will move into hand-to-hand combat with them and take them out of action.

RIPPER JACKS

Rating: 40

Ripper Jacks are dangerous bat-like creatures that normally inhabit the larger abandoned domes in the Underhive. They hang upside down from the roofs in their darkened domains, swooping down on unsuspecting creatures that venture below. Ripper Jacks attack by enveloping the head of their prey with their leathery wings. They then bite and gouge at their victim's eyes, face and neck while maintaining a vice-like grip with their wings. Unless the Ripper Jack is speedily removed its victim will quickly suffocate or bleed to death.

M	WS	BS	S	T	W	I	A	Ld
8	2	0	1	2	1	4	1	4

Special Rules

Fly. Ripper Jacks can *fly.* This allows them to move up or down levels without having to use ladders. Each 1" of vertical movement up or down uses up 1" of the Ripper Jack's horizontal movement across the battlefield.

Envelop. Ripper Jacks attack in a special way. This attack is made in the hand-to-hand combat phase instead of fighting in close combat normally. Ripper Jacks never fight in the hand-to-hand combat phase, even if charged by an enemy model, it being assumed that they will simply flit out of the way, although enemy models can shoot at them normally. Instead, a Ripper Jack that is in base-to-base contact with an enemy model in the hand-to-hand combat phase is allowed to attempt to envelop the opposing model's head.

Roll a D6 for each Ripper Jack that is attacking an enemy model. If the roll is greater than the victim's Initiative, or a roll of 6 under any circumstances, then the Ripper Jack has enveloped its target. Models may only be enveloped by one Ripper Jack at a time, though several Ripper Jacks could attempt to envelop a victim – the rest would have to go and find another victim. An enveloped victim falls to the ground and may not move or shoot until he dies or the Ripper Jack is pulled off. If the victim is engaged in hand-to-hand combat he counts as having WS 0 and may not parry.

Roll 2D6 for the model in the recovery phase. If the score is less than or equal to the model's Strength it has pulled the Ripper Jack off and killed it (remove the Ripper Jack model from play). If the score is greater than the model's Strength then the Ripper Jack remains firmly attached and the victim suffers a S4 hit with no armour save allowed. Models reduced to 0 wounds by a Ripper Jack are automatically taken out of action.

Models may aid friends that are being attacked by Ripper Jacks. To do this the friendly model must be in base-to-base contact with the Ripper Jack's victim in the recovery phase. If this is the case the friendly model may add his Strength to that of his companion when working out if the Ripper Jack is removed.

Serious Injuries. If a model is taken out of action by a Ripper Jack do not roll on the usual Serious Injuries Table, instead roll on the Ripper Jack Injury Table below.

D66	INJURY
11-16	Dead
21-23	Head wound
24-26	Blinded in one eye
31-36	Old battle wound
41-46	Full recovery
51-56	Impressive scars
61-66	Horrible scars

Ripper Jacks in Games. Beastmaster Wyrds can train Ripper Jacks to fight for them. In games Ripper Jacks will aggressively seek out and attack fighters wherever they can.

BRAIN LEAF

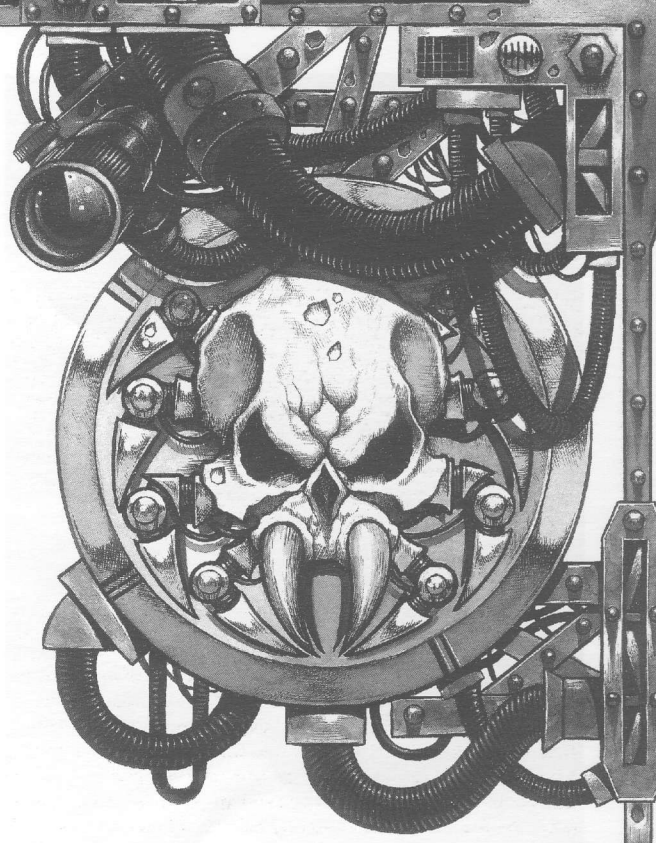
Rating: 30

The brain leaf is a most extraordinary plant and seems to possess a form of intelligence, albeit of a fairly low, instinctive level. The plant itself is vine-like and has a greyish colouring that enables its tendrils to remain inconspicuous amongst the tumble of rubble and waste in the Underhive.

The brain leaf's tendrils are rather plain and smooth, but at the end of each is a single leaf. Each leaf is a macro-cell and forms part of the plant's intelligence. The leaves are equipped with rasping hooks and intrusive nerve bundles that become attached to a living creature if it moves close enough. The leaf injects its victims with complex fibres that speed throughout the victim's nervous system until they become mindless tools that the plant can use.

Although not highly intelligent the brain leaf plant is able to use its victims in a sensible and rational way and the poor slaves are normally used as compost or protection for new seedlings. Once a brain leaf has attached itself to a host it is able to detach from its parent vine, leaving the plant to grow another leaf in its place.

M	WS	BS	S	T	W	I	A	Ld
0	4	0	0	4	3	0	1	-



Special Rules

If a model approaches within 6" of a brain leaf plant it will automatically be attacked by one tendril and you must fight a round of close combat in the next hand-to-hand combat phase. If the model beats the brain leaf in close combat then he escapes it and may either hit the plant in order to destroy it or use his follow-up move to get out of the plant's range. If the plant scores any hits it will attach a leaf to the target and, unless the victim makes an armour save, he automatically goes down regardless of Toughness or wounds.

Roll for the brain leaf's victim in subsequent recovery phases as normal for models that are down. If the victim rolls a 1 he escapes the clutches of the brain leaf but suffers a flesh wound in the process. On a 2-5 the victim remains down. On a roll of 6 the leaf has successfully taken the model over and the Arbitrator controls it from now on.

A model that has been taken over by a brain leaf cannot recover on his own and will be permanently lost from the gang if he doesn't get help. Fortunately the brain leaf's control sensitises the victim so much that a single wound inflicted on him will always take him out of action. Once the victim is out of action the leaf will drop off and die but a Serious Injury roll must be made for the victim as normal. If the victim hasn't been taken out of action by the end of the game then it's adios as the victim wanders off to do plant-like things.

Brain Leafs in Games. Once a victim has been taken over by a brain leaf you should feel free to use him in any way which is not self destructive, using any weapons or equipment he has to attack or defend himself with. Usually the plant will simply want to kill as many creatures as possible in close proximity to itself for the nourishment but come up with anything you like as motivations, maybe the brain leaf wants to be dug up (carefully) and moved, or maybe it wants protection from all these gangs running roughshod over the plant's territory.



NECROMUNDAN GIANT RATS

Rating: 35

The Underhive contains a warren of disused and decaying tunnels and sewers that are infested by swarms of rats. There are many different mutant sub-species of rats on Necromunda and their individual physiology varies immensely. Giant rats can grow anywhere up to 4 feet long (not including their tail), while the huge razor-sharp fangs of some of the larger creatures can reach to well over a foot. Necromundan rats exhibit a form of low animal cunning and have incredibly fast natural reactions. These combine to give them an almost supernatural ability to dodge any attack that is aimed at them.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	3	2	1	3	1	4

Special Rules

Dodge. Rats receive a special form of unmodified 4+ save on 1D6 against any damage they suffer to represent their ability to dodge attacks. The save may be used against any ranged or hand-to-hand attacks, but not against special attacks that do not normally allow an armour saving throw.

Giant Rats in Games. Beastmaster Wyrds can use giant rats as their pets but they are also useful Arbitrator creatures for just about any scenario. Giant rats will rove around in packs and attack anything they can pull down between them.

SLUDGE JELLIES

Rating: 60

Sludge jellies are venomous stinging jellyfish that live in the sludge seas and also in pools of industrial effluent which are common all across the Underhive. Sludge jellies that live far out in the sludge seas or old creatures that have been growing in stagnant pools for centuries can be very large indeed, but most are about 1 to 3 feet across. They are disgusting, squidgy, balloon-like creatures with many thin trailing tendrils sprouting from beneath them. Sludge jellies can instinctively sense any disturbance in their liquid dwelling places and will suddenly float to the surface and catch anyone at the edge of the pool with their tendrils. Sludge jellies paralyse their victims with their tendrils then drag them down into the goo to be digested later.

M	WS	BS	S	T	W	I	A	Ld
0	3	0	1	2	1	-	D6	0

Special Rules

Sludge Pool. Sludge jellies live in sludge pools. A sludge pool can be represented on the table by a circular piece of card approximately 1" radius, although at the Arbitrator's discretion the pool can be larger. The pool should be placed in a position where it is likely to get in the way, in the middle of a route of attack for example. The sludge jelly cannot leave the pool but should a model move within 2" of the edge of the pool the jelly will suddenly float to the surface and make a surprise attack with its tendrils.

Paralysing Sting. When a model moves within 2" of the sludge pool the sludge jelly will make its attack. The sludge jelly has engaged the model in hand-to-hand combat and therefore the model may not complete his move nor can he shoot this turn. The sludge jelly has D6 Attack dice for its whipping tendrils and adds +1 to its combat score due to surprise. The model under attack may not parry.

If the sludge jelly wins the combat then roll a D6 for every hit and on any roll of 4+ the victim is paralysed and effectively down and though it may not move, armour saves apply as normal. A sludge jelly which survives losing in hand-to-hand combat or fails to paralyse its victim will sink down into the sludge pool at the end of the hand-to-hand combat phase and can attack again next turn if anyone is close enough.

Gooing Gooing Gone. If it succeeds in paralysing a model the sludge jelly can drag the victim 1" per turn towards its pool. If this pulls the model within the sludge pool then at the end of the model's next turn it is automatically killed as the jelly sinks to the bottom of the pool with its food.

Friendly models can only help the paralysed model by killing the sludge jelly by shooting it (risky) or attacking it in close combat (even more risky). If they kill the jelly before the end of the victim's turn leave the victim 'down' on the table and start making recovery rolls for it as normal. Should a paralysed model go out of action he need not roll on the Serious Injury Table. A paralysed model will always recover fully after the game has ended.

Sludge Jellies in Games. In order to use sludge jellies for their greatest paranoia value place a number of innocuous, empty slime pools around the table and have just a few occupied by jellies. If you want to be really unpleasant introduce a few jellies in combination with the 'Bubbling Slime' results on the Treacherous Conditions Table. In a sea of goo or pit of despair any models paralysed would be killed immediately – and don't forget the jellies can reach up to 2" from the surface of the sludge!

FACE-EATERS

Rating: 20

Face-eaters are some of the most unpleasant vermin to be found in the Underhive. They are a highly dangerous life form which was deliberately imported from the death world of Catachan. They were originally released into heating vents in an effort to prevent deviant scum and vermin using the miles of pipes to move around the hive. The face-eaters flourished in the warm, moist conditions and became a problem in their own right within months. A subsequent eradication campaign has ensured that they are only found in the Underhive now, where the harsh conditions keep their numbers in check.

Face-eaters can lie in wait practically anywhere but prefer to hang from girders where they appear to be innocent scraps of cloth to anyone looking at them from a distance. Anyone foolish enough to approach a face-eater will have to be extremely agile as the face-eater uses a powerful muscle spasm to propel itself at its victim's face. If the face-eater lands on target it wraps itself around its victim's head, attaching itself with hundreds of minute and viciously sharp hooks and spines. Powerful digestive enzymes start to eat away the victim's features. It is almost impossible to detach a face-eater without seriously damaging its prey in the process.

M	WS	BS	S	T	W	I	A	Ld
0	3	0	3	2	1	5	1	10

Special Rules

Leap. A model that approaches within 4" of a face-eater will immediately be attacked. With a powerful muscle contraction the face-eater leaps at the model, who has to roll under his Initiative on a D6 to avoid the attack. A face-eater that misses its target should be placed within 1" of the model that it was attacking, and will spring again in its next turn.

If the face-eater hits, the model will immediately take a Strength 3 hit with no armour save possible unless it has a fully enclosed helmet. Models may only be enveloped by one face-eater at a time, though several face-eaters could attempt to envelop a victim – the rest would have to go and find another victim.

At the beginning of each of the model's subsequent turns he may try to pull the face-eater from his head. Roll a D6: on the roll of a 6 the face-eater has been pulled off and is killed. Otherwise the model will take another Strength 3 hit and will move in a random direction during his next movement phase. This continues until the face-eater is removed and killed or the victim is taken out of action by the face-eater. Once a face-eater has taken one victim out of action it will creep away into a dark corner somewhere to digest its meal and will not attack again for several hours.

If you wish, any model that moves into base-to-base contact with someone who has a face-eater attached to his face may attempt to pull it off. If a fighter is attempting to pull the face-eater off, roll a D6. If there is only one model attempting to pull the face-eater off you will need to roll a 6, with two models you will need a 5+, with three models a 4+ and so on. However, because of the face-eater's vicious lacerating spines any model who is trying to pull off a face-eater will take a S2 hit and if the face-eater is pulled off, its victim will immediately take another Strength 3 hit as the hooks and spines pull away half his face. Models won't be pinned by these hits because they are effectively in close combat.

Camouflage. Face-eaters are very well camouflaged and hard to recognise. To represent this face-eaters always count as hiding, so a model can only ever spot a face-eater if it is within a distance equal to or less than its Initiative.

Serious Injuries. If a model is taken out of action by a face-eater do not roll on the usual Serious Injuries Table, instead roll on the Face-eater Injury Table, below.

D66	INJURY
11-16	Dead
21-23	Head wound
24-26	Blinded in one eye
31-36	Old battle wound
41-46	Full recovery
51-56	Impressive scars
61-66	Horrible scars

Face-eaters in Games. Face-eaters can be represented by a flat blob of blutak or plasticine which is stuck to the head of the model under attack. Either decide on a lurking place for face-eaters before the game or use some other random means to decide when a model is attacked, like the use of cards in the *Purge* scenario.

LASHWORMS

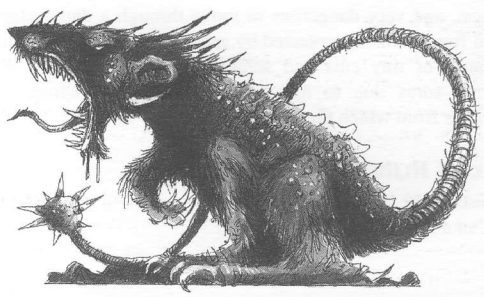
Rating: 10

Some areas of the Underhive are infested with lashworms, strange creatures that arrived on Necromunda in spore form among textile cargoes from the Jubilon sector. Lashworms live in crevices where they wait, tightly coiled until a victim approaches close to them. The sensitive tip of the lashworm's tail protrudes almost invisibly from the creature's hiding place. Any vibration, such as a person moving nearby, will 'trigger' the lashworm to attack, which it does by whipping out its long, flexible tail and slashing a morsel of flesh off its victim. The lashworm's tail coils round its catch and pulls it back into the lashworm's lair to be digested. The worms themselves are small, coiling up to the size of a man's fist. Lashworms do not move, act immediately and instinctively and are almost impossible to kill because they are usually so deeply embedded in cracks and crevices.

M	WS	BS	S	T	W	I	A	Ld
0	3	0	1	3	1	0	1	0

Special Rules

Slash Attack. The lightning-fast strike of a lashworm is not resolved like a normal hand-to-hand combat. Instead a potential victim is attacked as soon as it moves within 2" of the lashworm's location. The victim must pass an Initiative test to avoid the tendril, failure means it hits them and inflicts 1 S3 hit. If the Slash misses or fails to wound the lashworm will fight during the hand-to-hand combat phase of the turn as it flails around trying to take its pound of flesh. Once a lashworm has inflicted a wound it will retreat inside its lair to digest its meal, making it virtually invulnerable to attack. The 'worm won't attack again while it's digesting, a process that can take several hours.



Hidey-Hole. Lashworms conceal themselves well so they cannot be attacked until they have attacked a model themselves. Lashworms normally receive an armour save of 3, 4, 5 or 6 on a D6 against any damage to represent the protection they gain from being concealed in a hole or crack. If they retreat inside their holes lashworms effectively have a 3+ armour save on 2D6.

Lashworms in Games. As they are immobile and hidden, lashworms are best represented by declaring areas to be 'worm infested. Any models moving in the area risk being attacked. D6-3 is a good number of assailants but you could vary the number according to circumstance or whim (D6 - a model's Initiative characteristic for example, or 2D6 -3 if the model is running).

RUBBER MOSS

Rating: 1 per 1"x1" patch

There are many types of lichens and mosses covering the ruined domes. By far the most annoying of them all is Rubber moss which carpets large areas. Although the moss in itself is not dangerous it has a very effective defence mechanism, its growth is thick, incredibly bouncy and highly unstable!

Special Rules

Any model that moves over Rubber moss may move up to 2" per turn without penalty: if they are moving any faster then you must roll a D6, on the roll of a 1, 2 or 3 the model has started to bounce and is moved D3" in a random direction, determined by rolling the Scatter dice. If the model lands on some more Rubber moss then he will bounce a further D3". This continues until the model lands on solid terrain.

A model that is being bounced around by Rubber moss can bounce into walls. If this happens he will take a hit with a Strength equal to half the distance that he rolled for his bounce (rounding up). Once the model has finished bouncing he counts as being pinned. On the bright side a model falling from a building, walkway or other high point onto a patch of Rubber moss won't be hurt, but will bounce 2D6" in a random direction. Unfortunately the model will take damage as if he had hit a wall when he lands.

Rubber Moss in Games. Rubber moss is most useful for locating underneath or on top of gantries and buildings where it can send fighters bouncing to their doom. You can also use pits full of Rubber moss as interesting booby traps to bounce victims 2D6", a good one for the *Lord of the Spire* Arbitrator scenario.

SPINE CRYSTALS

Rating: 5 per 1"x1" patch

These are not really plants but mineral growths. They occur around the edges of effluent pools, discharge outlets and wherever pollutants have been accumulating for a long period of time. They are very much like coral, consisting of a dense entanglement of crystals which are brittle and razor sharp. It is impossible to hide amongst, and very dangerous to move through a dense clump of crystal fungus unless protected by armour. The crystals will inflict thousands of tiny cuts and scratches which will soon become festering sores due to the toxic and corrosive nature of the chemicals from which they grow.

Special Rules

Because of the dangerous nature of the spines, it is impossible to 'hide' in a spine crystal outcrop.

Spine crystals are very difficult to move through and the razor sharp spines can easily inflict nasty wounds, therefore spine crystals count as difficult terrain.

Any model moving through an outcrop of spine crystals must roll equal to or under their Toughness on a D6 to avoid damage. If they fail they will suffer D3 flesh wounds, each one reducing their BS and WS by 1 for the rest of the game. If the model's BS and WS are reduced to 0 it loses consciousness due to loss of blood and goes out of action. Armour saves can be taken against the flesh wounds and due to the nature of the cuts add a +1 modifier to the saving throws.

WIRE WEED

Rating: 15 per 1"x1" patch

Some old derelict industrial plants and some functioning authority establishments on Necromunda are defended by belts of bio-wire, a genetically altered death world xeromorph. Some spores have also escaped over the centuries and dense clumps of bio-wire are occasionally encountered in the Underhive or the ash wastes. These clumps of wild bio-wire are known on Necromunda as 'wire weed'.

Bio-wire was originally grown as a form of military defence, a sort of living barbed wire, but infinitely worse. Bio-wire is very tough and regenerates quickly. Its sharp thorns can pierce armour and lacerate exposed flesh to the bone. Wire weed also secretes an acidic sap which will reduce those unfortunate enough to become entangled in it to skeletal remains within minutes.

M	WS	BS	S	T	W	I	A	Ld
0	0	0	6	4	-	0	0	-

Special Rules

Wire weed is very, very dangerous to move through. If a model is foolhardy enough to attempt this feat then roll a D6 as soon as he has moved into the wire weed and at the beginning of every one of the model's turns as long as it is within the weed. On the roll of a 6 the model survives for the moment and takes no damage. On the roll of 1-5 the model will take a single Strength 6 hit and will become pinned if not taken down or out of action. If the model is armed with a normal sword he may add +1 to his dice roll. Models armed with chainswords, power swords and power axes add +2 to the dice roll. Models that go out of action while in the weed will be killed instantly; effectively they always get a 'Dead' result on the Serious Injury Table.

A model armed with a flamer or hand flamer may use it to burn a path through the wire weed so it can move through it unhindered. However, the model will be required to make an Ammo roll for the weapon every turn that it remains in the weed. If using such a weapon the model will be unable to shoot while in the weed.

Flame weapons, Plasma grenades and heavy plasma guns can also be used to destroy wire weed. Wire weed has a Toughness of 4 and any weed under the template or marker will be destroyed automatically if it suffers a wound. Wire weed doesn't burn very well and will not catch fire!

Wire Weed in Games. Wire weed is very nasty, dangerous stuff and scares players silly (it's that go out of action and you're dead part). The fact is it's not a problem if you don't go in it, and most of the time you should ensure it's possible to avoid wandering through wire weed by taking a different route. On the other hand if players always avoid wire weed combine it with some nearby gas fungus or Rubber moss to send them into it.

DEVIANT SCUM

Deviant scum is a catch-all term for the misguided, crazed and heretical madmen that dwell in the Underhive. Deviant scum are drawn to the Underhive like a magnet and build hidden strongholds and secret temples amidst the wastes and ruins. Freed from the intrusive surveillance of Imperial Inquisitors and the Adeptus Arbites, deviant scum can pursue their insane schemes to bring about anarchy/armageddon/the downfall of the current world order/the destruction of everyone else in the Underhive as appropriate. Naturally this makes them rather unpopular with gangs and the forces of authority, both of whom fight frequent battles against deviant scum and undertake periodic purges around settlements to prevent them getting out of hand.

Weapons. Deviant scum are armed with a vast plethora of weaponry and the best rule of thumb to follow is to arm them with whatever is depicted on the models you are using. This makes it easy for both you and the players to see what's going on. About one in every ten deviant scum will be armed with a special or heavy weapon of some kind.

Generally the weapons carried by deviant scum will be low-tech – stubbers, auto weapons and the like – but there might be a good case for deviants armed with a stolen consignment of bolters, for example. Deviant scum make Ammo rolls like anybody else unless noted otherwise.

BROOD BROTHERS

Rating: 60

Brood Brothers are humans who have been implanted by Genestealers and who are acting as hosts for their Hybrid offspring. The Brood Brothers' mind and willpower have been completely extinguished by the Genestealers' brood intelligence, making them fanatically dedicated to the aliens' cause.

Brood Brothers can come from almost any walk of life – clerks, factory workers, teachers, law enforcers, hive gangers and the like. At first the Genestealers will implant as many victims as they can, but as time goes by and the Cult grows, they will become increasingly selective about their victims and concentrate on dominant members of the host species. To this end the Cult infiltrates the local authorities and planetary defence forces wherever possible. This reduces the likelihood of the Cult being discovered, and when the Cult finally reveals itself and attempts to seize power, it will have access to military wargear and a body of trained warriors to exert its control.

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

SPECIAL RULES

Psychology. Brood Brothers are fanatical disciples of the Cult and are subject to the psychology rules for *hatred* given in the Necromunda rulebook. Brood Brothers suffer hatred against the enemy regardless of its race or type; their zealous devotion to the Brood and their brethren in the Cult knows no bounds.

SCAVVIES

Rating: 25

Scavvies are the very dregs of the Underhive community, indeed many are so deformed that they are barely recognisable as human beings any more. Scavvies live out in the wastes, scratching out a miserable existence amongst the most poisonous and radioactive areas. Their clothes are made up of any filth-ridden scraps that they manage to cobble together and their skin is covered with many blisters and sores oozing pus.

Out in the wastes the Scavvies have a hard existence, food is often scarce and a Scavvy will jump at the chance of gorging himself on anyone or anything that is stupid enough to wander around on their own. Although Scavvies tend to travel around in large groups that are normally made up of several inbred families, it is not unusual for other gang members to stumble upon small groups of foraging Scavvies.

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

SPECIAL RULES

Ammo Rolls: Scavvy weapons are very unreliable, due to general mistreatment and a lack of ammunition. Because of this a Scavvy will have to make an Ammo roll on a natural to hit roll of 1 *or* 6.



MUTANTS

Rating: 35-55

There are many mutants living out in the wastes. Most are hideously deformed Scavvies who have slowly changed because of constant exposure to toxic waste and radiation, others are natural mutations that have come about due to the harsh living conditions. Most mutations are simply inconvenient, like webbed fingers or strangely coloured skin, but some are useful and can make mutants a terrifying opponent.

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

SPECIAL RULES

Ammo Rolls. Mutant weapons are very unreliable, due to general mistreatment and a lack of ammunition. Because of this a mutant will have to make an Ammo roll on a natural to hit roll of 1 *or* 6.

Mutations. A mutant will have a single mutation chosen from the list below. If a mutant is being used you must have an appropriate miniature to represent it on the table.

Claw — The mutant gains +1 Strength in hand-to-hand combat.

Extra Arm — The mutant may use up to three pistols and/or hand-to-hand combat weapons in hand-to-hand combat (+2 attacking dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 attack dice).

Spikes — A mutant with spikes gains an armour save of 5+, but may not wear any other form of armour.

Tentacle — The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce his number of attacks by 1, to a minimum of 1.

Two Heads — Increases model's vision and fire arc to 180°, and allows them to fire two pistol weapons in the same shooting phase.

Eyestalks — The mutant gains a 180° fire and vision arc and can squeeze behind cover better. Count an extra -1 to hit modifier when the mutant is behind cover or partial cover.

Wings — The mutant can *fly* up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). The mutant must land at the end of his move. Flying upwards costs 2" per 1" up, flying down only cost 1/2" per 1" down.

CULTISTS

Rating: 50-60

The daemons of the warp are constantly seeking ways to extend their power into the physical universe, whether by possessing Wyrds or by more subtle means. To gain pawns in the physical universe they lure greedy and gullible individuals into making dangerous pacts with them in exchange for promises of forbidden secrets and unlimited power. These daemon worshippers often hold clandestine meetings in the Underhive, and establish hidden temples there away from the prying eyes of the authorities, for the worship of dark forces is the most heinous of crimes in the Imperium of mankind. Covens of worshippers may even summon daemons from the warp through bloody sacrifices and arcane rites. Such insane practices can lead to whole worlds becoming infested with daemons if the Cultists succeed in establishing a permanent portal from the realms of the warp into real space.

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

SPECIAL RULES

Daemon-gift. Cultists may be blessed with powers by their daemonic patrons. Either choose a mutation for them from the list above or roll a Wyrd minor power for any Cultists so blessed.

BEASTMEN

Rating: 80

Beastmen are a weird form of stable mutant strain like the Scalies, featuring strong characteristics of, well, beasts. Beastmen are always strongly associated with daemon worship and the spread of evil. Most often such creatures come up from the depths of the Abyss or the shores of the Sump but whispered tales also tell of Cultists transformed into Beastmen by their daemonic masters, or firstborn children being hideously cursed by the dark gods and mutated into Beastmen.

Redemptionists and House Cawdor gangs regularly scour the Underhive for deviant scum whose appearance is as blasphemous as the Beastmen. Cultists revere Beastmen and keep them safe from the fanatics who would burn them alive. Cultists consider a Beastman to be a gift from the dark gods and believe them to be a sign of their coming power.

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	4	2	3	1	7

SPECIAL RULES

Mutants. Beastmen are often mutated and if you have an appropriate model for one you can select a mutation from the list given above.

ALIENS

Mankind is not alone in the galaxy. Between the million worlds of the human Imperium whole systems lie under alien control. The Imperium has no friends among the stars, it treats all aliens with hostility and suspicion. Nonetheless some aliens find their way onto Necromunda for their own reasons: seeking lost artefacts, spying out defences, escaping pursuers, buying information and so on.

ELDAR SCOUTS

Rating: 250

The Eldar are an ancient race who live upon vast spacecraft called Craftworlds which are doomed to wander the galaxy forever. The Eldar are the most technologically advanced race in the galaxy and long ago they discovered a network of stable wormholes or tunnels which criss–cross the galaxy through the warp. The Eldar call this network of access points and tunnels the Webway, and it allows them to move rapidly from one point in space to another many light years away. Although the Webway is limited compared to the infinite destinations of the warp, it has entrances and exits at certain places which cannot be moved. The Eldar are always on the lookout for lost or hidden Webway gates, so that they can expand the number of worlds they can reach.

One of the many important tasks and missions that Eldar Scouts carry out is to search for hidden or lost Webway gates, and as such Eldar Scouts are very important to an Eldar Craftworld. Not only do Eldar Scouts infiltrate enemy lines and raid enemy positions, but they also investigate alien worlds, recover lost artefacts such as spirit stones, and keep an eye on important events on planets across the galaxy which might affect the Eldar race. Eldar Scouts could be upon Necromunda for any of these reasons and only the Scouts themselves will know what their mission is.

Eldar Scouts are masters of infiltration and sniper work. They meld into the background thanks to their cameleoline cloaks which hide them from all but the most observant of enemies. They are armed with the deadly needle sniper rifle which they fire with unnerving accuracy.

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

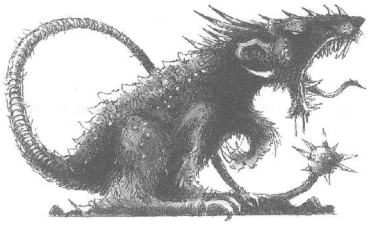
SPECIAL RULES

Eldar Scout Skills. Marksman, Ambush, Infiltration.

Weapons. Eldar Scouts are armed with a needle sniper rifle (see the Necromunda rulebook for a full description). Eldar usually carry finely made laspistols as secondary weapons.

Armour. Eldar Scouts always wear mesh armour.

Wargear. Eldar Scouts wear concealing cameleoline capes which mimic the colours and textures of their surroundings. Because of these anyone shooting at an Eldar Scout has an additional -1 penalty to hit.



ORKS

Rating: 95

Orks are big, green and tough! Legends about Orks invariably revolve around how they can keep fighting with a bolter round through their head and a gut full of shrapnel. This is because they are a bio-engineered warrior race which was so successful that they eventually enslaved their creators and spread unchecked throughout the galaxy. Orks are undoubtedly the most widespread aliens in comparison with humans, though Ork space is split into hundreds of tiny empires which are ruled by rival Warlords and bosses.

Orks love to fight more than anything else, and spend most of their time fighting each other. However, once in a while a powerful Ork leader will start a Waaagh! – a surge of Ork invasions and conquests like a cross between a religious crusade and a gold rush. During a Waaagh! the anarchic hordes of Orks are unified into a terrifying war machine which even the Imperium can only hope to stop after a long and bloody war. In times past the fury of the Waaagh! has beaten against the armoured hives of Necromunda and it's possible that some Orks may still be lurking in the Underhive, or there may be bands of Ork pirates pursuing some nefarious deal with outlaw crime lords.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	4	1	2	1	7

SPECIAL RULES

Not Pinned. Because of their tough nature Orks are never pinned.

Armour. Orks always wear flak armour.

Weapons. Orks are usually armed with bolt pistols, axes and Frag grenades.

GRETCHIN

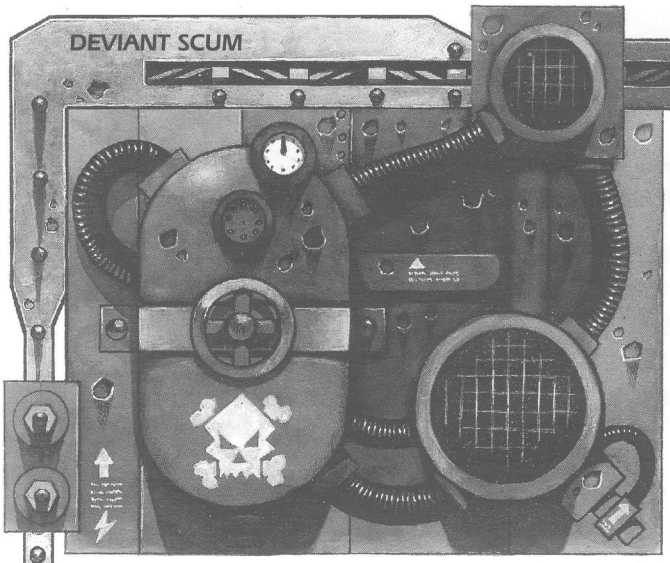
Rating: 40

Gretchin are not as strong and tough as their larger cousins the Orks, but they are of the same race and share the same love of fighting. In normal Ork society Gretchin serve as a slave caste that performs all the boring, humdrum tasks the Orks can't be bothered with. Gretchin follow the larger Orks to war in an attempt to emulate their big brothers' deeds and earn some glory for themselves. On Necromunda Gretchin accompany the Orks on raids against gangs to get themselves food and equipment.

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

SPECIAL RULES

Weapons. Gretchin are usually armed with autoguns.



GENESTEALERS

Rating: 280

Genestealers are exceptionally dangerous alien creatures that are sometimes found on derelict space hulks, drifting through the interstellar void. Genestealers are intelligent and very cunning but they do not make use of tools or weapons of any sort. Instead they are able to implant their genetic material into a victim of a different "host" species (like humans). Once infected, a victim can be controlled by the psychic brood intelligence of the Genestealers, becoming completely dedicated to their cause and worshipping them like gods.

The implanted germ cell grows inside its host until it is ready to emerge. The Genestealers' genetic attributes are passed on in part to the offspring, creating monstrous hybrids whose own spawn will either be purestrain Genestealers or more human-seeming Hybrids. Genestealers themselves are almost bestial in appearance with a crouching stance, two powerful legs and four arms terminating in claws which are strong enough to tear through steel. They are preternaturally quick and deadly in hand-to-hand combat.

The Genestealers' slaves help to conceal and transport them to planets where they can implant more victims. The spread of Genestealer influence is slow and insidious as they are careful to avoid the attention of the authorities until they have gained enough power to try to take over a planet. Genestealer cults have been uncovered and mercilessly crushed several times on Necromunda by Imperial Inquisitors but the Underhive remains an area which is impossible to cleanse thoroughly.

M	WS	BS	S	T	W	I	A	Ld
6	7	0	6	4	1	7	4	10

SPECIAL RULES

Psychology. Genestealers are immune to all psychology. They never test for fear, terror, or any of the psychological factors described in the Necromunda rulebook. Note, however, that Genestealers are still affected by Leadership tests like other fighters.

Pinning. Genestealers are never pinned by shooting hits because of their incredible reflexes and alien determination.

Chitinous Armour. Genestealers have thick chitinous hides which can absorb considerable damage. This gives a Genestealer an armour saving throw of 5 or 6 on a D6.

Fear. Genestealers are frightening alien creatures that cause fighters to test for *fear* as described in the advanced rules of the Necromunda rulebook.

GENESTEALER MAGUS

Rating: 190

The Genestealer Magus is a special mutation that develops within a 'Stealer brood after several generations. The Magus is almost human in appearance, although invariably bald and heavily boned. He is also highly intelligent, and because Genestealers instinctively seek out and infect latent psychically gifted individuals, he invariably has potent psychic powers. The Magus acts as the figurehead of a Genestealer cult, apparently leading the organisation while he in fact receives his instructions from the Genestealers' brood intelligence.

The Magus directs the brood's operations, sending Hybrids out to raid human habitations and despatching Genestealers to implant their seed in more victims. He may well send some of the brood's more human members to infiltrate the planet's government or its defence forces, eroding its ability to fight and paving the way for the expansion of the brood.

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

SPECIAL RULES

Wyrd Powers. The Magus has one Wyrd primary power and three Wyrd minor powers.

GENESTEALER HYBRIDS

Rating: 80-90

When a Genestealer implants its seed into a human, or any other creature, the resultant germ cell incubates within its host until it is ready to emerge. The hybrid child does not consume its parent, but as it develops it absorbs part of its host's brain. The parent becomes a slave of the infant it has spawned, and will go to any lengths to protect and nurture the monstrous thing. In this way the Genestealers infect human society with their monstrous brood. The Hybrids flock together and interbreed, producing more Hybrids and Genestealers.

Hybrids look like a cross between Genestealers and their parent humans, with between two and four arms, and combining attributes of both races to a varying degree. Some Hybrids are nearly entirely human in appearance, tending only to baldness and heavy bone structure. Others are almost pure Genestealers. Whilst Genestealers lack any kind of creative intelligence, Hybrids combine human intelligence with alien cunning, and are able to use weapons and interact secretly with humans. Hybrids may even exhibit Wyrd powers if they were spawned from a psychic host and the Genestealers will actively seek such hosts in order to strengthen their brood.

Hybrid Neophyte

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

Hybrid Acolyte

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

SPECIAL RULES

Psyker. Roll a D6 for each Hybrid Acolyte: on a roll of 6 the Acolyte has one Wyrd primary power and one Wyrd minor power. On a roll of 5 the Acolyte has just one minor power, and on a roll of 1-4 the Acolyte has no Wyrd powers.

CHAOS SPACE MARINES

Rating: 300

Millennia ago, the legends tell of a time when the Imperium was riven by civil war. Brother turned against brother in the bloodiest conflict mankind has ever known and even the Emperor's own warriors, the mighty Space Marines, betrayed him and followed their Warmaster to besiege the Imperial palace on Earth. The traitors were led astray by daemons from the warp, seduced with dreams of power and pride which drew them ever further along the path of damnation.

The pure and righteous followers of the Emperor defeated the Traitor Legions, but only at great cost to the Emperor himself. The defeated renegades fled to the Eye of Terror, a place where daemons walk and rule over enslaved mortal souls. The energies of the warp make time flow strangely in the Eye, and Chaos Space Marines live to this day, filled with bile and hatred against the Emperor and the Imperium they once helped to forge. Chaos Space Marine warships frequently slip past the Imperial blockade around the Eye of Terror to terrorise the space lanes, ravage worlds and wreak their vengeance upon mankind.

Hulking, heavily armoured Chaos Space Marines have been encountered in the Underhive in the past. It is thought that Cultists secretly seek their help in overthrowing the dynasty of Helmawr. The Cultists know that they could never resist the Imperial Space Marines that would be sent to destroy them if they seized power, but with the deadly Chaos Space Marines as their allies they might be able to withstand the Emperor's wrath.

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

SPECIAL RULES

Weapons. Chaos Space Marines usually carry boltguns, bolt pistols and Frag grenades. Their weapons are well looked after and as such automatically pass Ammo rolls.

Armour. Chaos Space Marines wear power armour which confers a 3+ saving throw. Power armour is neurally linked to its wearer so it does not penalise his Initiative like carapace armour.

Skills. Rapid Fire – Bolt Weapons, True Grit.

Never Pinned. Chaos Space Marines are never pinned.

CHAOS CREATURES

Chaos creatures are beings from the warp, daemons and foul apparitions that can exist in real space for a limited period of time. Such entities can only enter real space by possessing the soul of a vulnerable Wyrd or through the arcane summonings of Cultists, but once they have breached the divide they can harm the fabric of reality and make it easier for others to follow. The terrible dangers such entities pose to the whole planet make it imperative for the authorities to hunt them down as quickly as possible, and even gangs may be deployed in the search.

Daemons come in all sorts of shapes and sizes but they are primarily aligned to one of the four great powers that exist in the warp, the dark gods of Chaos who seek the downfall of reality. The daemons of each of these powers are summarised below. First, however, there are some special rules which apply to all Chaos creatures because of their unique nature.

CHAOS SPECIAL RULES

Daemonic Aura. All daemons are surrounded by an aura of warp energy which sustains them in the material universe and fortifies them against physical harm. The aura works by giving the daemon a saving throw of 4 or more on a D6 against any shooting or close combat hit, damage from falling, etc. The 4+ saving throw is not modified by weapon or Strength saving throw modifiers – a roll of 4, 5 or 6 always saves. Because the daemonic aura is formed from warp energy it offers no protection at all against attacks using Wyrd powers.

Never Pinned. Daemons are never pinned by shooting attacks – did you really think they would be?

Injury. Daemons ignore flesh wounds but 'down' and 'out of action' results affect them normally, representing a serious disruption of their manifested form. Daemons make recovery rolls at the end of their turn like any other model. Note that the rules for possessed Wyrds are different from these but they represent a very powerful daemon taking control of a Wyrd's body, not an entity manifesting itself from warp energy.

Fear. Daemons are obviously very dangerous, powerful supernatural creatures which will cause any mortal fighters to test for *fear* as described in the Necromunda rulebook.

KHORNATE DAEMONS

Khorne is the power in the warp associated with bloodshed, anger and violence. Khornate daemons are murderously violent and aggressive, with skins the colour of blood, twisting horns and sharp fangs. Khornate cultists summon daemons to slaughter their foes in bloody massacres, terrorising their enemies into obedience.

Flesh Hound

M	WS	BS	S	T	W	I	A	Ld	Rating
10	5	0	5	4	2	6	1	10	350

Bloodletter

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	300

SPECIAL RULES

Flesh Hound. Every Flesh Hound wears a collar of Khorne said to be forged from the heat of Khorne's rage. The power of the collar is to suck the energy of the warp from around it, fortifying the daemon and also protecting it from the psychic attacks of other

foes. As a result no Wyrd or Ratskin Shaman power will affect a Flesh Hound.

Bloodletter. Bloodletters are armed with a deadly sword called a Hellblade. A Hellblade drips constantly with blood and glows with the heinous energies of Chaos. A Hellblade allows the Bloodletter a parry and causes not 1 wound on its victim but D3.

SLAANESHI DAEMONS

Slaanesh is the prince of pain and pleasure whose mortal followers are drawn to him by vice and lust. Slaaneshi daemons are seemingly delicate and yet deadly apparitions which can lure in the weak and lull the senses of even the strongest. Slaaneshi cultists wield power through corruption and blackmail, but their daemonic patrons are always on hand to eliminate those who cannot be seduced.

Daemonette

M	WS	BS	S	T	W	I	A	Ld	Rating
4	6	5	4	3	1	6	3	10	270

Fiend

M	WS	BS	S	T	W	I	A	Ld	Rating
6	3	0	3	3	1	3	3	8	190

Daemonette. Daemonettes exhibit the power to manipulate warp energy in subtle ways. Roll a power for each Daemonette on the Wyrd Minor Power Table. If the Daemonette rolls a primary power it will always be a Telepath power.

Fiend. The Fiend exudes a sweet odour which overwhelms the mind of their opponent with waves of soporific pleasure. Any foe in hand-to-hand combat with a Fiend counts any fumble rolls at double value – ie, any attack dice which score a 1 add not +1 but +2 to the enemy's combat score. At the same time, any critical hits caused by the Fiend's enemy are ignored.

TZEENTCHIAN DAEMONS

Tzeentch is the Chaos god worshipped by those who scheme for power and change. Tzeentch is a master of manipulating warp energy and secret patron to many of the most powerful Wyrds. Tzeentchian daemons are fickle and anarchic, crackling with warp energy and impulsiveness.

Pink Horror

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	320

Blue Horror

M	WS	BS	S	T	W	I	A	Ld	Rating
4	3	3	3	3	1	7	1	10	-

Flamer

M	WS	BS	S	T	W	I	A	Ld	Rating
9	3	5	5	4	2	4	2	10	440

SPECIAL RULES

Horrors. Horrors can manipulate warp energy with a snap of their fingers. Roll a power for each Horror on the Wyrd Minor Power Table. If the Horror rolls a primary power it can be of any kind. Also, when a Pink Horror goes down or out of action it divides into two Blue Horrors immediately. Remove the Pink Horror model and replace it with two Blue Horrors. These fight on in the place of the Pink Horror until they go out of action and are removed. Note that neither the Pink nor the Blue Horrors receive the normal daemon saving throw on behalf of their aura.

Flamers. Flamers move by bounding – they can move over any obstacles or intervening models without penalty. Flamers can leap up a single level on a building but they don't need to use a ladder because they jump. Each level they leap up like this takes up the 3" of movement as per normal. Flamers can shoot flame in the shooting phase. The flame has a range of 6" and any target struck sustains D6 Strength 3 hits. Flamers also use their flames to engulf and destroy enemy in hand-to-hand combat. To represent this, each wounding hit from a flamer causes not 1 wound but D3 wounds.

NURGLE DAEMONS

Nurgle is the lord of pestilence and decay. His mortal servants are foul, disease-ridden wretches who pray for release from their torment. Nurgle daemons are grotesque monstrosities covered with weeping lesions, bright swellings and dripping sores. The threat posed by the servants of Nurgle to the densely packed population of a hive is almost too terrible to contemplate.

Plaguebearer

M	WS	BS	S	T	W	I	A	Ld	Rating
4	5	5	4	3	1	6	2	10	270

Beast

M	WS	BS	S	T	W	I	A	Ld	Rating
3	3	0	3	5	3	3	D6	6	320

SPECIAL RULES

Plaguebearer. Plaguebearers wield swords that drip with virulent, diseased slime. Any model that suffers a wound from the Plaguebearer's sword will be taken out of action on a D6 roll of 4 or more regardless of the number of wounds it has remaining. The Plaguebearer is surrounded by a black cloud of flies that feed upon his putrid skin. When the Plaguebearer is fighting these vile creatures fly into the eyes and mouths of their enemies, clogging their ears and crawling up their nostrils. Any enemy fighting a Plaguebearer must deduct -1 from his hand-to-hand combat score due to the distraction of the Plaguebearer's flies.

Beast of Nurgle. The Beast of Nurgle has D6 attacks in hand-to-hand combat from its slimy tentacles. This is determined every combat round. The slime automatically penetrates any armour that the victim has, so no armour saving throw is permitted for models wounded by the Beast. As the Beast of Nurgle moves it leaves a noisome (and poisonous) slime trail behind it. This makes it impossible for a large number of foes to attack the Beast without becoming caught up in the slime trail. To represent this factor, multiple attackers do not receive the usual bonuses when attacking the Beast: they do not receive the +1 attack dice for each attacker after the first, nor the +1 close combat modifier for each attacker after the first.