

# NECROMUNDA: UNDERHIVE

## A SUMMARY OF THE NEW EDITION

BY MATT KEEFE

*For those of you have the old Necromunda rulebook from the boxed game, or the collected hardback or softback versions of Necromunda and Outlanders, you can use the following list to bring your copy up to date with the revised version of the rules from Necromunda: Underhive. This list also includes some clarifications, errata and other interesting notes, so players with the new rulebook may also find it useful.*

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### TEMPLATES

The myriad of template sizes used in the old Necromunda have been dropped, and replaced instead with the standard 40K sized templates (a page of cut outs for these is included later in this article). The smaller of the two templates is known as the 'blast' template, the larger as the 'gas cloud' template. Which template size weapons use is noted in their description in the armoury (a summary of which is included at the end of this article).

### DAMAGE DICE

As with templates, we've removed many of the more unusual kinds of dice used in the game, particularly those used for determining the amount of damage caused by a shot. Weapons either have a fixed damage or use a D3 or D6 (no D4, D8, D10 or D12 anymore). The weapons summary in this article will tell you which dice to roll.

### HIGH IMPACT

High Impact is a new rule which applies to shooting attacks. Any weapon with a strength of 7 or more is known as a high impact weapon. When a fighter is hit by a high impact weapon they will go out of action on a roll of a 5 or 6 (rather than just the normal 6). This only applies to the injury roll for the original 'hit' so in later turns roll on the chart as normal. All other effects of injuries from high impact weapons are as normal.

### SUSTAINED FIRE

We've removed the need for sustained fire dice and replaced it with the following rule.

When you shoot with a sustained fire weapon, first declare whether you are firing a normal single shot or a sustained shot. A single shot is worked out as normal. A sustained shot is

worked out as follows. First roll to determine how many separate shots the weapon makes by rolling a number of D3s equal to the weapons sustained fire value. Each shot is treated as a separate shot which can be made at the same target, or another model within 4" of the original target. At least one of the shots must be allocated to the original target. Other than this you can allocate the shots in any manner you wish. Once the shots have been allocated, make a roll to hit for each shot against the relevant targets. Remember that some of the shots may require different scores to hit than others, since their respective targets may be in cover and so on.

After making 'to hit' rolls, roll for wounds and injuries as normal for any models which have suffered a hit.

Veteran players will also notice that this means that we've changed how you roll to hit from sustained fire shots. In the old rules, a single roll to hit was made then the number of hits was determined, which seemed a little unfair since it meant you either hit with all your shots or missed with all of them. This way you roll more to hit dice, which has two effects. It gives a more even spread of hits (so sustained fire weapons become more reliable in that they will normally cause a few hits. Secondly it increases the chance that you will have to make an ammo roll (hence removing the need for a 'jam' result and allowing us to scrap the sustained fire dice).

### FLAMERS & CATCHING FIRE

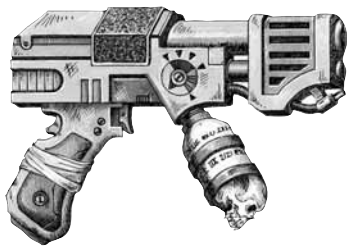
The 'catching fire' rules have been removed completely, since they were a little complex and didn't really add much to the game. Many players also thought flamers were too cheap, so removing this ability rectifies a number of problems. Early printings of the book contain some erroneous references to catching fire, but these should be ignored completely. Weapons which used the 'catching fire' rule (hotshot shells, flamers) are altered in accordance with this, and such changes are noted individually throughout this article.

## HAND FLAMERS

We've changed the way in which hand flammers work, so they now use the following special rules. You can get the profile for the weapon from the weapons summary at the end of this article.

**Template:** The hand flamer's shot is represented by the teardrop-shaped template, in exactly the same way as the flamer. This is used as described in the rules for flammers in the shooting section of the rules.

**One Shot:** The hand flamer carries only a very small reserve of fuel, far less than that contained in the vast canisters of propellant often attached to its larger cousin, the flamer. Because of this the hand flamer may only make a single ranged shot (i.e. using the flamer template) during each game.



**Hand-to-Hand Combat:** As long as the hand flamer is not used to make a template attack, it may be used in hand-to-hand combat in the same way as other pistols, where smaller, controlled puffs of flame can be used against the enemy without entirely depleting the flamer's fuel reserves. A hand flamer which has been used in hand-to-hand combat may still be used to make a template attack, but once it has done so the fuel is exhausted and it may not be used again for shooting or hand-to-hand combat for the remainder of the game.

## SCATTER SHOT SHOTGUN AMMO

The scatter shot ammo for the shotgun, which previously used a very tiny 1/2" template, has changed to accommodate the new templates. When firing scatter shot, roll to hit the original target as normal. In addition, roll a dice for any model in base contact with the target, or any model within the range at which they could normally be hit by stray shots. These models are also hit on a roll of a 4+ (in a similar way to blast weapons).

## HOT SHOT SHOTGUN AMMO

Hot shot ammo no longer causes the target to catch fire. Instead, the explosive gout of flame unleashed by a hot shot cartridge envelops a target, snaking through gaps in armour or clothing and burning the target over a wide area. Hot shot shells allow you to re-roll failed 'to wound' rolls.

## SMOKE & GAS GRENADES

Because of the new template sizes, the tables for gas grenades and smoke grenades have changed. Both of these weapons now place a gas cloud sized template when fired. You should then roll on the appropriate table at the start of each player's turn.

### GAS GRENADES

- 1 The gas dissipates causing no further harm.
- 2-3 The gas remains where it is.
- 4-5 The cloud shrinks to a blast template in size.
- 6 The gas drifts D6" in a random direction. Any models enveloped by the gas are hit.

### SMOKE GRENADES

- 1-2 The cloud remains where it is until the end of the testing player's turn and then dissipates with no further effect.
- 3-4 The cloud remains where it is.
- 5 The cloud shrinks to a blast template in size.
- 6 The cloud drifts D6" in a random direction using a scatter dice.

## WEAPON LISTS

Instead of all gangs sharing a single weapons list, each House now has their own specific weapons list. Use the following rules when arming your gang.

Each fighter you recruit can be armed with one or more of the weapons listed on the relevant weapons list for their house.

In addition to being restricted to weapons available to their house, different types of fighter are restricted to different types of weapon. Juvies, for example, can only have hand-to-hand weapons, pistols and grenades.

A fighter can carry only one heavy weapon – eg, he can carry a heavy stubber or a lascannon, but not both. He can have any number of other weapons. The model is always assumed to be using the weapon depicted in his hands unless the player declares otherwise. Remember, additional weapons must be identifiable on the model itself.

A fighter can carry grenades even if the model does not actually include them, as they are assumed to be stowed inside pockets, pouches or bags. The cost is the price of equipping the model with a supply of grenades – not the cost of a single grenade. Once equipped with grenades a fighter may use them in every battle...

**LEADER ONLY WEAPONS**

When a gang is first created, certain weapons are restricted to their leader, as noted in the weapon lists opposite. After a campaign has begun however, these weapons may be purchased for any gang member, using the normal trading post rules.

**GRENADES, MISSILES & SHOTGUN SHELLS**

Grenades can be carried inside a bag, pouch or pocket and so can be carried by any fighter, even if the model itself does not include them. A grenade may be thrown in the shooting phase instead of shooting with another weapon.

Grenades and missiles must be bought separately for grenade launchers and missile launchers. In both cases, your purchase is to equip the fighter with a supply of ammunition. Once a supply is bought your fighter always has that type of missile. The same is true of the extra shotgun shells, although shotguns come with solid shot and scatter shells as standard. Regardless of which house the fighter belongs to, the same grenades, missiles and shotgun shell costs are used, as shown below.

| <b>Grenades</b>              | <b>Cost</b> |
|------------------------------|-------------|
| Frag Grenades                | 30          |
| Krak Grenades                | 50          |
| <b>Missiles</b>              | <b>Cost</b> |
| Frag Missile                 | 35          |
| Krak Missile                 | 115         |
| <b>Shells &amp; Bullets</b>  | <b>Cost</b> |
| Dum-dum bullets for Stub gun | 5           |
| Man-Stopper Shotgun shell    | 5           |
| Hot-Shot Shotgun Shell       | 5           |
| Bolt Shotgun Shell           | 15          |



**HOUSE GOLIATH WEAPON LIST**

| <b>Hand to Hand Weapons</b> | <b>Cost</b> |
|-----------------------------|-------------|
| Knife                       | free        |
| Club, Maul, Bludgeon        | 10          |
| <b>Pistols</b>              |             |
| Autopistol                  | 15          |
| Laspistol                   | 15          |
| Stub Gun                    | 10          |
| <b>Basic Weapons</b>        |             |
| Autogun                     | 20          |
| Lasgun                      | 25          |
| Shotgun                     | 20          |
| <b>Special Weapons</b>      |             |
| Flamer                      | 40          |
| Grenade Launcher            | 130         |
| <b>Heavy Weapons</b>        |             |
| Auto-Cannon                 | 300         |
| Heavy Stubber               | 120         |
| Heavy Bolter                | 180         |
| <b>Leader Only</b>          |             |
| Chainsword                  | 25          |
| Meltagun                    | 95          |
| Bolt pistol                 | 20          |

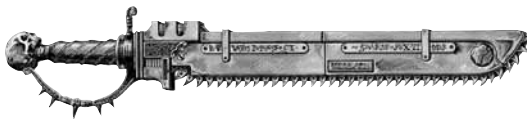


**HOUSE VAN SAAR WEAPON LIST**

| <b>Hand to Hand Weapons</b> | <b>Cost</b> |
|-----------------------------|-------------|
| Knife                       | free        |
| Club, Maul, Bludgeon        | 10          |
| <b>Pistols</b>              |             |
| Autopistol                  | 15          |
| Boltpistol                  | 20          |
| Laspistol                   | 15          |
| Stub Gun                    | 10          |
| <b>Basic Weapons</b>        |             |
| Autogun                     | 20          |
| Lasgun                      | 25          |
| Shotgun                     | 20          |
| <b>Special Weapons</b>      |             |
| Flamer                      | 40          |
| Plasmagun                   | 70          |
| <b>Heavy Weapons</b>        |             |
| Heavy Stubber               | 120         |
| Heavy Plasmagun             | 285         |
| <b>Leader Only</b>          |             |
| Chainsword                  | 25          |
| Meltagun                    | 95          |
| Plasmagun                   | 25          |

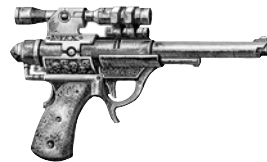
**HOUSE ORLOCK WEAPON LIST**

| Hand to Hand Weapons   | Cost |
|------------------------|------|
| Knife                  | free |
| Chain or Flail         | 10   |
| <b>Pistols</b>         |      |
| Autopistol             | 15   |
| Laspistol              | 15   |
| Stub Gun               | 10   |
| <b>Basic Weapons</b>   |      |
| Autogun                | 20   |
| Lasgun                 | 25   |
| Shotgun                | 20   |
| <b>Special Weapons</b> |      |
| Flamer                 | 40   |
| Grenade Launcher       | 130  |
| <b>Heavy Weapons</b>   |      |
| Missile Launcher       | 185  |
| Heavy Stubber          | 120  |
| Heavy Bolter           | 180  |
| <b>Leader Only</b>     |      |
| Chainsword             | 25   |
| Meltagun               | 95   |
| Boltgun                | 35   |



**HOUSE CAWDOR WEAPON LIST**

| Hand to Hand Weapons   | Cost |
|------------------------|------|
| Knife                  | free |
| <b>Pistols</b>         |      |
| Autopistol             | 15   |
| Laspistol              | 15   |
| Stub Gun               | 10   |
| <b>Basic Weapons</b>   |      |
| Autogun                | 20   |
| Boltgun                | 35   |
| Lasgun                 | 25   |
| Shotgun                | 20   |
| <b>Special Weapons</b> |      |
| Flamer                 | 40   |
| Grenade Launcher       | 130  |
| <b>Heavy Weapons</b>   |      |
| Heavy Stubber          | 120  |
| Heavy Bolter           | 180  |
| <b>Leader Only</b>     |      |
| Chainsword             | 25   |
| Bolt pistol            | 20   |



**HOUSE DELAQUE WEAPON LIST**

| Hand to Hand Weapons   | Cost |
|------------------------|------|
| Knife                  | free |
| Club, Maul, Bludgeon   | 10   |
| <b>Pistols</b>         |      |
| Autopistol             | 15   |
| Laspistol              | 15   |
| Stub Gun               | 10   |
| <b>Basic Weapons</b>   |      |
| Autogun                | 20   |
| Lasgun                 | 25   |
| Shotgun                | 20   |
| <b>Special Weapons</b> |      |
| Flamer                 | 40   |
| <b>Heavy Weapons</b>   |      |
| Heavy Stubber          | 120  |
| Lascannon              | 400  |
| <b>Leader Only</b>     |      |
| Bolt pistol            | 20   |
| Boltgun                | 35   |
| Chainsword             | 25   |
| Meltagun               | 95   |

**HOUSE ESCHER WEAPON LIST**

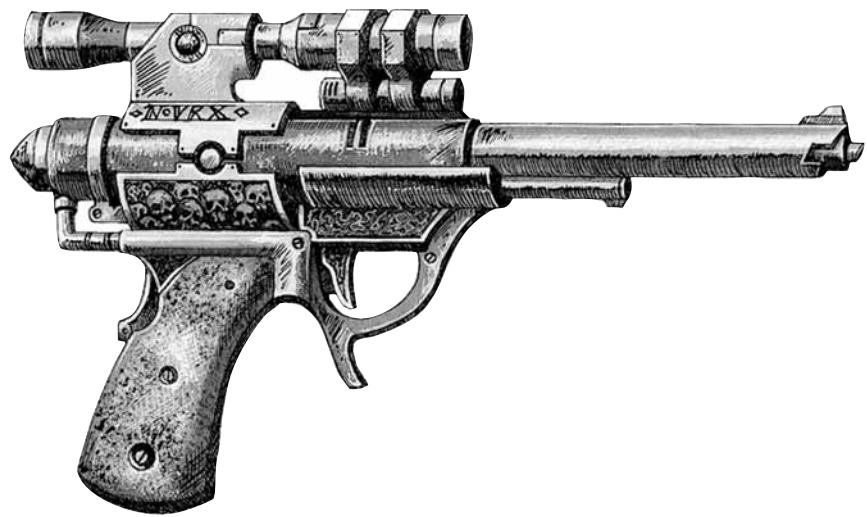
| Hand to Hand Weapons   | Cost |
|------------------------|------|
| Knife                  | free |
| Sword                  | 10   |
| Club, Maul, Bludgeon   | 10   |
| <b>Pistols</b>         |      |
| Autopistol             | 15   |
| Laspistol              | 15   |
| Stub Gun               | 10   |
| <b>Basic Weapons</b>   |      |
| Autogun                | 20   |
| Lasgun                 | 25   |
| Shotgun                | 20   |
| <b>Special Weapons</b> |      |
| Flamer                 | 40   |
| <b>Heavy Weapons</b>   |      |
| Heavy Stubber          | 120  |
| Heavy Plasmagun        | 285  |
| <b>Leader Only</b>     |      |
| Bolt Pistol            | 20   |
| Boltgun                | 35   |
| Chainsword             | 25   |
| Plasma Pistol          | 25   |

HAND TO HAND WEAPONS

| Weapon                                                                                                | Range        | Strength   | Damage | Save Mod | Special Rules          |
|-------------------------------------------------------------------------------------------------------|--------------|------------|--------|----------|------------------------|
| Massive Axe                                                                                           | Close Combat | As user +2 | 1      | -        | Opponent wins          |
| Sword or Club                                                                                         |              |            |        |          | draws                  |
| Chains & Flails                                                                                       | Close Combat | As user +1 | 1      | -        | Opponent may not parry |
|                                                                                                       |              |            |        |          | Fumbles count double   |
| Chainsword                                                                                            | Close Combat | 4          | 1      | -1       | Parry                  |
| Swords & Knives                                                                                       | Close Combat | As user    | 1      | -        | Swords                 |
| Power Swords                                                                                          | Close Combat | 5          | 1      | -3       | Parry                  |
| Power Axe                                                                                             |              |            |        |          |                        |
| 2-hand                                                                                                | Close Combat | 6          | 1      | -3       |                        |
| 1-hand                                                                                                | Close Combat | 5          | 1      | -2       |                        |
| Power Fist                                                                                            | Close Combat | 8          | 1      | -5       |                        |
| Power Maul                                                                                            | Close Combat | 5          | 1      | -3       |                        |
| Special Rule: Enemies who go Down are automatically Out Of Action. Does not inflict Serious Injuries. |              |            |        |          |                        |

PISTOLS

|                                                                                           | Range           |      | To Hit |      | Str. | Damage  | Save Mod. | Ammo Roll | Special              |
|-------------------------------------------------------------------------------------------|-----------------|------|--------|------|------|---------|-----------|-----------|----------------------|
|                                                                                           | Short           | Long | Short  | Long |      |         |           |           |                      |
| Autopistol                                                                                | 0-8             | 8-16 | +2     | -    | 3    | 1       | -         | 4+        |                      |
| Boltpistol                                                                                | 0-8             | 8-16 | +2     | -    | 4    | 1       | -1        | 6+        |                      |
| Laspistol                                                                                 | 0-8             | 8-16 | +2     | -1   | 3    | 1       | -         | 2+        |                      |
| Needle Pistol                                                                             | 0-8             | 8-16 | +2     | -    | 3    | 1       | -1        | 6+        | Toxic dart, Injuries |
| Plasma Pistol                                                                             |                 |      |        |      |      |         |           |           |                      |
| Low Energy                                                                                | 0-6             | 6-12 | +2     | -1   | 4    | 1       | -         | 4+        |                      |
| Maximum Power                                                                             | 0-6             | 6-18 | +2     | -1   | 6    | 1       | -1        | 4+        |                      |
| <i><b>Special Rule:</b> Takes an entire turn to recharge when fired on maximum power.</i> |                 |      |        |      |      |         |           |           |                      |
| Stub Gun                                                                                  | 0-8             | 8-16 | -      | -1   | 3    | 1       | -         | 4+        | Dum-dum Bullets (S4) |
| Web Pistol                                                                                | 0-4             | 4-8  | -      | -1   | -    | Special | -         | 6+        | Fires Web            |
| Hand Flamer                                                                               | Special Rules   |      | -      | -    | 4    | 1       | -2        | -         |                      |
|                                                                                           | Template Weapon |      |        |      |      |         |           |           |                      |
| <i><b>Special Rule:</b> All pistols count as Close Combat weapons.</i>                    |                 |      |        |      |      |         |           |           |                      |



| BASIC WEAPONS |       |       |        |      |      |        |           |           |               |
|---------------|-------|-------|--------|------|------|--------|-----------|-----------|---------------|
|               | Range |       | To Hit |      | Str. | Damage | Save Mod. | Ammo Roll | Special       |
|               | Short | Long  | Short  | Long |      |        |           |           |               |
| Autogun       | 0-12  | 12-24 | +1     | -    | 3    | 1      | -         | 4+        |               |
| Boltpistol    | 0-12  | 12-24 | +1     | -    | 4    | 1      | -1        | 6+        |               |
| Lasgun        | 0-12  | 12-24 | +1     | -    | 3    | 1      | -1        | 2+        |               |
| Shotgun       |       |       |        |      |      |        |           |           |               |
| Solid slug    | 0-4   | 4-18  | -      | -1   | 4    | 1      | -         | 4+        |               |
| Scatter shot  | 0-4   | 4-18  | +1     | -1   | 3    | 1      | -         | 4+        |               |
| Man Stopper   | 0-4   | 4-18  | -      | -    | 4    | 1      | -2        | 4+        |               |
| Hot Shot      | 0-4   | 4-18  | -      | -1   | 4    | 1      | -         | 6+        | Special rules |
| Bolt          | 0-4   | 4-24  | +1     | -    | 4    | 1      | -1        | 6+        | Range 24"     |

| SPECIAL WEAPONS                                                                    |                               |       |        |      |                 |        |           |           |                      |
|------------------------------------------------------------------------------------|-------------------------------|-------|--------|------|-----------------|--------|-----------|-----------|----------------------|
|                                                                                    | Range                         |       | To Hit |      | Str.            | Damage | Save Mod. | Ammo Roll | Special              |
|                                                                                    | Short                         | Long  | Short  | Long |                 |        |           |           |                      |
| Flamer                                                                             | Special Rules Template Weapon |       | -      | -    | 4               | 1      | -2        | 4+-       | Target may           |
| Grenade Launcher                                                                   | 0-20                          | 20-60 | -      | -1   | As grenade type |        |           | auto      | Move or fire         |
| Melta-gun                                                                          | 0-6                           | 6-12  | +1     | -    | 8               | D6     | -4        | 4+        |                      |
| Needle Rifle                                                                       | 0-16                          | 16-32 | +1     | -    | 3               | 1      | -1        | 6+        | Special injury chart |
| Plasma-gun                                                                         |                               |       |        |      |                 |        |           |           |                      |
| Maximum Power                                                                      | 0-6                           | 6-24  | +1     | -    | 7               | 1      | -2        | 4+        |                      |
| Low Energy                                                                         | 0-6                           | 6-16  | +1     | -    | 5               | 1      | -1        | 4+        |                      |
| <b>Special Rule:</b> Takes an entire turn to recharge when fired on maximum power. |                               |       |        |      |                 |        |           |           |                      |

| HEAVY WEAPONS                                                                      |       |       |        |      |                        |        |           |           |                       |
|------------------------------------------------------------------------------------|-------|-------|--------|------|------------------------|--------|-----------|-----------|-----------------------|
|                                                                                    | Range |       | To Hit |      | Str.                   | Damage | Save Mod. | Ammo Roll | Special               |
|                                                                                    | Short | Long  | Short  | Long |                        |        |           |           |                       |
| Autocannon                                                                         | 0-20  | 20-72 | -      | -    | 8                      | D6     | -3        | 4+        | Sustained Fire 1 Dice |
| Heavy Bolter                                                                       | 0-20  | 20-40 | -      | -    | 5                      | D3     | -2        | 6+        | Sustained Fire 2 Dice |
| Heavy Plasma-gun                                                                   |       |       |        |      |                        |        |           |           |                       |
| Low Energy                                                                         | 0-20  | 20-40 | -      | -    | 7                      | D3     | -2        | 4+        |                       |
| Maximum Energy                                                                     | 0-20  | 20-72 | -      | -    | 10                     | D6     | -6        | 4+        |                       |
| <b>Special Rule:</b> Takes an entire turn to recharge when fired on maximum power. |       |       |        |      |                        |        |           |           |                       |
| Heavy Stubber                                                                      | 0-20  | 20-40 | -      | -    | 4                      | 1      | -1        | 4+        | Sustained Fire 2 Dice |
| Lascannon                                                                          | 0-20  | 20-60 | -      | -    | 9                      | 2D6    | -6        | 4+        |                       |
| Missile Launcher                                                                   | 0-20  | 20-70 |        |      | as missile (see below) |        |           | auto      |                       |
| Super Krak Missile                                                                 |       |       |        |      | 8                      | D6     | -6        | -         |                       |
| Frag                                                                               |       |       |        |      | 4                      | 1      | -1        |           | Blast                 |

| GRENADES   |          |        |               |                                |
|------------|----------|--------|---------------|--------------------------------|
|            | Strength | Damage | Save Modifier | Special                        |
| Krak       | 6        | D6     | -3            | -1 to hit, Demolition, Scatter |
| Frag       | 3        | 1      | -1            | Blast                          |
| Melta bomb | 8        | D6     | -4            | Demolition                     |
| Plasma     | 5        | 1      | -2            | Blast                          |
| Photon     | 0        | 0      | 0             | Blast                          |