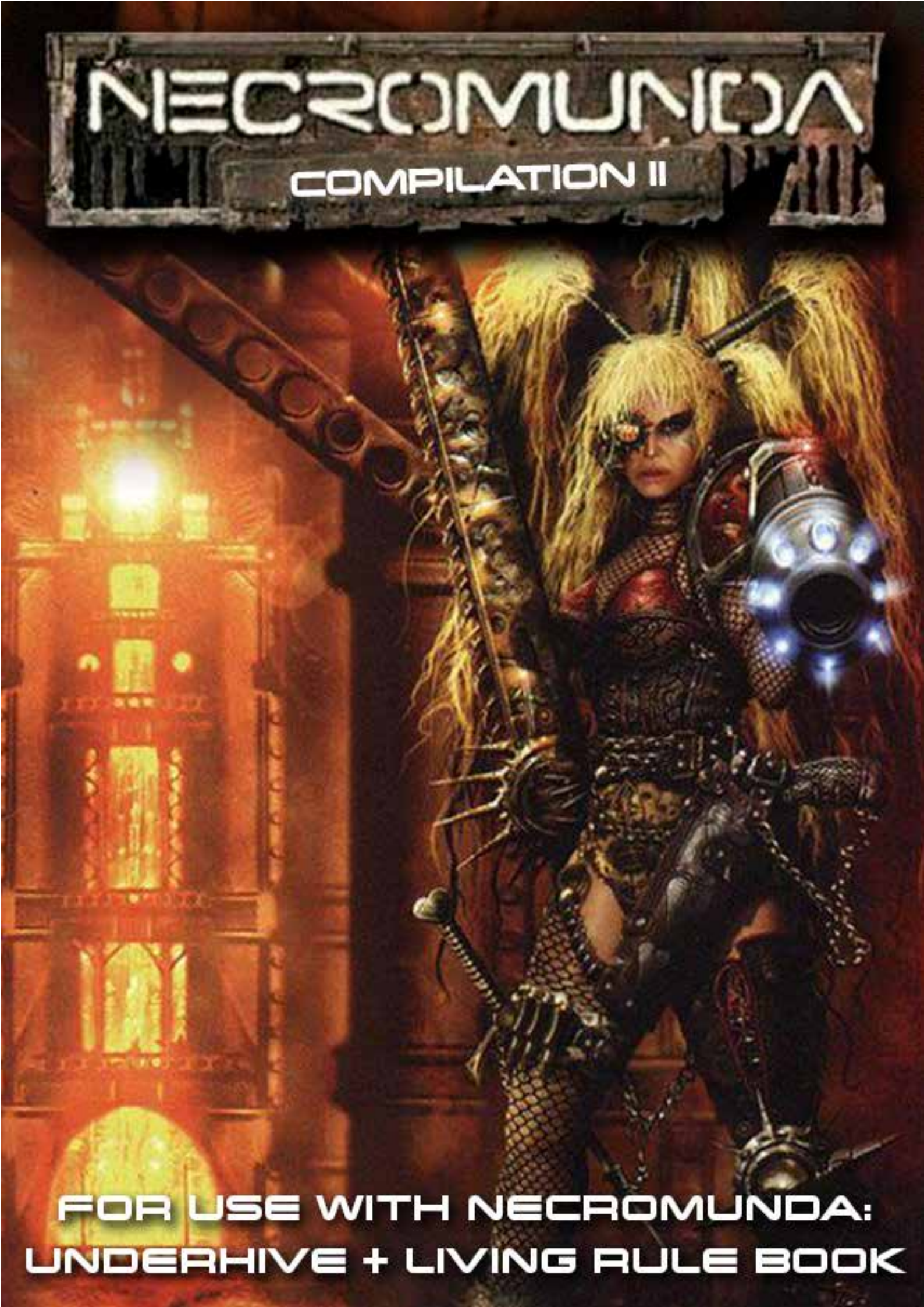
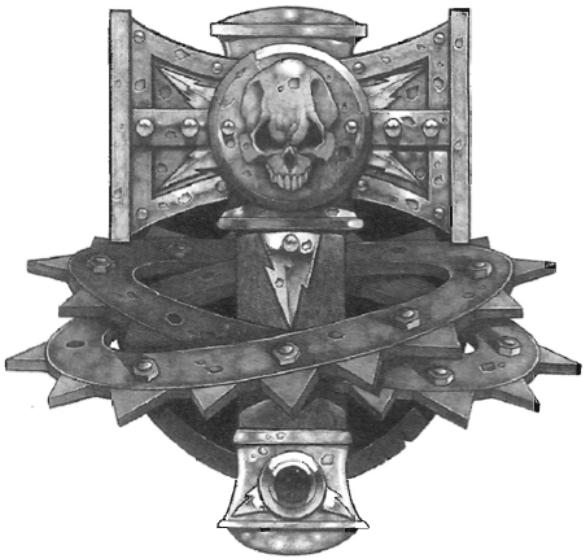
NECROMUNDA

COMPILATION II



FOR USE WITH NECROMUNDA:
UNDERHIVE + LIVING RULE BOOK

NECROMUNDA
COMPILATION II



NOTE FROM THE EDITOR

Hello, and welcome to Necromunda : Compilation II. This is a compilation of articles and additional rules made available in the Necromunda Magazine, Fanatic Magazine and through Fanatic Online, all originally written for use wirh either Necromunda: Underhive or the Living Rule Book. Some of these articles were later made available on the Games Workshop website. I've compiled them into this single PDF, editing the text and rules as little as possible (where formatting allows). Please let me know if anything is in error, and I'll have it corrected in future revision.

Please note that the earlier 'Gang War' era articles, intended for use with the Original Box Set rules, are not included. These will be compiled as Necromunda : Compilation I at a future date

All pictures are taken from the original Necromunda rulebooks and Fanatic magazine articles, with a few exceptions I found online. Additional credits are below. If I haven't included the correct credit, or you wish an image removed, please let me know.

ArbitorIan / May 2013
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CONTENTS

NEW RULES

Dead or Alive - Rules for Outlaws 4
- Outlaw Scenarios 10
- Outlaw Trading Post 14
- New Equipment 18

Treacherous Conditions 22
Bind Fighting 28
- New Equipment 30
- Blind Fighting Scenarios 31

Gang Leadership 34
Stay! There's a Good Boy 36
Subbers for Sale - Traders in the Underhive 38
You'd Better do Something! - Special Actions 41
Did You Hear That? - Underhive Bestiary 44
Skill Tables V2 55

GANGS

Ash Waste Nomads 60
Enforcers: Justice in the Underhive 68
Pit Slaves 74
Ratskin Renegades 82
The Redemption 88
Scavvies 96
Spyrers: Death Stalks the Underhive 106
- Spyrer Scenarios 117

HIRED GUNS

The Wyrd and the Wonderful: Wyrds 120
Pit Slave 130
Ogryn Bodyguard 132
Ratskin Savage 134
Defense Force Deserter 136
Sniper 137
Crazy Doc 138
Preacher 140

SPECIAL CHARACTERS

Special Characters Rules 141
Arch Zealot of the Redemption 142
Brakar, the Avenger 143
Bull Gorg 144
Bonnie Annerson 145
Klovis the Redeemer 146
- Deacon Malakev 147

Mad Donna Ulanti 148
Karloth Valois 150
Kal Jerico 152
- Scabbs 153

King Redwart 154
Lothar Hex 155
The Caller 156
- The Rat God 157

CAMPAIGN SETTINGS

The Dust Falls Campaign
- Part One 158
- Part Two 167
- Part Three 175

Sludge Harbour 184
Scum City 186
The Chasms 191
Paradise City 193
Hard Times in Alevan Town 200

TACTICS

House Gangs for Hire 204
Pistols 210
Heavy Weapons 212

SCENARIOS

Bar Fight 254
A Captive Audience 225
- Rescue Mission 227
- Escape! 227
- The Drop 229
- The Hand Off 230
- The Exchange 231
- The Sell Off 232

Get Rich or Die Tryin 216
The Package 218
Underhive Slaughterball 220
Purge! 222
Floodwater 234
Scouting Fight 235
Dome Rush 236
Hoard 237
Pit Fight 238
Ransack 240
Toll Bridge 241
The Trap 245
Sold Down The River 246
The Escape Artist 247
Frozen Assets 248
The Challenge 250
Jumping The Line 252
Plague 256
Mugged! 258
Enfant Prodige 260
To Catch A Curator 262

DEAD OR ALIVE!

Rules for Outlaw Gangs in Necromunda

By Jake Thornton

Out amongst the Badzones the only laws are those enforced at the point of a gun. The worst scum from the settlements wind up here, driven out for real or imagined crimes by other gangs, irate settlers or vengeful Guilders. They fight constantly with the rats, mutants, Plague Zombies and Scavvies that populate the reeking acidic marshes and waste pits of the hive bottom. Every day is a nightmare struggle for survival which makes life in the settlements look like an off-world holiday.

Renegade Ratskins, escaped pit slaves and mad Wyrds wander the wastes and may help or hinder other Outlaws as the mood takes them. Crazed bands of Redemptionists mount crusades against the forces of darkness, who are certainly in plentiful supply in the Underhive, though the fanatic zeal of the red brethren normally makes them Outlaws too. But though the Redemption are far from kindly in their ministrations the Outlaw scum of the Badzones dread the Spyrers more than anything else. Every Outlaw's greatest fear is to be hunted down and slain like an animal, to be mutilated for trophies and dismembered for sport by the Spyrers.

Illegal trade posts and bandit strongholds are scattered throughout the Badzones amongst the sumps and mounds of refuse and slag. Here the dregs of the Underhive rub shoulders, fight and kill one another while they trade their hard-won spoils for women, drink, guns, drugs and information. The night trains travel areas too polluted to be settled and these heavily armed caravans will trade with mutants or Ratskins as readily as anyone. Everyone in the Badzones is fighting to keep what they have and claw as much as they can from those about them. Enslavement, disease, misery, madness and death lurk in the shadows to seize anyone too weak, stupid or alone to survive.

Overall, not a good place to be.

DEEP IN THE PIT

The further you travel down the hive, the harsher it gets. This maxim is well known throughout the hab-zones, and is a rule that many people live by – it gives a real meaning to the idea of "moving up in the world".

Needless to say, moving down the hive isn't usually a good thing, though for some it's that or the wrong end of a rope, so the choice is easy. Eventually, you move so far down the hive that you go beyond the reach of the law. Of course, this may be the whole point of your exodus in the first place, and it does mean you'll never have to explain what happened to uncle Festius, or why the stock check shows up several hundred boltguns short…

Out in these desperate wastelands of the dark corners of the Underhive lurk countless dangers. Life is cheap here, and generally short, but if you can carve yourself a reputation there is a living to be made. Just as in the more law-abiding zones there are traders and merchants selling all manner of goods, many of which would be frowned upon elsewhere (see Outlaw Trading Posts last issue). There are those that sift the debris for valuable resources, those that scavenge supplies, water or food and those that sell themselves. There is even law of sorts, though it's mostly the law of the gun…

THE ARBITRATOR'S CHOICE

There are a number of different ways you can choose to use these Outlaw rules in your Necromunda campaigns, largely depending on where you want to set your games. Some areas of the Underhive are relatively well patrolled by the Enforcers, whilst others are well beyond their reach. Each has its own advantages and disadvantages as a game setting.

You can start with everyone being law-abiding and watch as they dip into Outlaw status and back again; you can ignore the Outlaw rules completely and assume that a certain amount of raucous gunfire is acceptable to the local Enforcers, or you could even make everyone Outlaw from day one and see who can rack up the largest bounty on their heads. Each choice will colour the rest of the campaign, and really just depends on what you and your players think sounds most fun.

BECOMING AN OUTLAW

No one sets out to become an Outlaw, it just works out that way. Of course, the Redemptionists know that they're likely to place themselves beyond the laws of House and Hive when they don that red robe and mask, but they don't care. Ratskins can't help being born Ratskins and Scavvies can't help being the twisted scumsuckers that they are, but it's this very nature that gets them into trouble. Spyrers don't think that any Underhive law applies to them on principle, and this means they're always pushing the boundaries of what's acceptable. In the end though, being an Outlaw is really just about being unlucky enough to get caught...

After every gang fight there's always a chance that a gang will be declared 'Outlaw' by the Guilders, assuming, of course, that it isn't already Outlaw or Enforcers (who are never outlawed). A gang may not have committed any crime at all and be outlawed anyway because they have been falsely accused by someone who's scared of them or jealous of their status. Far more likely is that the gang has broken the law and just had the misfortune to be caught and punished. The law is uncompromising in the Underhive and anyone who is outlawed will have to get out of the settlements very quickly or get used to their head adorning a pole as a warning to others.

OUTLAW STATUS CHART

Gang Type	Are they Outlaw?
Orlock	Sometimes
Goliath	Sometimes
Escher	Sometimes
Van Saar	Sometimes
Delaque	Sometimes
Cawdor	Sometimes
Spyrer	Often
Ratskin	Often
Scavvy	Often
Redemptionist	Often
Enforcer	Never

Sometimes: use the rules on the following pages.

Often: these gangs are not well liked and the law always assumes the worst of them. When they make a roll on the Outlaw Table they roll 3D6 and keep the lower two instead of just rolling 2 dice. Apply the modifiers and results as normal.

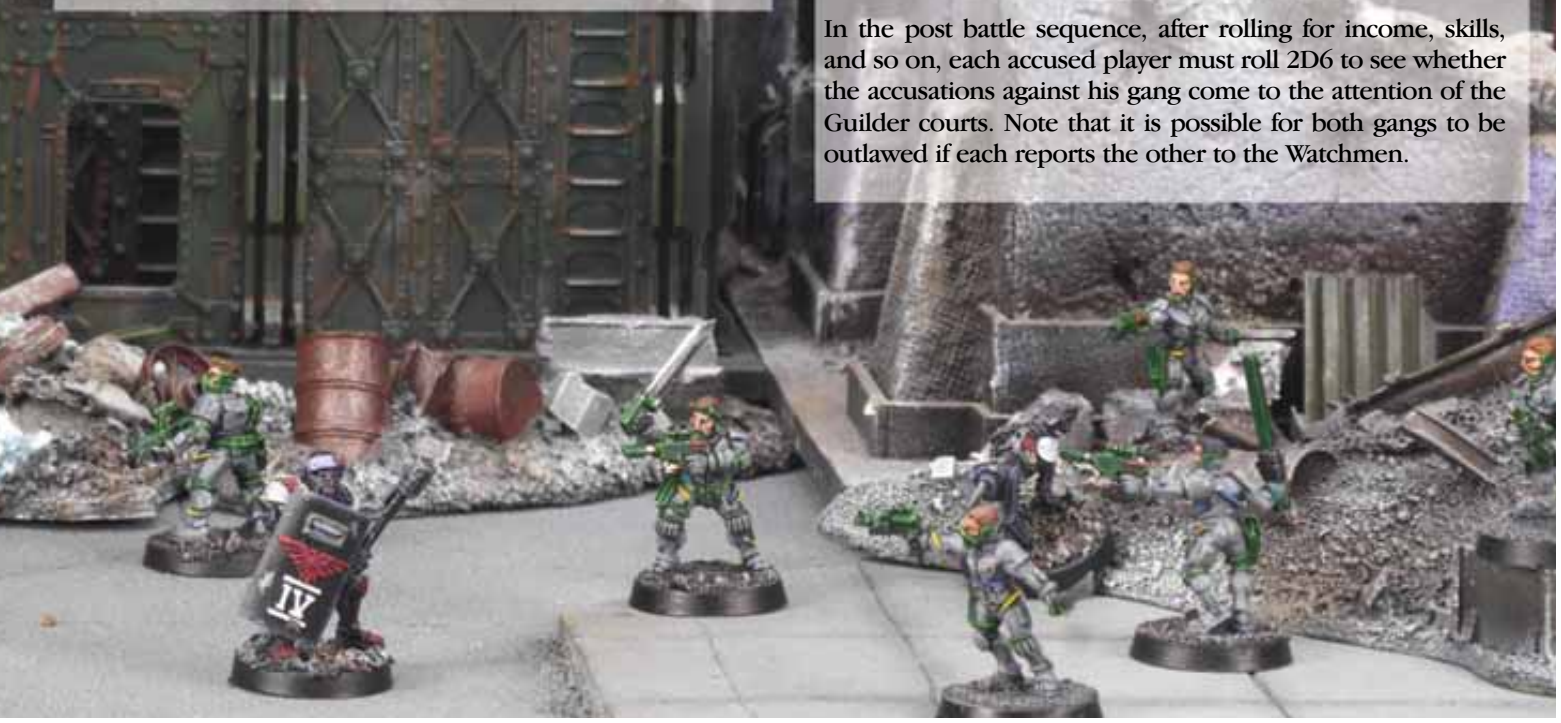
Never: Enforcers can't normally be outlawed (though an enterprising Arbitrator might decide to outlaw them as a plot device for his campaign). Note that they may not **choose** to play an Outlaw scenario, though they may fight in one (but only as the defender).

THE OUTLAW TABLE

Whenever two players fight out a game of Necromunda either player can decide to report the incident to the Guilders' Watchmen afterwards. This accusation may cause the other gang to be outlawed, particularly if the opposing gang has been engaging in nefarious activities of some sort or is particularly large and well known.

There is nothing to prevent both players reporting to the Watchmen; indeed this is very common. Naturally Outlaw gangs can't report to the Watchmen, they would just shoot them on sight or imprison anyone who was sent by them.

In the post battle sequence, after rolling for income, skills, and so on, each accused player must roll 2D6 to see whether the accusations against his gang come to the attention of the Guilder courts. Note that it is possible for both gangs to be outlawed if each reports the other to the Watchmen.



THE OUTLAW TABLE

2D6	Result
2	**Outlawed!** Time to get out of town. You must choose one of your territories to keep as a hideout and delete all of the rest (which are seized by the Guilders).
3-11	**Clean.** You're clean citizen, move along.
12	**Deputised.** The Guilders are so impressed (or fooled) by your law-abiding manner that you are given the chance to become Watchmen and help keep the peace. If you accept you gain an income bonus of 25 credits each time you play a game against Outlaws from now on, and you can inflict a -1 modifier on another gang when it rolls on the Outlaw Table after a game with you. Make a note on your roster that your gang are now Watchmen. You can decide to stop your gang being Watchmen at any time by telling the campaign Arbitrator of your choice.

MODIFIERS

Scenario

-1	If the game you just played was an ambush and you were attacking.
-1	If the game you just played was a shoot-out and you drew second.
-2	If the game you just played was a shoot-out and you drew first.
-3	If the game you just played was an Outlaw scenario and you were attacking.

Gang

-1	For each Wyrd or pit slave in your gang.
+1	If your gang rating is under 1,000.
-1/+1	If your gang rating is over 2,000 (roll a D6 each game 1-3 = -1, 4-6 = +1).
-2/+2	If your gang rating is over 3,000 (roll a D6 each game 1-3 = -2, 4-6 = +2).

OTHER

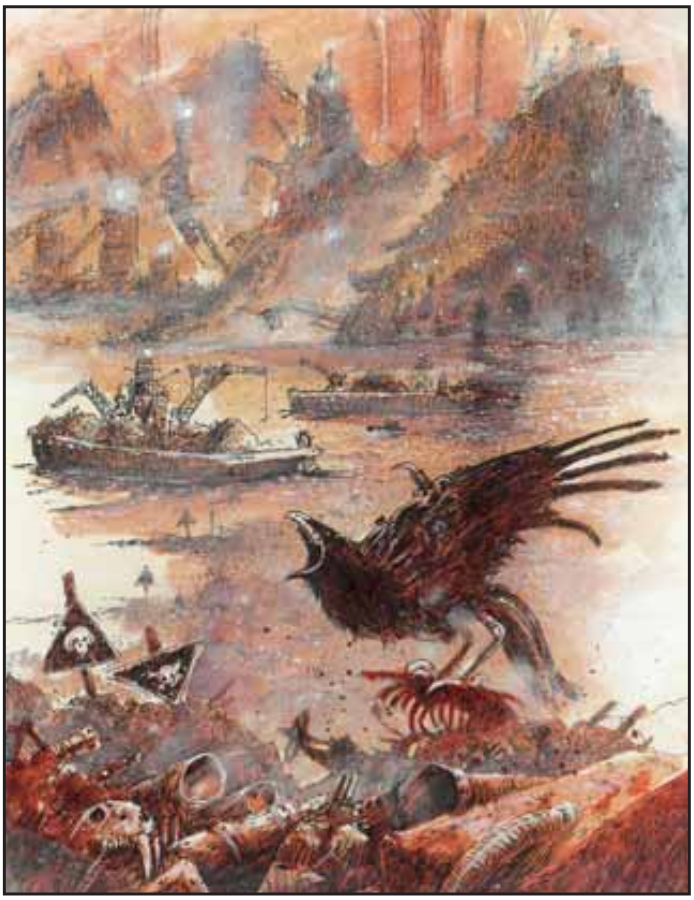
–3	If you attacked any Guilders, Arbites, Enforcers or other 'officials' in the game you just played.
+1	If none of the negative modifiers given above have ever applied to your gang.



BEING AN OUTLAW

Being an Outlaw makes life very different. Food has to be scavenged from the tumbled rocks and rusting pipes of the wastes, be it rats, snakes, edible fungus or nutritious slime. Even getting enough food to stay alive can be problematic. Any trading has to be done in notorious Outlaw trading posts or with the night trains where a ready gun serves better than good bargaining techniques. On the bright side there are plenty of Hired Guns in the Badzones who never show their faces in the settlements and powerful allies can be found among the Wyrds and pit slaves.

Some Outlaw gangs succeed in setting up small kingdoms of their own in the Badzones, a few square kilometres where the gang leader is lord of all he surveys. Others pay off their Guild-debt and return to the settlements to take back their old territory. Others make vast fortunes and disappear up the hive, some are even rumoured to end up in the Spire serving the great families. Others just disappear without trace.



TERRITORY

A gang is allowed to keep one piece of their territory when they are outlawed; the rest of their territory is taken over by the Guilders. Even if the territory the gang keeps was in a settlement it is assumed that the gang leader had enough warning to move the important parts out into the wastes before the Watchmen turned up. Once set up again in the wastes the territory forms the hideout or base camp for the Outlaw gang.

The Outlaw gang can end up losing its one remaining territory to another gang because it is heavily defeated in a scenario such as Gang Fight or Ambush. If this happens the Outlaws are forced to move on and look for another hideout – roll on the Outlaw Territory chart to see what charming new abode they find for themselves.

COLLECTING INCOME

The gang's territory still supplies income if it is worked by a ganger. Unfortunately the income is halved because of the innumerable difficulties of functioning out in the Badzones without the support of the Guilders. This penalty doesn't apply to territory generated from the Outlaw Territory chart because the territory is already so bad it doesn't get any worse!

The income the gang collects from their territory and foraging (see below) is not cross-referenced with the size of the gang on the Income table as it is for a normal gang. However, the gang will need to be given supplies of some sort, see So Many Mouths to Feed... below.



FORAGING

Anyone who wasn't seriously injured in the game can go foraging. Juves, gangers, heavies and even leaders can all forage, though if they forage they can't perform any special tasks such as visiting the Outlaw trading post or working the gang's territory. Each forager collects D6 credits' worth of stuff from the wastes. Hired Guns and special characters never forage, that isn't what they're paid for.

SO MANY MOUTHS TO FEED....

Unfortunately, the gang needs to be fed and supplied one way or another. After a game, once foraging and the income from territory have been generated, each member of the gang will need 3 credits' worth of supplies to keep him going. Hired Guns and special characters don't need to be given supplies, it is assumed that their pay is more than enough to keep them in rat burgers. Any cash left over can be put in the stash.



STARVING

If the gang can't pay out 3 credits for each gang member either from their stash or from generated income they are in danger of starving to death. Any model that doesn't have 3 credits spent on them after a game suffers a penalty of -1 to their Strength and Toughness characteristics until they do. These penalties will accumulate from game to game and any models that are reduced to a Strength or Toughness value of 0 starve to death and should be removed from the gang roster. And yes, you can keep the weapons and equipment of someone who has starved to death...

OUTLAW TERRITORY TABLE

D36	Territory	Income	Notes
11-15	Wastes	0	
16	Collapsed Dome	0	One model may try to scavenge in the area, and will earn 2D6 credits. On a roll of 2 the area collapses completely and must be crossed off the roster. In addition, make an Initiative test for the model working the area; if they fail the test they are killed.
21-25	Wastes	0	
26	Fungus Grotto	0	The gang can eat fungus to avoid the effects of starvation. However, on a D6 roll of 1 a randomly selected gang fighter dies from eating a poisonous piece of fungus.
31-36	Rad Zone	0/2D6	Valuable mineral resources can be found in a Rad Zone, it's just that it is highly dangerous to work them. If you wish you may have a ganger work a Rad Zone, in which case it will generate 2D6 income. However, if you roll a double, the ganger working the area is hideously scarred from radiation poisoning and causes *fear* from now on. No income is collected.
41-46	Sludge Sea	0	If you wish you may send a gang fighter diving in the Sludge Sea to see if he can drag up any valuable artefacts that have sunk to the bottom. Roll a D6. 1 The model dies, either eaten by some horrible mutated monster, or killed off by swimming into a highly toxic area of sludge. 2-4 The model finds nothing of value but survives. 5 The model discovers something worth 10 credits. 6 The model discovers something worth D6x10 credits.
51-55	Sump Spillage	5	Makes ground fertile enough to farm (just!) earning the gang 5 credits worth of edible food.
56	Power Cable Tap	Special	Roll a D6. On a roll of 1-5 it provides 5 credits worth of energy. On a roll of 6 it provides D6x5 credits worth of energy.
61-63	Ruins	10	
64-65	Clean Water Hole	10	
66	Slag Heap	15	



GAINING ADDITIONAL TERRITORY

An Outlaw gang cannot hold more than one piece of territory at a time because in the Badzones a gang can't risk splitting up to protect more than one piece of territory. This means an Outlaw gang that gains additional territory has two choices:

Occupy. The gang takes the new territory and abandons their old hideout (delete it from the gang roster).

Or

Loot. The gang loots the new territory of anything valuable, destroying it in the process.

If you loot a territory you gain double the basic income value of the territory. In the case of a territory with a variable income its value is always double the maximum for that kind. For example, looting a holestead or drinking hole would give you 120 credits. This income is not halved as it is for working territory out in the Badzones.

BOUNTY

Outlaws are generally worth a bounty, dead or alive – that's why there are Bounty Hunters, after all. Any gang which captures or kills Outlaws can collect a reward on them from the Watchmen. The standard going rate for a bounty is equal to the captured or deceased Outlaw's total cost. For example, Mad Dog of the Dog Soldiers is a ganger who has a respirator and is armed with a sword and an autopistol, hence his bounty is (50+10+10+15=85) 85 credits.

Naturally Outlaws can't collect bounty on other Outlaws, more because they would be shot for trying than for ethical reasons.

CAPTURED OUTLAWS

If an Outlaw is captured the gang can ransom or exchange him as normal (something which happens more often than you would think). Alternatively, they can sell the prisoner to the Guilder courts and claim the bounty on him plus a bonus D6x5 credits for handing him over to the courts alive. In either case the gang can't claim the Outlaw's weapons or equipment (they're material evidence after all).

GANGERS CAPTURED BY OUTLAWS

Outlaws have the normal options with gangers that they capture – exchange or ransom them back to their gang or sell them into slavery on the night trains while keeping their weapons and equipment.

GUILD PRICE

A gang that has been outlawed may be able to buy off its Outlaw status by paying a Guild price for hivers they have killed and property they have destroyed. The Guild price levied against an Outlaw gang to buy back their freedom to enter the settlements is a tenth (10%) of their gang rating, rounding up to the nearest 10 credits.





For example, the outlawed Dog Soldiers gang have a rating of 2,788, so the guild price to lose their Outlaw status is (2,788/10=278.8). This rounds up to 280 credits.

It is important to note that a gang's Guild price is set when they become Outlaws and uses their gang rating at that time. Make a note of the gang's Guild price when they are outlawed to avoid any confusion later. Once a gang has gathered enough credits to buy their way out of being Outlaws they can become clean, upstanding citizens simply by scrubbing the appropriate amount of cash off their stash in the presence of another player.

Remember though, that Spyrers, Ratskins, Scavvies and Redemptionists are always outside the law, and can never lose their Outlaw status.



REGAINING TERRITORY

When an Outlaw gang pays off its Guild price it is free to move back into the settlements and re-establish its old contacts, muscle in on some business and get back to normal again. To represent the gang re-establishing itself generate five new pieces of territory for the gang using the Territory table in Necromunda: Underhive. The gang's old hideout may be discarded and removed from the roster or kept as one of the five pieces of territory at the discretion of the gang's leader.

PERSISTENT OFFENDERS

Unfortunately the Guild price for Outlaw gangs is increased every time they commit another crime – in other words every time they play another game unless it's against another Outlaw gang. Each game adds another D6x10 credits onto the Outlaws' Guild price. Note down the increase in price after each game and keep a running total.

If an Outlaw gang ever attacks or harms a Guilder in any way it loses its chance to pay off its Guild price forever. The Guild will do its best to ensure the perpetrators of such a crime are hounded to the darkest depths of the Badzones.

Incidentally, real hardened Outlaws don't give a damn about paying their Guild price anyway, and should complain loudly that it's too low and that it should be five or ten times as much.



OUTLAW TRADING POST

See last Fanatic Magazine (...issue 5)

OUTLAW SCENARIOS

Outlaws roll on the Outlaw Scenario table rather than the standard one in the Necromunda: Underhive rulebook. Other gangs must use the standard table, this one's for Outlaws only. If a gang gets to choose a scenario it can pick from either list.

NORMAL GANGS CHOOSING TO PLAY OUTLAW SCENARIOS

Gangs (except Enforcers) which roll a "May Choose" result on the Scenario table in Necromunda: Underhive can choose to play an Outlaw scenario if they want. The catch is that there's a good chance of them being outlawed if their opponent decides to report them to the Watchmen.

OUTLAW SCENARIO TABLE

2D6	Result
2	The non-Outlaw (law abiding?) gang may choose which scenario to play. If both gangs are Outlaws the gang with the higher rating may choose. The battle is fought in a dangerously polluted area of the hive bottom: roll a D6 for each model that moves on the tabletop, as opposed to on gantries or buildings. On a 1 the model suffers an S3 hit from the deadly toxic waste.
3	The non-Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the higher rating may choose.
4	Play the Hit & Run scenario. The Outlaw gang is the attacker. If both gangs are Outlaws the gang with the lower rating is the attacker. The attacker has been hired by a rival to make the Hit & Run so he will be paid D6x10 credits whether he wins or loses.
5	Play the Scavengers scenario.
6	Play the Hunters scenario.
7-11	The Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the lower rating may choose.
12	The Outlaw gang may choose which scenario to play. If both gangs are Outlaws the gang with the lower rating may choose. In addition, this is a real grudge match so both gangs earn double Experience Points.

OUTLAW SCENARIO 1: THE HIT

The rivalries of the Underhive frequently explode into violence and ambitious gang leaders are often the targets of assassination attempts. The crudest example of this is when one gang tries to maim or injure the leader of an opposing gang from ambush. In this scenario the attacking gang has trailed their target carefully and plans to blast him as he emerges from a local settlement, drinking hole or gambling den.

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade.

GANGS

Before setting up, the defender splits his gang into one or more groups each comprising two or three models. The defending player takes the group that includes his leader and places it in the open anywhere on the table.

The attacker then sets up 2D6 of his models, choosing which of his fighters he wishes to make the hit. All the attacking fighters must be set up behind cover and hiding more than 16" away from the opposing leader; D3 of the attackers may start the game in overwatch.

Once the attackers are set up roll a D6 for each of the defending groups on the table below.

D6	Result
1-3	The group is not set up at the start of the game. Roll a D6 for the group at the start of each defender's turn: on a 6 they may enter play on a random table edge (determined in the same way as in the Hit & Run scenario).
4-5	The group must be set up more than 12" away from either the attackers or the gang leader.
6	The group must be set up within 6" of the gang leader.



STARTING THE GAME

Roll a D6: on a 1-3 the attacker starts the game with the first turn, usually with a poignant quotation like "Varsqua, you scumbag! Ya goin' down!". On a 4-6 the defending leader senses something's wrong and comes out blasting so the defender gets the first turn instead.

ENDING THE GAME

If the defending gang leader goes out of action or the attacking player bottles out, the game ends immediately. The attacking player can also end the game by moving all of his models which are not down or out of action off any table edge.

The defending player is very much fighting for his life so he will not bottle out voluntarily or otherwise. The attacking player is determined and out for blood so he does not have to start making Bottle rolls until he's suffered 50% casualties.



EXPERIENCE

+D6 Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out 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.

+10 Defending Leader. If the defenders' leader doesn't go down or out of action he earns an extra 10 Experience Points and a considerable bolstering of his reputation.

SPECIAL

If the attacking gang manage to take out the opposing leader (ie, make him roll on the Serious Injury table rather than take him to the cinema or out for a meal) roll a D6.

D6	Result
1-5	The attackers extort money out of the defending gang's territory while their leader is out of the picture. The defending gang loses half (50%) of their income and it goes to the attackers instead.
6	The attackers move in and take over one randomly selected piece of the defender's territory while their leader is recovering from his injuries, or being put in a hole in the ground as the case may be.

Note that this scenario doesn't yield much cash if the defending gang are Outlaws, unless the attackers manage to net some bounty of course...

OUTLAW SCENARIO 2: LOOT & PILLAGE

Outlaws will often attack a piece of lightly guarded territory in the hopes of driving off the guards and ransacking it before reinforcements arrive. An attack like this can virtually destroy a holestead or a small settlement as the thieves descend on it and loot anything of value, and it's one of the reasons hivers seek protection from local gangs. Of course local gangs sometimes do exactly the same thing and blame it on the Outlaws...

TERRAIN

Starting with the attacker, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. Once all the other pieces of terrain have been placed the defender may place up to five barricades and the watchtower.

Once you have placed the terrain the defender places all six Loot counters. The Loot counters may be placed anywhere on the tabletop (not on the upper levels of buildings or walkways) at least 8" away from any table edge and with each counter within 8" of another one. These Loot counters represent the valuable pieces of equipment and stores of food, ammunition, raw materials, etc, which the attackers are trying to rip off.

GANGS

The defender sets up first. He deploys up to D6 of his gang as guards, choosing which fighters he wishes to put on guard duty. Guards may be placed anywhere on the table at least 8" away from any table edge.

The attacker then deploys his gang within 4" of a randomly selected table edge.

STARTING THE GAME

It is assumed that the guards have just spotted the attackers and are in the process of raising the alarm. To represent this point of inevitable confusion both sides roll a D6 and the one that rolls highest goes first.

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.

REINFORCEMENTS

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

The defender may attempt to bring on one group of reinforcements per turn, including his first. Nominate the group you wish to bring on and roll a D6. If the dice roll equals or beats the number of fighters in the group, or on the roll of a 6, then the group may enter the table as described below. If the dice roll required to enter is less than the size of the group then no reinforcements 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 enter together on any of the three table edges other than the edge where the attacker deployed. Roll a D6 to determine which edge the reinforcements enter from as shown on the diagram above. Reinforcements cannot be placed within 8" of an attacking model. Reinforcements may move and fire normally the turn they are placed.

ENDING THE GAME

If the attacker bottles out the game ends immediately. If the attacker gets all of the Loot counters and the fighters carrying them are within 8" of the table edge at the start of his turn then the game ends and the attacker has won.

The defending player is fighting to defend his friends and home territory so he doesn't have to make Bottle tests and can't bottle out voluntarily. The attacking gang is making a determined raid so he doesn't have to start making Bottle rolls until he has suffered 50% casualties rather than the normal 25% casualties.

EXPERIENCE

+D6	Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out 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.
+10	Defending Leader. If the attackers don't get away with any loot the defending leader earns an extra 10 Experience Points.

SPECIAL

Each Loot counter the attackers capture is worth D6x5 credits. Whatever profit the attackers make from loot is deducted from the defender's income at the end of the game. If the defender doesn't generate sufficient income to pay for the loot the extra must be paid out of the gang's stash. If there isn't even enough money in the gang's stash then one piece of their territory has to be looted and destroyed, as detailed in the Outlaw rules.

OUTLAW SCENARIO 3: THE HUNTERS

When an Outlaw gang enjoys some successes they can expect to be hunted down by Watchmen or old enemies. The hunters know they can find news of the Outlaws at one illegal trading post or another. In this scenario they have got more than they bargained for and actually run into the men they're hunting outside a trade post. As they catch sight of each other both sides stand their ground, hands hovering over gun butts and eyes narrowed menacingly. The hunters savour their moment of victory but the Outlaws know their comrades are sneaking around behind their opponents and should be in position to open up on them... any... second... now!

TERRAIN

The terrain represents a small wastezone settlement. Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or barricade. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

THE GANGS

The defending player rolls a D6 to see how many of his gang are facing down the hunters. These fighters are randomly selected from the gang, they are not chosen by the defending player. The hunting player uses his entire gang.

The hunters and the defending fighters taking part in the face down are set up roughly in the middle of the table. They are deployed 16" apart with all models at ground level and in a position where they are in full view of each other. Roll a dice to see who sets up first. Each gang must set up in a line with no model more than 1" away from any other model. The rest of the defending gang can set up anywhere on the table but not within 16" of the hunters. They must start the game hidden.

All the fighters facing off are assumed to have their weapons holstered or slung at the start of the game. Until a weapon is drawn a special build-up and fast draw sequence of play is used.

THE BUILD UP

Each turn of build-up has its own sequence of play. First the hunters move, then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts!

During the build-up the hunters walk slowly towards the defenders until somebody's nerve fails and guns are drawn. To represent this, the hunters may move up to 2" per turn. They must move towards the enemy and may not move into cover. The defenders must stay where they are and sweat it out as their attackers approach. Once the hunters are within 4" of the defenders they stop.

The defenders in cover can move at their normal rate, but must remain in cover and end each turn hidden. If any of the hidden gang fighters is spotted by the hunters they will realise they are being trapped and draw immediately.

After the hunters have moved each player must make a Nerve roll. The attackers roll a D6, but the defenders are so nervous they must roll 2D6. Each player writes down their score. At the end of the next move each player makes another Nerve roll, and adds it to their previous turn's score. Both players keep on rolling dice at the end of each move and adding it to their score until one player's total score goes over 15.

IMPORTANT: A roll of '6' counts as '0' when making a Nerve roll, so if you roll a 6 don't add it to your score.

Once a player's score goes over 15 his gang's nerve has cracked and they go for their guns (see The Fast Draw below).

THE FAST DRAW

Once a fighter goes for his gun everyone draws their weapons and the shooting starts. For a second or two all hell breaks loose as guns are drawn and shots are fired. This is called the fast draw. During the fast draw neither side is allowed to move, but the fighters facing off from both sides are allowed to shoot. The defenders in cover may not fire during the fast draw, joining in a second or two later instead.

In the fast draw both sides can shoot, but the order in which individual models shoot is determined separately. To decide the firing order roll a D6 for each model and add the fighter's Initiative characteristic to the score. Then add +1 if the fighter has a pistol, and subtract -1 if armed with a heavy weapon. The result is the fighter's Fast Draw score.

Work out the Fast Draw score for each fighter – the fighter with the highest score shoots first. Work out the shot exactly as you would normally. Once the first model has shot the next highest score shoots, then the next, and so on. In the case of a tie, a pistol weapon will shoot before a basic, special or heavy weapon, but otherwise shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot.

Once all fighters have shot the normal sequence of play resumes. Each player rolls a D6, and the player that scores the highest gets the first turn.

ENDING THE GAME

The game ends if one side fails a Bottle roll, or volunteers to bottle out. The other side automatically wins the game and the side which bottled out loses.

Don't forget the hunters get the bounty for any Outlaw models killed or captured as long as they aren't Outlaws themselves.

EXPERIENCE

+D6 Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out 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.

+10 Winning Leader. The leader of the winning gang earns an extra 10 Experience Points.

OUTLAW SCENARIO 4: CARAVAN

Guilder caravans make tempting targets for Outlaws. The penalties for attacking Guilders are draconian, but Outlaws are desperate, hunted men and the Guilder caravans carry a small fortune in credits alone. Guilders hire local gangs to protect their caravans as they pass through their territory, but bitter experience has taught the Guilders not to let the guards come near the caravan itself in case the temptation proves too much. Hence the gangs act as vanguards and flankers, fighting off mutants and Outlaws that come anywhere near the caravan. For their part the Outlaws just want to get past the guards and grab the booty.

TERRAIN

The terrain represents an area of ruins in the Badzones. Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

THE GANGS

NOTE: In this scenario the defenders cannot be an Outlaw gang.

Both sides roll a D6, the highest roller can pick which table edge to deploy on. The lowest roller deploys on the opposite table edge. The defending player sets up first, deploying his entire gang within 12" of his table edge. The attacking player then sets up his gang within 24" of his table edge, though none of his models may be deployed within 16" of the defenders.

STARTING THE GAME

Both sides roll a D6. The player with the highest score takes the first turn.

GETTING TO THE CARAVAN

The caravan is only a few hundred metres beyond the defending gang's table edge so the attacker only needs to get some of his fighters past the guards. Once the attackers get through they can pick off a few pack slaves and loot the caravan at their leisure.

Whenever the attacker manages to move any of his models off the defender's table edge place the models to one side until the end of the game. Whatever happens, none of the models that break through to the caravan will return in time to affect the fight with the guards.

ENDING THE GAME

The game ends if all the attackers are either down, out of action or have left the table. It also ends if the attackers fail a Bottle roll, or volunteer to bottle out. The attacking gang is making a determined raid so he doesn't have to start making Bottle rolls until he has suffered 50% casualties rather than 25% as normal. Note that models which have left the table do not count as casualties for the purposes of the Bottle roll.

The defenders are protecting the caravan as it passes through their home ground and they will suffer a major loss of face if the Guilders are attacked. This means they do not have to make Bottle rolls. The defender won't bottle out in this scenario and cannot bottle out voluntarily.

LOOTING THE CARAVAN

Once the game is over total up the number of attacking models that broke through to the caravan. Roll a D6 and add the number of models to the dice roll to find out what they managed to rip off from the Guilders.

D6	Result
1-3	The attackers are miserably unsuccessful. Each model picks up D6 credits' worth of stuff, but on a roll of 1 they get shot and suffer a serious injury.
4-5	The attackers manage to scavenge a few bundles dropped by the Guilders as they flee. Each model picks up 3D6 credits' worth of stuff.
6-7	The attackers bring down several pack slaves and escape with D6x5 credits for each model.
8-10	The attackers nail a Guilder and strip his corpse, gaining D3x10 credits each.
11+	The attackers gun down several pack slaves and a Guilder, hauling in 2D6x5 credits for each model.

WRATH OF THE GUILDERS

The Guilders really don't appreciate people attacking their caravans, even less so if Guilders get killed in the process. Being the attackers in this scenario means being automatically outlawed and the Guild price on the Outlaw gang is doubled. If any Guilders were killed (result 8+ above) the gang is permanently outlawed, so it may no longer pay its Guild price to lose its Outlaw status.

GUARD PAYMENT

The gang guarding the caravan may collect income as usual and is also paid 10 credits per fighter by the Guilders. However, the Guilders will deduct 20 credits from the payment for each attacker that gets through to the caravan and they won't pay anything if a Guilder is killed. No matter what happens, though, the gang doesn't have to pay the Guilders anything (no leader is that stupid).

EXPERIENCE

+D6 Survives. If the fighter survives the battle then D6 points are earned. Even fighters who are wounded and taken out 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.

+5 Attacked Caravan. Each model which moves off the defender's table edge gains 5 points.

+10 Defending Leader. If the attackers don't get any men through to attack the caravan the defending leader earns an extra 10 Experience Points.

Author *Jake has recently taken to wearing large pink hats. Not really, but as he's out of the office for a week he can't proof read this!*



Further Information *The rules for the Wyrds are currently being playtested and will be in next issue.*

Website *www.Necromunda.com*

THE OUTLAW TRADING POST

Outlaw trading posts are scattered unevenly throughout the Badzones. The most famous is Heretics Hole, which is so well established that even the Guilders use it illicitly, though they're the ones who had it declared Outlaw in first place. Other infamous Outlaw trading posts include Blood Spill, Hellhole, Sump Town, Black Crack and Widow's Pipe, many of which are actually settlements ruled by Outlaw bosses. Small, heavily armed caravans of illegal traders ply the desolate areas between the Outlaw posts to supply booze and guns to Scavvies and Ratskins.

Some outlander trading post are run by those that have fled the rule of the law up hive, others are staffed by mutants. All are non-Guilders, and as such have been declared Outlaw. Despite this, or perhaps because of it, they are very cosmopolitan places. Spies lurk everywhere in these settlements and sporadic expeditions are undertaken to eradicate Outlaw holes situated too close to bona-fide settlements. The inhabitants are normally long gone by the time the authorities arrive but surprise attacks have resulted in some bloody conflicts. Heretics Hole has been destroyed (and rebuilt) many times over and the Blood Spill massacre is still remembered as a day of infamy.

SPENDING CASH WHEN YOU'RE IN THE WASTES

After every game a gang can collect income from its territory and by foraging. Cash can be spent on recruiting new fighters and on new equipment for the gang. When you are in the Wastes, spending cash must be done at the Outlaw trading post – there are no legal trading posts.

NEW RECRUITS

The Outlaw trading posts are full of young punks and old soaks so new fighters are recruited in the same way as normal. Refer to the appropriate Recruiting a Gang section of the Necromunda rulebook. New recruits may be armed with any of the weapons described in the Gang Recruitment list, but cannot be given other equipment until they have fought at least one battle.

Gangs can recruit whatever type of fighter the player wishes, but the usual restrictions apply regarding the number of leaders, heavies, Totem Warriors and so on.

RECRUITING HIRED GUNS

Players may hire mercenary fighters for the gang if they wish. Refer to the Hired Guns sections of Necromunda for details. Hired Guns are criminals, outcasts and wanderers who are willing to sell their expert skills to anyone prepared to pay. Obviously, Bounty Hunters won't hire out to Outlaws of any type.

WEAPONS

If players want to buy new weapons or other equipment for existing gang fighters then refer to the trading charts below. The charts list all the weapons and equipment available at an Outlaw trading post, though many items are not always available and vary in price.

TRADING

Common items can normally be found quite readily among the noisy stalls and bazaars of an Outlaw trading post. Players can usually purchase as many of these items as they want. The price for common items is fixed, so players always pay the same price for them.

Rare items are hard or even impossible to find. Only occasionally do such items turn up for sale and the price asked is often way above their true value. Players must be prepared to snap up useful items as they are offered, especially the really hard-to-get weapons and equipment.

To represent the scarcity of rare items each player makes a dice roll at the start of his trading session to determine what goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the gang leader as he scours the trade post and visits his contacts there.

Roll a D66 for each item and consult the Outlaw Trade chart to discover what is on offer. The player may buy any of the items offered, but only one of each item unless the same result is rolled more than once.

Note that each player rolls separately for his trading and one player cannot buy goods offered to another.



GANGERS AND TRADING

If a player wishes he can use extra gangers to search around the trade post and make enquiries about further rare items which might be for sale. A ganger who does this cannot collect income from the gang's territory that turn or forage. Searching out rare items is an alternative to collecting income.

For each ganger employed in this fashion you may add a further +1 randomly generated rare items to the list of those offered for sale.

OUTLAW TRADE CHART

The following chart is used to determine what rare trade items are offered for sale to the gang leader. D3 items are offered automatically and a further +1 for each ganger sent to search them out. The prices of rare items are given on the main trade charts.

D66 Roll	Item
11	Special: Gamble and Lose
12-13	Special: Robbed
14-15	Special: Cheated
16	Special: Gamble and Win
21	Power Weapon. Roll a D6: 1 – Power axe 2-3 – Power maul 4-6 – Power sword
22	Gas Grenades. Roll a D6: 1-2 – Choke 3-4 – Scare 5-6 – Hallucinogen
23	Grenades. Roll a D6: 1 – Melta bomb 2-3 – Photon flash flare 4 – Plasma grenade 5-6 – Smoke bomb
24	Gun Sight. Roll a D6: 1-2 – Red-dot laser sight 3 – Mono sight 4 – Telescopic sight 5-6 – Infra-red sight
25	Armour. Roll a D6: 1-4 – Flak 5 – Carapace 6 – Mesh





26	Bionics. Choose one of: Bionic arm, bionic eye, bionic leg.
31	Archeotech
32	Bio-scanner
33	Blade Venom
34	Blindsnake Pouch
35	Bottle of Wild Snake
36	Infra-goggles
41	Icrotic Slime
42	Kalma Fixer
43	Rad Counter
44	Ratskin Map
45	Screamers
46	Silencer
51	'Slaught Fixer
52	Spook
53	Spur Fixer
54	Stinger Mould Patch
55	Stummers
56	Weapon Reload
61-62	Special: Rumour
63-64	Special: Tip-off
65-66	Special: Inside Information

SPECIAL RESULTS

Special results represent chance encounters and events which take place during your time in the Outlaw hole. Each of these events is a one-off, so if you roll the same result twice in the same trading session re-roll the dice.

Gamble and Lose. You have to gamble at an Outlaw trading post, though it's not a law (because there aren't any). However most of the business is conducted around the gambling tables and it's considered a character flaw not to gamble – it implies you're not prepared to take risks, and that makes you an easy roll. You lose 2D6 credits and come away a little wiser.

Robbed. You reach for your creds and find them gone, some scrag has stolen them from right under your nose. You look around but there are dozens of likely candidates at hand. Roll a D6. On a 6 you spot the culprit flinch from your gaze and grab him before he legs it. You get your money back and give him a lesson in manners. On a 1-5 you draw a blank and have to count the cost of losing 3D6 credits (nobody's fool enough to keep all their creds in one place).

Cheated. You trade for a bargain piece that seems sound at first but is in fact flawed, damaged, badly-made or counterfeit and basically useless. Lose 3D6+10 credits and look a bit closer next time.

Gamble and Win. You gamble away a pile of credits but then luck smiles on you and you win it back with some interest. Gain an extra 2D6 credits.

Rumour. You hear a rumour about what's going on in the Wastes, which gangs are going where and what they're looking for. You may modify your next dice roll on the Scenario table by +1 or -1; the modifier is applied after the dice have been rolled.

Tip Off. An old contact gives you some good information which alerts you to an opportunity for making some creds. The next time you roll on the Scenario table you may re-roll the dice if you wish.

Inside Information. An insider informant offers to sell you vital information for 10 credits. If you pay the man his credits the next time you play a game you may choose the scenario instead of rolling on the Scenario table.



PRICE CHART

The chart below indicates the cost of items available for sale at the Outlaw trading post. The cost of rare items is included on this chart, but such items cannot be bought unless they are offered for sale as already described. In some cases the cost of an item is variable, it includes a base cost plus a variable extra amount, for example 40+3D6 credits. In these instances the extra variable cost is the additional rarity value of the item – the premium which must be paid to own it.

HAND-TO-HAND WEAPONS

Item	Cost	Availability
Sword	10	Common
Chainsword	25	Common
Club, maul or bludgeon	10	Common
Chain or flail	10	Common
Knife (Nb 1 knife is free)	5	Common
Massive axe, sword or club	15	Common
Power axe	35+4D6	Rare
Power maul	35+4D6	Rare
Power sword	40+4D6	Rare

PISTOLS

Item	Cost	Availability
Autopistol	15	Common
Bolt pistol	20	Common
Hand flamer	20	Common
Laspistol	15	Common
Needle pistol	100+5D6	Rare
Plasma pistol	25	Common
Stub gun	10	Common
Web pistol	120+5D6	Rare

BASIC WEAPONS

Item	Cost	Availability
Autogun	20	Common
Boltgun	35	Common
Lasgun	25	Common
Shotgun (solid shot + scatter shells)	20	Common



SPECIAL WEAPONS

Item	Cost	Availability
Flamer	40	Common
Grenade launcher (grenades extra)	130	Common
Meltagun	95	Common
Needle rifle	230+5D6	Rare
Plasma gun	70	Common

HEAVY WEAPONS

Item	Cost	Availability
Autocannon	300	Common
Heavy stubber	120	Common
Heavy bolter	180	Common
Heavy plasma gun	285	Common
Lascannon	400	Common
Missile launcher (missiles extra)	185	Common

GRENADES

Item	Cost	Availability
Choke gas grenades	15+3D6	Rare
Frag grenades	30	Common
Hallucinogen gas grenades	40+5D6	Rare
Krak grenades	50	Common
Melta bomb	40+4D6	Rare
Photon flash flare	20+3D6	Rare
Plasma grenade	30+4D6	Rare
Scare gas grenades	20+3D6	Rare
Smoke bomb	10+4D6	Rare

MISSILES

Item	Cost	Availability
Frag missiles	35	Common
Krak missiles	115	Common

SPECIAL AMMO

Item	Cost	Availability
Man-Stopper shotgun shell	5	Common
Hot Shot shotgun shell	5	Common
Bolt shotgun shell	15	Common
Dum dum bullets for stub gun	5	Common

GUNSIGHTS

Item	Cost	Availability
Red-dot laser sight	40+4D6	Rare
Mono sight	40+4D6	Rare
Telescopic sight	40+4D6	Rare
Infra-red sight	30+4D6	Rare

ARMOUR

Item	Cost	Availability
Flak	10+3D6	Rare
Carapace	70+4D6	Rare
Mesh	25+4D6	Rare

BIONICS

Item	Cost	Availability
Arm	80+4D6	Rare
Eye	50+4D6	Rare
Hand	50+4D6	Rare
Leg	80+4D6	Rare

MISCELLANEOUS

Item	Cost	Availability
Archeotech	D6x10	Rare
Bio-scanner	50+3D6	Rare
Blade venom (per dose)	10+1D6	Rare
Blindsnake pouch	30+2D6	Rare
Bottle of Wild Snake	10+1D6	Rare
Clip harness	10	Common
Filter plugs	10	Common
Infra-goggles	30+3D6	Rare
Icrotic slime	50+3D6	Rare
Kalma (per dose)	5+1D6	Rare*
Photo-contacts	15	Common
Photo-visor	10	Common
Rad counter	10+3D6	Rare
Ratskin map	D3x10	Rare
Respirator	10	Common
Screamers (one encounter)	10+3D6	Rare
Silencer	10+2D6	Rare
'Slaught (per dose)	5+2D6	Rare*
Spook (per dose)	10+3D6	Rare
Spur (per dose)	5+3D6	Rare*
Stinger mould patch (each)	15+2D6	Rare
Stummers (one encounter)	10+3D6	Rare
Weapon reload	Half Weapon Cost	Rare

* Becomes common once a fixer has been found.



NEW EQUIPMENT

ARCHEOTECH

All sorts of ancient technology turns up in the Underhive, from corroded junk dredged out of pollutant pools to shining artefacts unearthed in forgotten treasure domes dating back to the first colonisation. By law, all archeotech must be sold to the Guilders as soon as it's discovered, but odd pieces do find their way to Outlaw trade posts to be sold illegally.

The problem with buying archeotech is that all the well understood or recognisable artefacts are snapped up long before they reach the open market. The remainder is impossible to understand without a lot of examination and experimentation. Often archeotech like this will be a sealed casket or an enigmatic chrome sphere, a mysterious black box or a wafer of shifting crystal. Most people don't dare to mess around with these things so they are sold comparatively cheaply, but you don't know whether you're getting a fine example of lost technologies or an interesting paperweight.

Special Rules

If you decide to buy a piece of archeotech you must give it to a member of your gang so that he can try to puzzle out its secrets. Roll a D6 to find out what happens. You may not transfer the artefact to another fighter once it has been examined – only the person who examined it knows how to make it work.



D6	Result	
1	**Dangerous**	The operator accidentally triggers the device as he's messing about with it. He suffers D6 S2 hits and the archeotech is reduced to a pile of worthless molten slag.
2	**Viewer**	The operator can use the device to view different places, shifting his perspective to almost any point even if it's beyond closed doors and solid walls. If the operator doesn't move, shoot or fight in close combat in a turn he can spot any hidden fighter on the tabletop. If the model is on sentry duty roll a D6 for him each turn: on a roll of 6 he automatically sounds the alarm as he spots the enemy sneaking around. Creative players may well find other uses for this device.
3	**Cutting Beam**	The device can be used to focus a cutting beam of great power on a stationary object. Unfortunately it's useless as a weapon because both the target and the operator have to be perfectly still for the beam to focus, but it makes a good can opener. Against doors, walls, objectives etc, the device will cause a S6 hit on the first turn of use, increasing to S7 on the second turn, S8 on the third and so on up to S10. The operator can do nothing else while operating the cutting beam.
4	**Lifter**	The device is a sophisticated form of suspensor which can negate or lessen gravity for its bearer, allowing him to float up or down for a limited period. The operator is allowed to move up or down pieces of terrain even if there is no ladder for him to climb up. In addition, he will never suffer damage from falling so he can simply step off a walkway and drop down without harm. The movement is quite slow however, so the movement up or down does count against the model's total movement for the turn.
5	**Holo Projector**	The device functions as a basic holo projector and can be used to make the fighter appear a short distance away from where he really is. This gives the fighter a saving throw of 4, 5 or 6 on a D6 against any hits from shooting, which is not affected by weapon Saving throw modifiers. As soon as the Saving throw is failed the projector stops working for the rest of the game. Also note that the holo projector is useless against close combat attacks and weapons with a template or Blast marker.
6	**Weapon**	The device is a powerful and compact weapon. It is only pistol-sized but is as effective as a much larger piece of ordinance. Roll a D6 to find out what it is: 1-2 – Boltgun, 3 - Flamer, 4 - Meltagun, 5 - Plasma gun, 6 - Grenade launcher with frag grenades The weapon has the standard profile for a weapon of its type but is small enough to use one-handed so it can be used in close combat as well. However, in close combat only one hit can be scored with the archeotech weapon as it has a slightly delayed recharge time. Because the weapon is compact and self maintaining it can be used by anyone, not just heavies or leaders.

BLADE VENOM

Many of the mutant fungi strains found at the hive bottom are deadly poisonous, such as Widowmaker, Scarlet Feng and Grey Lattice. Some, like the notorious Black Death, have even developed coatings which are lethal to the touch, and can kill creatures that brush against them. The Black Death grows over the victims of its deadly toxins, supplying itself with a ready source of nutrition and a lure for other organisms hunting for carrion.

Blade venom is brewed from a variety of natural poisons to produce a viscous purple substance which will kill a man in seconds. Ratskins are experts in the use of blade venom, but they normally will only use it to kill large and dangerous mutants or other beasts which are almost immune to normal weapons. Other Outlaws are rather less moralistic and will cheerfully coat swords and knives with venom if they think it will give them an edge in combat. The only problem is that a clumsy fighter with a poisoned weapon is as great a danger to himself as anyone else.

SPECIAL RULES

Doses of blade venom are kept in the gang's stash and distributed before the start of a game to fighters who will use them. A dose of blade venom will envenom one weapon for one game, after which the venom loses its potency. Blade venom can only be usefully applied to normal swords and knives, not for example, to chainswords or massive swords. Blade venom has two effects:

1 Any hits inflicted with the weapon cause D3 wounds instead of 1.

2 The model using the envenomed weapon suffers a S1 hit for every 1 (fumble) it rolls on its Attack dice.

BOTTLE OF WILD SNAKE

Wild Snake is a rare and potent liquor brewed out in the Badzones where it commands a price to match. If they can find some, it's not uncommon for an Outlaw gang to get tanked up on Wild Snake before a fight – "Snake Courage" as it's called.

Special Rules

If you send any gangers to look for rare items for trade and you roll a bottle of Wild Snake then you have to buy it, the gangers just can't resist good (or bad) liquor. Fortunately a cunning leader can still use the Wild Snake to instil a bit of "Snake Courage" into their gang by giving it to them to drink before a game. The bottle of Wild Snake is used up and the whole gang's Leadership is increased by +1, up to a maximum of 9. Sadly their inebriation also reduces their Initiative characteristic by -2 as well. Once the game is over the gang's characteristics are returned to normal with accompanying blistering headaches.

ICROTIC SLIME

Icrotic slime is a rare and dangerous Underhive organism – a living transparent blob about the size of a man's fist. A mature slime seeks out a living creature and positions itself on top of the creature's head where it is slowly absorbed through the flesh into the host's brain. As slimes aren't very fast or agile they rely on catching their victims asleep. Whilst they invade their host they protect themselves by releasing psycho-chemical stimulants which seriously affect the host's mind and body. So euphoric is the effect, and so great the sense of power, that the victim makes no attempt to remove the slime.

Once inside the host's brain the slime encysts and reproduces in the manner of common amoebic parasites. As the amoeba divides it becomes millions of tiny babies, which break out from their shells and begin to consume the host's brain from which they derive vital psychic as well as physical nutrition. Soon the host turns into a gibbering wreck as his brain is consumed from within. Within a couple of hours the pressure of the feeding, growing baby slimes is so great that the victim's skull cracks open and millions of tiny icrotic slimes slither out. These are only a millimetre or so across, but they grow quickly by enveloping and digesting increasingly large creatures.

So great is the physical and mental enhancement and general sense of euphoria induced by icrotic slime that some people use it as a drug. They avoid death either by ensuring there is somebody ready to scrape off the slime at the last minute, or by use of anti-parasite drugs that kill the icrotic slime before it has a chance to encyst. Once encysted the tough outer shell makes the slime immune to all but physical removal involving major surgery.

The risks of using icrotic slime are considerable, even using drugs. The efficacy and potency of antidotes vary tremendously, especially in the dangerous, sleazy environments where these are often used. Amongst the wealthy decadent elite who indulge in this practice the risks are less because they can afford good quality antidotes, but even so success is not certain. There are even strains of icrotic slime that have become immune to the anti-parasite drugs.

Special Rules

Effect. Icrotic slime has a potent effect on the user: the chemicals it releases make him stronger, more agile, improve his reflexes and nullify the effects of shock and trauma so that he can fight on and survive terrible wounds. It is thought these effects are produced in the host to ensure it survives long enough for the slime to reproduce successfully.

At the start of the game roll a D6 on the table below for each of the user's characteristics except Wounds and Leadership.

D6 Roll	Result
6	Increase the characteristic by +3 points for the duration of the game.
4-5	Increase the characteristic by +2 points for the duration of the game.
2-3	Increase the characteristic by +1 point for the duration of the game.
1	The characteristic is unaffected.

The model's Wounds and Leadership characteristics are both doubled up, to a maximum of 10 each. In addition, the character is so deranged by the slime that he is not pinned by shooting attacks.

Duration. Icrotic slime has an effect for the whole game, after which it must be removed or the recipient will die. The slime is destroyed by removal so it may only be used once.

Side effects. Roll 2D6 at the end of the game. If the roll is a 2 the icrotic slime encysted before the fighter's comrades could remove it and he dies screaming in agony. On a 3-11 the slime is successfully removed. On a 12 the slime is removed plus the fighter gained some benefit from his slime time and has all of his serious injuries removed (including the good ones like scars). If he had no injuries the fighter gets a free roll on the Advance Table instead.

KALMA

The 'Kalma' result on the Outlaw Trade chart indicates you have contacted an individual who can supply you with Kalma whenever you trade from now on. This means that even though Kalma is listed as a rare item on the price chart you treat it as 'common' once you have rolled it on the Trade chart.

Kalma is the hive name for a general group of euphoric sedatives which lower the state of consciousness and induce a state of well being. Such drugs are often ground up and used in small quantities in food. A tablet of Kalma renders the individual docile and compliant. A Kalmed character can be led about and will remain passive while unattended. Kalma is sometimes used to sedate captives and hostages so that they can be led away quickly and easily from the battle zone.

Special Rules

Effect. The only time Kalma is likely to be used in a game is if the *Rescue* scenario is being played. In this case the defender can choose to feed Kalma to the prisoners, in which case they are treated in the same way as a 'down' model throughout the scenario (ie, they are placed face down and can only move 2" per turn), though they don't make Recovery rolls.

Duration. Roll 2D6 in each Recovery phase and add the model's Toughness characteristic to the result. If the total is greater than 12 the model recovers from its stupor and may act normally; if the total is 12 or less the model is still affected and grinning beatifically.

Side effects. There are no long-term side effects to Kalma.

RAD COUNTER

A rad counter is a piece of technology often found in the form of an amulet or bracelet. It warns of dangerous emissions of radiation which would normally be invisible and undetectable with a change of colour or a loud clicking noise. A fighter equipped with a rad counter can move around the Underhive in greater safety and explore its more heavily contaminated areas by using the rad counter to warn him of the radioactive hot spots.

Special Rules

A fighter equipped with a rad counter can roll 2D6 instead of 1D6 when foraging in the wastes. If a ganger with a rad counter is used to work a Rad Zone territory he can re-roll the dice for the amount of income he collects and will only suffer radiation poisoning on a roll of double 1.

'SLAUGHT

Like Kalma, the ''Slaught' result on the Outlaw Trade chart indicates you have contacted an individual who can usually supply you with 'Slaught whenever you trade from now on. Roll a D6 in each trading session: on a 2-6 'Slaught is available and on a 1 it isn't.

'Slaught is officially known as Onslaught and it is a crude combat drug made from a dangerous combination of mutant rat glands and a number of synthetic adrenalin compounds. 'Slaught enhances an individual's fighting abilities: increasing alertness and speed, apparently slowing down the world by increasing a person's mental awareness. If it weren't for its unfortunate side effects it would be an ideal combat drug.

Special Rules

Effect. A model may take a dose of 'Slaught before the start of a game. 'Slaught increases the user's Initiative and Weapon Skill by D3 points each; Ballistic Skill isn't affected. When the effects wear off, fighting abilities return to normal.

Duration. Roll 2D6 in each Recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off, the model collapses in a heap, counting as being pinned, and is no longer under the influence of 'Slaught. Only a single dose of 'Slaught may be taken in a game or the cumulative effects would kill the user.

Side effects. There are dangers associated with long-term use of 'Slaught. Each time the 2D6 roll is made for duration there is a chance that the model will become addicted. On a roll of 3-12 the drug has no long-term effects (though it may have worn off as noted above), but on a roll of 2 the model has become dependent upon it. A dependent character no longer derives any benefit from the drug but must continue taking it in the future or he will suffer detrimental effects.

If denied access to the drug a dependent character loses -D3 points from his Initiative and from his Weapon Skill until he receives his next dose. If either characteristic is reduced to 0 the model cannot fight. Long-term users of 'Slaught are called 'Slaughters. As 'Slaughters get older they become 'Slaughted, and gradually lose mental coherency if the drug is denied them. These drooling, jerky-limbed madmen roam the Underhive, no longer able to tell friend from foe or man from monster.

SPOOK

Spook is extracted from certain decayed synthidiet deposits or 'raw Spook'. The decayed synthidiet was dumped many thousands of years ago and stashes are sometimes discovered in the Underhive or ash wastes by Scavvies and Ratskins. The original synthidiet was probably recycled from the bodies of dead hivers in times of food shortages and so may act as a medium for carrying race-memories locked in chemical form or DNA.

Over the millennia the decaying synthidiet was acted upon by the mutant fungi spores that made up an important component of it, turning the stuff into a potent and dangerous powdery green scum. This is drunk in a frothing liquid form by those foolish enough to use it. A tiny glass phial contains a standard dose.

Spook enhances any latent psychic awareness in the human mind. Most Spook-induced Wyrds will be devoid of any inherent mental strength (otherwise latent Wyrd powers would have developed and manifested themselves naturally). They are psychically vulnerable and consequently prone to daemonic attack in all its forms, as indeed are many Wyrds.

Note:
Full rules for Wyrds will be in a future issue. Until then, re-roll the result or keep it in your gang stash for later.



SPUR

Like 'Slaught and Kalma, the 'Spur' result on the Outlaw Trade chart indicates you have contacted an individual who can occasionally supply you with Spur whenever you trade from now on. Roll a D6 in each Trading session: on a 4-6 Spur is available and on a 1-3 it isn't.

The name Spur is given to a number of similar stimulants. Spur has some unusual side effects which discourage most individuals from using it. Taking Spur involves extra risks because not all Spur is the same, and so the potency of any side effect cannot be judged accurately. All types stimulate the nervous system, improving the senses, muscle reaction and speed of thought. However an old, adulterated or badly made batch may be ineffective.

Special Rules

Effect. A model may take a dose of Spur before the start of a game. Roll a D6 on the table below to determine its effects.

D6 Roll	
6	Increases the character's Initiative and Weapon Skill by +D6 points each, Ballistic Skill and Movement by +D3 points each. As a result of the character's hyperactive nervous condition, he goes down for one whole turn as soon as the drug wears off, after which he recovers automatically.
4-5	Increases Movement and Initiative by +3 points, but sensitises the character's nervous system so that a sudden physical shock may render him unconscious. To represent this the model's Toughness is reduced by -1 point as long as the Spur lasts.
2-3	Increases Movement and Initiative by +D3 points.
1	Ineffective – the batch is old or bad.

Duration. Roll 2D6 in each Recovery phase and add the model's Toughness characteristic to the result. If the total is 12 or less the model is still affected by the dose. If the total is greater than 12 the dose wears off and the model is no longer under the drug's influence. Only a single dose of Spur may be taken in a game or the cumulative effects would kill the user.

Side effects. There are no long-term side effects to Spur.

STINGER MOULD

Stinger mould is a rare and precious fungi that grows in isolated patches out in the Badzones. Stinger mould can only be found in areas where radioactive waste mixes with organic sewage at a certain temperature. The mould blooms in a matter of hours, swells and then explodes to scatter its dangerous poison spores (the stingers it takes its name from) into the air currents. The mould then shrivels and dies.

If the mould is harvested before it matures its spores can be rendered into a curative paste or compress which vastly stimulates the body's own healing process. The recuperative effects of Stinger mould are renowned amongst surgeons and doctors, and it is heavily harvested in some areas for use in the hive, the Spire and even offworld.

Special Rules

A Stinger mould patch can be used to either:

1 Cure an existing serious injury on a fighter.

2 Re-roll a result on the Serious Injury table apart from 'Dead', 'Captured' or 'Multiple Injury' results.

The Stinger mould is good for one use only.

Author	*Jake is working on the Necromunda Living Rulebook which will be published when the all new Necromunda site goes live (by the time you read this!).*
Further Information	*The next gang to get the makeover treatment will be the Scavvys. Look out for them early next year.*
Website	*www.Necromunda.com*



TREACHEROUS CONDITIONS

By Andy Chambers

The Underhive is an ever-changing environment: sludge flows and sump overspills can turn dry ground into swamp in hours, lighting failures can plunge whole areas of the hive bottom into darkness and the ground can suddenly fall away into a bottomless pit. Worst of all, terrifying hive quakes shake the whole area as the massive structure of the hive above slowly settles on its foundations.

The Treacherous Conditions rules in this article bring just some of the many dangers of the Underhive into your games of Necromunda, and can be used in almost all of the scenarios in Necromunda. The one exception we came across is the Shoot-out scenario which takes place inside a settlement or a drinking hole, where the only really treacherous conditions are in the kitchens!

Both players can agree not to use treacherous conditions if they want (wimps!) but otherwise they must be rolled for even if only one player wants to use them.

Roll for treacherous conditions after the scenario has been chosen and the terrain has been placed but before players set up their gangs. The table uses a D66 roll in the same way as the Serious Injuries chart in Necromunda. Roll two dice: the first roll represents tens and the second units, so a roll of 1 and 5 is 15, 6 and 3 is 63, and so on.

Ratskins
Ratskin Scouts and Ratskin Renegades are immune to all the effects of treacherous conditions. Ratskins are born and bred in the dangers of the Underhive so they learn how to avoid them or die at a very early age.

11-16 BUBBLING SLIME

Something extremely nasty has bubbled up from the Sump...

11 Sea of Goo

A thick layer of stinking black slime covers the entire tabletop. Models have to wade through this disgusting gunge if they want to reach another gantry or walkway, and moving is extremely difficult in this glutinous slime. Movement is restricted to 2" per turn when wading. Models can't double their movement by running or charging in the goo, as the disgusting stuff is too thick to move fast through. Gantries and walkways aren't slimy so models on them aren't affected by this rule.



12 Sludgy Surface

A thin layer of luminous green slime covers the tabletop. Models may move as normal but if they double their movement by running or charging in these conditions they must roll equal to or under their Initiative on a D6 or they will slip over and count as being pinned. Gantries and walkways aren't slimy so models on them aren't affected by this rule.

13 Slimy Film

The whole area is covered with a horrible thin film of slime but it is nothing more than an annoyance. Continue the fight as normal.

14 Old Gunk Tank

Sludge-dripping pipes and slimy grates indicate that this area was once a huge gunk tank of some kind but has long since been drained. Carry on with your fight as normal.

15 Old Gunk Tank

Sludge-dripping pipes and slimy grates indicate that this area was once... Oh dear, it's filling up! Set up the gangs and then roll a D6 for each model to see who gets gunked as the pipes and grates spew forth the disgusting slime. Models get gunked on a 1, 2 or 3 and count as being pinned at the start of the game, they may also fall if they're within 1" of the edge of a structure or walkway. Just roll once for each model to see whether they are 'gunked', from then on the slime has no effect. Models that attempt to use tunnels or vents to sneak around the opposition must roll a D6 each: on a roll of 1, 2 or 3 they are driven back from the gunk tank by rising slime and do not fight in the game at all.

16 Pit of Despair

The entire level of the tabletop is covered with a seemingly bottomless layer of sludge. The whole game must be fought on the higher levels, though any models that fall from gantries and walkways onto the tabletop will not suffer any damage as their fall is cushioned by the sludge. Unfortunately, the model must also roll equal to or under their Strength on a D6 at the start of each of their turns. If they succeed, they can move at 2" per turn to the nearest gantry and climb out. If they fail, the model is automatically swallowed and suffocates in the thick sludge (gloop!). Any equipment or weapons carried by models drowned in the slime is lost.

21-26 HIGH WINDS

Your fight is taking place near an intersection of gigantic air tunnels that feed cleaner air around the hive. Large domes can also generate their own micro-climates which create powerful air vortices in the right conditions. These swirling winds can make conditions on the gantries and walkways extremely dangerous.



21 Howling Winds

The winds are so powerful that no one will climb onto a gantry or walkway. The game must take place entirely on the tabletop where there is more shelter. Players may not use vents to work their way around their opponent in howling winds.

22 Blustery Conditions

Shooting is extremely difficult in such blustery conditions, especially over distances. Anyone firing a weapon at long range suffers an extra -1 to hit penalty. Because of the difficulties in holding a bead on their target, models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

23 Steady Air Flow

It's windy, but hardened gang fighters are used to such difficult conditions and can fight on as normal.

24 Fans Down

The gigantic fans that drive the air around the wind tunnels are either switched off or just not working at present. Continue your fight as normal.

25 Blown Away!

Winds are high today, making high walkways and gantries dangerous. Any model on a gantry or connecting walkway or on the top level of any structure must roll equal to or under their Strength on a D6 at the beginning of each of their turns to remain standing. If the roll is failed, the model is pinned and may fall if it is within 1" of the edge of a structure or walkway.

26 Hang on to Your Hoods!

Powerful, blustery winds make shooting especially difficult. Models shooting at short range suffer an extra -1 to hit penalty and models shooting at long range suffer a -2 to hit penalty. Because of the difficulties in holding a bead on their target models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.





Same old story: a couple of rats and the girls run away scream

31-36 TOXIC FOG

The Underhive is an extremely unhealthy place to live. The mixture of heavy industry, squalid living conditions and fumes from the Sump combine to create clouds of noxious fog that drift around the Underhive. As well as being nasty to inhale, toxic fog hampers vision, particularly at long range, masking fighters behind rolling clouds of vapour.

Models that don't have respirators or filter plugs may be poisoned by toxic fog and unable to fight. Roll a D6 for each model without such protection before set-up: on a 1 the model may not fight in the game but is still able to collect income, inventory and so forth afterwards.

31 Pea Souper

Billowing clouds of greeny-yellow fog drift through the Underhive. Vision range is reduced to a maximum of 10". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

32 Thick Fog

Clouds of fog make the going tough. Vision range is reduced to a maximum of 16". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

33 Fight On

The fog clears for a while enabling you to continue your fight as normal.

34 Conditions Normal

The fog has drifted to another section of the Underhive and won't affect your fight.



35 Patchy Clouds

Drifting fog hampers your fight. Vision range is reduced to a maximum of 20". Targets appear and disappear so quickly that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

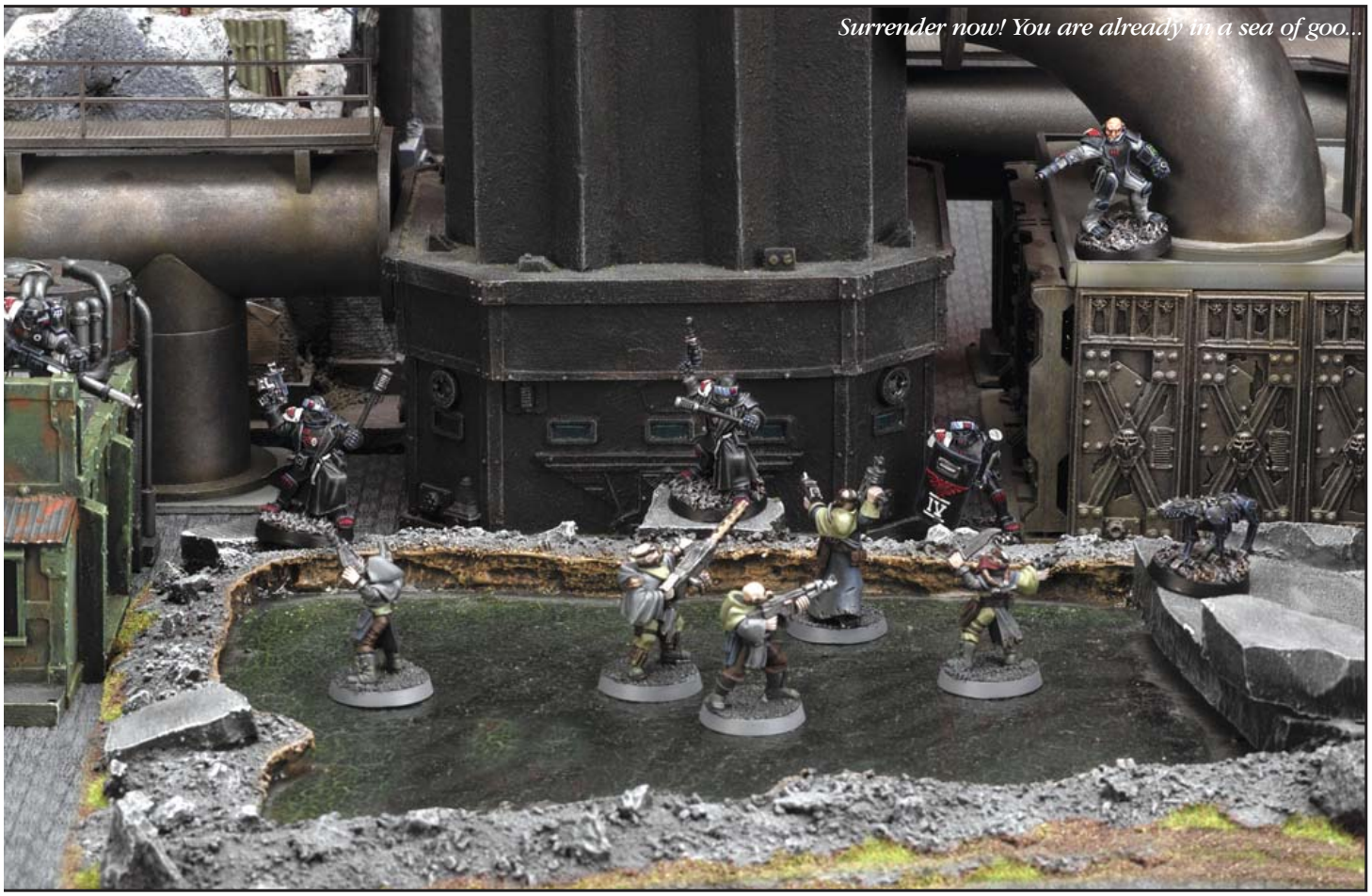
36 Charge!

Both gangs were ready for a scrap but a thick orange fog descended a couple of hours ago. Both gangs are about to retreat when the fog suddenly lifts. One gang takes advantage of the situation by quickly advancing on the enemy.

Both players' leaders take a Leadership test on 2D6. The player who passes by the most may set up his models again, now within 12" of the table edge and automatically gets the first turn. Re-roll in the case of a draw. If both players fail their tests, they miss their chance to take advantage of the situation and proceed with the game as normal.

41-46 BAD LIGHT

The Underhive is a dark and dingy place at the best of times, and the variable lighting conditions can affect the fighting. Models equipped with infra-red goggles and sights are unaffected by bad light. Models with photo-visors or contacts can see at double the maximum vision ranges in bad light.



Surrender now! You are already in a sea of goo...

41 Pitch Black

This section of the Underhive is so badly lit that visibility for shooting is down to a maximum of 8". Spotting fighters is so difficult that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

42 Grim Darkness

This badly lit area means targets are only visible within 16". Spotting fighters is so difficult that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

43 Gloomy

You can see well enough to fight on as normal.

44 Shadowy

The lighting is poor, but you fight on as normal.

45 12 O'clock High

Extremely bright lights shine from one side of the battleground. Models that are facing into this light when they shoot will suffer an extra -1 to hit penalty. Roll a D6 to randomly determine which is the brightly lit table edge.

46 Long Shadows

Plenty of hiding places amongst the long shadows enables all players to run and hide in the same turn.



51-56 SWARMS

The Underhive is prime breeding ground for all sorts of nasty life forms: insects and rats do particularly well in the squalid conditions. Underhive fighters are used to avoiding or killing dangerous creatures most of the time but some areas are literally teeming with life. Beastmaster Wyrds (which we will cover in a later issue) are never affected by Swarms.

51 Carrion Bats

Clouds of carrion bats fly through the area at the start of the game. They whirl around fighters' heads making all but the most hardened duck and flinch. Roll a Leadership test for each model once they have been set up. If a model fails the test it is pinned at the start of the game and may fall if it is within 1" of the edge of a structure or walkway.

52 Plague of Flies

There are so many flies swarming through the air and crawling over the gangers that it makes it difficult to concentrate and see other targets. All models shooting suffer a -1 to hit penalty for the whole game. The distraction caused by the flies also means that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

53 Cockroaches

A carpet of scuttling red cockroaches covers the ground, but they don't affect the fight.

54 All Clear

There's nothing nasty in the area. Continue the fight.

55 Rats

Hordes of rats charge across the battleground during the fight. Rats are particularly troublesome as they get under your feet and also give you a nasty bite. This is especially annoying when you're in hand-to-hand combat. Any models in hand-to-hand combat must count rolls of 1 and 2 on their Attack dice as fumbles. The distraction caused by the rats also means that models may not use the shooting skills *Fast Shot*, *Rapid Fire* and *Marksman*.

56 Big Rats!

These are mean and nasty. Thankfully there are not as many of them as there are of the smaller ones. Each player rolls a D6 for each of their models. On a roll of 1, the model gets attacked by a rat and suffers an automatic flesh wound. Reduce the model's BS and WS by -1 for the duration of the game.

61-66 SPECIAL CONDITIONS

Some of the most dangerous hive conditions occur quite rarely, making them all the more deadly because fighters aren't ready for them.

61 Acid Rain

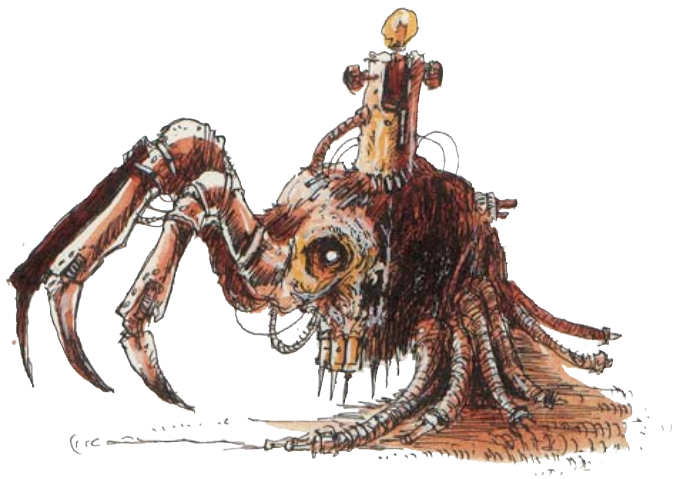
This isn't ordinary rain that's slightly acidic, but pure acid falling from a broken silo many levels above. Roll a D6 for any models out in the open at the start of the game. On a roll of 1, the model is burned by acid and must pass a Leadership test or go out of action. However, all models that fight on valiantly are left with 'Impressive Scars' as described in the Injuries section of the Necromunda rulebook. The acid rain slows to a trickle as the game begins and has no further effect on play.

62 Methane Gas

Rotting sewage, fungi and carrion can all create pockets of highly explosive methane gas just waiting for a spark (or gunshot) to trigger them.

Any model in cover who shoots and rolls a 1 on their dice to hit sets off a gas pocket, which promptly explodes with the same effect as a frag grenade centred on the firing model. Models out in the open will not trigger gas pockets.





63 Choking Gas

Noxious, sulphurous clouds of gas rising from waste chemicals pervade this area, making fighters choke and cough. Both players roll a D6 for each model at the start of the game. If the roll beats their Toughness (models with respirators or filter plugs get a re-roll) the model has been affected by noxious gas and stumbles around in a daze, fighting to remain conscious. Roll the Scatter dice to determine which way they stumble. Each model affected stumbles D3", if they fall they suffer damage as usual. Once the bullets start flying, fighters recover their wits sufficiently to ignore the gas so it has no further effect once the game is underway.

A Van Saar gang fights the Spyrer Patriarch during a terrible hive quake!

64 Ash Layer

A thick layer of choking ash and clinker from the forges above covers the area. The ash layer counts as difficult ground and restricts movement on the tabletop to half its normal value. Structures, walkways and gantries are clear so they are unaffected.

65 Massive Electrical Discharge

The gigantic hives on Necromunda have to be well protected from external weather conditions. Lightning poses a big threat as raging storms that can last for weeks circle the hives. Huge lightning conductors on the exterior of the hive feed the lightning efficiently through the higher levels. Unfortunately, this is not always the case in the lower levels of the hive where the lightning becomes less controlled and finds its own way to ground.

Roll a D6 for each model once both gangs have set up. On a roll of a 1, the model is hit by a huge electrical discharge that arcs to him from the nearest bit of metal. Any models affected take D6 S6 hits inflicting 1 wound each.

66 Hive Quake!

The Underhive is an unstable place and many gang fighters end their careers under piles of falling rubble. After set-up, each player rolls a D6 for each of their models. On a roll of a 1, the model is buried under a pile of rubble and goes out of action immediately! What's more, a hive quake will often cause all kinds of secondary problems as it throws up clouds of toxic fog, disturbs swarms of creatures, throws up sludge flows and so on. Because of this, make a second Treacherous Conditions roll once the hive quake itself has been resolved.



BLIND FIGHTING

FIGHTING IN THE SHADOWS OF THE UNDERHIVE

By Andrew Stickland

This venerable article originally saw the light of day way back in 1996, in Journal 14. It was reprinted in Battles in the Underhive the following year, but since then it's been unavailable, and I think that's a shame. As Spyrers and other such dubious characters have been on my mind of late, I decided that more shadows for them to hide in would be a good thing so I dug it out again and here it is.

Even in the darkest depths of the Underhive, where sunlight is nothing but a memory to some and little more than a myth to others, the inhabitants still try and live their lives as if they were ruled by the rising and setting of the sun. They spend their 'days' under the constant dull glow of powered lighting whenever they can find sufficient energy, or by torchlight and the flickering light of fires. Later they like to set aside a few hours when the lights can be dimmed, or sometimes even switched off completely, in order to allow them to get some much-needed, though probably somewhat restless, sleep. And strangely enough, this period of rest, known as 'Lights Out', coincides almost exactly with the rising and setting of the sun in the world outside.

And just as the people still seem to be affected by the movcments of the sun, so too do some of the inhabitants appear to be affected by the phases of the various moons which orbit their planet. Wild beasts and monsters crawl out from their dark hiding places in order to hunt for easy prey, strange ghost-like figures are seen out of the corner of the eye, only to vanish as soon as they are noticed....

It goes without saying that even when it's pitch black and you can barely see past the end of your lasgun, the average Underhive gang fighter is always ready to fight. Over the years the gangs have learnt that the darkness can not only be a dangerous enemy, but also a valuable ally, and they have devised various new weapons and items of equipment to help them deal with what they call 'blind fighting'. And of course, if they can't see the enemy, presumably their enemy can't see them - or can they...?



BLIND FIGHTING

By and large, the fighters of the Underhive are already well-versed in fighting in conditions of poor light. However, poor light is still a good deal better than no light, and even the most battle-trained veterans think twice before venturing out to fight in an area of total darkness.

Pits and craters, broken walkways, rubble strewn about across the ground – all these and more are potential disasters waiting to happen for a fighter trying to run when he can't see more than a few feet in front of him. And what use is a long-range weapon when you can't even see what you're trying to shoot at?

In order to try and recreate these problems, the following rules can be used if any scenario is being played in conditions of total darkness. This will happen either by rolling a 'Pitch Black' result on the Treacherous Conditions Table (see later in this issue), or by playing one of the two following scenarios (Escort and Monster Hunt) which are specifically designed for these conditions.

MOVEMENT

Whenever a fighter runs or charges, there is a chance that he might trip up on some unseen piece of debris along the way. To represent this, once the figure has completed its move, roll a D6:

1-2 **Oops!** The fighter has lost his footing and taken a tumble. Roll a further D6 and place the figure on its back that many inches from its starting point. If the number rolled is more than the total distance travelled, (for example, if the fighter was charging an enemy 4" away and rolled a 5 or 6), then he manages to stay on his feet after all and may fight as normal.

3-6 **Made it!** The fighter has managed to avoid any unseen hazards and may continue as normal.

A fighter who trips and falls in this way may do nothing else for the remainder of the turn, but may then clamber to his feet in the recovery phase as if he had been pinned.

Models equipped with infra-goggles will never trip and fall while running or charging. Those wearing photo-visors or contacts will only trip and fall on a roll of 1.





SHOOTING

When fighting in pitch black conditions the visibility for shooting is reduced to 8" and spotting fighters is so difficult that models may not use the shooting skills Fast Shot, Rapid Fire and Marksman.

Models equipped with infra-red goggles or sights are unaffected by the darkness, and may fire as normal. Models with photo-visors or contacts can see at double range (16").

Any weapon fitted with a red-dot laser sight may still fire up to its normal range, and will still be at +1 to hit. However, the darkness will make it much easier for the potential victim to spot the dot and so he will be able to avoid the hit on a roll of 4-6 on D6.

NEW EQUIPMENT

ROCKET FLARE

The rocket flare is a one-off, self-contained missile. Once fired, it will shoot high up into the air and then drift slowly back down to the ground on its own tiny parachute, burning with a dazzling white light as the chemicals contained inside it react with the surrounding air. The light given off by a rocket flare is so bright that all penalties for fighting in the dark will be negated for as long as the flare continues to burn.

To use the rocket flare, a fighter must be standing in a position from which he can fire the rocket directly upwards into the air (so he may not fire the rocket if he is standing beneath any piece of scenery, for example). The rocket flare is treated in the same way as a basic weapon, so a fighter may not run, or fire another weapon, during the turn in which he fires the rocket. When the rocket flare is fired, roll D6.

1 **It's a Dud!** The rocket fires, but the flare fails to ignite and no benefit can be gained from it. However, this is treated as a failed Ammo roll, so any relevant saving throws will apply, (eg, Auto-repairer, Weaponsmith, etc). For gangs with an Armourer, the rocket flare will be taken as having a 6+ Ammo roll.

2 **Fizzle, Fizzle.** The flare works, but only for a short time. The light will fade at the end of the opponent's next turn.

3-6 **Let There be Light!** The flare works perfectly and will continue to burn until the end of the player's following turn.

Special

If a fighter becomes desperate, he can use the rocket flare as a weapon, though a player must remember that it can only ever be fired once.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-6	6-12	-	-	2	1	-	Auto

Note: The rocket flare may only be used in scenarios that are fought in open spaces, and so will be unsuitable for the Shoot-out scenario or any battles fought in a confined space (inside a mine or drinking hole, etc).



TRACER BULLETS

This type of ammunition can be made for most automatic, projectile-firing weapons at a relatively low cost and is used to help show the weapon's user where he is firing in conditions of poor light. Each fifth bullet fired is actually a tiny flare which burns during flight, thereby creating a visible trail in the air along which the fighter can aim.

Fighters using tracer bullets in Pitch Black or Grim Darkness conditions may fire at any target within the weapon's usual range limits, but must suffer a -2 penalty to hit on top of any standard range penalties. In conditions other than these, tracer bullets will have no added effect and the weapon will be fired as normal.

BLUE LIGHT

A blue-light is a small torch designed to be attached to the side of a fighter's weapon, thereby enabling him to see and keep both hands free for shooting at the same time. The light it produces is a soft blue colour and will only light up the few feet directly in front of it (so it will not help pick out targets for the fighter to shoot at). It will, however, enable him to see where he's going and avoid many of the trip-hazards along the way.

Fighters equipped with a blue-light will only trip and fall on a roll of 1 when running or charging in conditions of total darkness.

PRICE CHART

Item	Cost	Availability	Ammo Roll
Blue-Light	5	Common	-
Rocket Flare	20	Common	Auto
Tracer Bullets:			
Autopistol	5	Common	4 +
Bolt Pistol	15	Common	6 +
Autogun	5	Common	4 +
Boltgun	15	Common	6 +
Auto-cannon	20	Common	4 +
Heavy Bolter	35	Common	6 +
Heavy Stubber	15	Common	4 +



SCENARIO 1: ESCORT

From time to time, the Houses of Hive City send representatives down into the Underhive on 'business'. When this happens, they will usually contact one or other of their gangs, paying them to act as bodyguards until their mission is completed and they can return to Hive City. Of course in the Underhive, rumours spread faster than jag plague, and it's not uncommon for other Gangs to hear about such missions and realise that snatching these agents would do much to boost their own reputations and possibly provide a nice little bounty along the way.

NIGHT

This scenario is designed as a night-time mission and should be played in Pitch Black conditions. Other treacherous conditions may still be rolled for as normal.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade.

GANGS

Each player rolls a dice and the highest scorer chooses which table edge he will begin with. His opponent will begin with the opposite edge.

Important note: Neither side may use tunnels or vents in this scenario.

The attacker sets up first, deploying 2D6 randomly chosen members of his gang to represent all the fighters that could be found for the attack at short notice. The attacker must deploy all his fighters within 8" of his table edge.

The defending gang may choose any four fighters to act as the escort. In addition he must take a model for the House representative. The agent has the following characteristics:

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

Weapons: The agent carries a laspistol and dagger and cannot be given any other weapons.

Armour: The agent wears mesh armour.

Special: The agent will only shoot at targets within short range (8") and may never choose to charge an enemy.

STARTING THE GAME

The game begins with the defender's models moving onto the table top.

ENDING THE GAME

The only way the attacker can win is if the defender chooses to bottle out, or if all four of the defending fighters go out of action.

The defender wins if the attacker fails a Bottle test or chooses to bottle out, or if the agent escapes off the attacker's table edge.

As the defending gang's reputation is on the line, it never has to make Bottle tests. However, if the defender chooses to bottle out at any point and the agent has not gone out of action, he will be abandoned and automatically captured by the attackers.



EXPERIENCE

+D6 Survives: If a fighter survives the battle then D6 points are earned, even for fighters who are wounded and taken out of action.

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle.

+10 Winning Gang Leader: The gang leader of the winning side earns an extra 10 Experience points.

+D6 Gotcha! If the agent is killed, all attacking fighters who survive gain an extra D6 points each.

SPECIAL

If the defending player wins, the agent is so impressed with his escort that he will give them a huge reward. Work out income from territory as normal, but then multiply the total by D3+1 before working out expenses and hire fees, etc.

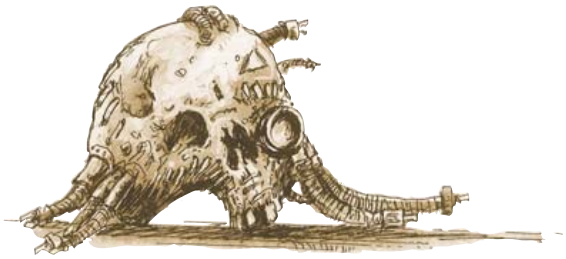
If the attacker wins, then the agent will either have been captured or will have gone out of action. If he was captured, the defending gang must pay the ransom in order to free him. They may not attempt the Rescue mission and they may not allow the agent to be sold to the Guilders as a slave. The ransom is 2D6x10 creds.

If the agent went out of action, roll D6.

D6	Result
1-2	**Captured:** (see above).
3-5	**Close Shave:** The agent makes it back home in one piece, but is none too pleased with his escorts and so does not feel the need to repay them in any way.
6	**Dead:** The agent is zombie-food! Each surviving attacker receives an extra D6 Experience points as noted above.

NOTES

It is possible for the defending player to win the battle, but still end up with agent being captured or killed. In this case, follow all the above rules, but the gang leader will not get his +10 points bonus.



SCENARIO 2: MONSTER HUNT

Occasionally in the Underhive, a particularly vicious beast turns up, hunting for food in an area just a little too close for comfort for the surrounding gangs. When this happens, gangs are forced to swallow their pride and work together in order to defeat the creature and keep their settlements safe. Large Guilder rewards are usually offered for killing such creatures, but no amount of creds can stop most gangs from turning against their allies at the first possible opportunity...

NIGHT

This scenario is designed as a night-time mission and should be played in Pitch Black conditions. Other treacherous conditions may still be rolled for as normal.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure, a connecting walkway or a barricade. The tabletop represents an area of no-man's land in which the monster has taken up residence. To decide what type of area it is, roll a D6:

D6	Area
1-3	Old Ruins
4-5	Mine Workings
6	Spore Cave

GANGS

Each gang may send as many fighters as it wants to hunt for the monster. Write the name of each fighter present on a separate piece of paper and place them in a cup. Each player then rolls D6. Starting with whoever scores highest, the players take it in turns to nominate a specific point anywhere among the scenery (including positions above ground level) and pick out one of the pieces of paper from the cup. The chosen fighter is then placed in the chosen spot. This continues until all fighters are placed, at which point all the names are put back into the cup.

STARTING THE GAME

The player who chose last during the set-up now picks out another name from the cup. This is the fighter who is first attacked by the monster. Place a miniature to represent the monster beside the fighter. It is assumed that the creature has leapt out from the darkness and is now engaged in hand-to-hand combat.

PANIC FIRE

As soon as the monster reveals itself, the fighter lets out a desperate scream which draws the attention of all the other fighters. Turn all the figures so that they are facing the monster, even if they cannot actually see it from their position.

At this point, all the fighters with line of sight to the monster will shoot at it, regardless of distance or modifiers for cover. The nearest fighter will shoot first, followed by the next closest, and so on, until all those with line of sight have fired or until the monster has been killed. The fighter who is in contact with the monster may not fire.

Note: All fighters will be firing at models in hand-to-hand combat so any hits will only hit the monster on a 4-6. On a 1-3 they will hit the other fighter instead.

If both the monster and the fighter survive, they now fight their hand-to-hand combat. The monster will not receive a charge bonus for this attack.

THE BIG FIGHT

At this point, regardless of what is happening with the monster, all the wild shooting convinces both gang leaders that they have been set up and the whole thing is just a trap. A gang fight breaks out.

Both players may now move any or all of their fighters up to 4", though they may not shoot or charge into hand-to hand combat with any opponents (including the monster). Decide randomly who will move first.

Once this is done, the monster will take its turn. If it is in contact with another figure, it must fight it in hand-to-hand combat, otherwise it will charge towards the nearest fighter and attempt to attack. Resolve any hand-to-hand combat if necessary and then each player rolls D6. The highest scorer will take the first turn.

From this point on, the game will proceed as a standard Gang Fight, and all rules for that scenario will apply. However, the monster moves and fights after each player's turn, and will continue to attack all fighters until it is killed or until both gangs have bottled out.

ENDING THE GAME

As with Gang Fight, the object of the game is to force the opposing player to bottle out. However, a player cannot win the game unless the monster is also killed (by either gang).

Author	*Andrew is a veteran of Games Workshop Golden Oldies like Rogue Trooper, Block Mania and Chainsaw Warrior. As you can tell from this article Andrew is a big fan of Necromunda, and owns Cawdor and Van Saar gangs.* 
More Necro	*Why not try the Treacherous conditions article on page 62 of this issue, or even try hunting in the dark with a Spyrer gang. Rules for Spyrers can be found in issue 2 or available to download from the website.*
Website	***www.Necromunda.com***

EXPERIENCE

Fighters who take part in Monster Hunt earn Experience points as noted below.

+D6 **Survives.** If a fighter survives the battle then D6 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. Note that any flesh wounds inflicted against the monster do count as wounding hits for this purpose.

+10 **Winning Gang Leader**. The gang leader of the winning side earns an extra 10 Experience points.

+10 **Monster Bonus.** The fighter who eventually kills the monster receives a bonus of 10 Experience points.

SPECIAL

If the monster is killed, the winning gang may claim its stalking ground as a new territory. Whichever area was rolled for at the start of the game will be added to the winning gang's list of territories.

Also, there is a substantial reward offered for defeating the monster. However, regardless of who actually killed the monster during the game, the winning gang will be the only ones in a position to retrieve the carcass, and so may take it to the local Guilders who will pay them 100 creds which should be added to your income before working out expenses!

THE MONSTER

The monster is one of an as-yet unidentified species and is known only as the Night Crawler

	M	WS	BS	S	T	W	I	A	Ld
Monster	5	5	-	4	4	1	6	2	10

Weapons The Night Crawler fights with its two powerful claws.

Special The Night Crawler can never be pinned, and will never suffer a down result. Each time it suffers a wound, roll D6:

1-5 Flesh wound (WS -1)
6 Dead

Psychology The Night Crawler is immune to all psychology. It never tests for fear, terror, or any of the other psychological factors described in the Necromunda: Underhive rulebook.

GANG LEADERSHIP

KEEPING RESPECT IN YOUR GANG

By Andy Chambers

One thing that many Necromunda players have asked us is "what happens if my Gang Leader is killed, or another member of the gang ends up with a higher Leadership value?". This article answers those questions, and introduces the idea of leadership challenges into your Necromunda campaigns.

SLAIN LEADERS

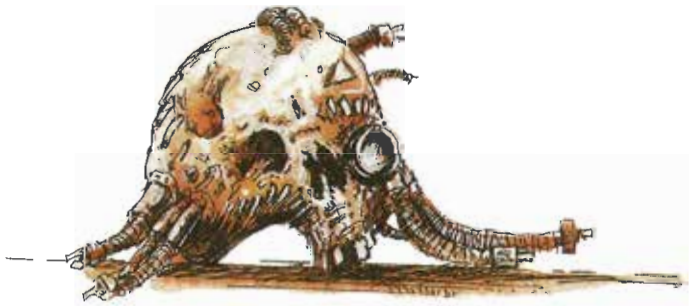
If the leader of a gang is slain, the gang fighter with the next highest Leadership characteristic takes over the gang, and gains the Leadership skill along with any other special rules and Equipment lists available to the old leader. This means that fighters within 6" can use his Leadership characteristic for Leadership tests and the leader can try to escape from pinning even while alone. If there is more than one gang fighter eligible to assume command, the gang fighter with the most Experience Points assumes leadership of the gang.

LEADERSHIP CHALLENGES

During a campaign it is possible for members of a gang to end up with a higher Leadership characteristic than the Gang Leader. Naturally this will cause friction within the gang as the upcoming fighter will start winning more and more support from the other gang fighters because he always seems to have the best ideas and the smartest plans.

The gang risks being irrevocably split if it has to fight while leadership is uncertain – the fighters will not know who to follow and risk arguing amongst themselves at the worst possible time. This will soon bring about a leadership dispute as the old leader strives to keep the gang together and confronts his potential usurper, or else the young blood makes his play for leadership and challenges the old leader for his position.

In the case of a challenge, roll a D6 to determine the outcome of the dispute. (See table on opposite page.)





There's mutiny afoot

D6	RESULT
1-2	Both contenders must fight it out in hand-to-hand combat before the gang. They may only use knives and must wear no armour. The first contender to go down or out of action is the loser. The winner assumes leadership. A defeated contender has no alternative but to accept the victor as leader. The contest must be actually fought out as a hand-to-hand combat, preferably with another player rolling dice for the old leader or his would-be usurper.
3-4	As above, except that the matter is resolved as a shoot-out between the two rivals. Both contenders are allowed to use any and all weapons that they possess.
5-6	The potential new leader is utterly loyal to the old leader and remains his trusted henchman. He will never challenge for the leadership again.

Notes

Van Saar gangs treat a roll of 1-2 as a roll of 3-4 instead.

Goliath gangs and Ratskin Renegades treat a roll of 3-4 as a roll of 1-2 instead.

Redemptionists treat all results as 5-6.

Dogan spat on the ground mere inches from Vorgar's feet, a clear sign he was challenging Vorgar's leadership.

"You want the crown, you're gonna 'ave to take it from me" growled the Goliath leader.

Dogan wasted no time and produced a heavy mace which he swung high in an attempt to take off Vorgar's head. The veteran leader parried at the last moment with his ancient sword. He'd seen off young whelps before and there was nothing that made Dogan any different. With a cry Vorgar placed his heavy nailed boot into Dogan's stomach, who was still over-extended from his last attack.

It was only then Vorgar had realised his mistake. Dorgan was different from the others, he had a brother. The dying Gang Leader felt the blade buried deep into his back. Dorgan's attack was nothing but a feint, a distraction so the real challenger could deliver the killing blow.

Vorgar's brother would become the new leader.

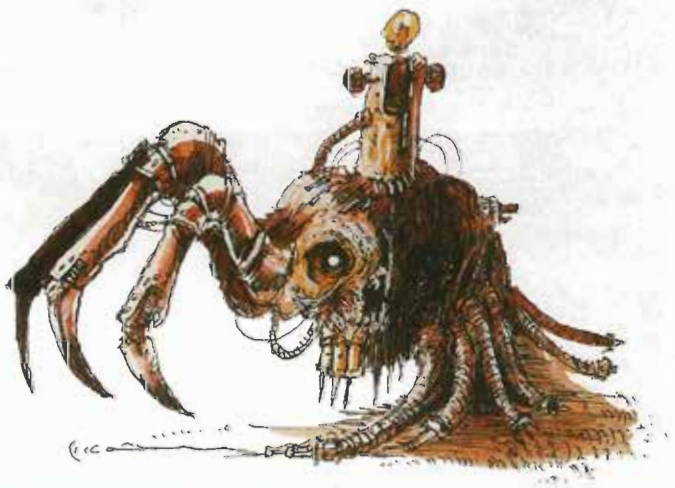
DEFEATED USURPERS

If the challenging gang fighter is defeated by the old leader he can be dealt with as the leader sees fit. The defeated gang fighter will not challenge for leadership again until he gets another Leadership characteristic increase. Some ireful leaders are inclined to sell challengers into slavery or give them swimming lessons in the Sludge Sea and other unpleasantness, but this is far less common than you might think (honest).

OUSTED LEADER

If a gang fighter defeats the old Gang Leader, he will replace him as leader of the gang and the old leader will be ousted. The new leader gains the Leadership skill, while the old leader loses it. Roll a D6 to determine the reaction of the ousted leader.

D6	RESULT
1	The ousted leader slinks away from the gang and disappears forever.
2-4	The embittered old leader deserts the gang and becomes a Hired Gun. The old leader's hire fee is one fifth (20%) of his total cost plus Experience Points.
5-6	The ousted Gang Leader accepts he has been beaten by the better man and becomes utterly loyal to the new leader. He will never challenge the new leader for leadership of the gang again.



Author	*Andy Chambers was one of the original Necromunda authors and continues to produce excellent work to this day. Check out The Last Word on page 96.*
Further Information	*The Necromunda Underhive rulebook is available from most GW stores as well as online.*
More Necro	*Turn to page 56 for the Enforcers.*
Website	*www.Necromunda.com*

STAY! THERE'S A GOOD BOY

by Nick Jakos

Dogs have been a long time coming in Necromunda, if you ask me. After watching them in Mordheim for years and experimenting with several sets of rules, dogs now have a place among your gangs and in your games. And now you don't even have to play Enforcers or Scavvies to get them.

DOGS IN NECROMUNDA

Wherever mankind moves through the universe, dogs come with them and Necromunda is no different. In the Spyres, royal houses maintain a variety of what can loosely be called dogs, though they are over-bred and share little with their domesticated ancestors. In the Ash Wastes and the Underhive however, dogs still serve the same roles they have for many thousands of years. Dogs are in service all over the planet and many Guilders have made their fortune maintaining breeding houses that supply a near constant demand for new animals. The Planetary Defence Force utilizes dogs in nearly all of their operations, from standard sentry duty to insurgent sweeps within the settlements. Dogs of a more common breeding turn up in most settlements at the right hand of traders or authority figures where they work as bodyguards. Settlers use them to watch over their stakes and bounty hunters are often seen with a dog at their hip. From time to time, gangs will also train a dog to accompany them into a fight, where they are the most loyal protection creds can buy.

Dogs in Necromunda can be broken down into three varieties. The standard attack dog is the most common and most similar to dogs we know today. These are the variety employed by gangs, traders and other characters in the Underhive as guards or fighters. Less common in games are Scavy dogs, frenzied and enraged mongrels who roam in packs or with Scavy gangs. The third variety are Razorfangs, otherwise known as Cyber-Mastiffs, of Enforcer squads. These attack contructs are lethal and well programmed, but expensive and difficult to maintain. Even the Defence Forces pass on attack contructs for the most part, as the real thing is often just as deadly, and a lot easier to keep.

RECRUITING DOGS

If a player wants to recruit a dog he must pay 30 creds. Because most gang leaders do not know where to find the best animals, the gang must forgo its roll on the Rare Trade Chart. Any gang may purchase dogs with the exception of Scavvies and Enforcers, and a gang may have up to 3 dogs at a time, provided there is a different Juve or Ganger available to handle each one. Only one dog may be purchased at a time and the profile for the dog, as well as its skills, are worked out only after it has been purchased.

When purchased, a dog must be assigned a Handler; either a Juve or a Ganger. This fighter will be the dog's Handler as long as the dog is in the gang. The Handler may not collect income or forage during the Post Battle Sequence and must skip the gang's next fight while he trains the dog. Dogs do not have or gain experience, but are given a set of skills determined by their training.

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

Dogs are equipped only with their claws and teeth. They may have no other weapons or equipment.



After recruited, the dog's skills and profile are worked out. The dog has a base profile given above and has D3 advances which are rolled for on the table below.

SPECIAL RULES

Dogs act differently to other models while on the board. Follow all the normal rules for models except for the rules below. The following special rules apply to all dogs:

- Dogs do not have to test to 'keep their nerve' if a friend goes down within 2". They are immune to the effects of fear, though they still suffer the effects of terror.

- The dog must remain within 18" of the Handler at all times. If the Handler is taken down or out of action, the dog must remain within 18" of the body, but may otherwise move and fight normally.

- As long as the dog is not taken out of action, his Handler may never be captured (the dog will defend him utterly). Treat rolls of 61-63 on the Serious Injury table as a roll of 66 instead.

- If a dog is taken out of action, it is assumed to have been killed as a result of its injuries. If the dog is only taken down, it will always make a full recovery.

- As long as the Handler remains with the gang, the dog will remain. Should the Handler leave, the dog will go with him and be removed from the gang roster.

- During the Post Battle Sequence, the dog will stay with its Handler. If foraging, the dog and Handler work together and forage D6 creds worth of food, instead of D3 each.

- Dogs are treated just like normal members of the gang for purposes of gang rating and cost of living. They are also subject to the rules for starvation.

- Dogs do not gain experience like normal. For purposes of gang rating, their cost is added to that of their handler. However, if their handler gains an experience advance and is permitted to choose any skill table, that is, he rolls a 1 or 12, the dog may roll again on the above chart.

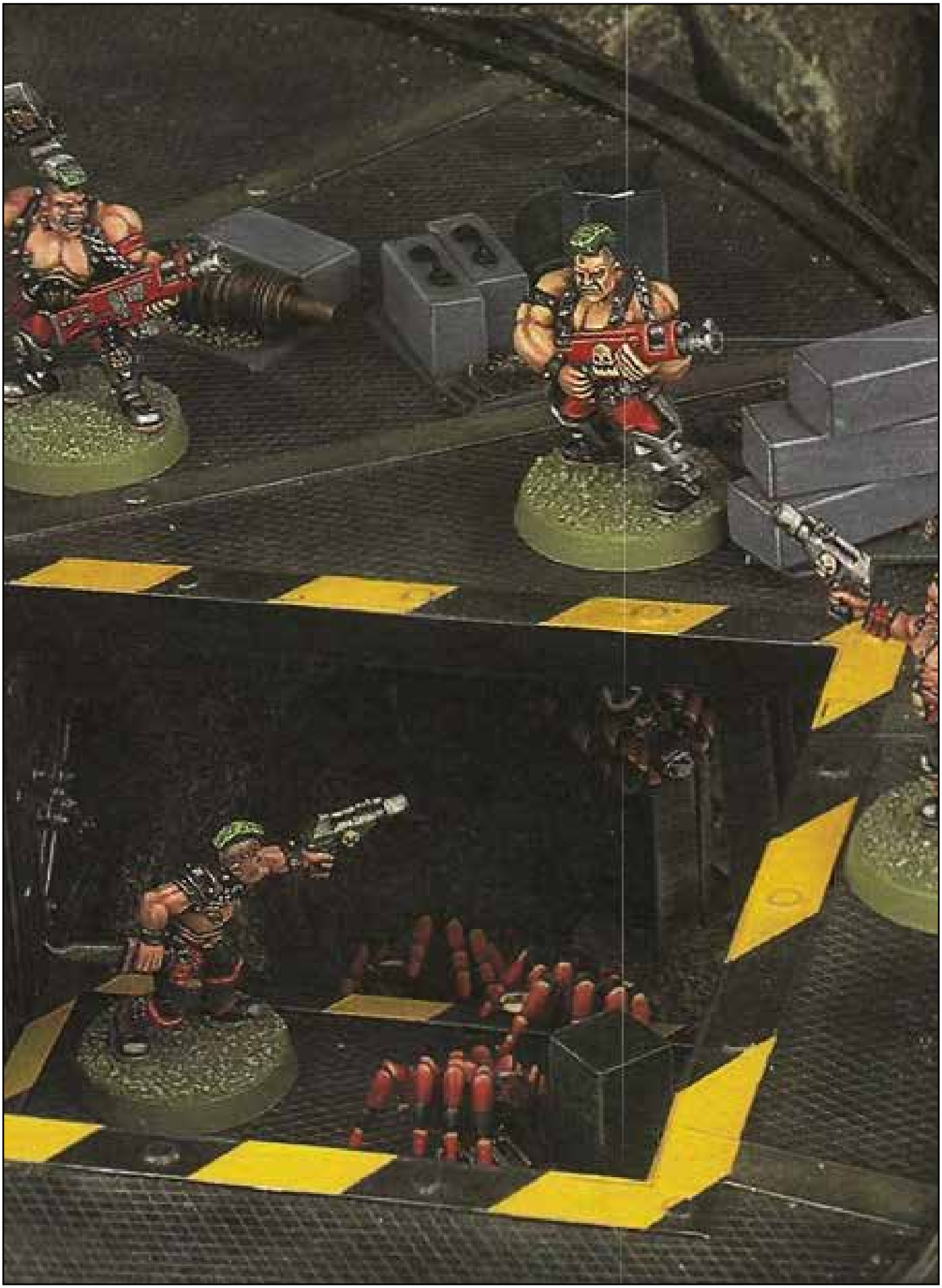
SUGGESTIONS

While recruiting a dog to your game as described above will likely be the most common way to use these rules, there are other ways to add dogs into your games that can make for a unique experience. When playing with characters such as Bounty Hunters or Traders, give them a dog that will protect the character at all costs. Dogs can also be valuable in hunting scenarios like Purge, or can make great sentries for defending territories. The cost for dogs can also be used to purchase them as part of a defending gang's emplacement in games such as Storming the Barricades. Now that the Scavvies have been released, it is easy to find models for dogs. Use either Scavy dogs or Mordheim hounds and get those dogs into your games!

DOG ADVANCE CHART

d6		Advance
1-3	Roll again:	
	1	+1 Weapon Skill
	2	+1 Toughness
	3	+1 Initiative
	4	+1 Attack
	5	+1 Wound
	6	Roll again:
		1-3 Sprint
		4-6 Disarm
4-6	Roll again:	
	1-2	True Grit
	3-4	Crushing Blow
	5	Iron Jaw
	6	Berserk Charge





YOU'D BETTER DO SOMETHING!

Special Actions, by Nick Jakos, based on original material by Jason Yeung

Special actions were originally published back in Gang War and have made their way into my campaigns many times over the years. While many actions made a great addition to the game, others needed a bit of work to balance them with Necromunda's Living Rulebook. Refined and updated to comply with the newest version of the rules, Special actions can now be a part of your campaigns too. So remember, instead of shooting, go ahead and taunt your enemy, prime a grenade or start a fire or two.

Necromunda's rule system is based on actions, which makes special actions easy to inject into games. A special action is any action taken by a fighter beyond the normal move and fire, such as running, charging, going into overwatch and hiding. Like any other action, only one special action may be attempted by a fighter each turn and only if the fighter meets a certain criteria. A fighter who wants to go into overwatch, for example, cannot move or fire during his turn.

Special actions can be divided into three categories; direct actions, sleeper actions and weapon actions. Direct actions are those that take place instantly, such as charging. Sleeper actions, on the other hand, may not have an immediate effect on the game, but change the status of the fighter, such as hiding or overwatch. Weapon actions may only be performed by fighters armed with specific weapons.

DIRECT ACTIONS

Direct actions take place immediately and can be performed by any gang member as long as their specific criteria is met. Some examples of direct actions include shooting, running, jumping and charging.

Taunt

The fighter, usually a very brave or a very stupid juve, chooses one of his opponents and calls him out with the most humiliating and infuriating insults he can think of. While most fighters can shrug these insults off, the right words at the right time can cause a fighter to explode, letting his guard down as he charges his assailant. A fighter may taunt any enemy model it can see that is no more than 12" away. To taunt an enemy, the fighter must pass a leadership test of his own. Once passed, his victim must take a leadership test. If the target model fails, he becomes subject to the rules for Frenzy as described on page 31 of the Necromunda Living Rulebook and must charge the fighter who taunted him in his next movement phase, even though he may not be in range. Taunted models will never jump off buildings or ledges and may attempt to gain control during their Recovery Phase by passing another leadership test.

Rally Cry

The fighter yells a series of orders, encouraging words or insults to fellow fighters around him. This action can only be performed by a fighter with a higher leadership value than those he is rallying. A fighter can attempt to Rally Cry his comrades at any point during his turn by taking a leadership test. If passed, all friendly models with a lower Leadership value and within the rallying fighter's leadership in inches may immediately test to get up from pinning or to recover if broken. If they have not already moved, these rallied fighters may take their turn as normal.

Throw Weapon

A fighter may throw his weapon to a comrade who has run out of ammo. Fighters may throw a weapon to a friendly fighter within 2" who is not in hand to hand combat and in clear line of sight. This throw takes place during the shooting phase and neither the throwing fighter nor the receiving fighter may fire during that turn. In order to catch a thrown weapon, the receiving fighter must pass an initiative test. If failed, the weapon is dropped and will be lost permanently unless one fighter misses his next movement phase to recover it. Fighters may only use weapons they would normally have access to, so you cannot throw heavy weapons to gangers, basic weapons to juves, etc.



Rescue
The fighter scoops up a fallen comrade, carrying him out of harm's way. A fighter can attempt to rescue a friendly pinned or down fighter with whom he is in base-to-base contact. To pick up a comrade, the fighter must roll equal to or under his Strength on 1D6. If the test is passed, the fighter picks his comrade up and throws him over his shoulder. While carrying a fallen companion, a fighter suffers a –2 to hisWSanda–1tohisI andBS.Hemayonlyuse

weapons that can be fired with a single hand and his Movement rate is reduced to his Strength value in inches. Enemies attacking a fighter who is carrying a comrade must randomize their hits between the fallen comrade and the carrying fighter. The fighter may put his comrade down at any time during his turn without any penalty.

Quick Repair
Most fighters know how to keep their weapons in working order. When a weapon overheats or jams, a fighter may be able to find some cover and attempt a hasty repair. Though these repairs can often be worse in the long run, it is often worth getting out every possible shot in a time of need. If a fighter does not move, fire or fight in hand-to-hand combat, he may attempt a quick repair. Roll a D6 for a weapon that has run out of ammo. On the roll of a 6, the gun is repaired and may be used again. On the roll of a 1, the gun explodes according to the exploding weapons advanced rule. A gun that is repaired in this way will never perform as well as normal and an ammo test must be made every time the weapon is fired for the rest of the game. Weapons that automatically require ammo tests or those that run out of ammo automatically cannot be quick repaired.

Tackle Charge
Instead of charging an enemy and engaging him in hand to hand combat, a fighter may attempt to tackle his opponent. To tackle, the fighter charges into base to base contact and rolls a D6, adding his Strength. If the distance charged was less than the fighter's movement rate, he may reroll the D6. The opponent rolls a D6 and adds his Initiative value. If the tackling fighter's score is higher, the opponent is tackled. Tackled opponents immediately suffer a single hit at the fighter's base strength value. As a result of the tackle, both fighters will be thrown D3" in the direction of the tackle and both will be pinned. A tackle charge does not lock opponents into hand to hand combat.

Operate
The fighter attempts to manipulate a piece of equipment or terrain on the table. Many objects may be operated by a fighter, such as a closed door or hatch, a locked crate, an elevator or a wall gun. The fighter must end his movement in base-to-base contact with the object he wants to operate in order to declare this action. Normally, this takes place automatically, though players may decide some objects are harder to operate than others. Things such as locked doors or crates, complicated weapons or vehicles can only be operated if the fighter first passes an initiative test on a D6. Players must decide which will require this initiative test and what objects can automatically be operated.

Drag
A fighter may drag an object across the battlefield in an attempt to build up a defensive position or move valuable goods out of the way of attackers. A fighter may drag any object or piece of terrain no larger than himself by ending his movement in base-to-base contact with it. In his next movement phase, the fighter may drag the item up to half his movement value. A fighter dragging an object can run, but will also reduce their running movement rate by half. Enemies shooting at a fighter dragging an item must randomize the shot between the fighter and the object and a fighter can let go of the object at any time. While dragging an object, fighters may use only single handed weapons.



SLEEPER ACTIONS
Sleeper actions are declared the same way as direct actions, but last until the fighter moves, shoots or gets into hand-to-hand combat. Examples of sleeper actions include hiding and overwatch.

Some sleeper actions can be stacked, causing multiple status changes to a particular fighter at a time. Here is an example: A fighter can go into hiding during turn 1 of a game. If he does not move, fire or is spotted, during his next turn he may perform a second sleeper action, going into overwatch, for example. Once the fighter takes an action that would cancel a single sleeper action, all sleeper actions are canceled together.

Evasive Action
Duration: One full turn

A fighter may take evasive action if he does not fire or fight in hand-to-hand combat in his turn. The fighter ducks, rolls and makes use of surrounding terrain to evade oncoming shots and make himself a hard target. A fighter on evasive action gains a 6+ Dodge against shooting attacks in the same way as fighters with the Dodge Agility skill. This action lasts until the beginning of his next turn. Models who already have the dodge skill may evade as well and roll 2D6 to dodge instead of 1.

Drop
Duration: Special

A fighter may drop to the ground if he does not move in his turn. Fighters who drop prone can confuse their enemies, who think the fighter has been taken down by enemy fire. Place the model as though it is man- down. The fighter may move 2" in his movement phase and continue to fire as normal in later turns, though you must take his line of sight into consideration. Enemy fighters shooting at a dropped model must first pass an initiative test. A fighter may stand up at the beginning of any of his subsequent turns.

This action may be stacked with other sleeper actions.

Concentrate
Duration: One full turn

The fighter pulls together his focus and prepares himself for a tense shootout. A fighter may concentrate if he does not fire or fight in hand-to- hand combat during a turn. Concentrating fighters may always test to avoid pinning when hit by enemy fire, even if there is no ally within 2". Leaders may concentrate as well, though they may simply re-roll to avoid pinning if they fail the first time. A fighter remains concentrating until the beginning of his next turn.

This action may be stacked with other sleeper actions.

Brace Charge
Duration: One full turn

This action can only be performed by a fighter who does not move or fire. A fighter that has declared a brace charge draws his weapons and prepares for close combat as he sees his enemies close in. If the fighter is charged, the model bracing the charge will gain a +1 WS bonus for the first round of combat. A brace charge lasts until the beginning of the fighter's next turn.

Aim
Duration: Special

Fighters who do not move or fire in their turn may choose to aim instead. The fighter chooses one ranged weapon with which he is aiming. The next shot the fighter makes with that weapon while aiming gains a +1 bonus to hit. Aiming is immediately canceled anytime the fighter moves.

This action may be stacked with other sleeper actions.





WEAPONS ACTIONS

Weapon actions are special attacks that involve specific types of weapons. These attacks follow all the same rules as their normal attacks.

Unload
The fighter removes the safety from his weapon and holds down the trigger, letting loose a hail of gunfire at his target. A fighter who does not move in his turn may unload. Instead of normal shooting, the fighter may fire D6 shots, each of which is taken at a –1 to hit. Weapons that use sustained fire may roll an extra sustained fire die. Once all these shots are resolved, the weapon automatically runs out of ammo. This skill may not be used with weapons that automatically run out of ammo or those that automatically take ammo tests.

Prime Grenade
Duration: The End of Your Next Turn

The fighter pulls the pin on a grenade, throws it on the ground and runs. Priming allows a fighter to throw a grenade without it detonating right away. Resolve the throw as normal. The fighter may target a point on the ground and attempt to hit it with a –1 to hit modifier. Place a counter where the grenade lands. That grenade will explode in the usual way at the end of the fighter's next turn. This attack may be used with any grenade or bomb.

Set Fire
Fighters armed with flamers may use them to set small fires to destroy enemy encampments, escape routes or alter the terrain in other ways. If the fighter does not shoot during his turn, he may start a fire by placing the blast template on a point of the board within 4". Flamers used to start fires must still take a ammo check as if they had been fired. The fire will burn through his turn. At the beginning of each following turn, roll a D6. On the roll of a 1-2, the fire shrinks and puts itself out. On a 3-4, the fire remains the same. On the roll of a 5-6, the fire spreads D3" in a random direction. Any fighters under the template or that come into into contact with it take damage as if they were hit by a flamer.

DID YOU HEAR THAT?

Underhive Bestiary & Creature Generator, by Nick Jakos

After playing as many games of Necromunda as I have, many characters have shown up over the years. While special characters simply don't fit in many campaigns, there are characters that everyone can use and, in fact, create themselves. The most popular of these, in my campaigns, has always been the Trader, the influential and greedy servant of the sinister and ever-watchful Merchant's Guild. Now these Traders can be a part of your games as well.

Necromunda is a planet totally decimated by industry. Once a vibrant world of ocean and forest, centuries of human habitation have left the surface a scorched desert of ash and the sky a swirling cloud of toxic fumes. The planet is covered almost completely by a thick veil of clouds which have choked out most of the planet's life. Still, some of the original inhabitants survived, albeit in a dramatically different form, having made their way into the hives and mutated over thousands of years. While the surface of the planet is unable to support most life, the dank gloom of the Underhive allows many creatures to thrive.

Most life on Necromunda is monitored closely by the ruling houses, who authorize regular sweeps through the hive cities and spyres to remove pests. This means the Hive City and the Spyre are nearly devoid of plant and animal life, save for the few domesticated animals and the occasional garden dome. The Underhive, however, is far too massive and dangerous to sweep thoroughly, so creatures of all kinds

make their home in the wastes between settlements. To Underhivers, most creatures are little more than annoyances. Some creatures, however, stir fear into the hearts of settlers and there are stories of truly nightmarish creatures living out in the darkness.

HIVE WORLD VERMIN

The creatures of Necromunda's Underhive serve a number of important roles. Ratskin's are quite dependant on giant rats for food and clothing, while Scavvies make use of various fungi and spores. Some creatures are worth their weight in creds, while others are so dangerous and legendary, few have ever seen them and lived to tell about it. Of course, all of these creatures are regarded by most Necromundans as food, no matter how dangerous or slimy they may be.

VERMIN SPECIAL RULES

The following special rules apply to creatures included in the Bestiary and those you create.

Rating

When generated, each creature is given a point rating to reflect how tough it is compared to a normal gang fighter. This rating also reflects the cost of the creature to buy for certain scenarios and the number of creds it is worth when killed.

Damage

Creatures do not take damage like normal gang fighters and can never be pinned. When reduced to zero wounds, they do not make an injury roll. Instead, they are killed outright. Though plants may sometimes react to being fired upon, they can only be destroyed by attacks from flamers.

Leadership

Beasts have no leadership value, as they rely entirely upon instinct. They are immune to all psychology and never take leadership tests of any sort.



Infestation

Some areas of the Underhive are so overrun by certain creatures that anyone moving into the area is in danger of being attacked. Small and medium creatures may use this special rule at the Arbitrator's discretion. In an infestation, the Arbitrator places as many creatures on the board as he wishes, before any other deployment takes place. These models represent areas of infestation and do not move on their own. Instead, for the remainder of the game, any fighter that moves within 6" of one of these infestation markers must roll a D6. If the model rolls a 1, he is immediately attacked by a monster of the type indicated by the marker. After the attack, the creature will scurry away, though the infestation marker will remain in play for the rest of the game.

Experience

Creatures do not gain experience in any way. Fighters wounding creatures gain experience as normal, though no experience is gained by destroying plants.

THE CREATURE GENERATOR

The creature generator is a simple way to create any plant or animal for Necromunda. All you need to do is follow the four steps below and you have your creature. The generator can create either plants or animals. When generating a plant, it is purchased in 1"x1" patches, and you multiply the rating by however many square inches of the board the plant takes up.

Step 1: Select Size and Profile

You must first choose the size of your creature and its profile. There are four choices. Small creatures are those smaller than a man and can be based on anything smaller than the standard 25mm base, such as a penny. Medium creatures are those the size of a man or slightly larger, based on 25-40mm bases. Large creatures are anything larger than that.

Plant (1 pt)

M	WS	BS	S	T	W	I	A	Ld
-	-	-	3	3	-	-	-	-

Small Creature (5 pts)

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

Medium Creature (15 pts)

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

Large Creature (20 pts)

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

Step 2: Select Movement

Next you have to choose how your creature will move. Of course, a creature may only choose one type of movement. Plants are always immobile.

		Points Cost		
Type	**Effect**	**S**	**M**	**L**
Immobile	0"	0	0	0
Crawler	6"	5	10	15
Flyer	8"	15	20	30

Step 3: Select Traits

Now pick the creature's traits and modify its profile. Note that the trait "weak" reduces both the Strength and Toughness of the creature. However, a creature may be weak and have an increase to either Strength or Toughness. Traits marked with an asterisk may only be taken once. Others may be chosen up to three times.

		Points Cost		
Type	**Effect**	**S**	**M**	**L**
Agile	+1 M	5	10	15
Armoured *	5+ Save	5	10	15
Hostile	+1 A	5	10	15
Resilient	+1 W	5	10	15
Predatory	+1 WS	5	10	15
Quick	+1 I	5	10	15
Slow-moving	-1 M	-1	-1	-1
Slow-witted*	-1 I	-1	-1	-1
Strong	+1S	5	10	15
Tough	+1T	5	10	15
Weak	-1 S/T	-1	-1	-1

Step 4: Choose Abilities

All you have to do now is choose your creature's special abilities. Small and medium creatures may have up to 50 points of abilities while larger creatures have no limit. Just be reasonable and remember not to abuse your power as an arbitrator!



CREATURE ABILITIES TABLE

		Points Cost		
Type	**Effect**	**S**	**M**	**L**
Acidic Blood	If killed, the creature causes a S3 hit to any models in base to base contact.	5	10	15
Burrow	At the end of its movement phase, the creature may dive underneath the table-top and reemerge at the end of its next movement phase anywhere within 24" of its previous location.	5	10	15
Camouflage	Small creatures always count as hidden as described on page 11 of the Necromunda: Underhive book. Medium or large creatures are treated as in partial cover when shooting from long range.	5	10	15
Defensive Spines	When charged, the creature gets an automatic hit at its strength value before the combat is resolved.	5	10	15
Divide	When the creature suffers its last wound, roll a D6. On the roll of a 1-2, the creature is killed. However, on the roll of a 3-6, it is replaced with two creatures of the same type.	10	20	30
Dodge	Small and Medium creatures only. The creature's natural speed allows it a 5+ unmodified save throw against any hits. This save may not be used against an attack that would not normally allow a save throw.	10	15	-
Drag	The creature may drag a model considered 'man down' up to its strength value in inches during the movement phase. This counts as hand to hand combat.	10	15	20
Enhanced Sense	When attempting to spot enemies in hiding, etc, the creature is treated as having 3x its initiative.	5	10	15
Entangle	The creature uses an attack like that of a Web pistol as described on page 38 of the Necromunda: Underhive book. The entangle attack has a range of 8" and hits on a 4+.	5	10	15
Envelop	Small creatures only. The creature rolls a D6 when charging. If the roll is greater than the victim's initiative, a roll of 6 always works, then the creature has enveloped the target's head. Only one model may envelop the target at a time. An enveloped victim will fall to ground unable to move or shoot until the creature is dead. If charged while enveloped, the victim fights with a WS of 0 and may not parry. An enveloped victim may attempt to free itself during the recovery phase by rolling 2D6. If the score is less than or equal to the victim's toughness, the creature is pulled off and killed. If the score is greater, the model suffers a hit at the creature's strength. Models reduced to 0 woundsby an enveloping creature are automatically taken out of action. Friends of the victim may charge in and help remove the creature. In the recovery phase, the friend's Strength is simply added to the victim's when working out if the creature is removed.	5	-	-
Fear	Medium or large creatures only. The creature causes fear as described on page 30 of the Necromunda: Underhive book.	-	15	20
Grab attack	The creature may grab its prey if within 2". The victim may escape if it passes an initiative test. If grabbed, the model may not move, though he may attempt to free himself in the hand to hand combat phase by rolling a D6 and adding his strength. The creature rolls 2D6 and picks the highest, adding its strength. If the victim's score is higher, he is freed. Friendly models may attempt to free the victim by moving into base to base contact and rolling a D6 higher than the creature's strength.	5	10	15
Hidden	Small creatures only. The creature is always treated as in hiding. If attacked in hand to hand combat, it has a 3+ save throw.	10	-	-
Hit and Run	Small creatures only. The creature may break from hand to hand combat without suffering a free hit from its opponent.	10	-	-
Horns/Spikes	When charging, the creature gets 1 extra attack.	5	10	15

Ignore Terrain	The creature may move over obstacles or terrain without penalty. This does not include liquid.	5	10	20
Leap	Small or medium creatures only. The creature uses a powerful muscle spasm to leap an additional 6" in its movement phase. This counts as charging if leaping into base to base contact with an enemy.	5	10	-
Lure	The creature has an Initiative of 10 for the first round of combat. In addition, models charging the creature may not use a charge bonus.	5	10	15
Musk	Models moving within 2" of the creature must take an immediate leadership test. If failed, the model must stop dead in its tracks and may not complete its movement.	5	10	15
Pack Hunter	Small or Medium creatures only. When attacking a single model with a group of two or more of the same creature, each has 1 extra attack.	5	10	-
Paralyzing Sting	If the creature wins a round of hand to hand combat, roll a D6 for each hit it has made. On a 4+, the enemy is man down. This attack takes the place of a normal wound and has no lasting effects.	10	20	30
Plague Ridden	A model wounded by a plague-ridden creature must roll a D6. On the roll of 4-6, the wound is clean. However, on the roll of 1-3, the creature has passed the plague on and the victim must roll on the Zombie Plague Table below. 1 Clear. No symptoms of the Zombie Plague appear 2-3 Sickness. The victim falls ill and must miss the gang's next fight. 4-6 Zombie Time. The victim becomes a zombie and is either killed by his own gang, or it wanders off into the wastes.	10	20	30
Poison	Any hits caused by the creature will automatically wound. If the victim suffers his final wound to a poisonous creature, roll d6. On a 1 or 2 the victim is fine and fights on with one wound remaining, but on a 3-6 the victim is out of action/	10	15	20
Ranged Attack	The creature can make a ranged attack of up to 8" that hits on a 4+ with a strength of 3. This may be combined with the poison ability.	5	10	15
Razor Sharp Fangs	The creature may re-roll the injury dice when rolling injuries it has inflicted. You must accept the second roll, regardless of the result.	5	10	20
Regeneration	At the end of the creature's turn, it may roll a D6 to regain any wounds it may have lost. On the roll of a 4-6, the creature regains 1 wound up to its starting value.	10	15	20
Resilient	Medium and large creatures only. when reduced to 0 wounds, the creature makes an injury roll on a D6. A roll of 1 is a flesh wound, 2-5 is man down and 6 is out.	-	10	20
Restricted	The creature is restricted to one area of the board. You must choose one of the following areas: liquid, ground level or above ground level.	0	0	0
Rushing Attack	Medium and Large creatures only. When charging, the creature may double its attack during the first round of combat.	0	10	15
Serious Injury	The creature causes particularly lethal injuries focused on the head or face. When rolling a serious injury for models taken out by a creature with this ability, roll on the chart below instead of the normal serious injury chart. 11-16 Dead 21-23 Head Wound 24-26 Blind in One Eye 31-36 Old Battle Wound 41-46 Full Recovery 51-56 Impressive Scars 61-66 Horrible Scars	10	20	30
Single attack	The creature has only enough strength or stamina to make a single attack. After it has attacked once, the creature is removed from play.	0	0	0
Skate	The creature is able to move over liquid of any depth as though open ground.	5	10	15

Slash Attack	Small or Medium creatures only. The creature has a whip-like appendage that allows it to attack at a range of up to 2". The victim may attempt to dodge the hit by passing an initiative test. If failed, the victim suffers 1 S3 hit.	5	10	15
Stun	When charged by an enemy, the creature will attempt to stun him. The enemy must pass an initiative test or their WS and BS is reduced to 1 for one full turn.	5	10	15
Tentacle Attack	The creature has D6 attacks. These attacks have a range of up to 2", but still count as hand to hand combat.	10	20	30
Terror	Large creatures only. The creature causes terror as described on page 30 of the Necromunda: Underhive book.	-	-	30
Vice Grip	Small creatures only. When the creature charges, it will attempt to squeeze or eat the victim. The victim may avoid the creature by passing an initiative test. If failed, the model will immediately suffer one hit at the strength of the creature. Until the creature is removed, the victim must roll a D6 at the beginning of his turn. On the roll of a 6, the victim has removed and killed the creature. On the roll of 1-5, the model suffers an additional hit at the creature's strength. During its movement phase, the victim move its normal distance in a random direction. If the victim is taken out, the creature will remain where it is and feed, having no further effect on the game.	5	-	-
Web	If a web is entered by a model, he must pass an initiative test or be trapped as though hit by a web pistol as described on page 38 of the Necromunda: Underhive book. this costs 5 points per 1" square web.	S	S	S

PLANT ABILITIES TABLE

Type	Effect	Points per 1"sq
Curative	A model who moves into contact with a curative plant and does not shoot or fight in hand to hand combat may roll a D6 during the recovery phase. On the roll of a 6, the model regains one flesh wound up to its starting value. On the roll of a 1, the plant is poisonous and the model suffers another flesh wound.	3
Deadly thorns	Models attempting to move through a patch of deadly thorns must roll a D6 to avoid being injured. On a roll of 6, the victim escapes injury. However, on a roll of 1-5, the victim takes a single wound at the strength of the plant. Models not taken out of action will be pinned, while those taken out of action will be caught in the razor sharp thorns and killed instantly.	10
Dense	The plant is made up of dense leaves, brambles or vines and counts as difficult terrain.	0
Enslave	If a model comes within 2" of a plant with this ability, he will automatically be attacked and must fight in the next hand to hand combat phase. If the plant wins combat, it will automatically take the victim down regardless of the model's toughness or number of wounds. These plants always have a WS of 4. In each of the model's subsequent recovery phases, roll as normal for the model taken down. On the roll of a 1, the victim escapes and may continue as normal. On the roll of 2-5, the model remains down. However, on the roll of a 6, the model is taken over by the plant and is controlled by either an arbitrator or alternating players. Models enslaved in this way will never act in a self destructive manner. A model taken over cannot recover on his own. Fortunately, the plant's hold on the victim leaves him so weak that a single wound inflicted on him will take him out of action. If a victim is left under the control of a plant at the end of the game, he will wander off into the wastes to do whatever it is that plant infested zombies do.	15
Flouresce	The plant shines brightly and illuminates the entire area. Models among fluorescent plants may not hide among them. The light given off by the plants is bright enough to block line of sight.	1

Gas	When moving within 1" of the plant, a model must roll a D6. On a 1, the model has triggered a small cloud and is affected by a gas chosen from page 46 of the Necromunda: Underhive. This trait may be combined with the trait 'Spew ', though it will no longer be triggered by proximity as described above.	3
Rubbery	Models moving in a Rubbery patch up to 2" have no problem. As soon as a model moving morethan 2" touches or passes over a rubbery plant, roll a D6. On the roll of 4-6, the model goes on as normal. On the roll of a 1-3, the models is bounced D3" away in a random direction. The model will continue to bounce until it lands on solid ground. If the model hits anything, it will immediately suffer a hit equal in strength to the distance it moved with the last bounce. Other fighters hit by a bouncing model will also take damage. If a model falls onto a rubbery patch it is not wounded, but will bounce 2D6" and take damage equal to half the last distance it bounced, fractions rounding up.	1
Spew	At the beginning of each turn, roll a D6. On the roll of a 6, the plant erupts in a cloud the size of the gas cloud template. This cloud works exactly like a smoke bomb as described on page 47 of the Necromunda: Underhive book.	1
Thorns	A model attempting to move through a patch of thorns must roll a D6 equal to or under his toughness or he will be cut. The thorns cause D3 flesh wounds immediately, each reducing WS and BS by 1 as normal. If a victim is brought down to 0 for both WS and BS, it will be overcome with the pain of the thorns and be taken out of action. Due to the nature of the cuts, armour saves may be taken with a +1.	3
Toxic	Must be taken with the 'Spew' or 'Thorns' trait. When taken with the 'Spew' ability, any models covered by the cloud will suffer one S3 hit, unless they can avoid the poisonous gases by passing an initiative test. If paired with the 'Thorn' ability, a model who suffers any flesh wounds as a result of moving through the patch will suffer an additional S3 hit automatically.	3
Vines	The plant consists of several vines that stretch over the ground, extending the range of any effects by 6" in every direction.	3
Volatile	If the plant is hit by shooting, it may explode. Roll to wound the plant as normal. If wounded, the plant explodes in a blast the size of the gas cloud template causing 1 Strength 3 hit to anything in the blast. Models partially covered by the template are hit on a roll of 4+ on one D6. The explosion may also cause other volatile plants to explode.	3



UNDERHIVE BESTIARY

Bored of regular old gang fights? Why not try fighting some Giant Rats? Been ambushed once too often? Why not take it out on some Giant Spiders or an Icroctic Slime? All the creatures below were made using the Creature Generator from part 1 of this article. Now a bit of fair warning. The creatures included here are to be used with caution, and I make no guarantees as to the safety of any gang that wants to tangle with them.

GIANT SPIDERS

Many forms of mutant spider grow to great size in the Underhive. They are so common 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.

Wolf spiders have long legs and chase down their prey before killing it with oversized mandibles.

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

Rating: 40 Pts

Type: Small, Crawler

Traits: Agile, Tough, Strong (x2), Predatory

Abilities: Ignore Terrain

Orb spiders weave thick, funnel-shaped webs and hide at the end. Many unfortunate fugitives in the Underhive have run into these web-funnels in the darkness only to be paralyzed and slowly drained dry by the spider. Their gruesome cadavers hang from decaying cob-webs in the deeper parts of the Underhive.

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

Rating: 32 Pts

Type: Small, Crawler

Traits: Tough, Strong, Predatory, Slow- moving (x3)

Abilities: Web (x5), Ignore Terrain

In the deepest recesses of the wastes truly monstrous spiders lurk in the eternal night. **Gigantic spiders** can measure several meters across with massive jaws and malignant intelligence to



match. They are aggressive and extremely territorial so creatures blundering 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 Settlements.

M	WS	BS	S	T	W	I	A	Ld
6	3	3	5	4	4	4	2	-

Rating: 135 Pts

Type: Medium, Crawler

Traits: Resilient (x3), Tough (x1), Strong (x2), Hostile, Armoured Abilities: Fear, Entangle, Ignore Terrain

At the bottom of the Underhive, the ground opens into a massive canyon, stretching down miles to a sea of pollutants and chemicals known as the Sump. It is within this abyss that the most terrifying and gruesome of all creatures dwell. The largest and most dangerous are the Titan Spiders of Necromunda. These massive creatures are said to be dozens of meters across, creatures that can dwarf even an entire settlement.

Raft Spiders are the silent giants of the Sump, territorial and hostile spiders that skate on the surface of the chemical sea. While hunting Raft spiders is among the most dangerous propositions on Necromunda, the rewards are well worth it. Food, medicine and clothing can all be made from the

creature, though its most prized possession is its eyes, the chemical composition of which creates an impossibly hard mineral. One of these eyes alone is worth enough to send a hunter above the wall a very wealthy man, if he can get to the wall with it.

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

Rating: 295 Pts

Type: Large, Crawler

Traits: Tough, Strong, Resilient (x3), Armored, Quick, Hostile (x2), Predatory, Agile (x2)

Abilities: Burrow, Terror, Entangle, Ignore Terrain

Edge Spiders hide in the shadows of the Abyss, waiting for anything to fall into the crevasse and quickly devouring it. The lack of food in the depths will sometimes force edge spiders from the Abyss and into lower settlements, where they fatten themselves on whatever gets in their way. They are rumoured to carry the dreaded zombie plague and infest entire settlements with zombies, which they will then eat again, in a gruesome cycle of life.

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

Rating: 295 Pts

Type: Large, Crawler

Traits: Agile (x2), Predatory, Quick Tough, Strong, Hostile (x2), Armored, Resilient (x3)

Abilities: Entangle, Ignore Terrain, Terror, Plague-Ridden



ASH CLAMS

Ash Clams are one of the more outlandish creatures of the Underhive, making their nest within the layers of ash and debris that cover the hive floor. Underneath the top layer of muck, they wait for their prey to pass. The clam is extremely sensitive to vibration and when a creature steps over its hiding place, the clam instinctively opens its gaping shell, drawing in loose dirt and anything above it. An Ash Clam will attempt to consume anything that gets too close, though a normal man is far too big for a single clam, which is rarely more than half a meter across.

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

Rating: 24 Pts

Type: Small, Immobile

Traits: Tough (x3), Slow-Witted

Abilities: Grab Attack

MILLIASAUR

Milliasaurs are hideously mutated centipedes which can reach up to two meters 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 poison is quick-acting and will reduce all but the largest creatures to a helpless state in a matter of minutes, allowing the milliasaur to drag its unresisting victim back to its lair and feast at its leisure.

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

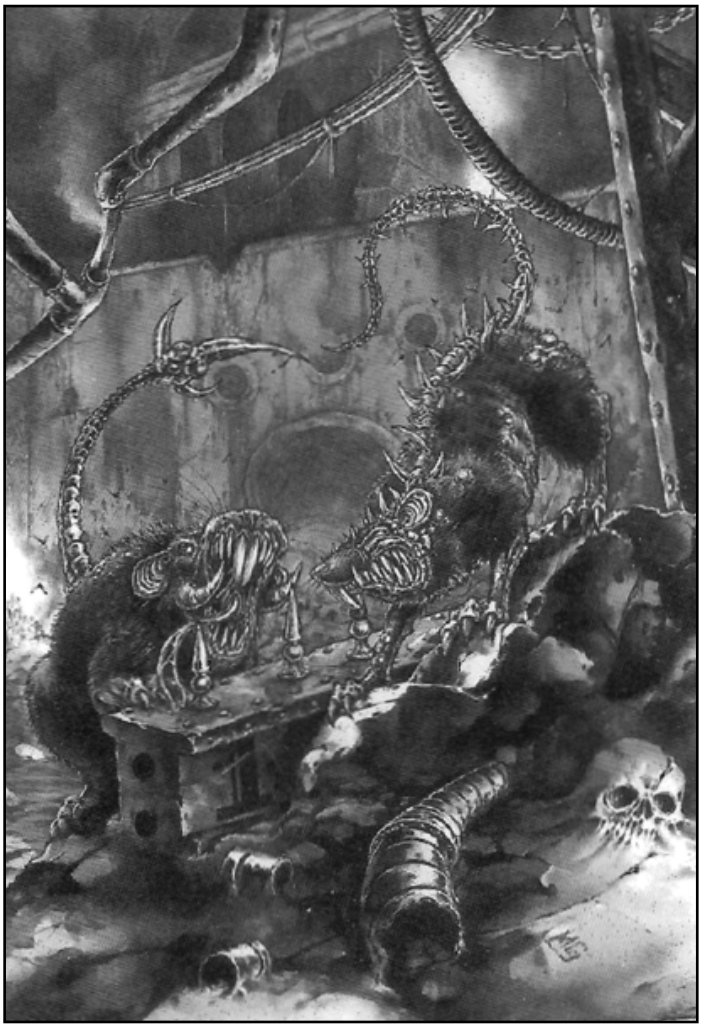
Rating: 42 Pts.

Type: Small, Crawler

Traits: Slow (x2), Weak, Tough (x2), Predatory (x2)

Abilities: Ignore Terrain, Poison





CARRION BAT

Large bats live in the tunnels of the Underhive, where they hang in seething colonies. If disturbed, they flutter down the tunnels in a single 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 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	-	2	2	1	4	1	-

Rating: 35 Pts

Type: Small, Flyer

Traits: Predatory

Abilities: Plague-Ridden

RIPPER JACKS

Ripper Jacks are dangerous bat-like creatures that inhabit abandoned domes. They hang upside down from the roofs, swooping down on unsuspecting creatures. Ripper Jacks attack by enveloping the head of their prey with their leathery wings, biting and gouging at their victim's eyes, face and neck while maintaining a vice grip. 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	-	1	2	1	4	1	-

Rating: 39 Pts.

Type: Small, Flyer

Traits: Weak, Tough

Abilities: Envelop, Severe Injury

GIANT RATS

The Underhive has a surplus of disused and decayed tunnels ideal for rats. There are many different species and their individual physiology can vary immensely. Giant rats can grow to as much as 4 feet long, though stories tell of some specimens whose teeth alone measure almost a foot. The rats are infamous for the speed of their natural reaction, giving them an almost supernatural ability to dodge attacks.

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

Rating: 35 Pts

Type: Small, Crawler

Traits: Strong, Predatory (x2)

Abilities: Dodge



SLUDGE JELLIES

Sludge Jellies are venomous stinging jellyfish that live in the pools of industrial waste which are common across the Underhive. While most of these creatures are only a meter across or less, Sludge Jellies in desolate pools can be very large indeed, though no attempt has succeeded in measuring them. Jellies are balloon-shaped, slimy creatures with many thick tendrils. They instinctively sense disturbances near their liquid dwelling and will float to the surface and catch anyone at the edge of the pool. The Jelly's tendrils paralyze the victim and drag them down into their pools to be digested later.

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

Rating: 35 Pts.

Type: Small, Immobile

Traits: Predatory, Weak, Tough

Abilities: Drag, Paralyzing Sting, Tentacles, Restricted (liquid)

FACE-EATER

Face-Eaters are among the most unpleasant vermin in the Underhive. Not a native to Necromunda, it is speculated that the Face-Eater was originally imported from an Imperial deathworld in an attempt to keep the population of deviant scum and vermin to a minimum. The Face-Eaters, however, quickly became established in the ventilation systems of the entire Hive and became a problem everywhere. Large eradication campaigns routinely sweep through the hive, ensuring that Face-Eaters are left only in the Underhive, where the harsh conditions keep their numbers in check.

Face-Eaters can lie in wait anywhere, but prefer to hang from girders, where the appear to be innocent scraps of dangling cloth. Anyone foolish enough to approach a Face-Eater will have to be extremely agile as the creature 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 with several hooked claws. Powerful enzymes then go to work digesting the soft tissues of the victim's face. Once attached, it is almost impossible to detach a face-eater without causing severe damage to the victim.

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

Rating: 44 Pts.

Type: Small, Immobile

Traits: Predatory, Strong, Quick

Abilities: Leap, Severe Injury, Camouflage, Vice Grip

LASHWORMS

Some areas of the Underhive are infested with lashworms, strange creatures thought to have arrived on Necromunda in spore form among textile cargo. The Lashworm begins life in a larval form during which it is more similar to a fungus. During its adolescence, the fungus breaks down and the creature emerges from its adolescence undeniably animal. Lashworms live in crevices where they wait, tightly coiled, until a victim approaches. Any vibration 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 around its catch and pulls it back into its lair to digest. Their speed and instinctive attack make the them hard to spot and almost impossible to kill.

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

Rating: 38 Pts

Type: Small, Immobile

Traits: Weak, Predatory, Tough (x2), Slow-Witted

Abilities: Hidden, Slash Attack, Single Strike

ICROCTIC SLIME

Icroctic Slime is a transparent green blob the size of a man's fist. This slime is the single most illicit and forbidden substance in the Underhive. Just to possess a living Icroctic slime is a crime punishable by death in most settlements. The Icroctic hangs from girders or ceilings, dropping on unsuspecting victims' heads and attempting to absorb itself into the victim's skull. On its way, the slime feeds a massive dose of stimulants into the victim, giving them a euphoric feeling and a super human strength unmatched by other drugs.

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

Rating: 35 Pts

Type: Small, Crawler

Traits: Resilient

Abilities: Ignore Terrain, Dodge, Acid Bloo

SHADOW SLIME

Structurally similar to Icroctic slime, shadow slime is more hostile, hiding in the shadows where its dark color leaves it all but invisible. When mistaken for a patch of oil or stone, the slime attacks by sticking itself to its prey and dissolving clothing or armor . The composition of Shadow Slime is uniquely acidic and can dissolve flesh and bone in minutes, absorbing the nutrients and growing. When wounded, the slime explodes into cloud of acid that can seriously wound those nearby. More dangerous than that, however, is the slime's ability to reproduce with startling speed. The profile below is that for a small Shadow Slime, though they are known to be as large as men in some areas.

M	WS	BS	S	T	W	I	A	Ld
6	3	-	5	4	1	4	1	-

Rating: 60 Pts

Type: Small, Crawler

Traits: Predatory, Strong (x3), Tough (x2)

Abilities: Divide, Acid Blood, Ignore Terrain

CROAK HOUND

Croak Hounds are a stable and common life form on many hive worlds, where they roam in packs. They make their way from the Ash Wastes into the Underhive in search of food. Croakers are very aggressive and can be as large as a man, all claws and teeth. When hunting, the croakers give off a loud growl for which they are named, that is thought to coordinate several creatures attacking at once.

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

Rating: 90 Pts

Type: Medium, Crawler

Traits: Predatory, Quick, Strong, Hostile (x2),

Abilities: Pack Hunter, Camouflage

BLOOD FLY

Blood Flies breed in the large pools of effluent that litter the Underhive. Easily the size of a man's fist, the flies have an excruciating bite with which they subdue their victims to feed. For most Underhivers, who are rugged by nature, these flies are little more than an annoyance. However, large groups of Blood Flies have been known to swarm, injurying or even killing gang fighters who let their guard down.

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

Rating: 35 Pts

Type: Small, Flyer

Traits: Quick

Abilities: Hit & Run



SAND TROUT

In the clutter of ash and debris that litters the Underhive floor, Sand Trout dart around like fish in water. These worm- like creatures are covered with several thousand legs that move together and propel it through the ash. The jaws of the Sand Trout are surrounded by two or three large fangs that can crush prey like ash clams with little effort. Though they are typically not large enough to take on a man, Sand Trout will occasionally attack from below, causing grotesque and painful injuries.

M	WS	BS	S	T	W	I	A	Ld
6	2	-	3	2	1	4	1	10

Rating: 20 Pts

Type: Small, Crawler

Traits: Strong

Abilities: Burrow

SPITWORM

Spitworms are prevalent in the Underhive where they hide under debris and wait for their prey to pass. When within range, the worm spits a highly noxious liquid at its victim.

The venom of the spitworm is dangerous, but not fatal. However, if the victim is not quick to remove the venom, it can cause blindness and dizziness, that will render the victim helpless, allowing the worms to feed.

M	WS	BS	S	T	W	I	A	Ld
6	2	-	2	3	1	5	1	-

Rating: 35 Pts.

Type: Small, Crawler

Traits: Tough, Quick

Abilities: Ranged Attack, Poison

NECROMUNDAN GAS FUNGUS

There are hundreds of fungi in the Underhive. Most are harmless, some are eaten by Scavvies and mutants, and poisons or drugs can be distilled from others. Fungi tend to grow in large clusters consisting of many different varieties. Gas fungi protect themselves from interference by releasing a cloud of toxins which have a variable effect on humans.

M	WS	BS	S	T	W	I	A	Ld
-	-	-	3	3	-	-	-	-

Rating: 4 Pts

Type: Plant, Immobile

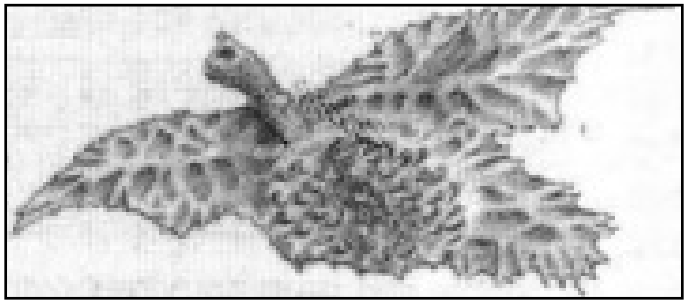
Traits: none

Abilities: Gas

BRAIN LEAF

The Brain Leaf is a most extraordinary plant as it seems to possess a form of intelligence, albeit of a fairly low, instinctive level. The plant grows an inconspicuous grey-green color, surrounded by a cluster of vines.

The Brain Leaf's vines are plain and smooth, stretching out from the central cluster and ending in a single leaf. Each leaf is a macro-cell including a rasping hook, enveloped by a bundle of nerve cells. If a creature moves close enough, the plant's leaf sticks the victim and injects the nerve cells into the host. Once inside, the fibers replicate and spread at an alarming rate, taking over the host's own nervous system.



Although the plant lacks the intelligence to control its host completely, it is able to use its victims in a sensible and rational way. Most are used as compost, though the Brain Leaf can also inject its host with seedlings that detach from the parent vine, growing into mature plants within the warmth and protection of the host.

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

Rating: 20 Pts

Type: Plant, Immobile

Traits: Tough

Abilities: Vines, Enslave

RUBBER MOSS

There are many types of lichens covering the ruined domes. By far the most annoying of them is Rubber moss, which is known to carpet entire domes. Though the moss is not directly dangerous, it has a very effective defense mechanism. Blooms of Rubber Moss are thick, incredibly reactive and highly unstable.

M	WS	BS	S	T	W	I	A	Ld
-	-	-	3	3	-	-	-	-

Rating: 2 Pts

Type: Plant, Immobile

Traits: none

Abilities: Rubbery

SPINE CRYSTALS

Though Spine crystals are actually more akin to minerals than plants, the speed of their growth makes them seem almost alive. Normally, spine crystals grow at the edges of effluent pools or discharge outlets, where the pollutants have been accumulating for a long time. It is impossible to hide amongst crystals, which are razor sharp and will inflict thousands of tiny cuts and scratches which will soon become festering sores due to the crystal's toxic make-up.

M	WS	BS	S	T	W	I	A	Ld
-	-	-	3	3	-	-	-	-

Rating: 4 Pts per 1"x1"

Type: Plant, Immobile

Traits: none

Abilities: Dense, Thorns



WIRE WEED

Many derelict industrial plants and functioning authority establishments on Necromunda are defended by belts of bio-wire. Bio-wire is a genetically altered cross between plant and mineral, originally developed from a deathworld xenomorph. Spores from the established Bio-Wire patches can drift into the ventilation systems, leaving dense clumps of this dangerous wire in many uninhabited parts of the Underhive. To Underhive dwellers, this is known as Wire Weed.

Bio-Wire was originally grown as a form of military defense, a sort of living barded wire. The wire is very tough and regenerates quickly. Its sharp thorns can pierce armour and lacerate exposed flesh to the bone. To make things even worse, Wire Weed secretes an acidic sap which reduces those entangled to bone in mere hours.

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

Rating: 15 Pts.

Type: Plant, Immobile

Traits: Tough, Strong (x3)

Abilities: Deadly Thorns

DUST SPORE

The dust spore is a generic fungus that grows all over the Underhive. The pods of this spore can easily be larger than a man, and spill clouds of spores which drift through vents and domes until settling and growing new pods.

M	WS	BS	S	T	W	I	A	Ld
-	-	-	3	3	-	-	-	-

Rating: 2 Pts

Type: Plant, Immobile

Abilities: Spew

PLAGUE SPORES

Among the most dangerous fungi in the Underhive is the Plague Spore. The Spore pod is usually black or dark green and covered with a sickly viscous slime. When approached, the pod releases its spores, which are highly poisonous and can cause death in minutes. The victim succumbs to the spores and falls to the ground, host for new growth.

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

Rating: 6 Pts.

Type: Plant, Immobile

Traits: Tough

Abilities: Toxic, Spew

FIRE SPORE

The Fire spore is encased in a large, leathery pod, dark brown or black in color and distinguishable by its fiery red and orange stripes. This is a critical feature to notice, as the spores within are so volatile they will explode if exposed to heat or energy; weapons fire for example. This explosion will trigger nearby fire spores to explode as well.

M	WS	BS	S	T	W	I	A	Ld
-	-	-	3	3	-	-	-	-

Rating: 4 Pts

Type: Plant, Immobile

Traits: None

Abilities: Volatile



SKILL TABLES V2

by Nick Jakos & Rob Reiner

Among the most dynamic and enjoyable aspects of Necromunda is its skill system. This system has not been changed since the game's initial release, and with good reason. However, as time has gone by, the Necromunda community has been clamoring for changes. So, how do you fix a set of rules that have functioned well for several years? Take a look and see what you think of our efforts.

As there are few problems with Necromunda's skill sets, most of the game's skills will remain the same and the Necromunda Online Rulebook will remain a good resource for information on skills. Some skills already part of the rulebook have been reworded, or tweaked in an effort to simply answer everyday FAQs and have not changed, while others have been rebalanced with Necromunda's newest rules.

The biggest change you will notice is the addition of two new skill sets, one for gang leaders and one for heavies. These new sets will help make your champions more effective and a lot different than other members of the gang and, according to the Necromunda community, should be a welcome addition.

That said, the only thing left is to cover the skills, but first a reminder: just as the Rules Review depended on the community to get these changes going, so too do we depend on you to let us know how they work. So start playtesting and give us some feedback on what you think.

Skill selection remains the same as it always has been, though it should be noted that Leader skills can only be chosen by leaders, and Heavy skills only by heavies, even if a fighter can choose any skill table. If a leader dies, the fighter who takes over his place may choose leader skills from then on.





AGILITY

1	Catfall	A fighter with catfall may take an initiative test to avoid damage from falling. If the fighter rolls under his initiative, he has rolled out of the fall. Though uninjured, the fighter will still be pinned. Falls of more than 12" still automatically take the fighter out of action.
2	Dodge	Remains the same.
3	Jump Back	At the beginning of any hand-to- hand combat phase, the fighter may attempt to disengage from combat. Before any other actions or skills are used, the fighter rolls a D6. If the result is less than the fighter's initiative he may immediately jump 2" straight back, leaving any opponents behind.
4	Leap	The fighter may leap D6" during his movement phase in addition to his normal movement. He may leap only once in his turn and the leap must be either before or after the rest of his movement. If the fighter moves more than 4" including his leap, the fighter is treated as though he ran. A leap will take a fighter over any man-high obstacle, including enemy fighters, without penalty. The fighter may also use a leap jump over gaps between buildings or other terrain, but you must commit to this before you roll to determine the length of the leap. If the fighter fails to make it all the way across the gap, he will fall and take falling damage as normal.
5	Quickdraw	A fighter with the quickdraw skill will double his initiative value when taking part in a Shootout scenario. Refer to the Shootout scenario in the Online Rule Book to see how this works. In addition, he may switch between his weapons more quickly and may carry a single basic or special weapon and still receive a bonus for fighting with two hand-to- hand weapons as if he had only hand-to-hand weapons.
6	Sprint	Remains the same.

COMBAT

1	Combat Master	Remains the same.
2	Disarm	A fighter with this skill may attempt to disarm one hand-to-hand opponent each turn. Roll a D6. On the roll of a 4+, the opponent automatically loses one weapon of the disarming fighter's choice. If the disarming fighter takes his opponent down or out of action after successfully disarming his opponent, or if the fight ends with a draw at the end of the game, the weapon is permanently destroyed and must be removed from the gang roster. However, if his opponent takes the disarming fighter down or out of action, he automatically recovers his weapon, though it may not be used for the remainder of the game.
3	Feint	A fighter with feint may trade any parries he has for extra attack dice instead. Each parry can be traded for one extra attack. The fighter may choose to parry or feint each turn, i.e. he may parry one turn and then feint the next.
4	Parry	Remains the same.
5	Counterattack	Remains the same.
6	Step Aside	Remains the same.





FEROCITY

1	Berserk Charge	A fighter with this skill rolls double the number of attack dice as listed on the fighter's profile in the turn he charges. A fighter making a Berserk Charge may not parry by any means in the turn he charged.
2	Hard as Nails	The fighter is so tough and resistant that he gets a 6+ armour save. If the fighter wears armour, his increased resistant increases the save roll of that armor by 1.
3	Impetuous	Remains the same.
4	Killer Rep	A fighter with this skill has such a reputation as a vicious and depraved killer that his foes quail when he charges them. The fighter causes fear as described in the psychology section of the Necromunda Online Rulebook.
5	Nerves of Steel	The fighter may attempt to avoid pinning even if he does not have a friendly fighter within 2". If the fighter was already allowed to attempt to escape pinning (he has a friend within 2") then he may re-roll any failed pinning tests.
6	True Grit	A fighter with this skill treats injury rolls of 1-2 as flesh wounds, 3-5 as down and 6 as out of action. When using special injury charts such as needle weapons, simply add 1 to the lowest category in the same manner as flesh wounds have been altered above.

MUSCLE

1	Body Slam	Remains the same.
2	Crushing Blow	Remains the same.
3	Headbutt	If the fighter inflicts 2 or more hits in hand-to-hand combat, he may choose to exchange all hits for a single hit with a strength bonus. The strength is equal to +1 for each additional hit scored. This means you can exchange two S4 hits for a single S5 hit, three S4 hits for a single S6 and so on. The blunt force of the head butt is such that its victim will fight with half his WS, rounding down, in the next round of combat, if he survives.
4	Hurl Opponent	If the fighter wins a round of combat, he may throw his opponent instead of inflicting normal damage. The fighter may throw his opponent D6" in the direction of his choice. When he lands, the fighter automatically takes one hit at a strength of ½ the distance thrown, rounding up. Thrown fighters that hit a solid object stop where they are and take damage. If the thrown fighter hits another fighter, they will both take damage as described above. Note that fighters may throw their opponents off buildings, into chasms or anything else they would like. Throwing a fighter will only earn the thrower with a single wounding hit experience award.
5	Iron Jaw	Remains the same.
6	Strong Man	A fighter with this skill is pumped up enough to carry the largest weapons with a firm grip, using strength before agility in combat. The fighter may use a single two-handed weapon in hand-to-hand combat as though it were a single-handed weapon, allowing the fighter to carry both a two-handed weapon and a pistol, for example.



SHOOTING

1	Crack Shot	Remains the same.
2	Fast Shot	A fighter with this skill may shoot several times in the shooting phase. The fighter can shoot as many times as his attacks characteristic. He can shoot at the same target or separate targets per the normal shooting rules. This skill may only be used with pistols and basic weapons as special and heavy weapons are far too cumbersome. Fast shot may be used with gunfighter, but not rapid fire.
3	Gunfighter	The fighter can aim and fire a pistol from each hand. This enables him to take two shots in the shooting phase if he is armed with two pistols. If equipped with a basic, special or heavy weapon, the fighter will be too encumbered to make use of both pistols and cannot use this skill. This skill may be used with Fast Shot, but not Rapid Fire.
4	Hip Shooting	The fighter is allowed to shoot even if he ran in the same turn. However, if the he does run he will suffer a further -1 to hit modifier and cannot use bonuses from any gun sights. Even with this skill it is impossible for a fighter to run and shoot with a 'move or fire' weapon.
5	Marksman	A fighter with this skill may ignore the normal restrictions that force him to shoot at the nearest target. Instead, he can shoot at any target he can see. The fighter may also take shots at extreme range, which is determined by adding 50% to the weapon's maximum range. For example, a marksman using a lasgun will have an extreme range of 36 inches. Shots at extreme range suffer the same 'to hit' modifiers as the weapon's long range. Marksman may only be used with the following weapons: autoguns, boltguns, lasguns, needle rifles and longrifles.
6	Rapid Fire	If the fighter does not move during his turn, then he may shoot twice in the shooting phase. This skill works only with one pistol or basic weapon that is selected as soon as this skill is earned. The same fighter may earn this skill multiple times, selecting a different weapon each time the skill is earned.



TECHNO

1	Chemist	A fighter with this skill that does not go out of action may attempt to create a dose of chemicals instead of working a territory or visiting the trading post during the post battle sequence. Roll a D6. On the roll of a 6, a single dose has been created. Roll a further D6 to see what you have. 1--Blade Venom, 2--Wild Snake, 3--Kalma, 4--Slaught, 5--Spook or 6-Spur.
2	Fixer	Gangers only. If the fighter works a piece of territory with a randomly generated income, you may re-roll the dice if you do not like the first outcome. However, the fighter may not change the number of dice rolled and must accept the second result.
3	Inventor	Remains the same.
4	Medic	The fighter has some experience patching up his fellows. If the gang includes a fighter with this skill, you may re-roll the result of one serious injury roll for one fighter after the battle, though the second roll must be kept. Gangs with multiple medics cannot use more than one for each wounded fighter. Injured fighters with special abilities or natural resilience of some kind must choose between their natural healing ability or the aid of a medic, but not both.
5	Specialist	Remains the same.
6	Weaponsmith	Remains the same.

HEAVY

1	Accuracy	The Heavy is especially skilled with blast weapons. Any weapon this fighter uses that has a blast template will only scatter half the distance indicated by the scatter die.
2	Armourer	The armourer checks all weapons being used by the gang before the battle starts. Any fighter in the gang may add +1 to any and all ammo rolls (including a roll to determine if a weapon explodes). A roll of 1 always fails regardless of the required result. This skill is cumulative for gangs with two armourers.
3	Bulging Biceps	Remains the same.
4	Long Shot	The heavy is skilled at making aimed shots from heavy weapons. If the fighter fires only a single shot from a heavy weapon, this shot will have a +1 to hit modifier. This skill may not be used with any weapons which use a template.
5	Monkey Grip	The heavy has a secure enough grip on his weapon to make use of it in hand-to- hand combat. He does not count as encumbered in hand-to-hand combat if carrying a heavy weapon and will use the heavy weapon as a club.
6	Walking Fire	A heavy with this skill may walk his sustained fire shots up to 6" instead of the normal 4" from the initial target. Shots walked in this way must still follow line of sight to the heavy and follow all other rules for sustained fire.





LEADER

1	Barter	A leader with this skill has a reputation for being a loyal customer with many of the local trading posts. When the leader visits the trading post he always received D3+1 offers, just as though he had another gang member with him. Leaders with this skill may still be accompanied by gangers for even more offers.
2	Fance	The leader is known as a trustworthy source of good quality used equipment. Whether this is true or not, the leader can charge more for his secondhand equipment. Instead of receiving half value for items the gang sells, they earn 1/2 the cost plus an addition 25% of their original value.
3	Haggle	Your leader drives a hard bargain at the trading posts. When purchasing a rare trade item, you may re-roll the variable cost of the item. However, the second roll must be kept, even if it is more than the first.
4	Informant	The leader has earned a trusted friend who can feed him valuable information on resources in the area. During the post battle sequence, the leader may contact his informant if he does not visit the trading post by passing a leadership test. If he passes the test, he may add or subtract 1 from the roll to determine what scenario will be played. If the leader rolls a 2 for his test, he may add or subtract 2 instead. This ability stacks with Ratskin Maps, ratskin scouts and other such items.
5	Inspirational	An inspirational leader commands the highest loyalty and respect. Fighters in his gang may test on his leadership value if they are within 12" of the leader instead of only 6". Fighters must have a line of sight with the leader in order to use his leadership.
6	Iron Will	This skill allows the leader to re- roll any failed bottle checks as long as he is not down or out of action.

ASH WASTE NOMADS

By: John Houchins, Robert J. Reiner, and Mark Mitchell, based on the original work by Chris Ward and Stuart Witter

Outside the hives of Necromunda only the tough and resilient survive. The constantly shifting factory wastes, the sudden appearances of toxic sludge seas, and acid rain storms all compete to claim the unwary. Yet out of this inhospitable terrain come the Ash Wastes Nomads.

Outside the hives of Necromunda only the tough and resilient survive. The constantly shifting factory wastes, the sudden appearances of toxic sludge seas, and acid rain storms all compete to claim the unwary. Yet out of this inhospitable terrain come the Ash Wastes Nomads.

House Catallus was once a proud house among the elite of Necromunda. Unrivaled by all save the ruling house of Lord Helmawr itself, until it was torn apart by internal power struggles that ultimately brought them low and cast out into the wastelands. It was supposed to be a death sentence, but their resiliency was under estimated and they have not only survived, but have thrived to the point where they must be reckoned with if one is to travel, trade, and sometimes even communicate across this toxic desert. Guilders acknowledge that if they need to make any movement across the Ash Wastes that the Nomads are a force to be reckoned with.

The land that the Ash Wastes Nomads now occupy was once fertile plains, but millennia upon millennia of industrial wastes being dumped indiscriminately have in turn eaten away at every natural resource to the point where there is nothing but shifting dunes of toxic wastes left. On occasion thick mucus-like sludge rises to the surface to form slick-lakes, or short rivers or streams only to disappear back beneath the wastes - often leaving behind a crust like surface which is not to be trusted. Sink holes abound ever ready to reach out and take those that wander too close. And yet the Nomads, and even some hive dwellers if they were to ever to see it, would call the landscape beautiful. The abundance and variety of wastes allows for a wide variety of colors and textures, Sulphur Yellow, Cobalt Blue, Mauve, Citric Green, intertwined compounded resins that resemble a diseased tree (if any Necromundan outside of the ruling elite even know what one looks like), rock outcroppings, and much more. And yet the



Ash Wastes Nomads must never let down their guard for the same things that create such beauty, can become equally deadly. An Ash Storm can whip up seemingly out of nowhere to strip an unguarded man to the bone and his bones into a handful of dust in minutes, or the very ground they walk upon swallow one up without a trace. Despite all this there are algae, fungi, bacteria, and even mutated animals that have survived alongside the humans.

If the natural obstacles are not enough there are Guilder war parties (sanctioned by Lord Helmawr himself) and even Imperial Fists Space Marine patrols (ever on guard for the infiltration of xenos) that view anything not living within the massive hive walls as rogue and a threat. Thus the Ash Wastes Nomads must vie against even their fellow humans for survival.

And yet the Ash Wastes Nomads wander this waste land and conduct trade among all the hives of Necromunda. The distances between such cities can be anywhere from a hundred to several thousand kilometers. They are the curriers, traders, and guards of things that cross the ash deserts. Things that someone can either not afford a more secure route, or would prefer to keep secret Still other Nomads conduct raids on the same Guilder caravans, and even upon the hives themselves. There is nothing that escapes their attention. Even with the sanctioned war parties of Lord Helmawr the Guilders know that if they need to cross the wastes – they will have to deal with the tenacious Ash Wastes Nomads – if they are to succeed with any regularity.

OUTLAWS

The Ash Wastes Nomads are Outlaws as described in the rules for such. They are classified as 'often' outlaws per 'Dead or Alive!' in Fanatic Magazine 6 and as such, Ash Wastes Nomads do not have a guild price and all rules for Outlaws apply except as noted below.

TERRITORY

Ash Wastes Territory

All Ash Wastes Nomads start with the Ash Wastes Territory. Not all of Necromunda is covered in massive hive spires. Since the start of known time the surface of Necromunda has been strictly regulated. Predating any existing records the surface of Necromunda was lush and green. Wild animals roamed at will to graze, its forests grew thick and tall, and the oceans teemed with life but as the Imperium continued to harvest her resources and the cities began to grow into the skyline Necromunda gradually died. In their wake the now hive- like cities began to pour out their wastes on the exterior of their shells. Where she once teemed with life and scenery there is nothing left but millennia upon millennia worth of metal oxides, plastic resins, and toxic chemical pools of waste that do not reduce as fast as they are discarded. When the Ash Wastes Nomads work this territory they roll a d6 once and consult the 'Ash Wastes Territory' Chart



below. This roll affects all Nomads that forage this turn.

Captured Territories

Ash Wastes Nomads may capture territories from those they defeat (using the guidelines found for each particular scenario). However, being not just an Outlander, but an Outhiver they will not be able to linger long. If the territory is from the "Territory Table" found on page 94 & 95 of the LRB then the Ash Wastes Nomads will ransack it for all they can get out of it and retreat back into the Ash Wastes. This will effectively remove it from campaign play. When the Nomads do this they will collect twice the maximum value of the territory looted (i.e. If a 'Settlement' is looted the Nomads will gain 60 credits, but if a "Drinking Hole" is looted they will gain 120 credits); however, if this is done then the Nomads may NOT forage this turn as they are all in the process of hooting and hollering and generally causing chaos. If the territory is an Outlaw territory then it may be kept and worked in addition to their Ash Wastes territory above (Note: This will take a single Nomad to work (one that did not suffer a serious injury during the previous battle) and that Nomad may not forage or help the Leader at the trading post.

The only exception to the looting of a 'Standard Territory' is the 'Guilder Contact'. Guilders work with the Ash Wastes Nomads to expand their trade across the Ash Wastes. As such these men are respected enough to retain their services and this territory may be kept and worked (at half the normal rate since the Ash Wastes Nomads are an Outlaw gang working a 'legal' territory.) Although, the same Nomad band that coordinates an inter-hive caravan for a Guilder, may very well be the same Nomad band that ambushes (or gives a tip to fellow Nomad Band) the very same caravan.

Ash Waste Territory Chart

d6	Result
1	The Ash Wastes Nomads find nothing much of value in the wastes. Each Ash Wastes Nomad can only scavenge their normal D6 credits each.
2-4	There may be mineral streaks under the ash wastes. Each Ash Wastes Nomad may scavenge as normal, but if a '6' is rolled then they have located a harvestable vien of recyclable material and find another D6 credits worth of salvageable materials. If a further '6' is rolled you continue to roll another D6 until a '6' is not rolled. All the results are added together to get the total salvageable materials worth in credits.
5	The Ash Wastes Nomads find a colony of mutant animals that have somehow survived, albeit mutated and twisted in the Ash Wastes. In addition to scavenging for a D6 credits each, the gang eats the animals. This means that they do not have to spend the 2 credits per fighter to avoid starvation; however, roll a D6. If the result is a '1' then a randomly determined fighter must miss the next game due to food poisoning.
6	The Ash Wastes Nomads find a Guilder convoy traversing the ash wastes and ambush it. No income may be earned from scavenging because all Ash Wastes Nomads are needed to ambush the convoy. The result of the ambush is a profit of XD6x5 credits worth of salvageable materials where 'X' is the number of Ash Wastes Nomads (the entire gang except for hired guns) in the gang. Note: This precludes any Nomads from working any captured territories as explained below.

SO MANY MOUTHS TO FEED

Ash Wastes Nomads are a very hardy people and have been known to eat only 'once every sun rise' (no one has seen an actual sunrise on Necromunda in well over a Millennium). As such each member of an Ash Wastes Nomad gang only requires 2 credits worth of sustenance per battle to put off the affects of starvation. Note: Hired guns are not counted as a member of the gang. Their hiring fees are used to pay for their own upkeep. The credits to pay for this upkeep comes from either foraging, and/or working of their territories. Anything left over may be placed in the gang's stash.

INCOME AND PROFIT

Ash Wastes Nomads that get 'extra' income from giant killer, loot counters, and other similar sources in excess of 75 credits must 'wash' the surplus income total through the standard income chart on page 93 of the Necromunda LRB.

Example: A gang that earns 70 credits keeps 70 credits, but a gang that say loot a gambling den (120 credits) will wash 45 credits through the table. The end result being 75+ what ever is left over.

OUTLAW TRADING POST

Ash Wastes Nomads roll and conduct all trading on the Outlaw Trading Post. However, in the rare instances when a Nomad inventor invents something he may roll on the 'Rare Trade Chart' found on page 96 of the LRB. Nomads have been wandering the Ash Wastes for several millennia and have an uncanny ability to search out crashed strato-planes, take advantage of the shifting wastes that uncover derelict domes and even hives and plunder them before they are reclaimed by the ash wastes, and an eye for usable scrap at the trading posts. As a result they have collected many spare parts that are horded by the various bands of Nomads as well as readily available as spare parts at the trading posts for them to assemble into useful items to be used on their raids.

Ash Wastes Nomads may buy all 'common' items from the Outlaw Trading post to include weapons not listed below on their initial weapons table. However, this is similar to the 'House Gangs' in that they must forgo a 'rare-trade' search and all ammo rolls for such weapons are at -1 to what is listed. If a weapon has a normal ammo roll of 6+ it becomes an 'auto' fail for example.

HIRED GUNS

The Ash Wastes Nomads may hire any Hired Gun that they can afford except for Bounty Hunters; however, since Ash Wastes Nomads will not remain within the hive for very long hired guns will not follow them and therefore, new Hired Guns are generated for each game with the exception of the Ash Wastes Shaman, the Ash Wastes Nomad Guide, and Wyrds. If an Ash Wastes Nomad gang hires a Wyrd and chooses to retain their services, then the Ash Wastes Nomads must pay any additional 5 credits to obtain a respirator for



the Wyrd. The Wyrd will then also benefit from having a respirator as well. This is possible because, let's face it, no one else really wants a Wyrd around and the Ash Wastes Nomads actually see them as a natural progression of human kind.

BOUNTY

An Ash Wastes Nomad is worth a bounty equal to his total cost, just like any other outlaw.

CAPTURE

Ash Wastes Nomad clans are tight-knit groups and have an ingrained hatred and distrust of all hive dwellers. To this end they will most likely launch an attempt to free any captured members of their gang instead of negotiating any ransom (The Nomads are allowed to negotiate such a ransom - this is to indicate tendencies of the Nomads). If this attempt fails there are no lasting affects; however, if they do not make any attempt to rescue their comrade then they will be shunned by their fellow Ash Wastes denizens and will not be allowed to conduct trade for one post battle sequence. (Negotiation for a ransom of a capture gang member is counted as an attempt to free an Ash Wastes Nomads gang member.)

In the event of the Ash Wastes Nomads capturing an opponent then they have all of the normal options open to them that a house gang would have. That is Guilders and slave traders will accept turn in of Outlaws and fresh slaves.

SCENARIOS

Ash Wastes Nomads roll on the Outlaw scenario table, but if they are given the option to choose a scenario they may pick from either the 'Standard Scenario Table' (pg.109 LRB) or the 'Outlaw Scenario Table'.

EQUIPMENT

All Ash Wastes Nomads are equipped with respirators (included in their costs). Without respirators Ash Wastes Nomads would certainly die outside in the toxic wastes.

BUSTING THE WALL

Each Ash Wastes Nomad gang must include one Heavy and at least one Ash Wastes Nomad must be equipped with at least one of the following weapons (using the equipment guidelines for each category of gang member): Krak Grenades, Krak Missiles (w/Launcher), Lascannon, Auto Cannon, Heavy Plasma Gun, or Melta Bombs. These weapons are how the Ash Wastes Nomads gain entry into the Hive's interior at their leisure. Without this they will be 'left out in the wastes'. To reflect their reliance on such weapons and expertise of their heavies all income rolls (foraging, rolls on their Ash Wastes territory chart, and/or rolls for any captured territories) are all at -1 until they

have re-met the criteria outlined above. In addition the Ash



Wastes Nomads may only work one territory (their choice) during the post-battle sequence.

TREACHEROUS CONDITIONS

Games played that involve the Ash Wastes Nomads may use the rules for Treacherous Conditions. Ash Wastes Nomads are not affected by 'High Winds' (21-26) or 'Ash Layer' (64) as they have been brought up to cope in these conditions outside the hive.

RECRUITING THE GANG

An Ash Wastes Nomad gang is recruited in the same way as a normal gang. You have 1000 credits to spend on recruitment and armament within the following guidelines:

- **Minimum of 3 fighters** – A gang must include no less than 3 fighters.
- **Ash Wastes Nomad Leader** – Your gang must include a Leader.
- **Ash Wastes Nomad Heavy** – Your gang must include 1, but no more than 2 Ash Wastes Nomad Heavies.
- **Ash Wastes Nomads** – Your gang may include any number of Ash Wastes Nomads so long as the first two criteria are met.
- **Ash Wastes Juves** – Your gang may include any number of Ash Wastes Juves up to half of the total number of fighters in the gang. (Hey, it's hard to find good help in the wastes).

1 NOMAD LEADER

Cost to recruit: 120 credits

The Ash Wastes Nomad Leader is an inspirational leader that has lived his entire life in the Ash Wastes. Many of these long lived survivors are famous among the Outhivers.

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

Weapons: An Ash Wastes Nomad Leader may select weapons from the Close Combat, Pistol, Basic, Special, Leader, and the Grenades and Shells (for any weapon he can use) lists.

Special Rules

Leadership: An Ash Wastes Nomad Leader has earned the respect of his fellow Nomads. His skills have enabled him to not only survive in the hostile environment of Necromunda but become a local legend with tales of his exploits. As a result he has all the skills and abilities of a 'normal' house gang leader.

1-2 NOMAD HEAVY

Cost to Recruit: 65 credits

Ash Wastes Nomad Heavies specialize in armor busting. They are called upon to crack open the Guilder crawlers that dare to cross the wastes, as well as to gain entry into the hives themselves. They often accomplish this when the shifting oxides reveal a long abandoned transport tube, or a forgotten wastes dumping station.

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

Weapons: Ash Wastes Nomad Heavies may select weapons from the Close Combat, Pistol, Basic, Special, Heavy, and the Grenades and Shells lists.

NOMADS

Cost to recruit: 55 credits

Every Nomad is an absolute master of survival. From infancy they are taught how to read the winds and shifting ash, how to filter potable water and breathable air. They are able to walk hundreds of miles across the poisonous ash desert and only eat and drink once every 'sunrise'.

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

Weapons: Ash Wastes Nomads may be equipped with any weapons from the Close Combat, Pistol, Basic, and the Grenades and Shells (for any weapon he can use) lists.



NOMAD JUVES

Cost to recruit: 30 credits

Although young and relatively inexperienced they have survived their trials and have proved that they are able to contribute to their Nomadic clan and participate in the clan's raids.

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

Weapons: Ash Wastes Nomad Juves may select weapons from the Close Combat, Pistol, and Grenades and Shells (for any weapon he can use) lists.



NOMAD WEAPONS RULES

In the toxic environment of the ash wastes ammunition is often hard to come by. Especially for rare or exotic weapons and some are just completely worthless.

Favored weapons of the Ash Wastes Nomads are the 'Long Rifle' (its long range ideally suited for the vast expanses of the Ash deserts) and the 'Double Bladed Knife'.

The following weapons lists include new ammo rolls to reflect the rarity of ammunition and the difficulties in maintaining the Ash Wastes Nomad's equipment in the harsh conditions of the Ash Wastes.

The details in this table override ammo roles given in other books. Details of any new weapons are given below.

ASH WASTE NOMADS WEAPONS LIST

Close Combat Weapons	Cost	
Club / Maul / Bludgeon	10 credits	
Double Bladed Knife	10 credits	
Knife	5 credits each additional	
Pistol Weapons	**Cost**	**Ammo Roll**
Autopistol	15 credits	5+
Stub gun	10 credits	4+
Laspistol	15 credits	2+
Basic Weapons	**Cost**	**Ammo Roll**
Autogun	20 credits	5+
Lasgun	25 credits	2+
Long Rifle (0-1 per gang)	45 credits	5+
Shotgun (with Solid & Scatter)	20 credits	5+
Special Weapons	**Cost**	**Ammo Roll**
Grenade Launcher (grenades extra)	130 credits	auto
Plasma Gun	70 credits	4+
Plasma Pistol	25 credits	4+
Heavy Weapons	**Cost**	**Ammo Roll**
Autocannon	300 credits	5+
Heavy Plasma Gun	285 credits	4+
Heavy Stubber	120 credits	5+
Lascannon	400 credits	4+
Missile Launcher (missiles extra)	185 credits	auto
Leader Weapons	**Cost**	**Ammo Roll**
Chainsword	25 credits	n/a
Meltagun	95 credits	4+
Grenades and Shells	**Cost**	**Ammo Roll**
Dum-dum bullets	5 credits	auto
Frag grenades	30 credits	auto
Frag missiles	35 credits	auto
Krak Grenades	50 credits	auto
Krak Missiles	115 credits	auto
Melta Bombs	40+3d6 credits	special

ASH WASTES NOMAD EXPERIENCE

Starting Experience

When recruiting an Ash Wastes Nomad gang the fighters will already have some experience in how to fight.

Nomad Juve	0
Nomad	20 + d6
Heavy	20 + d6
Leader	60 + d6

Advances

When an Ash Wastes Nomad gains enough experience to get an advance, roll on the standard gang Advance Table (pg. 86, LRB). When an Ash Wastes Nomad Juve acquires 21 experience points he gains access to the Nomad skill set and equipment tables but his initial cost does not change.

Experience Advance Table

Exp Points	Title	Notes
0-5	Nomad Juve	Starting for Juve
6-10	Nomad Juve	
11-20	Nomad Juve	
21-30	Ash Nomad	Starting for Nomad
31-40	Ash Nomad	
41-50	Ash Nomad	
51-60	Ash Nomad	
61-80	Survivor	Starting Leader/Heavy
81-100	Survivor	
101-120	Survivor	
121-140	Survivor	
141-160	Survivor	
161-180	Survivor	
181-200	Survivor	
201-240	Survival Expert	
241-280	Survival Expert	
281-320	Survival Expert	
321-360	Survival Expert	
361-400	Survival Expert	
401+	Survival Expert	Cannot advance further



	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Nomad Juve	-		-	-	-		-
Nomad	-		-	-			-
Heavy	-	-	-				
Leader	-						

LONG RIFLE

The Long Rifle is a term used to describe a weapon commonly employed by Ash Wastes Nomads. These long barreled rifles, usually mounted with a scope or sight, are useful in the wide open spaces of the ash wastes where an enemy can be easily spotted at greater distances. The long rifle is often used to pick off caravan guards at long range as the rest of the gang springs forward from close in during ambushes.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-12	12-48	-1	-	4	1	-1	5+

Special Rules: Move or Fire, 0-1 per gang, may use any sight that can be attached to a basic weapon.

DOUBLE BLADED KNIFE

A common hand-to-hand weapon among Ash Wastes Nomads and other Outhivers is the Double Bladed Knife. This ritual weapon was traditionally carried by members of House Catallus, but its use has become symbolic of the Ash Wastes Nomad's struggle. Although only a knife it allows the fighter to parry as if it was a sword.

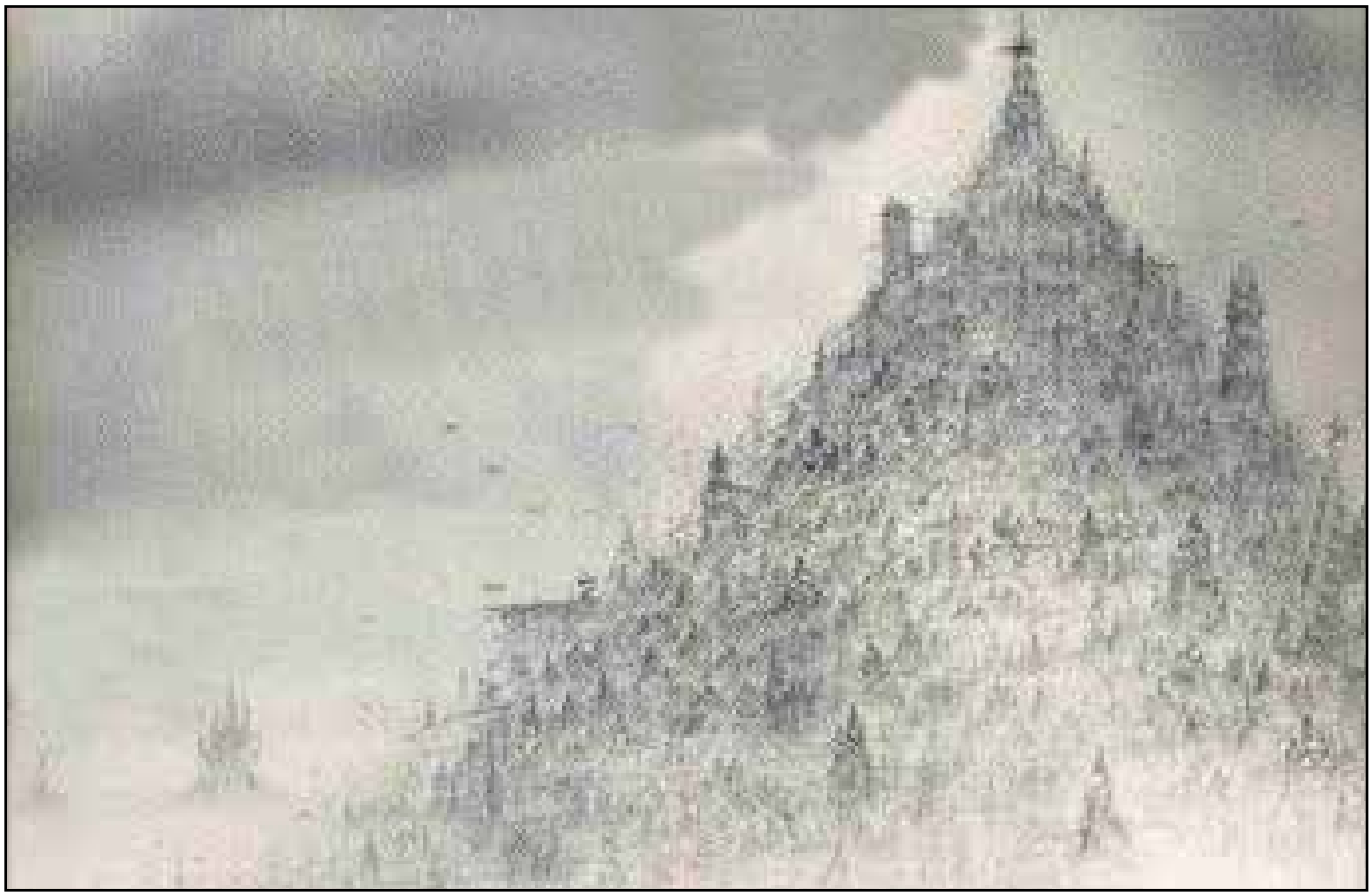
Range	Strength	Damage	Save Mod
CC	As user	As user	As user

Special Rules: Parry

VEHICLES AND BEASTS

If using the Vehicle rules, the following additional rules apply to Ash Waste Nomad gangs:

- **Nomad Leaders** may drive or ride any of the gang's vehicles or beasts.
- **Nomad Heavies** may be the gunner of a fixed weapon on a vehicle or beast. If this is to be the case then the weapon should be purchased 'for him' as normal, but the cost of the weapon is added to the vehicle's or beast's cost, not the Ash Wastes Nomad Heavy's on the roster. Fixed weapons are the only way move or fire weapons can be fired from a moving vehicle or beast in Necromunda. Ash Wastes Nomad Heavies who are not gunners may ride any vehicles or beasts as normal and may still take over as driver or rider in an emergency (see the vehicle rules for more detail).
- **Nomads** may drive or ride any of the gang's vehicles or beasts.
- **Nomad Juves** may not drive a vehicle or be the primary rider of a beast, except in the event of an emergency (see the vehicle rules of more detail). Ash Wastes Nomad Juves are allowed to ride bikes as normal and may ride on any vehicle or beast as a passenger.



NECROMUNDA ENFORCERS

JUSTICE IN THE UNDERHIVE

By Jervis Johnson, based on original material by Andy Chambers

In the Underhive of Necromunda there is one force whose word is law. They are the Necromunda Enforcers, and it is their unenviable task to impose the rule of Lord Helmawr on the citizens and outlaws that inhabit the lower reaches of Hive Primus. The Enforcers are hated and feared by the bulk of inhabitants of the Underhive: they are hated for being implacable and authoritarian imposers of Lord Helmawr's often unfair legislation, and feared for the ruthless efficiency with which they impose the laws of the Underhive.

Necromunda Enforcers are modelled closely on the Adeptus Arbites. The Judges and Arbitrators of this huge organisation serve primarily to remind Imperial servants of their duties and loyalties, and to enforce the Imperial Decrees passed by the High Lords of Terra. The Imperium is incredibly vast, unimaginably so. It stretches to the edges of the known galaxy, its worlds thinly spread across the stars. On many of these planets, the Emperor and the Imperium he represents are but dimly remembered myths. All too often an Imperial Commander can forget the power he serves, either through incompetence or malice. This is why the Adeptus Arbites was formed. If a Governor ever considers skipping his tithes for a year, or perhaps ignoring the request for troops from an embattled neighbour, one glance towards the armoured Courthouse of the Arbites should be enough to make him reconsider.

"Hive cities are little more than unlit bonfires. They need only the sparks of lawlessness to burn."

Enforcer High Marshall Traggit. Selected Sayings. Vol 11, Chapter IX.

The bulk of the Adeptus is made up of the Arbitrators. They are well armed and armoured, as they are often the first line of defence on a traitorous world, operating in the depths of hive cities, the shanties of mining worlds and other savage environs. If planetary control is ever lost, the Arbitrators and Judges of the Arbites are empowered to take over and rule



An Enforcer team prepares to storm an Escher stronghold

the world in the Emperor's name until a suitable Imperial Commander can be found. Where civil unrest and crime threaten the stability of a world or the power of its ruler, the Arbitrators may be released to restore law and order.

However, while the Adeptus Arbites are responsible for ensuring that Imperial Decrees are obeyed across the galaxy, the role of everyday control and policing usually falls to local security forces, working under the orders of the Imperial Commander and his staff. Such is the case on Necromunda, where policing is carried out by Necromunda Enforcers.



Every hive on Necromunda is divided into Precincts, each with its own fortified courthouse and a substantial number of Enforcers. In addition there are thousands of small Precinct Houses scattered through the hive, each of which is manned by a ten-man Enforcer Precinct squad. Necromunda is a vital planet to the Imperium, but population pressures mean that it is in constant danger of devolving into anarchy and civil war. The Enforcers maintain a constant vigilance from their Courthouses and Precinct Houses, constantly on the watch for signs of disloyalty, subversion, or criminality. They are grim and uncompromising reminders of Lord Helmawr's authority. They cannot be bought off, threatened, corrupted or negotiated with. Indeed, the Enforcers in Hive Primus are recruited into their ranks from other hives on Necromunda, thus ensuring that they do not have any loyalties to local citizens. They do not communicate with the citizenry unless absolutely necessary and only leave their Precinct Courts on official business.

Individual Enforcers, particularly grizzled veterans which have been hardened by years of dispensing justice, act as law enforcers within some settlements in the Underhive. These are tough, no nonsense characters who command the local Watchmen and direct freelance bounty hunters in the constant battle against outlaws and Outlanders. They also monitor local loyalties and the activities of the Merchant Guild to ensure that the Imperial codes of law are maintained even on the frontiers of anarchy.

Other than individual Enforcers, the most commonly encountered Enforcer tactical units are the Enforcer Patrol squads. Patrol squads are the standard law enforcement teams on Necromunda, that can be seen patrolling hive levels around Imperial establishments and important areas of the Underhive. They are also called in to quell serious disturbances, such as mob riots, or to suppress unruly gangs and poorly equipped Deviant Scum.



Freeze!

The equipment worn by Necromunda Enforcers is based upon imitations of the equipment used by the Arbites, and is very similar in appearance. They generally wear carapace breastplates, with padded flak armour or additional vambraces and plating. This can be highly ornate on ranking officers, often gilded and inscribed with oaths of justice and Imperial commands.

The combat shotgun used by the Enforcers is as much a badge of office as a weapon, and the homing Executioner ammunition they sometimes use is feared throughout the Underhive. Although most Enforcers won't hesitate to kill, they often carry weapons to subdue foes wanted for interrogation or trial, of which the power maul is most common. They also make used of Cyber-mastiffs for hunting down their prey and to catch fugitives who attempt to escape.

USING ENFORCERS IN NECROMUNDA

A player may decide to control an Enforcer Precinct squad instead of a normal Underhive gang. A Precinct squad represents the team that mans one of the Precinct Houses in an Underhive Precinct. Note that a Precinct squad is not purchased by spending 1,000 credits, as is the case with other gangs. Instead, it always consists of a Sergeant, eight Enforcers, a Handler and a Cyber-mastiff. When you pick the squad you may choose what equipment each member of the squad carries, as described in the equipment section of the list below.

Very Important Note: Although taken as ten-man squads, you will usually only be able to use a five-man Patrol team when you fight a battle – you won't normally be able to take the whole squad! See the rules for Patrol Teams below.

ENFORCER PRECINCT SQUAD

	M	WS	BS	S	T	W	I	A	Ld
Sergeant	4	4	4	3	3	1	4	1	8
Enforcer	4	3	3	3	3	1	3	1	7
Cyber-mastiff	6	4	-	5	4	1	3	1	-
Handler	4	3	3	3	3	1	3	1	7

Precinct Squad: An Enforcer Precinct squad consists of a Sergeant and eight Enforcers, a Cyber-mastiff and a Handler.

Weapons: The Sergeant, Enforcers and Handler are all armed with a knife, bolt pistol and choke gas grenades. The Cyber-mastiff is armed with its teeth(!). Any member of the squad may replace their bolt pistol with a laspistol. The Sergeant may replace his bolt pistol with a plasma pistol if desired.

In addition each member of the squad may be armed with one of the sets of weapons from the following list. Equipment may not be changed during the campaign.

- Up to one member of the squad may have a heavy stubber.
- Up to one member of the squad may have a flamer, or a plasma gun, or a grenade launcher equipped with choke, frag and krak grenades.
- Any member of the squad may be armed with a bolt gun or combat shotgun or power maul or suppression shield.
- Any model may replace their bolt pistol with a power maul and suppression shield.
- Any member of the squad may be armed with melta-bombs and photon flash flares.

Armour: All members of the squad have carapace armour (4+ save), including the Cyber-mastiff. The carapace armour includes a helmet with a respirator, photo visor and infra goggles. The Initiative penalty for wearing carapace armour does not apply to the Cyber-mastiff, but does apply to the rest of the squad.

Skills: The Sergeant starts with the Iron Will skill. All members of the squad have the Specialist and Nerves of Steel skill.

Ammo: The weapons and equipment of the Enforcers is better maintained than that available to the population of the Underhive. Consequently, members of an Enforcer squad may ignore their first failed Ammo roll. Simply treat the failed roll as if the Enforcer had passed the roll instead. This includes failed Ammo rolls for weapons like grenades that normally fail their Ammo roll automatically. If the Enforcer fails a second Ammo roll then they suffer the normal penalties.

THE PATROL TEAM

An Enforcer Precinct squad has numerous duties to perform. At any one time there will be paperwork to fill in, prisoners to guard, and numerous other tedious tasks that need to be performed. Because of this, half of the squad has to remain in the Precinct House at all times, leaving the other half of the squad to carry out patrols in the Underhive.

This means you may not usually use your entire Precinct squad when you fight a battle, and must instead select a five-man Patrol team that will take part in the battle. You may select any five members of the squad to take part. The Cyber-mastiff and its Handler must be taken together (you can't split them up) but only count as a single member of the five man patrol (ie. you can take the Cyber-mastiff, its Handler and four other squad members).

The Patrol team is treated as the members of the 'gang' for all rules purposes. So, if a scenario calls for only certain members of a gang to be used, then this rule would be applied to the members of the Patrol team rather than the whole squad.

If any member of the squad takes part in two patrols in a row, then he may not be selected for the next patrol. Any member of the squad must take a rest after taking part in two consecutive patrols.

If the sergeant is included in a patrol then he counts as the 'gang leader' for purposes of the Necromunda rules. If he is not included then you must nominate a member of the Patrol team as its leader (and no, you can't choose the Cyber-mastiff!). For the purposes of working out the Patrol's 'gang rating', it is assumed to have a value of 1,000 plus the Experience Points totals of the members of the patrol. Note that the base value of 1,000 takes into account the value of the members of the patrol and any equipment they may have.

Please note that only the members of the Patrol team are eligible to gain Experience after a battle.

Very Important Note: If the opposing side's Gang Rating turns out to be twice as high or more as the Patrol team's, then the rest of the Precinct squad will be called out to help deal with this especially tough opposition, and the entire squad is used instead of the five-man Patrol team. In this case the squad's 'gang rating' is equal to 2,000 plus the Experience Points totals of all of the members of the squad.

SCENARIO IDEAS

Enforcer Patrol teams or Precinct squads can take part in scenarios normally, using the rules in the Necromunda: Underhive rulebook as modified above. However, Enforcers uphold Lord Helmawr's law and keep the peace



The Enforcer team storms the entrenched Van Saar gang.

in the hive, and because of this they often take part in actions that are very different to those that typical Underhive gangs participate in. An attack on a Merchant Guild, a huge riot, rounding up suspected anarchists or subversives, or arresting a major Underhive crime lord are all events in which the Enforcers would take a part. Because of this it is a good idea for a Campaign Arbitrator to occasionally create scenarios to use Enforcers in this way. In addition, any scenario in which a gang goes against Imperial law or causes unrest in the hive is perfect for use with Enforcers as the opposing side. Whether the Enforcer player will have to use a Patrol team or a whole squad will depend on the number and the Experience of the opposition. If the Enforcers are going up against especially tough odds they may also be reinforced by members of other Precinct squads, and could even receive help from the Enforcers that man the Precinct's Courthouse.

Enforcers are equipped to deal with any situation that demands their attention. Each Courthouse has a large armoury that includes equipment available in the hive and some from other Imperial worlds. If the Enforcers are performing a special scenario, then they will be equipped with any relevant equipment. If, for example, the Enforcers were attempting a rescue then all their weapons would come with silencers and they would take some screamers as well. What extra equipment, and how much the Enforcers take, is for the Arbitrator designing the scenario to decide. It is tempting to give them everything, even a Mung Vase each, but they should only carry items that will be specifically useful in their mission.

TERRITORY, INCOME AND LOSS OF FIGHTERS

Enforcer squads do not own territory, do not have any income, never trade, and can never buy extra members of the squad. Enforcers are provided with food and drink at their Precinct House so they are immune to the effects of starvation.

Enforcers are not allowed to ransom or 'trade' for captured Enforcers – they must mount a rescue mission instead, or do nothing at all. Captured Enforcer equipment may not be used, traded or sold by opposing gangs – it is too hot an item to be found in possession of, and is rumoured to include tracking chips that allow the Enforcers to quickly reclaim any item they lose.

If any Enforcers are killed in combat then the squad will be reinforced from the garrison of the Courthouse. In addition, a player may choose to retire an Enforcer at any time and replace them with a new recruit if they wish to do so. Before the next battle the dead or retired Enforcer is replaced and the replacement starts with the initial profile, weaponry and Experience Points for a fighter of his type (Sergeant, Enforcer, Handler or Cyber-mastiff). The new member of the squad can have any of the equipment allowed to a member of the squad, as long as none of the maximums for the squad are exceeded. For example, if the squad already included an Enforcer armed with a heavy stubber, then a new recruit could not be given a heavy stubber as well, as only one is allowed per squad.

Enforcers that have suffered injuries which force them to miss battles may not be chosen as a member of a Patrol team until the required number of battles have taken place. Enforcers that suffer injuries that reduce their characteristics or disable them in some may be sent for a medical. This happens in the Post Battle sequence, after allocating Experience Points and before recruiting new fighters. Note that fit members of the squad may not be sent for a medical! An Enforcer maybe sent for a medical at any time – not just when an injury is suffered. They may be sent more than once, as long as they still have persistent injuries.

Roll a D6 for the Enforcer going to have a medical: on a roll of 1 they are forced to retire on medical grounds (immediately replace them with a new recruit as described above); on a roll of 2-3 they are returned as being 'fit for service' but must miss the next battle while away having the medical; and on a roll of 4-6 they may be given one bionic upgrade chosen from the following list. Any Enforcer that receives an upgrade in this way must miss the next D3 battles while the surgery is performed and they recover. Only one Enforcer may be sent for a medical after each battle, and no other Enforcer may be sent for a medical while another member of the squad is away having surgery performed.

Ugrade	Notes
Bionic Eye	May only be given to Enforcers that have suffered a serious eye injury.
Bionic Leg	May only be given to Enforcers that have suffered a serious leg injury.
Bionic Arm	May only be given to Enforcers that have suffered a serious arm or hand injury.
Bionic Implant	May be given to any Enforcer, and cancels the effect of one serious injury.

In situations where an opposing gang would normally take one of the Enforcers' territories, then the opposing gang may generate a new random territory from the Territory table on pages 102-103 of the Necromunda: Underhive rulebook instead. This extra territory represents the gang being able to take over an area close to the Precinct House, where they would not have dared to go before. If, on the other hand, the Enforcers are allowed to take a territory from an opposing gang, then they are allowed to force their opponent to lose one territory instead.

Finally, should a member of the squad ever attain a higher Leadership value than the squad Sergeant, then they must leave the squad and be replaced by a new recruit (ie, there is no leadership challenge). The 'retired' squad member has actually been promoted to command his own squad.

NEW WEAPONS AND EQUIPMENT

The Combat Shotgun

The combat shotgun is a simple shotgun with a number of adaptations that allow it to fire a special ammunition type available only to Enforcers. In addition to the standard solid and scatter rounds fired by ordinary shotguns, the combat shotguns used by the Enforcers can fire 'Executioner' adamantium-tipped armour piercing rounds, that are designed to seek out and destroy the toughest targets. This sophisticated shell has a tiny robot brain that locks onto the target's energy pattern and seeks it out with unerring accuracy. This variety of ammunition types makes the combat shotgun a uniquely flexible weapon.

Combat Shotgun Profile

Solid Shell

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-4	4-18	-	-1	4	1	-	4+

Scatter Shell

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

Executioner Shell

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-4	4-18	-1	+ 1	4	1	-2	6+

Special Rules

See the Necromunda Rulebook for the rules on Scatter Shots. Executioner rounds lock onto a target's energy signature the and so may even be fired at hidden targets. The Executioner round is unusual in that it receives a +1 To Hit modifier at long range and a -1 To Hit modifier at short range. This is because the shell's tiny brain cannot lock onto its target until it has travelled several metres.



The Suppression Field

The suppression shield is a special piece of equipment used extensively by law enforcement agencies all across the Imperium. In consists of a metal or fibre-alloy shield that has a built-in generator. When the generator is activated a glowing blue field of energy, called a suppression field, surrounds the shield. A suppression field diverts and stores away the energy of an attack. In hand to hand combat the shield can be used to 'bash' an opponent, at which point the stored charged is released as a powerful electrical discharge that is perfectly capable of stunning or even killing an opponent.

Range	Strength	Damage	Save Mod.
Close Combat	3	1	-1

Special Rules

Enforcers armed with a suppression shield receive a +2 save modifier against any attack that originates on the 90 degree forward arc of the model using it.

In addition, a suppression shield counts as a close combat weapon with a Strength of 3 and a save modifier of -1.

The Cyber-mastiff

All Enforcer squads include an artificial attack-construct known as a Cyber-mastiff. They are also commonly known as kill-dogs, razorfangs and rending rovers by the inhabitants of the Underhive. Cyber-mastiffs have in-built hunting and attack instincts, but require a specially trained Handler to direct them with a set of simple verbal commands. The following special rules apply to Cyber-mastiffs:

- Cyber-mastiffs ignore flesh wounds. Treat a roll of 1 when rolling for injuries as having no effect.
- Cyber-mastiffs do not have to test to 'keep their nerve' if a friend goes down or out of action within 2". In addition they are immune to the effects of *fear* and *terror*.
- The Cyber-mastiff must remain within 18" of the Handler at all times. If the Handler is taken down, or out of action, then the Cyber-mastiff must remain within 18" of his body, but may otherwise continue to move and fight normally.
- As long as the Cyber-mastiff is not out of action, then his Handler may not be captured (the Cyber-mastiff will protect him). Treat rolls of 61-63 on the Serious Injury table as a roll of 66 instead.
- Cyber-mastiffs cannot gain Experience.
- If a Cyber-mastiff is taken out then they are assumed to have been destroyed, and will be replaced with a new Cyber-mastiff in time for the next battle. Consequently you should not roll on the Serious Injury table for Cyber-mastiffs that were taken out of action.

ENFORCER EXPERIENCE

The table below shows the starting Experience for members of Patrol teams and the skills available to them. Enforcers use the standard Advancement table in the Necromunda Sourcebook. Enforcers have the same max/min values for characteristics as normal Underhive Gangers.

Type of Fighter	Initial Experience Points
Sergeant	60+1D6
Enforcer	20+1D6
Handler	20+1D6
Cyber-mastiff	25*

*Cyber-mastiffs do not gain Experience, but we have included a value to help work out the 'gang rating' of a Patrol team that includes one.

SKILL TYPES AVAILABLE

The following skill table is used for Enforcers.

Skill Type	Sergeant	Enforcer	Handler
Agility	-	-	-
Combat	✓	✓	
Ferocity	✓	✓	✓
Muscle	✓	✓	-
Shooting	✓	✓	-
Stealth	✓	✓	✓
Techno	✓	-	✓

Cyber-mastiff's can't gain skills.

Notes On Skills

Bulging Biceps: This skill may only be taken by Enforcers that are equipped with a heavy stubber.

Inventor: This skill may be taken by an Enforcer. Items invented by the inventor can be given to any member of the squad.

Iron Will, Fixer, Gunfighter: These skills may not be taken by Enforcers. Pick any other skill of the same type instead.

Author	*Jervis is the Head Fanatic and GW veteran, he was one of the original authors of Necromunda.*
Further Information	*The Enforcers and Necromunda: Underhive rulebook are available from your nearest Games Workshop or visit the website for details. (See the How to Order pages on page 94).*
More Necro Website	*Turn to page 82 for Gang Leadership.* *www.Necromunda.com*

PIT SLAVES

by Robert J. Reiner, original article by Andy Chambers

Pit Slaves are gang fighters or underhivers who have strayed from the normal day-to-day life on Necromunda or have been captured and sold as slaves or have had the Enforcers deem them unfit for citizenry and locked them away for their crimes. The Adeptus Mechanicus uses servitors to do all their hard labor and Pit Slaves are Necromunda's own version of fighting servitors. Guilders tend to sort their slaves by usefulness and Pit Slaves are not only useful, but are also very profitable. Those that show an aptitude for combat will be allowed to absolve themselves as pit fighters in the various legitimate (and illegal) fighting arenas through out Necromunda.

Guilders tend to wave false hopes of riches and freedom to those that bring them the most credits. Guilders notoriously augment those pit fighters that show the best fighting skills or better yet, are the luckiest. Plugs and connectors mark their flesh. The more renowned pit fighters even show signs of metal plates that act like armor. A few are even augmented with extra arms to do more damage to their opponents. Almost all pit fighters are adorned with numerous fuel lines, linkage connectors, heavy machinery pieces, and a various assortment of other deadly weapons.

Once a pit fighter has won his freedom he quickly learns that the only place that will accept him is the Underhive. No respectable house will take on a pit fighter so they gravitate to the shadows, back alleys, and dregs of the Underhive. Strong willed individual pit fighters hire themselves out for individual battles, but on occasion a charismatic pit fighter will band rag-tag fugitives together into Pit Slave Gangs. Pit Slave Gangs survive in the wastes raiding settlements and caravans.



OUTLAWS

Pit Slave Gangs are outlaws and follow all the rules for outlaws as presented in Fanatic Magazine 5 and 6 except as noted.

TERRITORY

Pit Slave Gangs start with one random territory chosen from the Pit Slave Territory Chart. This is the Pit Slave Gang's base camp. Pit Slave Gangs cannot hold more than one territory. If they gain another territory then they have the choice of moving their base camp to the new territory or they may loot the new territory. In addition, Pit Slave Gangs may opt to move their base camp during the post game sequence, but this must be specified prior to rolling for income. Roll once on the Pit Slave Territory Chart to determine the Pit Slave Gang's new base camp.

INCOME

Pit Slaves collect income from their one territory if they send a fighter to work it. Any other fighters may scavenge for d6-1 credits. What do you expect? All that clanging and creaking from the mechanical parts tends to scare off the wildlife. You may elect to work your territory before determining who is scavenging. If the Pit Slave Chief scavenges or works the territory then he may not go to the Outlaw Trading Post. Also, any fighters that do not scavenge and did not go out-of-action may accompany the Pit Slave Chief to the Outlaw Trading Post. These fighters will add a +1 to the number of items that the Pit Slave Chief is offered.

HIRED GUNS

Pit Slave Gangs can hire any hired guns that they can afford. Since Pit Slaves are always Outlaws Bounty Hunters will not work for Pit Slave Gangs.

STARVATION

Pit Slave Gangs suffer the effects of starvation just like any other outlaw gang. However, because Pit Slaves are partially made of metal, servitors, gearboxes, and power conduits they require fewer nutrients to sustain life. Each Pit Slave only requires 2 credits worth of upkeep to avoid the effects of starvation.

BOUNTY

Pit Slaves are considered troublesome and dangerous by the Guilders. The Guilders have set a standard bounty on all Pit Slaves equal to their total cost plus equipment just like any

other outlaw.

CAPTURE

Since Pit Slaves are mostly escape convicts and slaves they all have the Stealth Skill Escape Artist. If this skill is rolled roll another Stealth Skill instead of choosing one of your choice. Opponents captured by Pit Slave can be rescued or ransomed back to their gangs.

SCENARIOS

Pit Slave Gangs roll on the Outlaw Scenario Table in Fanatic Magazine 6. If the Pit Slave Gang is allowed to choose which scenario to play they may choose any scenario they want.

LEADERSHIP

If a Pit Slave Chief dies then the Pit Slave (not Techno or Servitor) with the most exepreince takes over leadership of the gang and immediately gains all the special rules that apply to the Pit Slave Chief, just like when a ganger takes over as the leader of any other gang. All Leadership Challenge Rules apply to Pit Slaves. In the event that a Pit Slave challenges for leadership treat all results of 'Shooting' as Close Combat instead.

INJURIES

If a Pit Slave suffers a permanent injury to a location that he has already replaced with a bionic implant or Pit Slave Weapon the implant or weapon is destroyed with no further effect to the Pit Slave. Damaged bionics and weapons can be replaced at the standard cost shown below. A Pit Slave Gang that has a Pit Slave Techno can instead repair bionics and weapons per the Pit Slave Techno Rules.

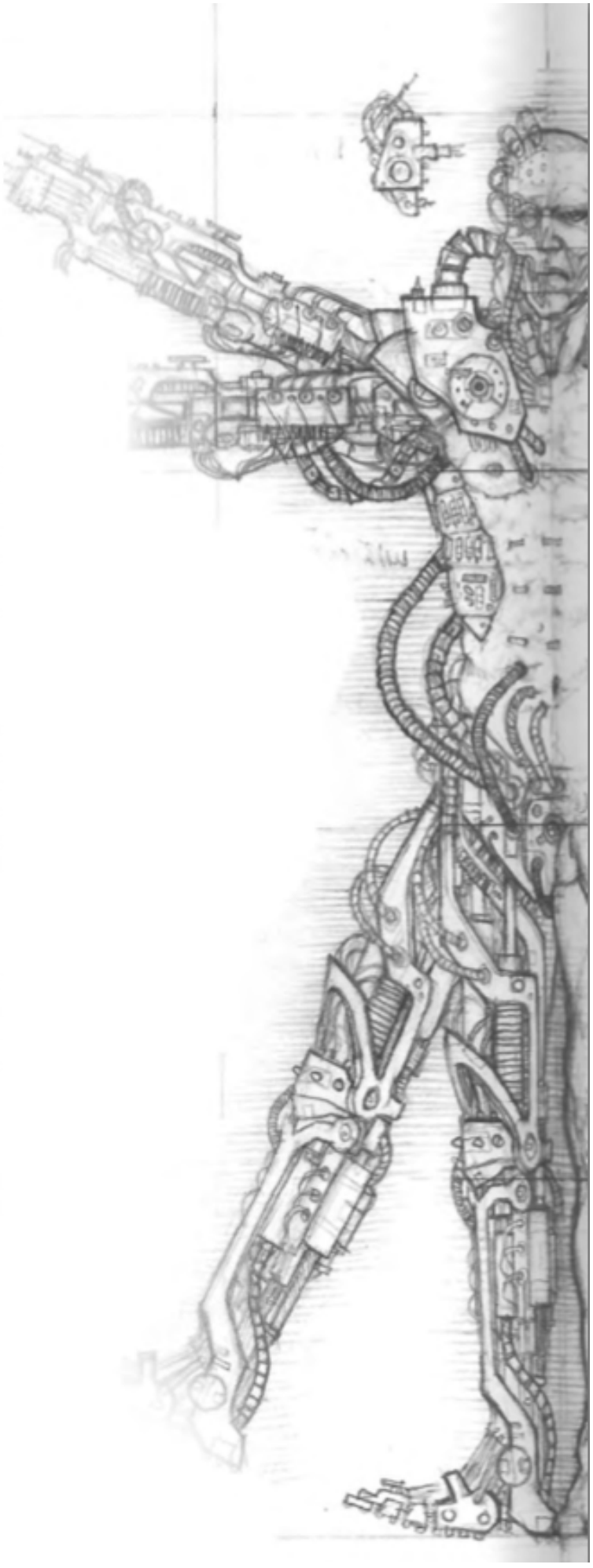
WEAPONS

Pit Slave Gangs are only trained with a finite number of weapons. Pit Slaves cannot use any weapons other then those found on their weapons list, those rare weapons offered to Pit Slave Chiefs during trading sessions, and those invented by the Pit Slaves with the Techno Skill Inventor.

RECRUITING THE GANG

A Pit Slave Gang is recruited in the same way as a normal gang. You have 1000 credits to spend on recruitment and armament within the following guidelines:

Minimum of 3 fighters: A gang must start with no less than 3 fighters.
Pit Slave Chief: Your gang must include one Pit Slave Chief, no more, no less.
0-1 Servitors: Your gang may include a Servitor if it has a Pit Slave Techno in it.
0-1 Pit Slave Techno: Your gang may include one Pit Slave Techno, no more.
Any Number of Pit Slaves: Your gang may include any number of Pit Slaves.



PIT SLAVE CHIEF

Cost to recruit: 130 credits
Staring Experience: 80+d6

The Pit Slave Chief is the glue that holds the Pit Slave Gang together. He is usually the one who first instigated the Pit Slaves to revolt against their masters or planned the break-out and in some cases he simply has the most experience for surviving the many battles that lay ahead. Pit Slave Chiefs have to work hard to keep their positions amongst the desperate unfortunates they lead. A favored method of keeping order in a Pit Slave Gang is to accumulate as many bionic implants and weapon upgrades as possible. A fully tricked out Pit Slave Chief is a truly terrifying thing to behold with their many arms bristling with guns and strange devices designed to chop an unsuspecting fighter in half.

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

Equipment: A Pit Slave Chief may be equipped with Armor Plates for 20 credits each.

Weapons: A Pit Slave Chief may be given any weapons from the Pit Slave, Close Combat, Pistol, Special, and Grenades and Shells weapon lists.

Special Rules:
Leadership: A Pit Slave Chief has earned the respect of his fellow Pit Slaves. His skills have enabled him to survive in the hostile environment of Necromunda. Any Pit Slaves within 6" of the Pit Slave Chief may use his leadership value instead of their own when they are required to take leadership based tests. A Pit Slave Chief can always attempt to escape pinning, even if there are no friendly fighters within 2" of him.

Experienced: A Pit Slave Chief will already be hardened by his combat experiences. You may roll one random advance on the Pit Slave Advance Chart.

Many Arms: A Pit Slave Chief commonly 'acquires' extra implants. Because of his obsession with implants a Pit Slave Chief may choose an additional arm. This additional arm may be a second Pit Slave Weapon. A Pit Slave Chief with the extra arm will gain an extra attack and may choose to resolve hits in close combat using either of the weapons used. This means that the Pit Slave Chief will be able to fire three pistols in hand-to-hand combat if he has three arms and gains an additional D6 in hand-to-hand combat if all three arms have hand-to-hand weapons. All skills that say 'with each hand/arm' apply to all three arms of the Pit Slave Chief. The prime example of this is if a Pit Slave Chief takes the third arm option, has three pistols, and has gunfighter. In this case the Pit Slave Chief could fire three pistols. An example in hand-to-hand combat with a Pit Slave Chief with three arms, equipped with nothing but hand-to-hand combat weapons and an attack characteristic of 2 would roll 2+1+1=4 dice. 2 for his attack characteristic, 1 for the first extra arm, and a second 1 for the second extra arm.

TECHNO

Cost to recruit: 90 credits
Staring Experience: 40+d6

The Pit Slave Techno is charged with the upke ep and maintenance of the Pit Slaves. This responsibility can be as simple as oiling the implants and weapons to grafting new implants. Most Pit Slave Technos were once Van Saars who were captured or enslaved. When a Pit Slave Gang starts up any wise Pit Slave Chief sets out with a Pit Slave Techno at his side.

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

Equipment: A Pit Slave Techno may be equipped with Armor Plates for 20 credits each.

Weapons: A Pit Slave Techno may be given any weapons from the Close Combat, Pistol, Special, and Grenades and Shells weapon lists.

Special Rules:
Tinker: A Pit Slave Techno can repair bionics, create new ones, graft on armor plates, and do various other duties for the Pit Slave Gang as described below.

Captured Bionics: If a Pit Slave Gang captures an opponent who has any bionic parts and the fighter is not rescued, ransomed, or otherwise returned to his gang then the Pit Slave Techno may remove them and re-attach them to any member of the Pit Slave Gang. If this is done the opponent's fighter is returned to his gang without his bionics and any other equipment the Pit Slave player wants to keep, per the standard rules for captured fighters and will have his original injuries that the bionics replaced again. Capturing Bionics cannot be done if the Pit Slave Techno went out-of-action in the last game. Captured bionics may be placed in the stash until used or sold.

Damaged Bionics/Pit Slave Weapons/Servitor Heavy Weapons: If a Pit Slave has a bionic part or Pit Slave Weapon or Servitor's heavy weapon and it is damaged or destroyed during a game then it will act as a club until the end of the game. The damaged item acts like a club because the Pit Slave will be still have the pieces and parts grafted to it. After the game, if the Pit Slave Techno did not go out-of- action then he may work on all damaged items. Roll a D6. On a result of '6' the item is repaired. On any other result the item is damaged and the

neuronetic connections are damaged beyond repair and the item crossed of the roster. If the Pit Slave Gang has a workshop then the repair result will become a'4-6.'

PIT SLAVES

Cost to recruit: 60 credits
Staring Experience: 30+d6

Pit Slaves are the backbone of the Pit Slave Gangs. Pit Slaves are scarred, half-men with only bitter memories of their former lives. Outsiders often say that the more bionics a fighter has the less of a brain they have, but armor is still armor.

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

Equipment: A Pit Slave may be equipped with Armor Plates for 20 credits each.

Weapons: A Pit Slave may be given any weapons from the Pit Slave, Close Combat, Pistol, and Grenades and Shells weapon lists.

Special Rules:
Experienced: A Pit Slave will already be hardened by his combat experiences. You may roll one random advance on the Pit Slave Advance Chart.

Aspring Chiefs: A Pit Slave is the only member of the gang that can challenge or take over leadership of the gang from the Pit Slave Chief. All Leadership Challenge Rules apply to Pit Slaves. In the event that a Pit Slave challenges for leadership treat all results of 'Shooting' and Close Combat instead.

SERVITOR

Cost to recruit: 80 credits
Staring Experience: 50+d6

Servitors are usually escaped Imperial Servitors or Imperial Guard Sentries. They are basically walking gun platforms.

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

Equipment: A Servitor may be equipped with Armor Plates for 20 credits each.

Weapons: A Servitor must be given one weapon from the Heavy weapon list and may be given one other weapon from the Pit Slave, Close Combat, Pistol, or Basic weapons



lists. Shotgun shells may be taken from the Grenades and Shells list if a shotgun is selected from the basic weapon list but Servitors cannot use grenades. Once a heavy weapon is selected for a Servitor it will be the only weapon that the Servitor will be able to use. This means that you cannot switch out heavy weapons but may replace destroyed weapons with the same weapon. If a Servitor is not given a weapon that they can use in hand-to-hand combat then they will fight with their base attack characteristic, their base weapon skill, and their base strength value. All other hand- to-hand combat modifiers still apply.

Skills: All Servitors have the Muscle Skill Bulging Biceps.

Special Rules:
Pit Slave Techno Operator: A Pit Slave Gang must have a Pit Slave Techno to recruit Servitors. If the gang looses its Pit Slave Techno once it has a Servitor then the Servitor may not be used in games until a new Pit Slave Techno is recruited. The Servitor is instead shut down and moved to the player's stash, is not usable, does not add to the gang rating, and does not have to be upkept.

Weapon Link: A Servitor always has a heavy weapon cybernetically grafted to him in the same manner as a Pit Slave Weapon. This weapon will encumber the Servitor in hand-to-hand combat like any other heavy weapon. As a side effect to this weapons link a Servitor will not benefit from any gun sights.

Not Free Thinkers: A Servitor is not meant to be able to think for itself. It is typically programmed before each battle but this is the Underhive and things are done differently down here. As a result, Servitors may not run or charge.

Servitors may not hide. In scenarios that require a Servitor to set-up in hiding the Servitor is instead placed out of sight. Servitors may not use or utilize over-watch. Servitors cannot work scavenge or work territories. Also, since a Servitor's mind is blank he is totally immune to all forms and sources of fear and terror, but does not cause fear or terror when recruited. And lastly, since they cannot think on their own they must stay within 8" of a Pit Slave Techno or Pit Slave Chief at all times. If they start their turn more then 8" away they must move to attempt to get back within 8" of either fighter. If both fighters are out of action then the Servitor must first roll a D6 at the start of his turn. On a result of '1' he may not do anything at all and remains stationary. Any other result and he may continue with the game as normal.

Programming: Servitors are lobotomized souls whose only existence is to take direction from their programmers. Before each game the Pit Slave player must roll a D6 on the Servitor Programming Chart.

d6	Result
1	Shooting: Choose one Shooting Skill for this game.
2	Well Oiled Machine: The Servitor gains the Weaponsmith skill for this game.
3	Camoflauge: The Servitor may hide this game.
4	Tracking: The Servitor may use Overwatch rules this game.
5	Machine Spirit: The Servitor cannot be pinned and ignores all Flesh Wound effects.
6	Saturating Fire: Choose one Heavy Skill for this game.

Experience: A Servitor will not collect any more experience once starting experience is determined and any experience that is awarded to him will simply be lost. Do not add or track any more experience given to a Servitor.

Repairing Servitors: Since Servitors do not gain experience there is no way for them to overcome serious injury results. However, since Servitors are more machine then man anyway a Pit Slave Techno can repair serious injury results by doing nothing but diagnose and repair the Servitor in a post battle sequence that they did not go out of action in by spending 50 credits per injury. Once the credits are spent the injuries are removed. Note: you do not have to repair injuries in the next post battle sequence but can wait until the Pit Slave Techno can repair the servitor.



ARMOR PLATES

Pit Slaves often fashion armor plates for themselves from scrap metal found almost anywhere in the Underhive and the wastes. With the technical know-how of the Pit Slave Technos the metals can be grafted onto Pit Slaves to be used as armor. Although grafted armor is effective protection it is also cumbersome. A Pit Slave may be protected by a maximum of three armor plates. Each plate will increase the armor saving throw by +1 and each armor plate after the first will reduce the Pit Slave's initiative characteristic by –1 to a minimum initiative of 1. If armor plates and initiative injuries are applied to the same fighter then remember that the minimum initiative is always 1.

No. of Plates	Armour Save	Initiative Mod
1	6+	0
2	5+	-1
3	4+	-2

If the Pit Slave Chief is offered armor from the trading post, a Pit Slave with the Techno Skill Inventor invents armor, or the Pit Slave Chief acquires armor from any other source then a Pit Slave Techno can incorporate it into Armor Plates. Flak Armor will yield enough materials for one armor plate. Mesh Armor will yield enough materials for two armor plates. Carapace Armor yields enough materials for three armor plates. These plates may be split up however you choose and may be added to fighters that already have armor plates but no in excess of three total per fighter. These extra armor plates can also be placed in your stash. Alternately, a Pit Slave without armor plates may use a set of armor per the armor's rules but in no way can armor plates and armor be combined for added protection.

PIT SLAVE WEAPON LIST

Pit Slave Gangs use unique weapons and common weapons alike. Pit Slave Gangs will only use the weapons on the lists below with the only exception being rare weapons found through rare trade rolls and Techno Skill Inventor rolls. Here are a few special rules for Pit Slave Weapons:

Replacement: In the event that you do not like the weapon that your Pit Slave is armed with then you may have the Pit Slave Techno switch it out for another Pit Slave Weapon during the post game sequence. However, due to the intricate nature of Pit Slave Weapons, any Pit Slave Weapon that is removed is destroyed and cannot be sold back. Additionally, you may not take a Pit Slave Weapon off of a fighter without replacing it immediately with another weapon.

Damage: If a Pit Slave Weapon is damaged it will act with the stat line of a club intil you pay to repair it (see Techno rules) or replace per the replacement rules above.

Number: Each Pit Slave (excluding a Chief with a third arm)

PIT SLAVE WEAPON LIST

	Cost	Ammo
Pit Slave Wespons		
Buzz Saw	25 credits	
Chainsaw	25 credits	
Claw	15 credits	
Hammer	20 credits	
Rock Drill	15 credits	
Shears	15 credits	
Close Combat Weapons		
Chain/Flail	10 credits	
Club/Maul/Bludgeon	10 credits	
Knife	free / 5	
Pistol Weapons		
Autopistol	15 credits	4+
Bolt Pistol	20 credits	6+
Laspistol	15 credits	2+
Stub gun	10 credits	4+
Special Weapons		
Autogun	20 credits	4+
Boltgun	35 credits	6+
Flamer	40 credits	4+
Grenade Launcher	130 credits	Auto
Lasgun	25 credits	2+
Meltagun	95 credits	4+
Plasmagun	70 credits	4+
Shotgun	20 credits	4+
Heavy Weapons		
Autocannon	300 credits	4+
Heavy Bolter	180 credits	6+
Heavy Plasma Gun	285 credits	4+
Heavy Stubber	120 credits	4+
Grenades & Shells		
Bolt Shotgun Shells	15 credits	6+
Dum Dum Bullets	5 credits	Auto
Frag Grenades	30 credits	Auto
Hotshot Shotgun Shells	5 credits	6+
Krak Grenades	50 credits	Auto
Manstopper Shorgun Shells	5 credits	4+

may only ever use one Pit Slave Weapon. A Pit Slave will always require the use of one hand, so if you campaign rules allow for mutations a Pit Slave may use one less Pit Slave Weapon then the number of arms he has.

Other H2H Weapons: If a Pit Slave is armed with more then one H2H weapon then the special rules for the Pit Slave Weapons will take presidencies but will only affect hits with the Pit Slave Weapons. This means that a Pit Slave with a Club and Shears will only be able to decapitate a fighter on a '6' result from the Shears, not his club. Also, since you alternate hits in HTH per the rules on page 24 of the ORB only every other hit can be applied to the Pit Slave Weapon (every third hit in the case of a Chief with 3 arms). And yes, this does mean that you can apply the first hit to the Pit Slave Weapon.

Special Rules: In the event that a Pit Slave Weapon has a special rule that mimics a Skill then all rules that apply to the skill will also apply to the Pit Slave Weapon. Pit Slave Weapon Special Rules and Skills do not stack with the exception of the Chainsaw's Parry.

PIT SLAVE WEAPONS

BUZZ SAW

Buzz Saws are fitted to scrap slaves and particularly unsubtle pit fighters. A whirling disk of toothed steel, the buzz saw can part steel or flesh just as easily with a single scything swing.

Range	Strength	Damage	Save Mod
CC	5	1	-3

CHAINSAW

Chainsaws are a popular choice of weaponry for Pit Slaves. The most well known advocate and wielder of the chainsaw is the slave leader Bull Gorg. A chainsaw is usually mounted on the stump of a wrist or in place of a forearm, but the most infamous Pit Slave named Harkan Vore actually had a chainsaw which replaced his lower jaw.

Range	Strength	Damage	Save Mod
CC	4	1	-1

Special Rules: Parry.



CLAW

A claw or big grabber is used in a variety of mining and loading jobs. A Pit Slave armed with a claw may pick up and hurl his opponent if he wins a round of hand-to-hand combat. This hurl is in addition to hitting his opponent. A hurled opponent is thrown D6" in a direction chosen by the Pit Slave player and suffers a single hit at the strength equal to half the distance hurled (round up). If the hurled opponent strikes a wall or other obstacle he will stop there. If the hurled opponent hits another fighter then both fighters take a single hit with a strength equal to half the distance hurled.

Range	Strength	Damage	Save Mod
CC	4	1	-1

HAMMER

Giant hammers are fitted to mining and foundry slaves. The pile driver force of a pneumatically driven hammer is so great that opponents in hand-to-hand combat may be knocked senseless and beaten to their knees before they have a chance to fight back. Any opponent in hand-to-hand combat with a hammer wielding Pit Slave has its weapon skill halved (rounding down) unless it can roll under its Initiative on a D6 at the start of each hand-to-hand combat phase.

Range	Strength	Damage	Save Mod
CC	4	1	-1

ROCK DRILL

Mining slaves are commonly modified to carry a massive drill for boring through slag, minerals, and rock. The rock drill makes a fearsome weapon in hand-to-hand combat when used by a Pit Slave. If the Pit Slave inflicts two or more hints in hand-to-hand combat then he may exchange all the hits for a single hit with an increased strength and damage as he drills though his opponent's body. The bonus equals +1 Strength and +1 Damage for each hit after the first, so you exchange two hits for a single S5 hit causing two wounds, three hits for a single S6 hit causing three wounds and so on.

Range	Strength	Damage	Save Mod
CC	4	1	-3

SHEARS

Huge shears are fitted to Pit Slaves for harvesting fungus groves, scrap metal, and other similar things. The sharp blades of the shears are quite capable of snipping bits off a human as well. If the Pit Slave hits an opponent in hand- to-hand combat with a roll a '6' to wound roll a further D6. If the second result is also a '6' then the Pit Slave has successfully snipped his opponent's head clean off his shoulders unless the opponent can make its armor saving throw or other save roll (like dodge).

Any opponent that suffers the fate of having its head snipped off is automatically dead and there is no need to roll on the Serious Injury Chart in the post game sequence. The opponent is crossed off the roster immediately and all gear is lost. Note: the opponent may not be revived via the Techno Skill: Medic, medi-packs, etc, they are simply dead.

Range	Strength	Damage	Save Mod
CC	As user+1	1	-1

PIT SLAVE ADVANCES

When a Pit Slave gains enough experience to get an advance, roll on the standard gang Advance Table (pg. 86, LRB). Skill Advances that are earned from the Advance Table may be chosen from the following Pit Slave Skill Lists as noted below:

Exp Points	Title	Notes
21-30	Pit Slave	Starting for Pit Slaves
31-40	Pit Slave	
41-50	Pit Slave	Starting for Technos
51-60	Pit Slave	Starting for Servitors
61-80	Pit Champion	
81-100	Pit Champion	Starting for Chiefs
101-120	Pit Champion	
121-140	Pit Champion	
141-160	Pit Champion	
161-180	Pit Champion	
181-200	Pit Champion	
201-240	Pit Slave Hero	
241-280	Pit Slave Hero	
281-320	Pit Slave Hero	
321-360	Pit Slave Hero	
361-400	Pit Slave Hero	
401+	Pit Slave Hero	

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Pit Slave Chief					-	-	-
Techno	-	-	-	-			
Pit Slave	-				-	-	-

PIT SLAVE MAXIMUM CHARACTERISTICS

Because of the Pit Slaves various implants and cybernetic components it is possible for a Pit Slave to have higher characteristics then a normal ganger.

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



PIT SLAVE TERRITORY CHART

d66	Territory	Income	Notes
11-15	Wastes	0	None
16	Collapsed Dome	0	One fighter may try to scavenge in this specific territory. The fighter will earn 2D6x5 credits. On a roll of 2 the territory collapses completely, is crossed off the roster, and the scavenging fighter must make an Initiative test. If this test is fail the fighter is killed. Lastly, roll D66 once on the Pit Slave Territory Chart to determine where your base camp moves at the end of the post game sequence.
21-25	Wastes	0	None
26	Fungus Grotto	0	The gang can eat fungus to avoid the effects of starvation; however, on a d6 roll of 1 a randomly determined fighter dies from eating a poisonous piece of fungus.
31-36	Rad Zone	0/2d6x5	Valuable mineral resources can be found in a Rad Zone, it is just that it is highly dangerous to work a known radiation zone. If you wish, you may assign a fighter to work your Rad Zone for 2D6x5 credits. On a roll of doubles the fighter does not collect any income is instead hideously scarred from radiation poisoning and causes Fear (as described on page 30 of the Necromunda LRB) from now on.
41-46	Sludge Sea	0	One fighter may be sent to this territory to search the sludge sea shallows to see what he can scavenge. Roll a d6: 1: The fighter dies, either eaten by some horrific, mutated monster, getting sucked down into a deep patch of sludge and drowning or is killed off by wading into a highly toxic area of sludge. 2-4: The fighter finds nothing of value, but does survive. 5: The fighter discovers something worth d6x5 credits 6: The fighter discovers something worth 2d6x10 credits
51-55	Sump Spillage	10	This territory makes ground fertile enough to farm, but just barely. One fighter may be sent to cultivate this territory. This will earn the gang 10 credits worth of edible food to sell.
56	Power Cable Tap	Special	One fighter may be sent to check the Power Cable Tap. Roll a D6. On a result of 1-5 this territory yields 10 credits worth of power. On a result of 6 this territory yields 2D6x5 credits worth of power. In addition, each pit slave in the game adds +1 to their initiative the first time they are required to make an initiative test.
61-63	Scrap Yard	d6x5	One fighter may be sent to this territory to work it. In addition, a gang that has a Pit Slave Techno may make repairs at half cost (round down) and may purchase armour plating at half cost as well.
64-65	Small Holestead	10	This is a small settlement in a junk heap. If the gang includes a Pit Slave Techno then he can jury-rig a clean water system and the settlement will reward the gang with food. This means that the Pit Slaves will not have to pay any upkeep to avoid starvation
66	Workshop	d6x10	See Necromunda LRB page 95. In addition, if the Pit Slave Techno is sent to work this territory the Pit Slave Gang will gain an additional d6x10 income.

RATSKIN RENEGADES

By Jake Thornton

Ratskins are normally a shy, peaceful people who are inclined to avoid the noisy, raucous downhivers and their settlements. They need nothing from the settlers and stay hidden in small communities far from the hivers and their guns. If hivers start working near the Ratskins' settlements they will pack their gear and quietly slip away deeper into the wastes. Ratskins find the hivers strange and bewildering and would rather not have anything to do with them.

Sadly, the Ratskins' peaceable ways make them vulnerable to exploitation by unscrupulous Guilders or gangs. Outlaws may run riot and murder a whole Ratskin settlement, leaving a few embittered survivors thirsting for vengeance on all hivers. These fierce Ratskins turn their backs on their own people and become renegades, hunting and killing the hivers wherever they can to cleanse the Underhive of intruders.

Other Ratskins go to the hivers' settlements out of curiosity or to look for work as trappers or guides and become corrupted by contact with the hivers. The Ratskins themselves dispossess these individuals and call them Badskins. Badskins spend all their money drinking and gambling until they finally get in trouble with the Watchmen and are driven out of the settlement for good. There can be no return home for Ratskins tainted by their contact with 'civilisation' so they drift from place to place until they can join a renegade band and be with their own people again.

OUTLANDERS

Ratskins may use Hired Guns (who will fight for them) as normal, and will both take captives and try to rescue their own as other gangs. Other than that, Ratskins need some special rules of their own to cover the fact that they just aren't like 'normal' gangs such as Orlocks or Delaques.

TERRITORY

Ratskins start with one piece of territory generated on the Ratskin Territory table. This is the Renegades' camp in the wastes and normally they cannot hold more than a single piece of territory at a time. The Ratskins can decide to move their camp after any game, crossing the old territory off their roster at the end of the post battle sequence and generating a new camp on the Ratskin Territory table below immediately. Similarly, if they lose their territory to another gang they simply generate a new one.

RATSKINS TERRITORY TABLE

D36	Territory	Income	Notes
11-15	Wastes	0	
16	Collapsed Dome	0	One model may try to scavenge in the area, and will earn 2D6 credits. On a roll of 2 the area collapses completely and must be crossed off the roster. In addition, make an Initiative test for the model working the area; if they fail the test they are killed.
21-25	Wastes	0	
26	Fungus Grotto	0	The gang can eat fungus to avoid the effects of starvation. However, on a D6 roll of 1 a randomly selected gang fighter dies from eating a poisonous piece of fungus.
31-36	Rad Zone	0/2D6	Valuable mineral resources can be found in a Rad Zone, it's just that it is highly dangerous to work them. If you wish you may have a ganger work a Rad Zone, in which case it will generate 2D6 income. However, if you roll a double, the ganger working the area is hideously scarred from radiation poisoning and causes *fear* from now on. No income is collected.
41-46	Sludge Sea	0	If you wish you may send a gang fighter diving in the Sludge Sea to see if he can drag up any valuable artefacts that have sunk to the bottom. Roll a D6. 1 – The model dies, either eaten by some horrible mutated monster, or killed off by swimming into a highly toxic area of sludge. 2-4 – The model finds nothing of value but survives. 5 – The model discovers something worth 10 credits. 6 – The model discovers something worth D6x10 credits.
51-55	Sump Spillage	5	Makes ground fertile enough to farm (just!) earning the gang 5 credits worth of edible food.
56	Power Cable Tap	Special	Roll a D6. On a roll of 1-5 it provides 5 credits worth of energy. On a roll of 6 it provides D6x5 credits worth of energy.
61-63	Ruins	10	
64-65	Clean Water Hole	10	
66	Slag Heap	15	

Captured Territories
Any additional territory captured from other gangs is looted and destroyed by the Renegades as soon as it is captured. This looting removes the territory from the campaign as the Ratskins rampage through it, stripping it of anything of value and destroying the rest. If the Ratskins loot a territory they gain double its basic value. In the case of a territory with a variable income they gain double the maximum. For example, looting a holestead or drinking hole would yield 120 credits.

Archeotech Sites
Archeotech sites are sacred to Ratskins and they will always try to drive Underhivers away from them if they can. If a gang owning any Archeotech sites loses a territory to the Ratskins it will automatically lose one of its Archeotech sites without recourse to a random dice roll. Any Archeotech sites which are captured by the Ratskins must be left unmolested and will not generate any income. Instead they will be hidden and guarded by the Ratskins to prevent greedy Underhivers disturbing them. The only way in which Ratskins can hold more than one territory is by capturing Archeotech sites, but they can hold any number of such sites in addition to their camp, using traps, sentries and hidden tunnels to keep them safe and move between them rapidly. Ratskins derive no direct benefit from possessing Archeotech sites, but these special places do give them the favour of the hive spirits. This favour aids Ratskin Shamans that join the gang, full rules for which will be in a future issue of Fanatic.

SO MANY MOUTHS TO FEED
Ratskins need to eat, just like everyone else, and will need to find 3 credits per warrior per battle to keep everyone supplied. Work out what's needed between battles when you do all of the other bookkeeping. Hired Guns and special characters don't need to be given supplies as it's assumed that their pay is more than enough to keep them in rat burgers.

The credits to pay for these supplies come from one of two sources: income or foraging. Any spare cash goes in the gang's stash as usual.

Income
Ratskins collect income from their one piece of territory, like any other gang. However, this income is not cross refererenced with the size of the gang on the income table – it's simply the amount they earn.

Foraging
Anyone who wasn't seriously injured in the previous battle can go foraging. This includes Chiefs, Totem Warriors, Ratskins and Braves, though they can't perform any special tasks, such as visiting an Outlaw trading post or working the gang's territory, if they forage. Each forager collects D6+1 credits' worth of stuff from the wastes. Hired Guns and special characters never forage: that's not what they're paid for.

TRADING
Ratskin Renegades roll on the Outlaw Trading chart. See the section at the end of this article.

BOUNTY
Ratskin Renegades are considered extremely troublesome by the Guilders and so they have a bounty on their heads. If an Orlock, Goliath, Escher, Van Saar, Delaque or Cawdor gang captures or kills a Ratskin they may claim this bounty. The bounty on a dead Ratskin is equal to his current cost in credits (including equipment). A captured Ratskin may be ransomed back or traded, as with any other prisoner, or may be turned over to the Guilders for a bounty. The bounty on a live Ratskin is equal to his cost (without equipment) + D6x5 credits. You must decide whether or not to turn him over before you roll to see what the bounty is.

Ratskins may trade or ransom any foes they capture as normal. However, Ratskins may not claim bounty on anyone – they'd be shot on sight if they tried to!

Scenarios
Ratskins can add or subtract up to 2 from the dice roll when rolling for scenario. If the opposing gang has a Ratskin Scout in their employ this modifier is reduced to plus or minus 1 instead. If the Renegades can choose which scenario to play they can pick whichever they like.

RESILIENT
Ratskins are remarkably resilient to injury and have the best survival instincts humanly possible. They are less likely to get lost or captured than ordinary Underhivers and, if hurt, are better at hiding from danger. To represent their resilience to injury a Ratskin who goes out of action may re-roll a result on the Serious Injuries table if he doesn't like the first roll. However, if he chooses to re-roll he must accept the second result.

NATIVE
Ratskins are completely at home with the environment of the hive bottom; they are born and bred in conditions unimaginably harsh for outsiders. In fact, they are so in tune with the hive that they use it as a weapon in their fights. They open sluice gates to flood areas with slime, block vents or open others to send toxic fumes or smogs across their enemies' paths; they can even cause minor hivequakes by undermining supporting pylons.

Important: Any battle involving a Ratskin gang **must** use the Treacherous Conditions rules.

So in tune are the Ratskins with the ways of the hive that they feel it as a living entity in its own right, and are trained from birth to survive its sometimes murderous moods. Because they are so at home in the Underhive, Ratskins are completely immune to the effects generated on the Treacherous Conditions table (see Fanatic Magazine 4). Ratskins can track their opponents unerringly in fog or darkness with their sharp hearing, they can always find their way through or around bottomless slime and bubbling tox pits, they don't get attacked by wild creatures and automatically dodge acid falls and hivequake debris and so on.



RECRUITING THE GANG
A Ratskin gang is recruited in the same way as a normal gang. You have 1,000 Guilder credits to spend on recruiting and arming your gang within the following guidelines.

Minimum of 3 fighters: A gang must have at least 3 models
Chief: Your gang must include one Chief; no more, no less.
Totem Warriors: Your gang can include up to four Totem Warriors, but no more.
Ratskins: Your gang can include any number of Ratskins.
Ratskin Braves: Your gang can include any number of Ratskin Braves.

1 RATSKIN CHIEF

Cost to recruit: 120 credits

A Ratskin Chief is not born to the position but is elected by his elders and his peers. A Chief is always a skilled warrior who is an expert in the ways of the Underhive and a natural leader of men. Some Renegade Chiefs are driven by a passionate hatred of the hivers who desecrate their homeland; others feel sympathy for the deluded settlers and will even help them on occasion though they ultimately want them to leave. The Chief's words are always listened to with respect by the Ratskins, and even once he has become a Renegade, braves and warriors will seek him out to gain the honour of fighting in his warband.

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

Weapons: A Ratskin Chief may be given equipment chosen from the Close Combat, Ranged and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Ratskin lists.

Equipment: A Ratskin may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Leadership. A Ratskin Chief commands respect from his followers and they are heartened by his presence. This means that any Ratskins within 6" of the Chief may use his Leadership value when they take Leadership tests. A Ratskin Chief can always attempt to recover from being pinned even if he has no Ratskins within 2" of him.

0-4 TOTEM WARRIORS

Cost to recruit: 85 credits

Totem Warriors seek to purify themselves in the eyes of the hive spirits so that they may join with their ancestors after the death of their bodies. To this end they spend much of their time in prayer trances, fasting or undertaking insanely dangerous treks across the uncharted and labyrinthine wastes of the Underhive. They are revered by the normal Ratskins and Badskins alike as wandering holy men of sorts. They are also utterly fearless, trusting entirely to the protection of the spirits of the hive.

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

Weapons: A Totem Warrior may be given equipment chosen from the Close Combat and Spirit Weapons sections of the special Ratskin lists.

Equipment: A Totem Warrior may be equipped with a Blindsnake pouch for 20 credits.

Special Rules

Pure of Spirit. Through fasting, trances and ritual suffering this warrior has attained a purity of spirit that attracts the guardianship of one or more of the ever-present spirits of the hive. Only warriors who are Pure of Spirit may use the Ratskins' special spirit weapons.

any kind of shooting weapon (including pistols in hand-to-hand combat). When a foe is slain his departing spirit can be absorbed by the Ratskin, but only if he is very close by. Beating foes at a distance gains less honour and means that the Ratskin cannot absorb their spirits. If an enemy's spirit is allowed to escape in this way, the Ratskins believe that it will be reborn and seek revenge. A spirit that is absorbed adds its power to the Ratskin and will not be reborn as a new foe.

Fearless. Totem Warriors have an unshakeable belief in their protective spirits and fear nothing. They automatically pass any Fear or Terror tests they would be required to take. In addition, they automatically pass any Leadership tests to keep their nerve. They will, however, accompany the rest of the gang if it bottles out.

ANY NUMBER OF RATSKINS

Cost to recruit: 60 credits

Ratskins are fully-fledged fighters and hunters from the Ratskin tribes. Many of those who follow a Renegade Chief are bitter, dispossessed men who have lost friends and family to raiding Outlaws or avaricious hivers stealing their territory. Others have become brutalised by working in hiver settlements and suffering the ignorant contempt of the downhivers for their race and culture.

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

Weapons: A Ratskin may be given equipment chosen from the Close Combat, Ranged and Special Weapons sections of the special Ratskin lists.

Equipment: A Ratskin may be equipped with a Blindsnake pouch for 20 credits.

ANY NUMBER OF RATSKIN BRAVES

Cost to recruit: 35 credits

Ratskin Braves are young warriors who follow the Chief into the wastes looking for excitement and glory. Ratskin settlements always have a few Braves dissatisfied with the quiet, peaceful ways of their elders and they will quickly rally to join a successful Chief who fights the hivers. Braves are inexperienced fighters but they are already experts at surviving in the harsh environment of the Underhive. The Braves' determination to prove themselves makes them fierce and bloodthirsty warriors, greatly feared by hivers and settlers alike.

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

Weapons: Braves may be given any amount of equipment chosen from the Close Combat and Ranged Weapons sections of the special Ratskin lists.

RATSKINS WEAPON LIST

Ranged Weapons	Cost
Autopistol	15
Blunderbuss/scatter gun	8
Handbow	5
Musket	6
Stub gun	10
Special Weapons	
Shotgun (with solid shot and scatter shells)	20
Autogun	20
Lasgun	25
Close Combat Weapons	
Clubs, mauls and bludgeons	free/10*
Chains and flails	5
Massive axe, sword or club	10
Knife	free
Sword	15
Coup stick	15

* The first club/maul etc a Ratskin has is free, if the Ratskin is equipped with an extra club it will cost 10 credits.

Spirit Weapons	
Spirit Totem	45
Spirit Staff	55
Grenades & Shotgun Shells	
Frag grenades	30
Man Stopper shell	5
Hot Shot shell	5
Bolt shell	15
Dum-dum bullets for stub gun	15



COUP STICK

A coup stick often appears to be a simple stick, usually decorated with trinkets in a similar fashion to the Spirit Totems. It requires one hand to use, and must be equipped in close combat to gain its special rule, below.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
Close Combat Only				-	0	-	-

Special Rules

Great Glory. The coup stick isn't a weapon, as such – it adds no additional attack and causes no damage, though it will take up one of the Ratskin's hands. However, using one is the mark of a brave and noble warrior among the Ratskins, and so they are frequently carried into battle instead of more dangerous items.

If a warrior with a coup stick takes an opponent out of action in close combat then he may 'count coup' with his coup stick. Roll a D6 and gain that many Experience Points for the warrior in addition to any points awarded by the scenario for wounding enemy models.

SPIRIT TOTEM

A Spirit Totem looks like a club, mace, axe or other one-handed close combat weapon that has been decorated with all manner of trinkets and fetishes to attract the spirits of the hive to the wielder. It is suffused with the powers of the hive spirits and can cause enormous amounts of damage in the hands of a pure-hearted warrior.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
Close Combat Only				5	1	-3	-

Special Rules

Spirit Weapon. This weapon can sense the true spirit of the wielder, and it will only aid the pure of heart. If a warrior with the Pure of Spirit special rule uses this weapon then it will have its full stats, described above. If a warrior without this special rule uses this weapon, treat it as a normal club.



SPIRIT STAFF

This is basically a larger and even more ornate version of the Spirit Totem described above. It requires two hands to use in close combat.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
Close Combat Only				6	D3	-4	-

Special Rules

Spirit Weapon. This weapon can sense the true spirit of the wielder, and it will only aid the pure of heart. If a warrior with the Pure of Spirit special rule uses this weapon then it will have its full stats, described above. If a warrior without this special rule uses this weapon, treat it as a massive club.

BLUNDERBUSS/SCATTER GUN

A blunderbuss or scatter gun is a simple weapon made out of one or more short tubular barrels (sometimes with flaring muzzles) strapped onto a crude stock of some description. An explosive charge is loaded into each barrel before metal fragments, stones and other pieces of shrapnel are packed down on top. When the weapon is fired it belches out this mass of shards, hopefully in the general vicinity of the target.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-6	6-9	+3	-1	3	1	-	6+

HANDBOW

A handbow is a compact crossbow or speargun made using scavenged springs or twisted gut to supply its strength. Ratskins particularly favour handbows because they are silent and fire ammunition that can be collected and reused.

The handbow fires a short, heavy arrow that is best turned out of iron or steel and barbed so it is hard to remove from the target's flesh. The handbow can be fired one-handed, but is too cumbersome to use like a pistol in close combat. A handbow can't be reloaded on the move.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-8	8-16	-	-1	4	1	Special	4+

Special Rules

Move or Fire. A handbow takes both time and attention to use and so cannot be reloaded or fired on the move. A warrior with a handbow can move or fire, but not both in the same turn.

Low penetration. While the heavy arrow of a handbow can pierce flesh easily, it lacks the momentum to punch through thick, rigid armour. Any target with an Armour Save of 4+ or better has its Armour Save increased to 2+ when hit by a handbow arrow.

MAXIMUM VALUE INCREASE TABLE

	M	WS	BS	S	T	W	I	A	Ld
Maximum Value	4	6	6	4	4	3	6	3	9

MUSKET

Muskets are primitive weapons which comprise a long, narrow barrel strapped to a stock. A small amount of explosive packed into the barrel fires a solid slug or ball of metal. Muskets are easy to construct and maintain, though they are inaccurate at long range in comparison to more modern weapons. Muskets are very common among young Ratskins, but they are generally keen to acquire a better weapon from elsewhere.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-12	12-24	-	-1	3	1	-1	6+

Special Rules

Move or Fire. The loading process for a musket is time-consuming so the firer must remain stationary to fire. A warrior with a musket can move or fire, but not both in the same turn.

RATSKIN EXPERIENCE SYSTEM

Type of Fighter	Initial Experience Points
Brave	0
Ratskin	20+1D6
Totem Warrior	60+1D6
Chief	60+1D6

RATSKIN SKILL TABLES

	SKILL TYPES AVAILABLE					
	Agility	Combat	Ferocity	Muscle	Shooting	Stealth
Braves	3	-	-	-	-	3
Ratskins	3	3	-	-	-	3
Totem Warriors	3	3	3	-	-	3
Chief	3	3	3	3	3	3

IMPORTANT NOTE
Ratskins may never learn Techno skills



EXPERIENCE ADVANCE TABLE

Experience Points	Title	Notes
0-5	Brave	Starting level for Braves
6-10	Brave	
11-20	Brave	
21-30	Ratskin	Starting level for Ratskins
31-40	Ratskin	
41-50	Ratskin	
51-60	Ratskin	
61-80	Ratskin Warriors	Starting level for Chiefs & Totem Warriors
81-100	Ratskin Warriors	
101-120	Ratskin Warriors	
121-140	Ratskin Warriors	
141-160	Ratskin Warriors	
161-180	Ratskin Warriors	
181-200	Ratskin Warriors	
201-240	Spirit Warrior	
241-280	Spirit Warrior	
281-320	Spirit Warrior	
321-360	Spirit Warrior	
361-400	Spirit Warrior	
401+	Great Warrior	A Ratskin that reaches this level may not advance any further.

ADVANCE ROLLS

Make any Advance rolls that are due immediately after the battle so that both players can witness the result. Roll 2D6 and consult the Advance Roll table below.

2D6	Result
2	**New Skill.** Choose any of the Skill tables (except Techno) and randomly generate a skill from it.
3-4	**New Skill.** Select one of the standard Skill tables for your ganger and randomly generate a skill from it.
5	**Characteristic Increase.** Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks.
6	**Characteristic Increase**. Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
7	**Characteristic Increase.** Roll again: 1-3 = +1 Initiative; 4-6 = +1 Leadership.
8	**Characteristic Increase.** Roll again: 1-3 = +1 WS; 4-6 = +1 BS.
9	**Characteristic Increase.** Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
10-11	**New Skill.** Select one of the standard Skill tables for your ganger and randomly generate a skill from it.
12	**New Skill.** Choose any of the Skill tables (except Techno) and randomly generate a skill from it.



THE REDEMPTION

by John French

Who beholding the filth and degradation of the Underhive could doubt that the people of Necromunda have had visited on them a terrible punishment, but not a punishment undeserved? For are not those who dwell in this hive prone to every kind of immorality and excess? The hive is swollen with corruption and it must be cleansed, and made into a realm of piety and purity. So the Cult of the Emperor's Redemption believes.

The Redemption is a cult who believe that the only way to achieve redemption for themselves, Necromunda and ultimately mankind, is to cleanse it of sinfulness. This cleansing is best achieved by fire, which leaves no trace of corruption and by the death of the corrupt so that there taint cannot spread from them to others who may yet be redeemed.

BEGINNINGS AND BELIEFS

The Redemption bases its beliefs on the Imperial Creed which holds that mankind is ruled and guided by The Immortal God Emperor. While the Imperial Creed has definite militant overtones the Redemption has taken it one stage further.

Originating in Hive Primus the original Redemptionists looked at the lives of toil by the inhabitants of hive city, the unreachable luxury of the nobles and the violent anarchy of the Underhive and concluded that they were in a living hell. The first Redemptionists were penitents and ascetics who took to practices such as flagellation and fasting with relish. Over time the cult grew drawing in many. Slowly the word spread to the gunslingers and holesteaders who dwelt in the dark of the Underhive.

Perhaps it was that contact between the early Redemption and the hives anarchic under belly that changed the cult into the wrathful monster it is now. For it was not long after this point that leaders of the Redemptionist cult began to preach against the corruption that existed around them. No longer was the cleaning and purification of the body and soul merely a matter for the individual; now the purity of all was the concern of all true Redemptionists. There was one obvious source of sin and corruption, from out of which came the foul liquors that rotted the mind and bred wickedness beneath their feet, the Underhive. So the Redemption began its never ending war for purity; purity at any cost.

The beliefs of the Redemption are many and various but the core belief is that The God Emperor of Mankind is manifest proof of mankind's holy destiny to rule the stars. The sinfulness that is all around them keeps mankind from fulfilling its density. So the duty of the faithful is to remove the sin which holds back mankind; to cleanse it of its chains of impurity.

Around the core belief of the Redemption there are numerous other pieces of doctrine that make up the basic tenants of faith for a follower of the Redemption: These include numerous rules about behaviour and conduct, prohibitions against the consumption of narcotics and alcohol, the requirement for daily periods of self flagellation and prayer and the obligation for the righteous to hide their faces (this is famously adhered to by members of house Cawdor, but it is usually only required that followers hide their faces during gatherings and while undertaking holy activities).

Crucially though the Redemption believe that three sins encompasses, and surpass all others. These are the sins of Abomination, Witchery and Heresy. Abomination is sin and corruption made manifest by the distortion and corruption of the flesh into unnatural forms, generally referred to as mutation. Witchery is the ability to use, and use of unnatural powers. Heresy is refusing the truth of the Redemption or working against its holy purpose. As it might be imagined this makes most citizens of the Underhive the worst kind of sinners

The Faithful

The faithful of the Redemption are not merely the masked terrors that reeve through the Underhive. The way of the Redemption has its adherents throughout Hive City. Smelt workers, street hawkers, corpse handlers and slag hawlers all may be followers of the Redemption. Even amongst the



ruling houses of Hive City there are believers. Some of the faithful declare there beliefs openly, but there are more who keep it hidden, and only emerge masked and hooded to join there fellows in acts of worship and witch burnings.

Above the faithful are the rulers and guides of the Redemption; the Priesthood. Most people think of the Redemptor Priest at the head of his followers, cloaked in crimson haloed by fire. This though is only half the truth. The Redemption is a powerful organisation, which maintains overt and covert followers throughout the Hive. Priests not only lead Crusades through the Underhive they also pass amongst the ordinary followers of the Redemption, strengthening faith, ensuring that the holy strictures are observed and that the next wave of Crusaders are recruited. Beneath the Priests in authority, but hugely important are the Deacon Redemptors. These members of the priesthood maintain the Redemptions network of support in the Hive. It is the deacons who ensure that funds and equipment reach the militant gangs in the Underhive and that they have sanctuaries to rest in. If the priests redemptor are the thundering voice of the Redemption, then the deacons redemptor are the glue that holds it together and prevents it from consuming itself.

Amongst all the followers of the Redemption there is one name that cannot be ignored; House Cawdor. House Cawdor, also known as the House of the Redemption, has become utterly pervaded by the teachings of the Redemption. All members of the house hold to the strict codes of conduct imposed by the Redemptionist creed. All members of the house wear masks to hide their features and there holdings in Hive City are run along strict Redemptionist codes. Similarly the Underhive gangs loyal to Cawdor are similarly pious and intolerant. Fanatical as they might be House Cawdor are still one of the six industrial houses of Hive Primus. Extensive industrial contracts tie Cawdor to the other houses, the Guild and the nobility of the Spire. While Cawdor sponsors destructive Crusades they are still part of the established order of the hive; as piously militant as business allows them to be. This has of course made some particularly stringent Redemptionists denounce House Cawdor as false devotees and even attempted to raise crusades to burn their holdings. Given the influence that House Cawdor has with the Priesthood of the Redemption such actions are usually swiftly and bloodily cut short.

Burnt Flesh

In the Underhive the word of the Redemption is carried by fire and blood. It is the ultimate aim of almost all Redemptionists to do the holy work of their Crusade by physically cleansing their Hive of abominations, witches and heretics. If this impulse grips a group of faithful then they may take up their weapons and descend on holesteaders, gangers and settlements with undiscriminating fury. More worrying perhaps are the Crusades. Lead by members of the priesthood crusades are no simple gatherings of the faithful bent on violence they are purposeful and powerful. The purpose of a Crusade is to kill, destroy and burn but with purpose. A crusade is usually raised for a reason, such as to cleanse a particular area, or destroy a den of witches and mutants. On occasion though a Crusade goes beyond its purpose and begins roaming the Underhive burning all they find until their numbers dwindle and the flame of that Crusade flickers out.



GANG LIST

The Redemptionist gang list allows you to create a gang that is flexible but focused. Lacking the heavy and special weapons of other gangs the redemptionists work best at short range and in close combat. They are more than capable of excelling on these terms, with flamers and exterminators, the enemy that allows Redemptionists to get close is likely to come off worse. The presence of Zealots also make a Redemptionist gang formidable in close combat even before you consider the possibilities of differently armed Crusaders, Deacons and Brethren.

This is not to say that Redemptionists can't churn out effective mid ranged fire power. The inclusion of deacons gives a Redemptionist player access to a very diverse set of equipment and Deacons should not simply be viewed as flamer bearers. They have access to weaponry and skills that makes them excellent mid ranged or close combat based gang members; after all they alone (apart from the lone Priest) have access to bolters, swords and chain swords.

The Redemptionist list presented below, however, offers two important choices. You can either take the path of the Crusade or that of the Mob. Led by a Redemptor Priest the Crusade has access to Deacons with their specialised equipment, the crusade also may take more Crusaders within its ranks. This makes a crusade a smaller, more reliable gang with access to capable fighters and a good range of equipment. A Mob is a Redemptionist gang that is not led by Priest and has no Deacons. Made up mainly of Devotees with some Zealots and Crusaders, the Mob does not have access to as much equipment as a crusade. The mob does, however, have the advantage of large numbers allied to an effective Leadership for bottle tests. A bit less stable than a Crusade, a Mob is nonetheless a potentially powerful gang.

RECRUITMENT

Unlike most other gangs there is a distinct choice to be made when you start collecting Redemptionists. This is the choice between whether your gang is going to start as a Mob made up of the faith crazed masses, or whether it is going to be a Crusade lead by the priesthood of the Redemption.

A **Mob** is a gathering of the Redemption faithful that has a common purpose: to rid the underhive of the witch, the mutant, and the corrupt. In game terms a Mob is usually a large gang with numerous Devotees, Crusaders and Zealots, but without the stability and skills of the Deacons or a Priest.

- A starting gang without a Priest is a Mob.
- A Mob may not include any Deacons.
- A Mob must include one Devotee for every Crusader or Zealot. If this is not the case then only Devotees may be recruited until this ratio is restored.
- Only half of a Mob may be made up of Crusaders and Zealots.

A Mob uses the highest Leadership of any of its members for bottle tests. This Leadership has a positive modifier depending on the number of Redemptionist gang members on the table (who are not broken or down) at the start of the turn that the point that the bottle test is taken:

Number of Redemptionists	Leadership
1 to 4	Automatically bottles out
5 to 8	+1
9 to 12	+2
13 to 16	+3
17+	+4

Note that no matter what modifier is applied the maximum Leadership used for a bottle test is 10.

A **Crusade** is a group of devoted followers gathered under the leadership and teaching of the Priesthood. In games terms a crusade is usually smaller than a Mob but better equipped and more stable thanks to the presence and influence of the members of the Priesthood who are numbered among them.

- A starting gang that includes a Priest to lead it is a Crusade.
- A Crusade must include one Crusader or Devotee for every Priest, Deacon or Zealot. If this is ever not the case only Crusaders or Devotees may be recruited until this condition is met.

A crusade uses the Leadership of its Priest for Bottle tests. If the priest is Out of Action use the highest Leadership of any of the Deacons in the gang. If there are no Deacons on the table use the next highest Leadership in the gang.

Campaign Casualties and Recruitment

If a Mob gang later recruits a Priest it becomes a Crusade and all of the rules for crusades immediately apply to them.

If a gang has does not have a the correct proportion of each type of gang member, because of casualties, they must recruit until the correct balance is restored.

The Death of a Priest

If the Priest leading a Crusade is killed the Deacon with the Highest Leadership immediately becomes a Priest and all of the Special rules for Priests apply to him. If a Priest is killed and there are no Deacons in the Crusade the gang immediately becomes a Mob and all of the rules for Mobs apply to it.





INCOME AND TERRITORY

Redemptionists have no territory and do not gain income in the same way as other gangs. Redemptionists gather supplies and donations from the faithful who dwell amidst the Underhive. This and the fact that the only needs of a Redemptionist are enough food to stave off starvation, and bullets for the sacred guns, make it easier for a gang to be sustained on the donations of the faithful.

- A Redemptionist gang gains D3 multiplied by the number of members in the gang. This is not looked up on the income table - it simply goes straight into the gang's stash.
- The presence of a Priest adds +1 to the roll.
- If the gang ever captures a territory they do not gain any of the normal benefits from it. Each captured territory simply adds +1 to the D3 rolled for income in the post game sequence of the game in which it was captured. After this it has no additional effect.
- If a Redemptionist gang would normally loose a territory to an opponent (in scenarios like Gang Fight) they do not gain any income in the post game sequence of that game and may not make any rolls on the rare trade chart. The gang that would have gained the territory gains a random new territory from the territory table on pages 102 and 103 of the Underhive rulebook.
- If a Redemptionist gang would not be able to gather income from a territory they have a -1 modifier to the D3 they roll to determine their income after that game.

EQUIPMENT AND TRADING

Redemptionists use the standard trading chart from pages 104 to 107 of the Necromunda Underhive book. If a Redemptionist gang is outlawed it will still use the standard trading chart. Redemptionists gangs can only buy additional equipment from the Redemptionist weapon lists and may not acquire or use weapons which are not on this list. The exceptions to this rule one in a million versions of these weapons and power weapons. Rare trade grenades (smoke, plasma etc) can be used by Priests, Deacons and Crusaders. They may use the Trade chart but are only ever offered D3 items. Redemptionist gangs may recruit extra members after each game.

THE GATHERING OF THE REDEEMED

The death of the faithful only serves to fuel the belief of the devout and may attract new Devotees to join a gang. So as redemptionists fall others take their place. After a game in which a Redemptionist of any type dies (11-16 on the serious injury chart) roll a D6 for each member of the gang who died. On a 4+ the gang gains a Devotee armed with a knife for free. Additional equipment may be given to the new Devotee using the gangs stash or income.

FEAR THE WITCH, BURN THE MUTANT, PURGE THE UNCLEAN

If a Redemptionist Gang is facing an opponent that includes a Wyrd, Mutants (Scallies do count as Mutants), Ghouls, or Zombies they may re-take any Bottle test that they have to make.

The entire gang is also affected by Hatred when facing opponent that includes a Wyrd, Mutants (Scallies do count as Mutants), Ghouls, or Zombies. Note that Hatred does not affect the Leadership used to take Bottle tests for the gang.

HIRED GUNS

Redemptionists shun all those who do not share their holy work. A redemptionist may never use hired guns of any kind unless it is specifically specified in the Hired Guns rules.

BOUNTY

Redemptionists are considered dangerous and destructive fanatics and so the Guild will pay a bounty equal to the experience of any redemptionist killed or captured and turned in by a House gang.

CAPTURE

If a redemptionist is captured by another gang the redemptionists may only attempt a Rescue mission. They may not pay a ransom or exchange prisoners. Members of other gangs who are captured by redemptionists are automatically burned for their sins (along with all their equipment) unless they are rescued. If a gang includes a Priest they may attempt to convert the captive to the Redemption (see the Priest special rules). If this fails the captive and all his equipment will be burned.

Note: The faithful throng of the Redemption are divided into Devotees and Crusaders these are collectively referred to as Brethren if you buy brethren you get models to represent both.

0-1 PRIEST

Cost to Recruit: 160 creds

Redemptor Priests are the heart of the Redemption. Full members of the ruling Priesthood of the Redemption they command fear and awe from their followers. Skilled warriors and orators the presence of a Redemptor Priest is enough to fuel fires of violent hatred that can lay waste to settlements and bond together the followers of the Redemption into a cohesive crusade bent on cleansing the Underhive of sin and corruption.

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

Weapons: A priest may be given any equipment chosen from the Priesthood section of the Redemptionist weapon list and may take items from the Ammo, Grenades and Modifications list.

Special Rules

Recruitment – Crusade: If a Redemptionist gang includes a Priest it becomes a Crusade and may include Deacons amongst its number and must have a Crusader or Devotee for every Priest, Deacon and Zealot.

Leadership: A priest of the Redemption demands absolute obedience from his flock and inspires awe and fear amongst those who follow them. Redemptionists within 6" of the Priest may use his Leadership value when they take Leadership tests.

Pinning: A Redemption Priest may always attempt to recover from pinning even if the does not have a member of his gang within 2" of him.

Redeemer: If a Crusade captures a member of another gang the Priest may attempt to convert them to the Redemptionist cause. The redemptionist player rolls 2D6 and adds the Priest's Leadership value to the score. The player of the captured gang member rolls 2D6 and adds the gang member's Leadership to the score. If the Priest's score is higher than the captive's they become a convert. If the prisoner's score is higher than the priest's they refuse to convert and they, and their equipment are burnt.

A priest may not attempt to convert scavies, mutants or wyrds or spyers but may attempt to convert ratskins.

If a priest is converts a prisoner copy his characteristics, skills, experience and injuries etc over to the Redemptionist roster. All of the convert's weapons and equipment are burned and destroyed (tainted instruments of sin that they are). The convert is reequipped from the Redemptionist's Stash and/or new weaponry bought from the Crusader and Devotee Weapon List. The convert must be represented by a Redemptionist model. The convert counts as a Crusader and use may only gain skills as a crusader from now on.

Inspire: The mere presence of a Priest is enough to exalt his followers to incredible efforts. If a Priest is present on the table (even if they are Down or Pinned) they may use one of the following abilities in their turn. They may only use one each turn but may use the same inspiration several times over the course of a game. In order to use any of these inspirations the Redemptionist player merely has to declare that they are doing so:

- Tenacious: A model that is pinned and more than 2" from a fellow gang member may attempt to recover from pinning. Alternatively a pinned model within 2" of a fellow gang member may automatically recover from pinning.
- Fearless: A model that fails a Leadership test (not a bottle test) may re-take the test immediately.
- Indomitable: A model may re-roll its Recovery test, though the second result must stand even if it is worse than the original result.

DEACONS

Cost to Recruit: 60 creds

Deacons are those members of the Priesthood who attend to the secular affairs of the Redemption: Gathering the faithful to the words of Priests, maintaining the network of supporters and

hideouts that allow the Redemption to exist. They are the glue that holds the Redemption together, and ready to be lead to purity by the Redemptor Priests. Utterly loyal the deacons have access to the best weapons the priesthood can supply.

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

Weapons: Deacons may be given any equipment chosen from the priesthood section of the Redemptionist weapon list and may take items from the Ammo, Grenades and Modifications list.

Special Rules

Recruitment – Crusade: You may only include Deacons if you have a Priest leading the gang. You must also have one Crusader or Devotee for every Deacon you have in the gang.

CRUSADERS

Cost to Recruit: 50 creds

Crusaders are members of the cult of the Redemption who have taken the crusader vow and been marked by the white hot brand as those who have devoted themselves to cleansing the Underhive. Proven warriors crusaders are the dangerous, violent heart of a Redemptionist gangs.

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

Weapons: Crusaders may be given any equipment chosen from the Devotee and Crusader section of the Redemptionist weapon list and may take items from the Ammo, Grenades and Modifications list. Note only Crusaders may take basic weapons from this list.

Special Rules
Recruitment: If the gang is lead by a Priest you may have any number of Crusaders. If you do not have a Priest leading the gang you may only have one Crusader for each Devotee you have in the gang.



DEVOTEES

Cost to Recruit: 25 creds

Devotees are followers of the Redemptionist creed. They may be drawn from any walks of life. From iron workers to vermin hunters, these men and women make up the vast majority of followers of the redemptionist creed. Made up of those of many ages and dispositions devotees have been touched by the need to repent and redeem themselves by making war on the impure and corrupt. Drawn to the words of a Priest or gathered together by their shared fury, devotees make up the violent masses of the Redemption.

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

Weapons: Devotees may be given any equipment chosen from the Devotee and Crusader section of the Redemptionist weapon list. Devotees may not take items from the Ammo, Grenades and Modifications list. Note only Crusaders may take basic weapons from this list.

ZEALOTS

Cost to Recruit: 60 creds

Zealots are crazed fanatics who are consumed by righteous hatred. Redemptionists believe that zealots have been touched by holy fury that has raised them up to become scared avatars of hatred that exist only to bring purification and death.

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

Weapons: Zealots may only have one of the combinations from the Zealot weapon list and may only take an exterminator from the Ammo, Grenades and Modifications list.

Special Rules
Frenzy: Zealots are subject to the rules for Frenzy. This overrides all rules for Hatred unless the Zealot's frenzy is kept under control by passing a Leadership test at the start of the turn.



REDEMPTIONIST WEAPON LISTS

The Priesthood

Priesthood Hand to Hand Weapons

Club, Maul, or Bludgeon	10 Creds
Double handed weapon*	15 Creds
Sword	10 Creds
Chainsword*	25 Creds
Chain, Whip, or Flail	10 Creds
Knife	1st free, 5 creds per additional knife

Priesthood Pistols

Hand Flamer	20 Creds
Auto pistol	15 Creds
Bolt Pistol	25 Creds
Las Pistol	15 Creds
Stubber	10 Creds

Priesthood Basic Weapons

Lasgun *	25 Creds
Autogun *	20 Creds
Shotgun *	20 Creds
Boltgun *	35 Creds

Priesthood Special Weapons

Flamer	40 Creds
Meltagun	95 Creds

Devotees & Crusaders

Devotee & Crusader Hand to Hand Weapons

Club, Maul, or Bludgeon	10 Creds
Double handed weapon*	15 Creds
Chain, Whip, or Flail	10 Creds
Knife	1st free, 5 creds per additional knife

Devotee & Crusader Pistols

Auto pistol	15 Creds
Stubber	10 Creds

Crusader Basic Weapons (Crusaders only)

Autogun *	20 Creds
Shotgun *	20 Creds

Zealot Weapons

2 Flails, Whips or Chains (scourge)	20 Creds
Double handed weapon * (executioner)	15 Creds
Eviscerator * (fury)	30 Creds
2 Knives (purifier)	5 Creds

Ammo, Grenades & Weapon Modifications

Frag grenades	30 Creds
Krak grenades	50 Creds
Dum-dum rounds for stub gun	5 Creds
Hot shot shotgun shells	5 Creds
Bolt shotgun shells	15 Creds
Manstopper shotgun shells	5 Creds
Exterminator	15 Creds

(may only be attached to weapons marked with *)

EXTERMINATOR

An exterminator is not really a weapon as such. It is nozzle attached to a small canister of fuel. This is attached to a larger weapon such as an autogun, great sword, or eviscerator, giving the wielder a single shot flamer to use at close quarters.

An Exterminator may only be attached to those weapons specified in the Redemptionist Weapon lists. During the shooting phase a model can fire its Exterminator. It may not fire any other weapon.

Flamer: The effects of an exterminator are exactly the same as those of a flamer.

One Shot Weapon: An exterminator may only be fired once per game.

EVISCERATOR

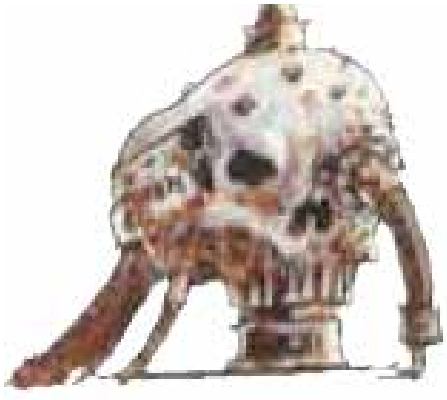
The eviscerator is a huge double handed chain sword favoured by the zealots of the Redemption. An eviscerator's double set of contra rotating teeth can rip through even the toughest mutant hide and bone, tearing an enemy to pieces with a single blow.

The size and weight of the weapon mean that it can only be wielded in both hands and even then the wielder is limited to making wide swings and heavy, overhead cuts with it.

Special Rules

The Eviscerator is so heavy and dangerous that it is impossible to parry. However, the eviscerator does not encourage a very elegant fighting style and so in the case of a draw the model with Eviscerator will automatically lose and suffer 1 hit regardless of the combatants Initiative scores.

Range	Strength	Damage	Save Mod
CC	As user +3	D3	-3



REDEMPTIONIST EXPERIENCE

Starting Experience

The starting experience for all members of a Redemptionist gang is as follows:

Devotee	0
Crusader	20 + d6
Zealot	20 + d6
Deacon	60 + d6
Priest	60 + d6

Devotee to Crusader

When a devotee gains 21+ experience they may become a Crusader and therefore access the skills and equipment allowed to Crusaders. In a gang led by Priest a Devotee automatically becomes a Crusader when they reach 21 experience points. In a gang that is not led by a Priest a devotee may only become a crusader if this will not cause there to be more Crusaders and Zealots than Devotees. If at a later time the promotion of the devotee will not affect the required ratio of Devotee's to other gang members, then the devotee will become a Crusader.

Advances

Redemptionists use the normal Gang Advance roll table. The only difference is that Redemptionists have a maximum Leadership of 10, not 9 as is the case for most other gangs.

Experience Advance Table

Exp Points	Title	Notes
0-5	Redeemed	Starting for Devotee
6-10	Redeemed	
11-15	Redeemed	
16-20	Redeemed	
21-30	Redeemed Brother	Starting for Crusader/Zealot
31-40	Redeemed Brother	
41-50	Redeemed Brother	
51-60	Redeemed Brother	
61-80	Exalted Brother	Starting for Deacon/Priest
81-100	Exalted Brother	
101-120	Exalted Brother	
121-140	Exalted Brother	
141-160	Exalted Brother	
161-180	Exalted Brother	
181-200	Exalted Brother	
201-240	Redeemer	
241-280	Redeemer	
281-320	Redeemer	
321-360	Redeemer	
361-400	Redeemer	
401+	High Redeemer	Cannot advance further



	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Devotee	-	-		-	-	-	-
Crusader	-			-		-	-
Zealot	-			-	-	-	-
Deacon	-			-		-	
Priest						-	

Note: If a member of the gang gains the Specialist skill, he gainst access to the Priesthood Basic and Special weapon lists

SCAVVIES

By Jake Thornton

In this latest trip into the depths we find ourselves in the worrying company of the least savoury of all the Necromundan Gangs.

Scavvies are the very dregs of humanity, though they are so devolved and twisted that they can be hardly considered human any more. They are severely deformed and often mutated by the toxic environment they live in. Scavvies dress in rags and are caked in the most indescribable foulness. Their skin is a yellow and disgusting mass of sores, warts, blisters and cracks. Their limbs are often so withered or shrivelled that crude hooks and peg legs are a common sight, though any Scavvy too crippled to defend himself is easy prey for his fellows.

Scavvies scratch out an existence in the most foul and polluted wastelands of the Underhive, hungrily watching for an opportunity to murder, rob and pillage anyone and anything nearby. Scavvies have to band together to survive and a typical band will be made up of several extended and severely inbred families. The dominant male in the band rules through brute strength, low cunning and having as many siblings as possible to exert his will. Though individual Scavvies pose little threat to a well-armed gang they are cunning enough to use traps, ambushes and weight of numbers to even the odds.

Occasionally a Scavvy king will arise and unite several Scavvy bands together into a ramshackle tribe. Such coalitions can create a ragged horde of Scavvies big enough to overrun settlements and trading holes. The excesses of King Blacknose the 81st are still remembered with a shudder in the Underhive and the settlement of Downtown has yet to recover from its period of rulership by the so-called Beggar King.

Fortunately Scavvy kings are usually more concerned with avoiding the attention of the authorities than conquest. They are far more likely to use fear, intimidation and extortion to get what they want. Their scrofulous subjects move in to blockade vital resources and charge Underhive dwellers "tolls" and "taxes" whenever they have the numbers to get away with it. At times like these the honest, hard-working settlers will look to gangs and Bounty Hunters to run the Scavvies off until life gets back to normal again.

SPECIAL RULES

Scavvies may use Hired Guns (who will fight for them) as normal, and will both take captives and try to rescue their own as other gangs. Other than that, Scavvies need some special rules of their own to cover the fact that they just aren't like 'normal' gangs such as Escher or Van Saar.

Territory

Scavvies start with a single piece of territory and they cannot hold more than a single piece of territory at a time. This original territory will always be Scrofulous Wastes. Scrofulous Wastes are foul-smelling and disease-ridden piles of refuse and decay that generate no income.

Scavvies may move their camp to another piece of territory if they capture it. However, their disgusting and degenerate way of life quickly reduces even the finest of territories to a similar level of degradation as their original home. For this reason, the Scavvies can only gain income from a territory after the battle in which they capture it. This will take one Scavvy to collect, and will yield the maximum value of the territory or 100 credits (whichever is smaller) as everything useful in it is either removed or contaminated by filth. After that it is changed to Scrofulous Wastes and all its original values are lost, even if it is subsequently recaptured.

If the Scavvies lose their current base camp they quickly find another place to defile. Give them another Scrofulous Wastes.

Feeding the Masses

Scavvies need to eat like everyone else, though they are famously broad-minded when it comes to deciding what counts as food. Each warrior needs 2 credits worth of supplies per battle. Work out what's needed between battles when you do all of the other bookkeeping. Hired Guns and special characters don't need to be given supplies as it's assumed that their pay is more than enough to keep them in rat burgers. Zombies, Ghouls and Scavvy Dogs are assumed to forage their own supplies and do not need to be accounted for by the gang.

Foraging

Anyone who wasn't seriously injured in the previous battle can go foraging. This includes Bosses, Scavvies and Scalies, though they can't perform any special tasks such as visiting the Outlaw Trading post or working the gang's territory if they forage. Each forager collects D3 credit's worth of stuff from the wastes. Hired Guns and special characters never forage. That's not what they're paid for.

Cannibals
Scavvies are not above a spot of cannibalism when starvation looms. If a Scavvy gang can't or won't pay out 2 credits per gang member to avoid suffering the effects of starvation, the Scavvy player can decide to put one or more members of the gang or prisoners in the pot instead. You may choose to feed your gang with bought supplies, a cannibal stew, or a combination of the two. Each victim that goes in the pot will feed a number of gangers equal to:

Victim's Strength x Toughness x Wounds

So, for example, if a normal Scavvy is put in the pot he will feed 3 x 3 x 1 = 9 members of the gang.

You may not eat the Boss' followers (even Scavvies draw the line at that).

Disloyal
One thing that Scavvies are seldom accused of is loyalty. They're fickle and untrustworthy (as well as smelly and disease-ridden) and this makes it hard to hold together a big horde for long. Couple this with the naturally conniving and untrusting Boss, and you've got a gang that suffers an appalling rate of desertion.

After each battle, once all the Experience, Injuries, Trading Post purchases, hiring new gang members and so on have been completed, make a Leadership test for the Scavvy Boss. This represents how convincing he's been in his drunken speeches at the post-battle feast, and how many gifts he's given out (and to whom). The more he passes this test by, the more of his merry band of scabrous vagabonds remain loyal. For each point he passes the test by he retains the loyalty of an extra 3 gang members on top of a base of 16. For each point he fails his test by he loses 1 from this starting value. So, for example, if the Boss has a Leadership of 7 and rolls a 6 then he can have a maximum gang size of 19. If he rolled a 10 his gang will have a maximum size of 13. Followers don't count towards this maximum size, but the Boss does.

If the current gang size is equal to or smaller than this limit then all is fine. However, if the gang is larger than the current limit then the Scavvy player must choose which gang members stay (are bribed) and which leave, slinking off into the darkness. Any that leave are lost to the gang permanently. Cross them off your roster.

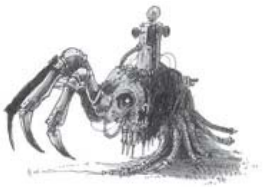
What this means is that Scavvy Bosses can hold together a core of a dozen or more members fairly reliably with bribes and threats. However, really big gangs of over twenty members won't stay together for long (though they're really dangerous while they last).

Trading
Scavvies use the Outlaw Trading post rather than the normal one (where they'd be shot on sight). See Fanatic issue 6.

In addition, Scavvies have access to a unique piece of equipment: the pockets full o' nails.

Bounty
Scavvies are exactly the type of people that the Guild invented bounties for in the first place, and so there's always good coin waiting for those that turn up with proof they've helped reduce the population.

If an Orlock, Goliath, Escher, Van Saar, Delaque or Cawdor gang captures or kills a Scavvy they may claim this bounty. The bounty on a dead Scavvy is equal to his current cost in credits (including equipment). A captured Scavvy may be ransomed back or traded (after any rescue attempt), as with any other prisoner, or may be turned over to the Guilders for a bounty. The bounty on a live Scavvy is equal to his cost (without equipment) +D6x5 credits. You must decide whether or not to turn him over before you roll to see what the bounty is.



SCENARIOS
Scavvies choose scenarios in the same way as Outlaws (see Fanatic issue 6, page 31).

RECRUITING THE GANG

A Scavvy gang is recruited in the same way as a normal gang. You have 1,000 Guilder credits to spend on recruiting and arming your gang within the following guidelines.

Minimum of 3 fighters: A gang must have at least 3 models.

Scavvy Boss: Your gang must include one Scavvy Boss; no more, no less.

Scavvies: Your gang can include any number of Scavvies. Also, see the Recruitment special rule for Scavvies, below.

Scalies: Your gang can include up to 2 Scalies.

Note that Plague Zombies, Scavvy Dogs and Ghouls accompany the gang whether it likes it or not, and so are in addition to any restrictions above.

SCAVVY BOSS

Cost to recruit: 130 credits

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

Weapons: The Scavvy Boss may be given equipment chosen from the Ranged Weapons, Close Combat Weapons and Grenades and Shotgun Shells sections of the special Scavvy list.

Special Rules

Leadership: A Scavvy Boss commands fear and respect from his followers and they are emboldened by his presence. This means that any Scavvies within 6" of the Boss may use his Leadership value when they take Leadership tests. A Scavvy Boss can always attempt to recover from being pinned even if he has no gang members within 2" of him.

Followers: Among the scabrous mutants and vile dregs that share the margins of the wastes with the Scavvies are those that are either attracted to the warmth and smells of the Scavvy camp, or can be easily be enticed into fighting for a few scraps. These are treated as expendable cannon fodder by both sides in a battle and their chances of surviving are marginal at best.

To represent this, a Scavvy Boss can decide before each battle whether to be accompanied by either:

- D3+2 Plague Zombies
- D3+1 Scavvy Dogs
- D3 Ghouls.

Followers set deployed at the same time as their Boss, and are considered part of setting him up rather than setting up separate fighters. This means that they will turn up to a battle or not depending on whether the Boss is fighting. This also means that they do not count towards any scenario limits on gang numbers present.

Followers are completely ignored for purposes of Bottle tests, are never counted as closest model when determining the ability to escape pinning, and do not count for achieving any scenario special victory conditions whether good (capturing or destroying objectives) or bad (losing territory in Gang Fights).

Followers gain no Experience and will be present for just a single battle, even if they survive. After that they drift back into the wastes again. This isn't a problem as there will always be more for the next fight…

SCAVVIES

Cost to recruit: 25 credits

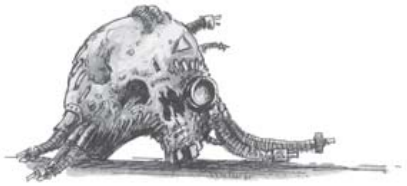
M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	1	3	1	6

Weapons: Scavvies may be given equipment chosen from the Ranged Weapons and Close Combat Weapons sections of the list.

Special Rules

Recruitment: Unsurprisingly enough Scavvies always make up the bulk of a Scavvy gang. To represent this, at least half of the models (not counting Mutants, Plague Zombies, Scavvy Dogs or Ghouls) in the gang must be Scavvies. If the number of Scavvies falls below half the strength of the gang only Scavvies can be recruited until at least half the gang is made up of Scavvies again.

Mutants: Scavvies are often mutated by their dreadful living conditions. Most of these mutations are simply horrible and inconvenient: webbed fingers, extra toes, tentacles for noses, skin colours ranging from bright orange to sickly green and so forth. However, some Scavvies are born with useful mutations and other mutants hide out amongst the Scavvies for fear of the Redemption and Imperial authorities. These creatures may have lashing tentacles, bony spikes, crab-like claws and other natural weaponry. Scavvy Bosses ruthlessly exploit these mutants as enforcers and gangers, though the mutants also enjoy a chance to make the normals pay for their repression.



Any Scavvy may be purchased as a mutant when he is recruited, by choosing a mutation from the list to the right. A mutant may only have one mutation and it is rare for mutations to be duplicated within the same gang. To represent this the first mutant to take a mutation pays the cost shown for it. The second mutant to take the same mutation must pay double the cost shown, the third one to take the same mutation pays triple the cost and so on.

For example: A Scavvy gang has already got one tentacled mutant and recruits a second: this mutant costs 25 credits for the Scavvy plus 20 credits for the tentacle (double normal cost) for a total of 45 credits. If the same gang subsequently recruited a third tentacled mutant (don't ask me why) he would cost 55 credits.

0-2 SCALIES

Cost to recruit: 120 credits

Even in the hellish pit of the Underhive wastes some mutant strains stabilise after a time to form distinct sub-species. The most common of these in Hive Primus is the Scaly: massive reptilian mutants almost as broad as they are tall. Their durability and strength are legendary among Underhive scum and they have a fearsome reputation to match. They are undoubtedly intelligent, but they seldom speak, their altered necks and twisted voice boxes have changed too much to speak human languages any more. This means little is known about their origins and whether hidden clans or tribes of Scalies exist in the most severely polluted badzones of Underhive. Why individual Scalies choose to ally themselves with Scavvies is unknown, but any Scavvy Boss worth his salt will do everything in his power to recruit and hang on to as many Scalies as he can find.

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

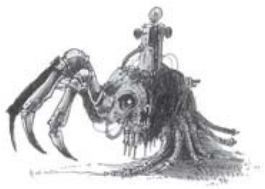
Weapons: A Scaly may be given equipment chosen from the Scavvy Close Combat Weapons and Scaly Weapons lists.

Special Rules

Scaly Skin: A Scaly's tough skin confers a 5+ Armour Saving throw. This combines as normal with any armour worn.

Killer Rep': Scalies cause fear.

Regenerate: Scalies can regenerate lost fingers, toes and even whole limbs in time, though the process is painfully slow. Roll a D6 for each serious injury a Scaly has after each game regardless of whether the Scaly fought in it or not. On a roll of a 6 the Scaly has recovered from the effect of the injury, erase it and the effect it has on his statistics from the gang roster. Note that this applies to all injuries, regardless of whether they are beneficial (eg, 'Impressive Scars') or not.



Dumb: Scalies are impressive in a fight, but aren't smart enough to become the gang leader. Their high Leadership represents their courage (or stupidity) in adversity rather than their ability to command. If the gang leader dies, ignore Scalies when you're deciding who takes over.

MUTATIONS

Mutations are entertaining little modelling projects as well as nice ways to individualise your gang. However, be aware that they sometimes cause complications in the rules, especially when dealing with injury results.

Eyestalks.....(10 credits)
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.

Claw.....(5 credits)
The mutant gains +1 Strength in hand-to-hand combat.

Tentacle.....(10 credits)
The mutant may re-roll Initiative tests for falling and in hand-to-hand combat may grapple his opponent to reduce the opponent's number of Attacks by 1, to a minimum of 1.

Two Heads .....(25 credits)
Increases model's vision and fire arc to 180°, and allows them to fire two pistol weapons in the same Shooting phase.

Spikes .....(30 credits)
A mutant with spikes gains an Armour Save of 5+, but may not wear any other form of armour.

Extra Arm .....(10 credits)
The mutant may use up to three pistols and/or hand-to-hand combat weapons in hand-to-hand combat (+2 Attack dice), or hold a basic weapon with one hand and still use 2 close combat weapons with the others (+1 Attack dice).

Wings .....(30 credits)
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 costs 1/2" per 1" down.

FOLLOWERS

PLAGUE ZOMBIES

Long ago Necromunda was swept by a mysterious neurone plague which boiled up from the Underhive and touched even the highest peaks of the Spire. Victims of the plague fell ill for weeks, days or hours depending on their strength. If they succumbed to the fever their brains were rotted by the terrible disease, all higher reasoning was lost and the victims became little more than beasts.

Unfortunately beasts still need to eat and soon thousands of brainless, half-dead plague victims roamed the boulevards and thoroughfares of the great hives seeking flesh to feast on. Each time they pulled down some luckless citizen and tore into his flesh with teeth and nails another victim was infected and another Plague Zombie was added to their ranks. Anarchy and chaos swept through the hives as Necromundans struggled to fight off the hordes of Plague Zombies and drive the surviving ones down into the Underhive.

Zombie plague still breaks out from time to time in the Underhive and packs of Plague Zombies are yet another of the many dangers in the dark underbelly of the hive. The Zombies live in wild packs like dogs, fighting each other and living off what carrion they can find or anything that's stupid enough to let itself be caught. Scavvies often round up packs of Zombies and send them against outposts, settlements and rival gangs that they are attacking. In sufficiently large numbers these creatures can be fearsome opponents.

Plague Zombies have forgotten the meaning of fear and do not experience pain so they are hard to stop. Also, any wound inflicted by a Plague Zombie carries the dreaded plague and may turn its victim into another Plague Zombie.

M	WS	BS	S	T	W	I	A	Ld
2d6	2	0	3	3	1	1	1	5

Weapons: Plague Zombies do not have any wargear; they are armed with a variety of spikes, sharpened bones, claws and teeth.

Special Rules

Zombie Shuffle: Plague Zombies usually stagger around with broken, faltering steps. Occasionally when they get the scent of blood in their decaying nostrils, they will break into a loping, shambling run. To represent their unpredictable gait Plague Zombies move 2D6" in the movement phase. Each Plague Zombie is rolled for individually and the controlling player may move them as he wishes up to the distance rolled on the dice.

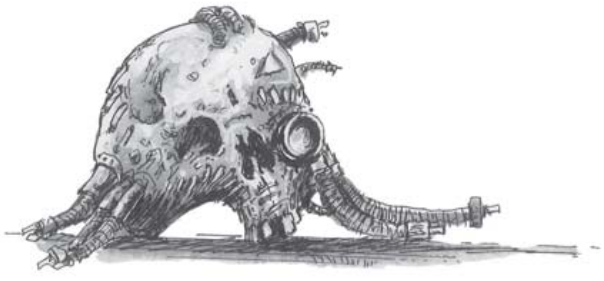
Plague Zombies may not run or charge, they always move 2D6". However, Plague Zombies always count as charging into hand-to-hand combat if they manage to move into base-to-base contact with an enemy model.

No Pain: Plague Zombies feel no pain whatsoever: you can burn them, shoot them or cut them and they'll just keep trying to bite you until you manage to inflict crippling damage on them. Because of this Plague Zombies ignore being pinned and are not affected by flesh wounds.

No Fear: As the reasoning parts of their brains are long gone Plague Zombies lack the intellect to be afraid of anything. This means that Plague Zombies ignore all Psychology rules and never have to roll Leadership tests to see whether they lose their nerve. If the gang controlling the Plague Zombies bottles out the Zombie pack loses its motivation and scatters as well.

Plague! Naturally, Plague Zombies carry the zombie plague. If another model is wounded by a Plague Zombie in hand-to-hand combat he may contract the disease and turn into a Plague Zombie. Note which gang members are wounded by Zombies on the gang roster and at the end of the game roll a D6 on the table below to see whether they are infected. Note that this is in addition to the Serious Injury roll if the fighter goes out of action.

D6 roll	Result
1	**Clear:** After a few tense days no symptoms of zombie plague have emerged and the gang member is in the clear.
2-5	**Sickness:** The victim feels weak and ill for days and must miss the gang's next fight while he recovers.
6	**Zombie Time!** The gang member is infected and suffers brain death within hours. Roll a D6: on a roll of 4-6 the new Zombie wanders off into the wastes to join his fellows. On a roll of 1-3 the Zombie attacks a randomly determined gang member, fight out the close combat immediately. In either event all of the model's equipment is infected and counts as destroyed.



SCAVVY DOGS

Wherever humans go, dogs follow, and the Underhive is no exception. Packs of mangy curs roam the streets of the shanties, terrorising locals and attacking those who are too weak to defend themselves or foolish enough to be unarmed. They also perform some of the clean up duties after the inevitable firefights which break out around the many drinking holes. Injured fighters abandoned by their erstwhile comrades are easy prey, and corpses are even easier. Periodic sweeps of the more organised holes cull the worst of the packs, but they always creep back.

The few that survive to maturity are scarred and twisted beasts, savage and merciless and utterly unlike the pampered lapdogs of the upper spire. Almost invariably they have contracted a disease or three from eating dead Scavvies, sleeping in piles of refuse or drinking from toxic pools.

Scavvies sometimes befriend these deranged canines, though in this case 'befriend' means simply that the beasts will look elsewhere for their meals before they turn on the Scavvies in question. Small titbits of food can bribe these dogs into battle where they will gladly attack anyone they aren't familiar with.

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

Weapons: Scavvy Dogs do not have any wargear; they are armed with claws and teeth.

Special Rules

Frenzy: The frothing mongrels ushered into battle by the Scavvies are subject to frenzy. See page 31 of Necromunda: Underhive for details.

GHOULS

The Underhive is a dangerous place, full of depraved killers and desperate cutthroats ready to murder a stranger at the slightest insult. But even in this haven of lawlessness there are still some taboos, and one of these is eating the dead.

Ghouls are the unfortunate creatures who have broken this ancient ban and feasted on the fallen. Many times they are the innocent victims of famine and disaster who would simply not lie down and die. When the fungus crops failed, the roof caved in or the Ratskins stole all the supplies some held true to their beliefs and starved. These moral folk fed the rest.

Even so, their transgressions torment them, gnawing at their minds like rats at old bones, and it drives them mad. These insane rejects hide from the rest of society, inhabiting the margins of the most desperate and remote



settlements, sharing some of the same abandoned spaces as the Scavvies. The Scavvies aren't particularly happy about their neighbours, but beggars can't be choosers and so they've learned how to coax them into fighting on their side with promises of "all you can eat" feasts…

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

Weapons: Ghouls use a variety of old bones, sticks and lumps of rock that count as a single club.

Special Rules

Ain't Natural: Underhivers are used to all manner of shocking sights and even Plague Zombies don't rattle them, but there's just something plain wrong about these degenerate carrion eaters. Ghouls cause fear.

Lunch Break: If a Ghoul takes the last wound off an opponent in hand-to-hand combat they do not roll for injury. Instead, they will always go down.

If all of a Ghoul's hand-to-hand opponents have gone down then he will stop to feed. The models are considered to be taken *out of action*, but do not remove the victims as you usually would – just leave them at the Ghoul's feet as a reminder.

At the start of the Ghoul's next turn, roll a Leadership test on his own Leadership. If the Ghoul passes then he has finished his snack and returns to the battle. He may move and attack normally. If he fails then he carries on feeding. Leave the victim in place as a reminder until the Ghoul either stops feeding or is interrupted. After that, remove it as you would any other *out of action* model.

If a Ghoul is interrupted (eg, by being shot and injured or charged), then it will forget its feeding and defend itself as normal.

Models that are taken *out of action* by a Ghoul must roll twice on the Serious Injuries table and use the lower result.

SCAVVY WEAPONS

RANGED WEAPONS

Weapon	Cost in Credits
Autogun	16
Autopistol	12
Blunderbuss/Scatter gun	7
Stub gun	8
Pockets full o' nails	4

SCALY WEAPONS

Weapon	Cost in Credits
Spear gun	55
Scatter cannon	80
Discus/Throwing axe	6

CLOSE COMBAT WEAPONS

Weapon	Cost in Credits
Clubs, mauls and bludgeons	free/10*
Chains and Flails	5
Massive axe, sword or club	15
Knife	5
Sword	15

* The first club/maul a Scavvy has is free. If the Scavvy is equipped with an extra club it will cost 10 credits.

GRENADES & AMMO

Weapon	Cost in Credits
Frag grenades	30
Tox bombs	20
Dum-dum bullets for Stub gun	5

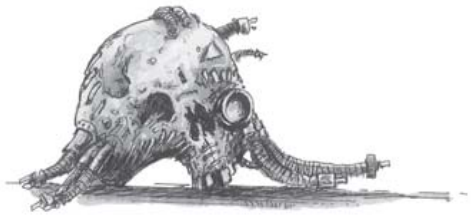


BLUNDERBUSS/SCATTER GUN

Scavvies use blunderbusses and scatter guns in great numbers, and they are something of a 'signature' weapon or them. A blunderbuss or scatter gun is a simple weapon made out of one or more short tubular barrels (often with flaring muzzles) strapped onto a crude stock of some description. An explosive charge is loaded into each barrel before metal fragments, stones and other pieces of shrapnel are packed down on top. When the weapon is fired it belches out this mass of shards, hopefully into the general vicinity of the target.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-6	6-9	+3	-1	3	1	-	6+

Special: None



POCKETS FULL O' NAILS

Scavvies are particularly fond of scatter guns, partly for their simplicity and ability to survive the rigours of Scavvy life, but also because they fire almost anything. Scavvies often go into battle with pockets stuffed full of nails, sharp stones and other refuse that they can use to reload their scatter guns.

Each Scavvy can carry one set of pockets full o' nails at a time. The pockets full o' nails allows the Scavvy to ignore the first failed Ammo roll for a scatter gun in a battle. Pockets full o' nails are a one-use item.

Note: Scalies are either not smart enough, or haven't got enough pockets to use this item for their scatter cannons.

SCATTER CANNON

A scatter cannon is simply an enlarged version of a blunderbuss or scatter gun with a heavy barrel and a fist-sized bore. The greater weight of shrapnel and explosive charge used in a scatter cannon increase its range and make it a lot more deadly in the confined conditions of the Underhive. The recoil of a scatter cannon is so ferocious that only a creature with the massive strength of a Scaly can fire it.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-8	8-16	+3	+1	4	1	-1	6+

Special: 2" Blast marker

DISCUS/THROWING AXE

Scalies sometimes carry huge jagged throwing axes or discus of razor-edged metal. Driven by the powerful muscles of a Scaly these primitive missiles are quite lethal, easily capable of lopping limbs or heads off anyone unfortunate enough to be in their path.

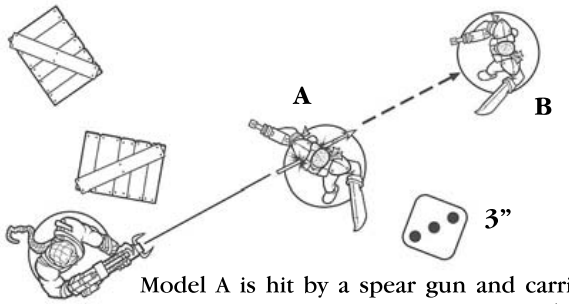
Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-6	6-12	-	-	5	1	-1	6+

Special: None

SPEAR GUN

Scaly spear guns are big, brutal weapons built around several hefty springs scavenged from ancient machines in the badzones. The gun is loaded by the Scaly using brute strength to compress the springs as it fits a short-hafted spear or harpoon into the barrel. The gun fires the spear with tremendous power, enough force for it to go straight through one body and into another even at long range.

If a model is wounded by a spear gun roll a D6 to see how many inches the model is hurled by the force of the hit. If the model hits another one en route, the second model is also skewered and suffers a Strength 5 hit causing 1 wound with a -2 Save modifier. The second target is then carried the remaining distance. If by mischance a third model is hit by this flying kebab he will suffer a Strength 4 hit causing 1 wound with a -1 Save modifier and so on.



Model A is hit by a spear gun and carried 3" into model B. Model A is hit with S6 & D3 damage. Model B is hit with S5 & 1 damage.

Suffice to say that any models knocked off high ledges by a spear gun suffer normal falling damage.

Place a counter next to the model using a spear gun once he fires, as a reminder. The spear gun is unloaded and may not be fired until the model misses its Shooting phase to reload it. Note that the model may not run, charge or set overwatch and reload the spear gun, nor may it fight in hand-to-hand combat.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-12	12-24	-	-1	6	D3	-3	6+

Special: See Above

TOX BOMB

A tox bomb is basically a sealed pot or flask containing some truly noxious (and lethal) toxic waste collected by Scavvies out in the wastes. When a tox bomb is thrown it cracks open and the deadly pollutant inside splatters across the target area, forming puddles of corrosive slime and noisome poisonous gas.

Strength	Damage	Save Modifier	Special
4	1	0	See below

The standard grenade rules apply for throwing a tox bomb. Place a Tox marker where the bomb lands. Any models within 2" of the marker will be hit on a D6 roll of 4 or more, 6 if they are wearing a respirator (filter plugs alone don't help). Leave the Tox marker in place for the rest of the game. Anyone who subsequently moves within 2" may be hit as above.

MODELLING TOX MARKERS

Tox Markers can be made quite easily using whatever bits and pieces you have lying at the bottom of your bits box. In the photo below you can see that we made ours by using a left over melta-bomb from the Warhammer 40,000 Space Marine sprue and a plastic base.



Simply cut the melta bomb in half and glue it to the plastic base at a suitable angle. Then mix some suitable toxic coloured paint (we used Scorpion Green) with some PVA/Woodworking glue and paint on as desired. Once dry simply paint some more PVA/Woodworking glue over the top to give it a slimy look.



SCAVVY EXPERIENCE

SCAVVY STARTING EXPERIENCE

Type	Starting Experience Points
Scavvy	10+1D6
Scaly	60+1D6
Boss	60+1D6

SCAVVY EXPERIENCE TABLE

Experience Points	Title
0-5	Scavvy
6-10	Scavvy
11-20	Scavvy Starting level for Scavvies.
21-30	Scavvy
31-40	Scavvy
41-50	Scavvy
51-60	Scavvy
61-80	Boss Starting level for Bosses and Scalies.
81-100	Boss
101-120	Boss
121-140	Boss
141-160	Boss
161-180	Boss
181-200	Boss
201-240	King
241-280	King
281-320	King
320-360	King
361-400	King
401+	Great King Anyone who reaches this level may not improve any further.

MAXIMUM VALUE TABLE

Boss or Scavvy

M	WS	BS	S	T	W	I	A	Ld
4	6	5	4	4	3	6	3	8

Scaly

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

SKILL TYPES AVAILABLE

The following skill table is used for Scavvies.

Skill Type	Scavvie	Scalies	Boss
Agility	✓	-	✓
Combat	-	-	✓
Ferocity	✓	✓	✓
Muscle	-	✓	✓
Shooting	-	-	✓
Stealth	✓	✓	✓
Techno	-	-	-

SCAVVY ADVANCE ROLL TABLE

2D6	Result
2	New Skill (any table).
3	New Skill.
4	New Skill.
5	Characteristic Increase. Roll again: 1-3 = +1 Strength 4-6 = +1 Attacks
6	Characteristic Increase. Roll again: 1-3 = +1 Weapon Skill 4-6 = +1 Ballistic Skill
7	Characteristic Increase. Roll again: 1-3 = +1 Initiative 4-6 = +1 Leadership
8	Characteristic Increase. Roll again: 1-3 = +1 Weapon Skill 4-6 = +1 Ballistic Skill
9	Characteristic Increase. Roll again: 1-3 = +1 Wounds 4-6 = +1 Toughness
10	New Skill.
11	New Skill.
12	Mutation. Roll again: 1 = Eyestalks* 2 = Claw* 3 = Tentacle* 4 = Extra head* 5 = Spikes* 6 = Extra arm*

* You may only have one of each mutation per model. See the Scavvy mutations for rules. Any characteristic increases from these mutations count towards the maximum value for that model.

Author	*Jake has used the Necromunda Playtester's Vault to help devlop these rules. If you'd like to help with future gangs then simply head over to the Necromunda website.*
Further Information	*The Scavvie gang is now available from Games Workshop Direct.*
Website	*www.Necromunda.com*



DEATH STALKS THE UNDERHIVE

SPYRER GANGS IN NECROMUNDA

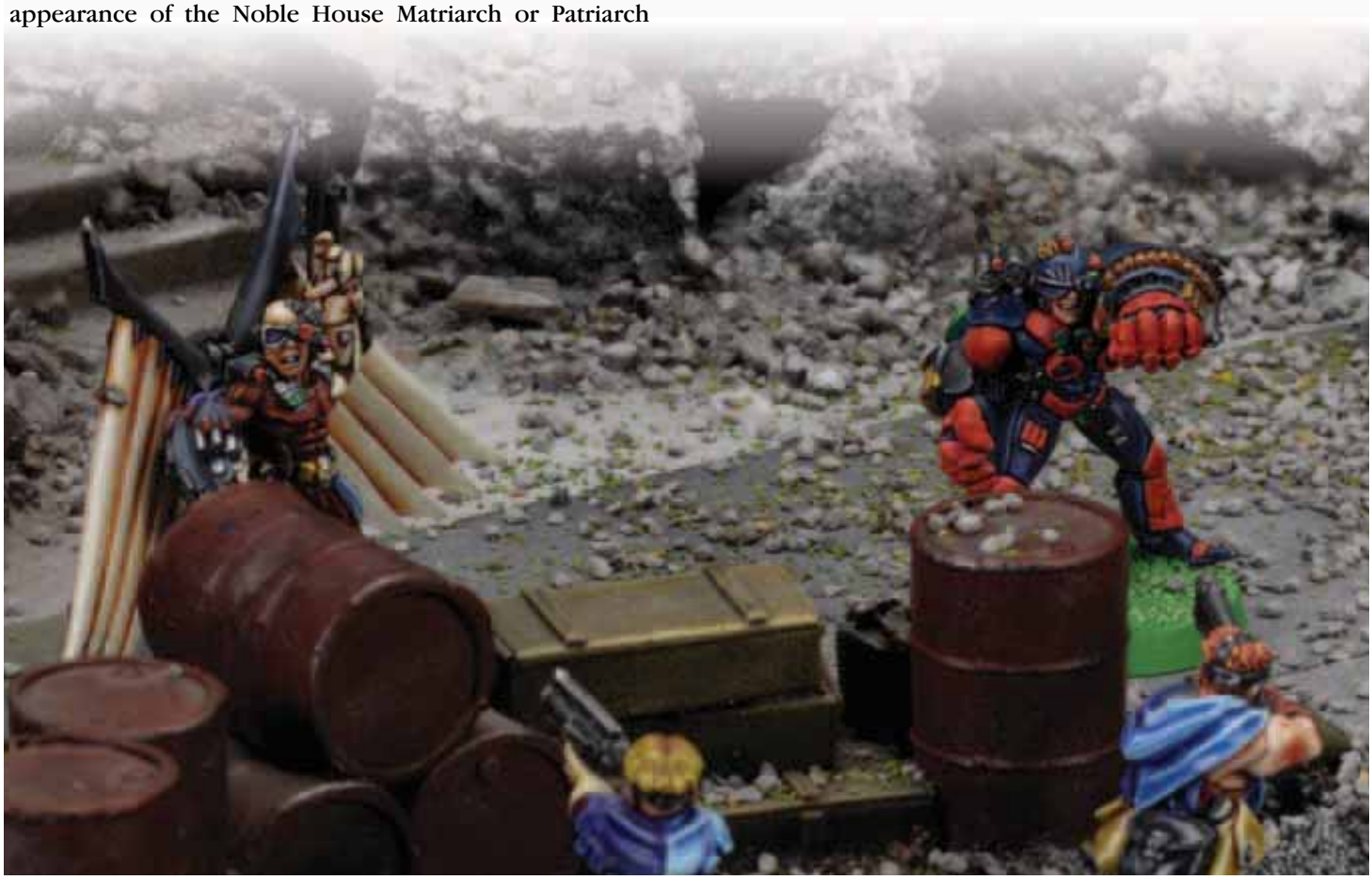
By Jervis Johnson, based on original material by Andy Chambers

Even in the living nightmare of the Underhive, the Spyrers are spoken of with a shudder. Parents scare small children into obedience with a mention of their name and grown men fall silent at tales of their attacks. To Underhive dwellers they are demons of the darkness, blood-soaked fiends who prey upon the warring gangs without compunction or pity.

These creatures are not devils or ghosts, as the Underhivers know all too well. They are the sons and daughters of the Noble Houses that rule Hive Primus and the whole of Necromunda from the fastness of the Spire. These siblings of noble blood are cast down into purgatory to prove themselves tough and resourceful enough to take their place amid the ruling families. In a hive containing so many billions of souls, only the most dynamic and merciless individuals can expect to rule, or indeed to survive.

Spyrers are sent below the wall in teams. Once in the Underhive they can expect little help, no money and no resources: they have only the equipment they bring with them and their own native wits to help them survive. The only assistance they can expect to receive is the occasional appearance of the Noble House Matriarch or Patriarch that has sponsored the team, either or both of whom will occasionally venture into the Underhive to see at first hand how their charges are doing, and maybe lend them a hand against especially dangerous opponents.

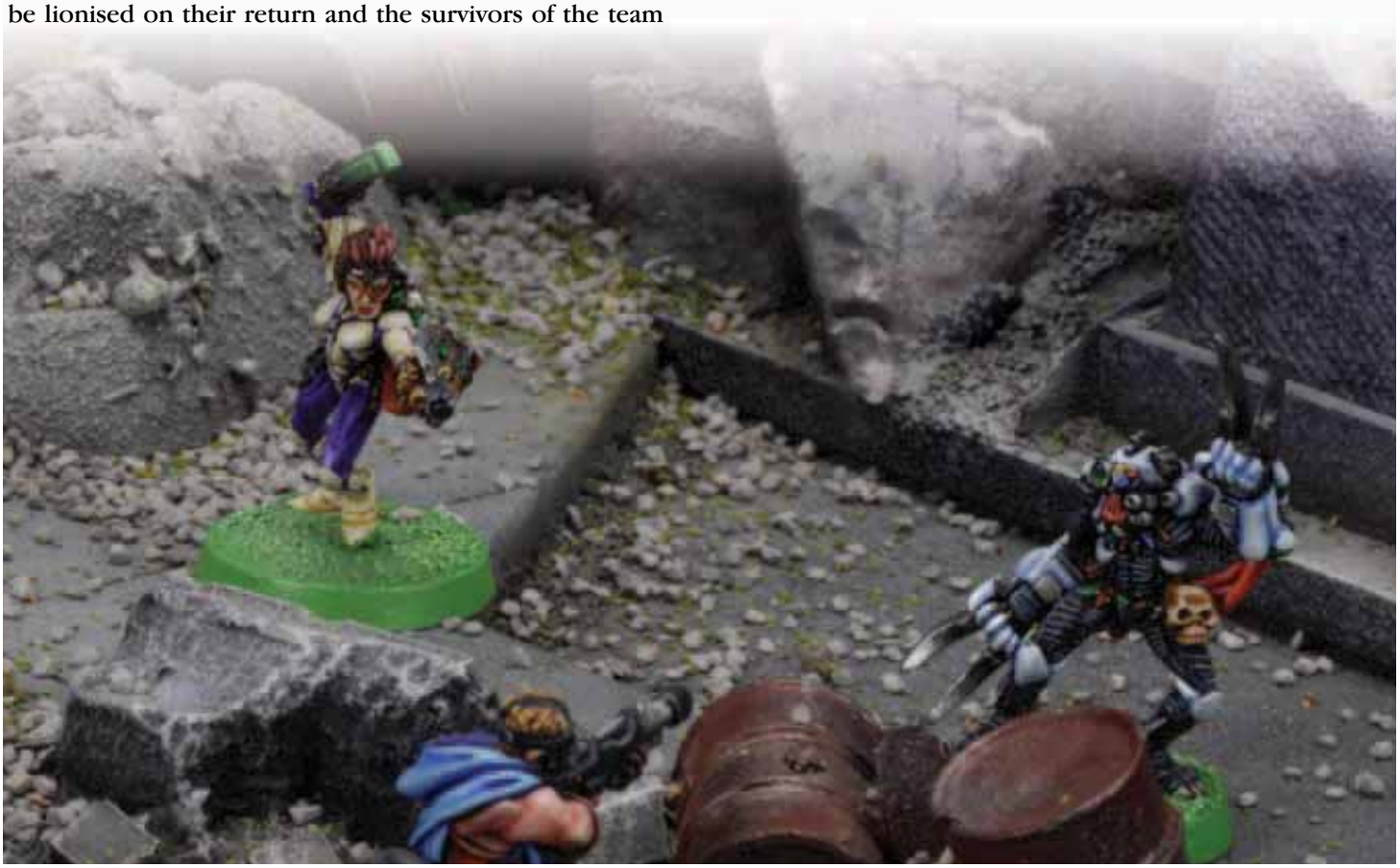
Of course, a Spyrer's hunting rig is no ordinary set of armour. Spyrers use ritualised combinations of weapons and armour that favour different combat styles. Each rig is meticulously crafted off-world, a wondrous device of half-forgotten technologies worth its own weight in credits. The rig is self-sustaining and self-repairing, with integral weaponry and, most importantly of all, built-in power boosters which activate as the wearer gradually masters the suit's functions. These power boosters make each Spyrer evolve in a subtly different way, creating a diverse and powerful group of individuals in each hunt.





The Spyrer family
Top from left to right: *Jakara Spyrer, Spyrer Patriarch, Spyrer Matriarch.*
Bottom from left to right: *Orrus Spyrer, Malcadon Spyrer, Yeld Spyrer.*

A Spyrer team can only cross back above the wall when it has achieved its stated objective, which might be to slay a half-dozen Underhive warriors or to survive in the wastes for a certain period of time or some similar vow. Their fighting suits record all that occurs in the depths and verifies their kills, so no duplicity is possible; the Spyrers must succeed in their quest or die trying. In the Underhive itself they are hated and feared, but in the Spire they will be lionised on their return and the survivors of the team will take their place among the powerful ruling elite of Necromunda. In time they may become a Matriarch or Patriarch in their own right, and return to the Underhive to feel the thrill of the chase once again. Many hunting teams find it impossible to wait that long, and will be drawn back to the Underhive by an adrenalin-fuelled desire for blood and death that life in the Spire simply cannot fulfil.



SPECIAL RULES

The following special rules apply to Spyrer Hunting teams.

Vow

A Spyrer team must commit itself to achieving a specific aim during its time in the Underhive. The Spyrers' vow must be made when the team is started and may be chosen from the following:

A. To kill a total of one gang fighter for each starting member of the team. Eg, if the team had six members they would have to kill (as in result 11 to 16 on the Serious Injury table) six enemy gang fighters before they returned above the wall.

Or

B. To earn a total of 200 Experience Points for each starting member of the team. Eg, if the team had five members they would have to earn a combined total of 1,000 Experience Points before they returned above the wall.

Or

C. To survive a total of two games for each starting member of the team. Eg, if the team had four members they would have to survive eight games before they returned above the wall.

Once a Spyrer team returns above the wall it splits up and the hunters start their new lives in the Noble Houses. However, many aspirants develop such a taste for the excitement and bloodletting of the hunt that they will return to the Underhive. To represent this, you are allowed to replace any members of the team that have been killed or you wish to retire with new recruits. These new recruits must have the same total cost, including Experience cost bonuses, as that of the members of the team that they are replacing. The new Hunting team may then return to the Underhive with a new set of vows (you may not choose the same set of vows two times in a row). A Hunting team may keep on returning to the Underhive in this fashion as many times as the player controlling them wishes to.

For example, a Hunting team completes its vows and returns above the wall. One member of the team (a Jakara) was killed, and one (an Orrus) has suffered serious injuries that so affect his capabilities that he is retired. Both had received 5 extra Experience Points when recruited to the team, adding +25 credits to the cost for each one (see the rules for Spyrer Experience below). The cost of these two members of the team was therefore 190+185+25+25=425 credits, so they can be replaced with new starting team members of that value. A new set of vows is chosen for the team, and they return to the Undervive as if they were a starting Hunting team.

Starting Territory, Income & Starvation

Spyrers start with one piece of territory generated on the Territory table. This forms their base camp and they may move their camp to another piece of territory if they capture it, but they cannot hold more than a single piece of territory at a time. If the Spyrers lose their current base camp generate another on the Territory table.

Spyrers never collect any income, never trade and can never buy extra gang members after their initial recruitment. They are committed into the Underhive until they complete their vow. Once they have completed a vow they are allowed to recruit new members as described above.

Spyrers gain synthesised sustenance from protein packs wired into their suits, so they are immune to the effects of starvation.

Capture

Gang fighters captured by Spyrers are liable to be turned into interesting suit ornaments as the Spyrers have no interest in ransoms or exchanges. The only way a gang can get back captured members is by playing a Rescue scenario against the Spyrers. The Spyrers just love using captured prey as bait to get more. Spyrers captured by gangers can expect only a slow and horrible death. Their companions will make no attempt to rescue them and they can expect no ransom from the Spire.

A Spyrer who is captured is automatically killed. Spyrer weapons and equipment cannot be used by non-Spyrers, and cannot be sold to Guilders for extra credits.

Power Boosts

The power boosts for Spyrer suits begin to kick in once the hunter starts making kills and earning Experience Points in combat. They work by increasing the energy feed into weapon systems and making them more powerful, improving cybernetic enhancements to make the wearer stronger or faster, thickening armour cells to increase their protection, and so on. Power boosts, like skills and characteristic increases, can only be earned with Experience Points, and are included on the Spyrer Advance table (see below)

No boost may be taken more than once. If a boost is rolled a second time then pick a boost from the list that the Spyrer does not already have. Once all boosts have been taken, re-roll boost results on the Advance table.

Leaders, Bottle Rolls and Pinning

A Spyrer team has no set leader: leadership devolves to whoever has the highest kill score at the time, or the best ideas. In game terms this means that any Bottle rolls are taken using the best Leadership characteristic in the team (assuming that that member is present and not down or out at the time). In some scenarios, an Experience Point bonus goes to the leader of the winning gang: in a Spyrer team this will go to the Spyrer with the best Leadership who fought in the game.

Spyrers are in constant communication with each other and are highly self-motivated. This means that a Spyrer who is pinned is always allowed to roll to try and escape from pinning at the start of their turn even if there are no other Spyrers within 2" of them.

Very Important: Spyrer gangs are easily disheartened if things start to go against them. Because of this they must start taking Bottle rolls once one member of the team is down or out of action, rather than a quarter of the team as would normally be the case.

MATRIARCHS & PATRIARCHS

Spyrer Matriarchs and Patriarchs are not purchased as part of the team. Instead, the Hunting team may ask for their assistance **once each** during the period of time they are in the Underhive fulfilling their vows. Once they have each given their assistance in a battle they may not be used again until the Hunting team has fulfilled their vows. A Hunting team that returns to the Underhive after fulflilling its vows can once again call on the assistance of the Matriarch and Patriarch once each, and so on.

The Matriarch and Patriarch must be called upon at the start of a scenario, between steps 2 and 3 of the pre-battle sequence (see page 117 of the Necromunda: Underhive rules). The following restrictions apply to calling on their aid:

- They may not be called upon if the Spyrers have a higher Gang Rating than their opponents.

- If the opposing gang have a Gang Rating that is up to 1000 points higher than the Spyrers, then either the Matriarch *or* Patriarch (**not** both) will only help if the Spyrer player rolls a 4+ on 1D6. On a roll of 1-3 the Matriarch or Patriarch will not give their help.

- If the opposing gang have a Gang Rating that is more than 1000 points higher than the Spyrers, then either the Matriarch *or* Patriach will freely give their assistance if called upon to do so. However, only one can be called upon for their help.

If the Matriarch or Patriarch give their assistance then they are treated as being part of the Hunting team for all rules purposes for the rest of this battle. The Matriarch or Patriarch counts as the Hunting team's gang leader and adds 1000 points to the Hunting team's Gang Rating for this battle.

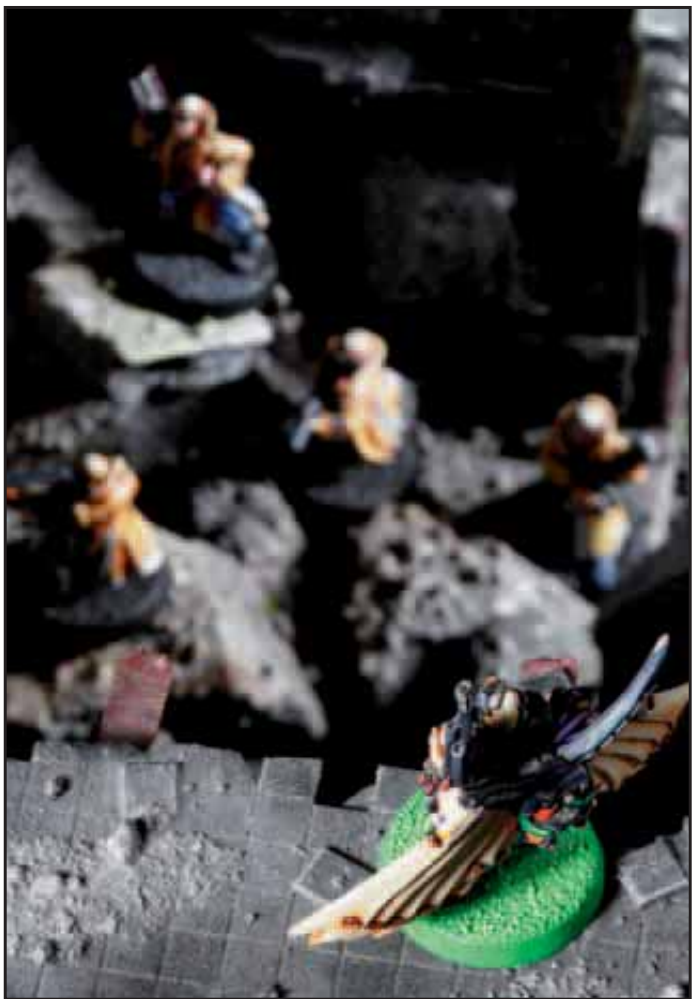
Matriarchs and Patriarchs may not gain Experience. If they are taken out of action, they will either fully recover or be replaced, so don't roll on the Serious Injury table for them if they are taken out of action.

These changes aside, all of the rules that apply to Spyrers also apply to Matriarchs and Patriarchs.



SCENARIOS

Spyrers roll on the normal Scenario table. If the Spyrers get to pick the scenario, they can only choose one of the following: Gang Fight, Ambush, Hit and Run, The Raid. Alternatively, if both the Matriarch and Patriarch are still available then the Spyrers can choose the "Old Habits Die Hard" Scenario described later.



ORRUS

Cost to recruit: 185 credits

The Orrus embodies the most brutal aspects of the Spyre Hunters. Its distinctively oversized powered arms and hulking shoulders betray the Orrus' fearsome combat style: that of crushing and battering its opponents to a bloody pulp. Ranks of armoured pistons power the arms and its blunt, claw-fingered hands, and each fist is backed by a rack of bolt launchers to blast apart opponents at a distance. Though the Orrus is the slowest of the Spyre Hunters it is also the most indomitable. Not only are the powered arms and shoulders heavily armoured but a force field protects the Spyrer as he lumbers forward.

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

Weapons: The Orrus suit is armed with two bolt launchers, mounted in each fist.

Armour: The Orrus suit gives the wearer the following characteristic increases: Weapon Skill +1, Strength +1, Attacks +1. These increases have been included in the Orrus Hunter profile above.

The Orrus suit also gives an Armour saving throw of 4, 5 or 6 on a D6 and is protected by a force field which gives it a saving throw of 6 on a D6 against any shooting hits. The force field Armour saving throw is not subject to saving throw modifiers so it will always save on a roll of 6.

Equipment: An Orrus Spyrer is equipped with a bio-booster, filter plugs and photo contacts.

JAKARA

Cost to recruit: 190 credits

Jakara weapons are the mono sword and mirror shield. The Jakara is the lightest of all the Spyre Hunters, emphasising agility and speed over heavy armour. The suit itself is armoured with flexible plates like snake scales which are overlaid with the tubes and cables that feed power to the Spyrer's limbs. The Jakara buckler is inset with energy absorbing devices that look like faceted jewels, each one of which can drain the force from a shot or blow and hurl it back at the attacker.

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

Weapons: The Jakara suit is armed with a monomolecular sword and a mirror shield. The shield allows the user to parry in hand-to-hand combat. If the mirror shield saves against a shooting attack that is energy-based (laser, plasma or melta) the Jakara can fire it back immediately. Roll to hit using the Jakara's BS: if the blast hits, resolve it with the original weapon's profile.

Armour: The Jakara suit gives the wearer the following characteristic increases: Movement +1, Weapon Skill +1. These increases have been included in the Jakara Hunter profile above.

The Jakara suit also gives an armour saving throw of 5 or 6 on a D6. The mirror shield gives the Jakara an additional saving throw of 4, 5 or 6 on a D6 against attacks originating in the forward 90° arc of the user. The shield saving throw is not subject to saving throw modifiers so it will always save on a roll of 4, 5 or 6.

Equipment: A Jakara Spyrer is equipped with a bio-booster, skull chip, filter plugs and photo contacts.

YELD

Cost to recruit: 170 credits

The Yeld is the most bizarre of the Spyre Hunters: a winged fiend with pinions of chameleonic metal and claws of laser energy. When not in use, the Yeld's wings sweep back to form a pinioned cloak of steel and reveal the heavy forearm units bearing laser tubes that are its primary weapons. Its wings are jagged with edges sharp as razors so it can slice its victim as it swoops overhead. When stealth is needed, the Yeld's wings curl around it and mimic the hues surrounding its body, concealing the Spyrer from view until it takes flight again.

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

Weapons: The Yeld suit is equipped with laser gauntlets.

Armour: The Yeld suit gives the wearer the following characteristic increases: Movement +1, Ballistic Skill +1. These increases have been included in the Yeld Hunter profile above.

The Yeld suit also gives an Armour saving throw of 5 or 6 on a D6. It also mounts the Yeld's wings, which are detailed in the Spyrer Equipment section.

Equipment: A Yeld Spyrer is equipped with a bio-booster, filter plugs and photo contacts.



MALCADON

Cost to recruit: 165 credits

Malcadon are cunning and subtle in their hunting, trapping their victims in webs of iron-hard silk before tearing them apart with steely claws. Two bulbous spinarets for creating the web threads are mounted on the suit's arms and connect to the Malcadon's hunched back amidst a snake's nest of tubes. The rest of the elongated limbs and back of the Malcadon are covered with downward pointing spines and overlapping plates of armour. Its arms and legs are boosted by pistons and hydraulics which permit it to climb swiftly and leap great distances so that it can move quickly among the mass of broken pipes and struts which form the dark canopy of the Underhive.

M	WS	BS	S	T	W	I	A	Ld
6	4	3	3	3	1	4	1	7

Weapons: The Malcadon is equipped with a web spinner.

Armour: The Malcadon suit gives the wearer the following characteristic increases: Movement +2, Weapon Skill +1, Initiative +1. These increases have been included in the Malcadon Hunter profile above.

The Malcadon suit also gives an Armour saving throw of 5 or 6 on a D6.

Equipment: A Malcadon Spyrer is equipped with a bio-booster, filter plugs and photo contacts.

MATRIARCH

Cost to recruit: See special rules above

Spyrer Matriarchs are feared throughout the Underhive as grim-faced reapers that slay from the shadows. The Matriarch wears a special 'chameleon cloak' that allows her to blend in with her surroundings. She will stalk her prey and then suddenly appear, her chainscythe in one hand, a deadly sharp monomolecular sword in the other. Matriarchs are hugely experienced fighters, and able to wield both weapons with deadly efficiency. Within moments their prey will be dead and the Matriarch will disappear back into the shadows.

M	WS	BS	S	T	W	I	A	Ld
6	6	5	3	4	3	7	3	8

Weapons: The Matriarch is armed with a sharpened monomolecular sword and a chainscythe.

Armour: The Matriarch suit gives the wearer the following characteristic increases: Movement +1, Weapon Skill +1, Initiative +1. These increases have been included in the Matriarch profile above.

The Matriarch suit also gives an Armour saving throw of 4, 5 or 6 on a D6 and includes a chameleon cloak. The chameleon cloak inflicts a -1 to hit modifier on all shooting attacks made on the Matriarch, and a -1 combat score modifier against any opponent fighting the Matriarch in hand-to-hand combat.

Equipment: A Matriarch is equipped with a bio-booster, filter plugs and photo contacts.

Skills: The Matriach has the following skills: Jump Back (agility), Combat Master (combat), Counter-Attack (combat), Killer Reputation (ferocity), Infiltration (stealth).

PATRIARCH

Cost to recruit: See special rules above

Spyrer Patriarchs are equipped with the finest combat armour that credits can buy. The suit's heavily reinforced armour is capable of shrugging off all but the most powerful attacks, while its powerful servomotors allow the wearer to move and fight without hindrance. The suit has highly sophisticated in-built targeting systems that allow the wearer to detect and attack multiple targets simultaneously. However, most deadly of all are cybernetically controlled combat arms fixed to the suit's back that can lash out to attack any opponent that is near by.

M	WS	BS	S	T	W	I	A	Ld
4	6	5	4	4	3	6	3	8

Weapons: The Patriarch is armed with two boosted pulse lasers, and two power claws. The Patriarch may use both pulse lasers when he shoots, and may engage different targets with each one if desired. Both power claws may be used in hand-to-hand combat.

Armour: The Patriarch suit gives the wearer the following characteristic increases: Weapon Skill +1, Strength +1. These increases have been included in the Patriarch profile above.

The Patriarch suit also gives an Armour saving throw of 2, 3, 4, 5 or 6 on a D6.

Equipment: A Patriarch is equipped with a bio-booster, bio-scanner, filter plugs and photo contacts.

Skills: The Patriarch has the following skills: Iron Will (ferocity), Hurl Opponent (muscle), Marksman (shooting).

SPYRER EXPERIENCE SYSTEM

Spyrer gangs can buy starting Experience Points, representing time spent in training arenas in the Spyre. Each Experience Point costs 5 credits. The cost of this training is added to the basic cost of the Spyrer. It is quite possible for a Spyrer to start his or her career with one or more advances from training. These should be rolled on the appropriate table below.

SPYRER STARTING EXPERIENCE

Type	Starting Experience Points
Orrus	0+1 per 5 credits spent
Malcadon	0+1 per 5 credits spent
Yeld	0+1 per 5 credits spent
Jakara	0+1 per 5 credits spent
Matriarch	May not gain Experience
Patriarch	May not gain Experience

SPYRER EXPERIENCE TABLE

Experience Points	Title
0-5	Green Hunter (Basic starting level for Spyrers)
6-15	Green Hunter
16-30	Hunter
31-50	Hunter
51-75	Stalker
76-100	Stalker
101-125	Stalker
126-150	Stalker
151-175	Stalker
176-225	Killer
226-275	Killer
276-325	Killer
326-400	Killer
401+	Great Killer (Anyone that reaches this level may not improve any further.)

MAXIMUM VALUE TABLE

Orrus

M	WS	BS	S	T	W	I	A	Ld
4	7	6	6	5	3	5	4	9

Malcadon

M	WS	BS	S	T	W	I	A	Ld
8	7	6	5	4	3	6	3	9

Yeld

M	WS	BS	S	T	W	I	A	Ld
8	6	7	4	4	3	6	3	9

Jakara

M	WS	BS	S	T	W	I	A	Ld
7	7	6	4	4	3	7	3	9

ORRUS ADVANCE & POWER BOOST TABLES

Advance Table

2D6	Result
2	Orrus Power Boost.
3	Combat Skill.
4	Ferocity Skill (Re-roll if you get Iron Will).
5	Characteristic Increase. Roll again: 1-2 = +1 Initiative; 3-6 = +1 Leadership.
6	Characteristic Increase. Roll again: 1-2 = +1 Ballistic Skill; 3-6 = +1 Weapon Skill.
7	Characteristic Increase. Roll again: 1-4 = +1 Strength; 5-6 = +1 Attacks.
8	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
9	Muscle Skill (Re-roll if you get Bulging Biceps).
10-12	Orrus Power Boost.

Power Boost Table

D6	Result
6	**Sustained Fire Bolt Launchers.** New ammo feeds come on line to make the suit weapons capable of sustained fire. The bolt launchers gain Sustained Fire 1 dice. Roll once for the number of shots, and roll once to hit with each one, but then roll two dice to wound as you would with a single shot.
5	**Power Field Strengthened.** The suit's power field saving throw is improved by +1.
4	**Combat Neuroware.** The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any Skill table or increase one characteristic by 1 point.
3	**Thickened Armour.** The suit's armour thickens and hardens, so its saving throw is improved by +1.
2	**Heavy Bolt Ammo.** The bolts fired by the suit's launchers explode more fiercely on impact. The boost increases them to Strength 5.
1	**Improved Bolt Launcher Range.** The bolt launchers' range is increased by 4".



The prey fight each other, unaware that there are greater threats close by.

JAKARA ADVANCE & POWER BOOST TABLES

Advance Table

2D6	Result
2	Jakara Power Boost.
3	Stealth Skill.
4	Combat Skill.
5	Characteristic Increase. Roll again: 1-4 = +1 Initiative; 5-6 = +1 Leadership.
6	Characteristic Increase. Roll again: 1 = +1 Ballistic Skill; 2-6 = +1 Weapon Skill.
7	Characteristic Increase. Roll again: 1 = +1 Strength; 2-6 = +1 Attacks.
8	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
9	Agility Skill (Re-roll if you get Quick Draw).
10-12	Jakara Power Boost.



Power Boost Table

D6	Result
6	**Heightened Reflexes**. The suit's reflexes sharpen incredibly so that the Jakara can swing its shield around to protect it from enemies appearing from any direction. The boost allows the model to turn up to 45° after the enemy's Movement phase.
5	**Sharpened Mono Sword.** Molecules flake away from the edge of the mono sword to make it even sharper. The Jakara's Strength in close combat is increased by +1.
4	**Combat Neuroware.** The suit links up new neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any Skill table or increase one characteristic by 1 point.
3	**Enhanced Mirror Shield.** The mirror shield is improved and becomes capable of absorbing different kinds of energy. The boost allows the shield to deflect kinetic energy back at its target (such as bullets from autoweapons, missiles, etc) as well as energy weapons.
2	**Improved Motive Power.** The suit's power output for movement is boosted, increasing its speed. Add +3 to the Jakara's Movement.
1	**Thickened Armour.** The suit's armour thickens and hardens, so its saving throw is improved by +1.

MALCADON ADVANCE & POWER BOOST TABLES

Advance Table

2D6	Result
2	Malcadon Power Boost.
3	Ferocity Skill (Re-roll if you get Iron Will).
4	Stealth Skill.
5	Characteristic Increase. Roll again: 1-4 = +1 Initiative; 5-6 = +1 Leadership.
6	Characteristic Increase. Roll again: 1-3 = +1 Ballistic Skill; 4-6 = +1 Weapon Skill.
7	Characteristic Increase. Roll again: 1-3 = +1 Strength; 4-6 = +1 Attacks.
8	Characteristic Increase. Roll again: 1-3 = +1 Wounds; 4-6 = +1 Toughness.
9	Agility Skill (Re-roll if you get Quick Draw).
10-12	Malcadon Power Boost.

Power Boost Table

D6	Result
6	**Weaving Spinners.** The spinner muzzles change to allow it to cover an area. The boost gives the spinners a Blast marker.
5	**Toxin Sacs.** Insidious neurotoxins synthesised by the suit from pollutant waste coat its spines. The Malcadon's Strength in close combat is increased by +1.
4	**Combat Neuroware.** The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any Skill table or increase one characteristic by 1 point.
3	**Thickened Armour.** The suit's armour thickens and hardens so its saving throw is improved by +1.
2	**Improved Motive Power.** The suit's power output for movement is boosted, increasing the Malcadon's Movement by +3.
1	**Improved Spinner Range.** The suit's spinner range is increased by 2".

YELD ADVANCE & POWER BOOST TABLES

Advance Table

2D6	Result
2	Yeld Power Boost.
3	Combat Skill.
4	Stealth Skill.
5	Characteristic Increase. Roll again: 1-4 = +1 Initiative; 5-6 = +1 Leadership.
6	Characteristic Increase. Roll again: 1-2 = +1 Strength; 3-6 = +1 Attacks.
7	Characteristic Increase. Roll again: 1-4 = +1 Ballistic Skill; 5-6 = +1 Weapon Skill.
8	Characteristic Increase. Roll again: 1-4 = +1 Wounds; 5-6 = +1 Toughness.
9	Shooting Skill (Re-roll if you get Gunfighter).
10-12	Yeld Power Boost.

Power Boost Table

D6	Result
6	**Pulse Lasers.** New power feeds come on line to make the suit weapons capable of sustained fire. The Yeld's lasers gain Sustained Fire 1 dice.
5	**Sharpened Claws.** Molecules flake away from the edge of the Yeld's wings to make them even sharper. The Yeld's Strength in close combat is increased by +1.
4	**Combat Neuroware.** The suit links up additional neuroware which sharpens the wearer's fighting skills. You may roll for a new skill on any Skill table or increase one characteristic by 1 point.
3	**Enhanced Chameleon Powers.** The chameleon circuits in the Yeld's wings become faster and more accurate. The boost inflicts a -1 to hit modifier at short range against all shooting attacks made on the Yeld.
2	**Improved Wings.** The suit's power output to its wings is boosted, increasing its speed. Add +3 to the Yeld's Movement.
1	**Boosted Laser Power.** The suit's lasers become more focused and deadly. The boost increases them to Strength 4

SPYRER WEAPONS

The following special rules apply to the weapons used by Spyrers. Note: Spyrer weapons damaged by the Disarm skill, or anything else for that matter, will automatically repair themselves at the end of the game.

ORRUS BOLT LAUNCHERS

The bolt launchers on an Orrus suit are racks of small rockets mounted on the back of its crusher fists. The power boosts of an Orrus hunting rig can extend the power and burn duration of the rocket's tiny engines, giving them a greater range. They can also increase the power of the warheads and improve the fire control so that salvoes of bolts can be fired.

Special Rules

Orrus bolt launchers are linked to fire together so they must be fired at the same target and only a single dice is rolled to hit. However, if a hit is scored make two separate rolls to wound.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-8	8-18	+1	0	4	1	-1	2+

MALCADON WEB SPINNER

The spinarets of a Malcadon's web spinner spew out silky threads of gossamer that harden with the strength of steel wires. A victim of the web is left hopelessly ensnared and at the mercy of the Malcadon's ripping claws. The Malcadon can also use its spinner to create threads that it uses to climb vertical surfaces or lower itself down sheer drops.





Special Rules

If a Malcadon hits a model with its web spinner then the opposing player must roll a D6 while the Spyrer player rolls two D6 and picks the higher. Both players then add the Strength of their respective models to the score. If the Malcadon's score is lower than the victim's, the model is merely pinned by the attack and can attempt to escape pinning as normal if a friendly model is nearby.

If the scores are equal or the Malcadon beats the target's score, the model is entangled and effectively goes down. All the normal rules for being down apply, so the model can wriggle 2" in its Movement phase and roll for recovery in each Recovery phase, representing the model having a chance of breaking free or suffering serious injuries from the steely threads. If a model breaks free it still has its full complement of wounds, but it suffers the -1 to BS and WS penalty for taking a flesh wound.

If the Malacadon is running, charging or simply not firing in its turn then it can use its threads to help it move. This means that it can move up or down walkways and platforms even if there is no ladder or lift available. The distance moved up or down is counted against the Malcadon's total movement for the turn and the Malcadon must end its movement on a flat surface, not dangling between two platforms.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-4	4-10	+1	+1	special – see above			2+

YELD LASER GAUNTLETS

The Yeld hunting rig is fitted with heavy gauntlets mounting multiple laser tubes. The gauntlets fire a storm of laser bolts from the Yeld's fists, a deadly attack which has the longest range of any of the Spyrer hunting suits. The power boosts for the Yeld rig make its lasers even more potent, feeding more power to them so they can fire in a sustained mode and increasing their penetrating power.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-10	10-20	+1	–	3	1	-1	2+

PATRIARCH BOOSTED PULSE LASERS

The Patriarch is armed with two laser weapons based on the same technology as the Yeld's laser gauntlets. In the case of the Patriarch, the weapons are fitted to two of the cybernetically controlled arms of combat armour. Thanks to the armour's sophisticated targeting systems, both weapons can be used simultaneously, and are capable of engaging separate targets if desired.

Range		To Hit				Save	Ammo
Short	Long	Short	Long	Str.	Damage	Mod.	Roll
0-10	10-20	+1	–	4	1	-1	2+

Special: Sustained Fire 1 dice.

PATRIARCH POWER CLAWS

Two of the arms that belong to the Patriarch's combat armour are fitted with power claws. These deadly weapons can whip round to attack any enemy that moves close to the Patriarch. They are surrounded by a shimmering blue power field, and are perfectly capable of punching through solid steel if need be.

Range	Strength	Damage	Save Mod.
Close Combat	5	1	-3

JAKARA MONOMOLECULAR SWORD

The monomolecular sword carried by the Jakara is a marvel of molecular engineering. The blade is a living crystalline structure which constantly renews its edge as it is blunted. The sword's edge is only one molecule thick and can slice through any but the densest of matter. As the Jakara's power boosts kick in, the sword's edge renews itself more regularly and evenly to make it even sharper still.

Range	Strength	Damage	Save Mod.
Close Combat	As user +1	1	-1

Special: User may parry.

MATRIARCH SHARPENED MONOMOLECULAR SWORD

This is basically the same as the Jakara's sword, but even sharper. Treat it as a monomolecular sword with an additional +1 Strength bonus.

MATRIARCH CHAINSCYTHE

A Spyrer Matriarch is armed with a chainscythe. When not in use, the chainscythe can be folded down into a small baton carried on the Matriarch's hip or in her hand. At the touch of a button it quickly expands out into a deadly close combat weapon that is capable of slicing a man in two.

Range	Strength	Damage	Save Mod.
Close Combat	5	1	-1

SPYRER EQUIPMENT

The following special rules apply to the equipment used by Spyrers.

JAKARA MIRROR SHIELD

The Jakara mirror shield is a complex device that contains an unusual force field generator. The generator sets up a resonant energy vortex across the shield which bleeds off the power it absorbs into one of several containment devices which stud the shield's surface. In turn this stored energy can be channeled back to its source as a brilliant bolt of heat and light.

Special Rules

The shield allows the user to parry in hand-to-hand combat. If the mirror shield saves against a shooting attack which is energy based (laser, plasma or melta), the Jakara can fire it back immediately. Roll to hit using the Jakara's BS: if the blast hits, resolve it with the original weapon's profile.

The mirror shield gives the Jakara an additional saving throw of 4, 5 or 6 on a D6 against attacks originating in the forward 90° arc of the user. The shield's saving throw is not subject to saving throw modifiers, so it will always save on a roll of 4 or more.

YELD WINGS

A Yeld's wings are made out of hundreds of individual plates of metal connected together by micro fibre bundles on an articulated frame. The fibre bundles are activated by brainwaves read directly from the wearer's cortex through a series of conductive filaments. With a little training the wearer can make the wings move and flap at will, enabling him to glide exceptionally well or climb upward somewhat more laboriously. Each of the metal plates is wired with crystalline circuitry so that they can change colour and meld into the wearer's surroundings as part of the Yeld's defences.

Special Rules

The Yeld's wings allow its user to fly up to his normal Movement characteristic in a turn, or double that if he charges or runs (flaps). Since the Yeld's wings allow it to glide well rather than truly fly the Yeld must land at the end of his move. Flying upwards counts as 2" for every 1" moved; flying downwards counts as ½" for every 1"moved.

The chameleonic effect of its wings allows a Yeld to hide even if it is not behind cover; the Yeld simply remains stationary long enough for its outline to disappear completely. In addition to this, the chameleonic effect of the wings makes a Yeld difficult to track at long range. Any shooting attack against a Yeld suffers an additional -1 to hit penalty if the weapon firing is at long range.

SPYRER SCENARIOS

SPYRER SCENARIO ONE: OLD HABITS DIE HARD

The following scenario may be played if the Spyrer player gets the choice of scenario. It recreates a battle between a Patriarch and Matriarch and an Underhive gang.

Spyrer Matriarchs and Patriarchs don't just visit the Underhive in order to find out what has happened to a Spyrer hunting team that they have sponsored. Sometimes they will travel over the wall on a hunting trip of their own, just to 'keep their hands in', as it were. They will stalk the Underhive, waiting until they come across an Underhive gang. Once they have found their prey, they will attack without mercy.

Playing The Scenario

Follow the rules for playing the Ambush scenario for this scenario, except where modified below (see page 123 of the Necromunda: Underhive rules). The Spyrer Matriarch and a Patriarch are the attackers, the opposing gang the defenders.

If the opposing gang has a gang rating of up to 1500 then **either** the Matriarch or Patriarch will take them on (attacker's choice). If the opposing gang has a rating of over 1500 points then **both** will take part.

Special

The Spyrer Matriarch and Patriarch may not gain Experience, and may not take over territory from the opposing gang if they win. Members of the opposing gang scores double points for surviving and for each wounding hit inflicted on the Patriarch and Matriarch.

Taking part in this scenario **does** count as 'lending assistance' with regard to the Matriarch and Patriarch.



The Orrus and Iakara storm a Van Saar settlement.

SPYRER SCENARIO TWO: HOME DEFENCE

"I once knew a whole bunch of young braves, just like you they was: proud, honourable, courageous. Not too smart. One day, as ah recalls it, they all heard tell of a bad place in the Underhive, where wicked spirits had come to live. This place was a big old ruin and it was on the outskirts of their territory. Somethin' made that place its home, somethin' real evil like, and folks out by the border of the territory started windin' up missin'. So these youngbloods gets all hot-headed, and tool up to go out there. An you know what? Those bad ol' Hive spirits just swallowed them right up. Never seen those boys again."

The following scenario may be played if the Spyrer's opponent gets choice of scenario. It represents an assault on a feared and hated Spyrer den by an Underhive gang.

As any Hiver will tell you, Spyrers are something more than human. They don't eat like us, they don't sleep like us, and their world revolves around an arcane and immensely powerful battle suit whose origins are shrouded in the mists of time. Let those who have understanding of such things not forget that these devices seem to learn by themselves, and increase their destructive potential with the passing of the days spent on the hunt. And when the blood craving is briefly satisfied? Then is the time for the very armour itself to become dormant and assimilate its experiences. During this time the Spyrers enter a state of sleep of sorts, becoming limp and immobile for about a day. Do not be fooled, though, for they are far from vulnerable...

Contained within a Spyre Hunter's suit is a miraculous set of devices which are fully capable of preventing serious harm befalling the occupant of the armour as it lies in its unnatural slumber. It is known that when the Spyrer shuts down to absorb its recent experiences, certain functions of the suit remain active: life support obviously, but there is also another system that is only ever seen when the Spyrer is in this state. Millions of microscopic machines, tiny enough to be able to manipulate the very molecules of substances they come into contact with, flood from vents in the armour to pour across the floor of the Underhive. The refuse and scrap in the general area is rapidly transmuted into a nest of wires and conduits linking the recumbent Spyre Hunter to a number of small silver globes. Each of these devices contain a single defence system to be activated when an unwelcome visitor strays too close. These range from powerful guns to routine alarms triggering the awakening of a highly irate Spyrer itching to have a word with the unfortunate individual responsible. The following set of rules details their uses in a scenario depicting a raid on a Spyrer home base as they sleep.

Terrain

The Spyrer player sets up the scenery and deploys his forces in hiding within a 6" radius of the exact centre of the board. He then places defence counters (see below).

The attacking player then chooses which side of the board he wishes to approach from and deploys along that table edge. Since the terrain here represents the nerve centre of the Spyrers' territory, security is thorough and the attackers may not use any means of infiltration.

Attackers

Since this scenario requires a great deal of stealth and subterfuge on behalf of the attacker to actually follow the Spyrers all the way to their hideout without being spotted, only a small assault force can carry out the job. Therefore,



The Scarlet Widows locate a Spyrer cell and attack.

the attackers are limited to 1D6 gang members on this mission. The attackers may not use any special detection equipment to spot the Spyrers in their hiding places, since the anti-surveillance devices of the Spyrers put anything the Underhive has on offer to shame. Sleeping Spyrers can only be spotted by models within a range equal to their Initiative in inches. Shooting but failing to injure a sleeping Spyrer will automatically wake it up! The Spyrer may be used normally from the next turn onwards. This is the only way Spyrers can become active, aside from the triggering of an alarm.

Defenders

By the point at which the attackers strike, the Spyrers have entered temporary shutdown to assimilate new information regarding their suit's running. They may do absolutely nothing until specifically awakened by either getting shot at, as detailed above, or by an alarm defence function as detailed in the following section.

Each Spyre Hunter suit may run up to 1D3 defence routines. The defence routines are chosen randomly by the suit every time it is used in this way, and are rarely the same twice. These defences are represented in the game by defence counters, which are placed within a 12" radius of the Spyrer at the beginning of the scenario. The counters are activated if an enemy model moves within 6" of them. They can be shot at, counting as small targets (-1 to hit) and have a Toughness of 5 with 2 Wounds. A defence counter that is hit but not destroyed will be activated automatically. The destruction of a counter will awaken the Spyrer it is linked to, in the same way as an alarm, if the Spyrer player can roll a 5 or a 6 on a D6.

You can use pretty much anything you feel is appropriate to represent defence counters – pennies, pieces of card, bits of coloured plastic, or whatever. The more adventurous amongst you might even consider modelling your own!

When you place the counters, you must keep track of which defence belongs to which Spyrer. Then, as they become activated, roll for their effect on the defence system table opposite.

Author	*Jervis is the head Fanatic and in charge of the Fanatic studio and all who sail in her.* *He is currently working on the second part of the Pit Fighter article which will be featured in issue 3.*
Further Information	*The Spyrers including the new Patriarch and Matriarch figures are available to order from your nearest Games Workshop or you can visit the website for details. (See the How to Order pages on page 94).*
More Necro	*Over the page for "My Dad's Bigger Than Yours".*
Website	*www.Necromunda.com*



Spyrer Defence System Table

2D6 Result

2 Piggy-Back System:
Make two rolls on this table, ignoring further rolls of a 2. If two sentry guns are rolled both will fire at the same target each turn.

3-5 Sentry Gun:
A turret armed with a sentry gun pops up and fires as if on overwatch. The sentry gun has the same characteristics as a boltgun and counts as having a BS of 4. It may shoot as if on overwatch every turn until it runs out of ammo. It will shoot at the first target to move within range and line of fire.

6 Alarm:
The Spyrer awakens and may be used from the next turn onwards.

7 Malformed Construct:
The globe contains nothing more than a puddle of unresolved goo and wires. No effect!

8 Alarm:
The Spyrer awakens and may be used from the next turn onwards.

9-11 Sentry Gun:
A turret armed with a sentry gun pops up and fires as if on overwatch. The sentry gun has the same characteristics as a boltgun and counts as having a BS of 4. It may shoot as if on overwatch every turn until it runs out of ammo. It will shoot at the first target to move within range and line of fire.

12 Improved Alarm:
The Spyrer awakens and may be used from the next turn onwards. In addition a second Spyrer of your choice is awakened.

Ending The Game

The game continues until either one side bottles out, or has no remaining gang members who can fight. The Spyrers will not bottle whilst any of their number remain asleep, and therefore do not have to make tests until they have all been awakened.

Experience

+10	Winning gang leader
+5	Per wounding hit
+1D6/+2D6*	For each surviving gang member

*Special: If the Spyrers lose this battle, they gain no Experience and must generate a new territory due to the capture of their base camp. However, winning the battle gains them an additional +lD6 each.

THE WYRD AND THE WONDERFUL

WYRDS IN NECROMUNDA,

by Jake Thornton with Andy Chambers, Rick Priestley and Jervis Johnson

Wyrds make their return to the Underhive with the following rules.

THE UNTUTORED PSYCHIC

Psychics and other mutants are an interesting part of the Necromunda background, and it's been a long time since these rules have been available. So, in order for you to put a respectable amount of psychic weirdness back into your games, here they are again, slightly revised, for you to add to your games. We don't have any new models planned for them yet, though I'm sure we'll get round to them at some point. However, the existing Necromunda range includes a selection of these deviants for your amusement so you've got no excuse to be all law-abiding. Ratskin Shaman will be dealt with in a future issue.

WYRDS

Wyrds are individuals with raw, untutored and very varied mental powers. In fact a significant proportion of Necromundans, maybe as high as 10% or so, have minor abilities which they don't even consider to be psychic mutations – they may be 'lucky' at cards, for example, or very good at 'guessing' what is on another person's mind, but only so that others think that they were born lucky or are very perceptive rather than mutants. Wyrds have far more effective powers than this, but they are still very different from the highly trained psykers of the Adeptus Astra Telepathica. This is because Wyrds almost always develop their abilities in an undisciplined, self-taught way.

The powers displayed by Wyrds are highly varied, and it is extremely rare for two Wyrds to have exactly the same abilities. This being said, it is possible to divide Wyrds into a number of very broad types. For example, a significant proportion of Wyrds are telepaths, whose powers allow them to affect the mind of another person. However, the way this power manifests itself varies from one telepathic Wyrd to the next: some can take control of another person's mind, others can induce terrifying mental illusions, and so forth. This situation is made even more complex because most Wyrds have one or more additional minor powers.

Wyrds that can hide their powers are fairly safe in the hive proper, although there is always a small risk of discovery. Sometimes as a Wyrd grows older and more confident in their abilities they will start to flaunt their superhuman abilities. Few Wyrds truly appreciate the danger they are in when they reveal their powers in this way and many are either burnt as a witch or warlock, or captured by the Scholastica Psykana because they over-estimate their own abilities. For this reason many Wyrds choose to live in the Underhive, where, for the most part, mutants are tolerated so long as they are not grossly mutated or afflicted with a dangerous power. Those Wyrds whose powers become impossible to hide have no choice but to escape to the Underhive or face almost certain death or capture.



The Wyrd Telepath uses the Invisibility power to hide from Ma and Pa Spyrer...



Two Beastmasters give the Ratskins an opportunity to expand their wardrobe.

RECRUITING WYRDS

Once in the Underhive Wyrds are forced to rely on their powers in order to survive. Some Wyrds use their powers to help others, especially those who have purely beneficial abilities that allow them to heal physical injuries or help those in mental turmoil. These individuals are often harboured and protected by Underhive communities who value their powers and respect their wisdom. More often than not, however, a Wyrd that is forced to live in the Underhive will follow a more practical and mercenary path and offer his services to the highest bidder. Although hiring a known psyker is a felony on Necromunda, there are many who are willing to take the risk in order to gain the services of one of these powerful individuals. In any case, many Outlaw gangs are happy to employ Wyrds as they have nothing to lose by breaking the law again.

Any gang except Enforcers, Spyrers and Redemptionists can hire a Wyrd, though there is an increased chance of being outlawed if this is reported to the Watchmen. If a player wants to hire a Wyrd he must pay a hire fee of 25 credits.

A gang can hire no more than one Wyrd at a time. Wyrds belong to one of four basic types: Telekinetic, Pyro, Telepath and Beastmaster. A player is allowed to choose the type of Wyrd he wants, but the exact powers are only worked out after the Wyrd is hired.

For purposes of calculating the gang rating a Wyrd has a value of 125 (ie, his hire fee of 25x5).

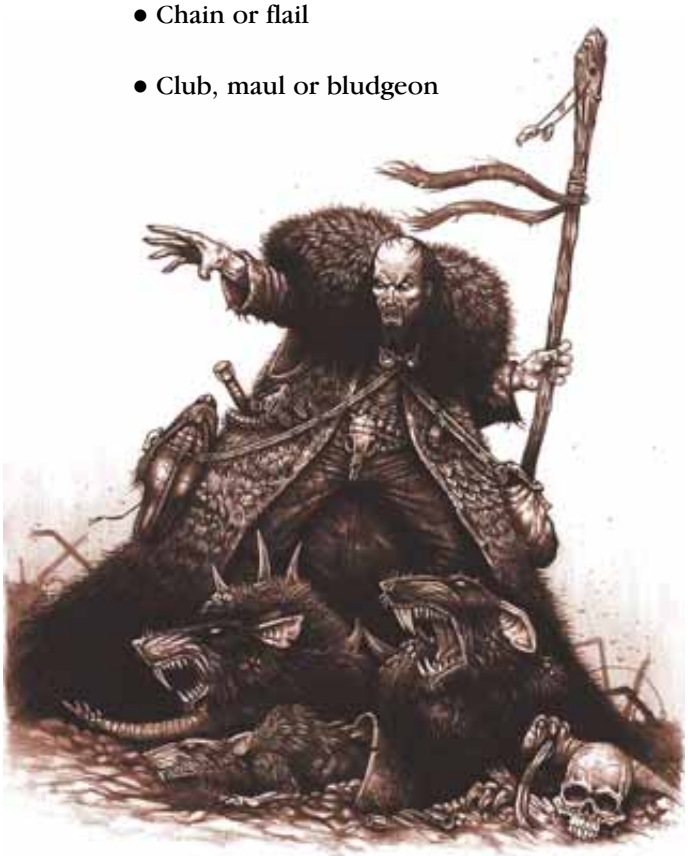
WYRD PROFILE

All Wyrds have the following profile, no matter what their type. In addition, the Wyrd will have a number of powers as explained later on.

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

Wyrds are not noted for their ability as fighters, preferring to rely on their mental powers instead. Nonetheless no-one travels in the Underhive unarmed, and so Wyrds may be armed with up to two weapons from the following list:

- Stub gun with dum-dum bullets
- Autopistol
- Laspistol
- Sword
- Axe
- Chain or flail
- Club, maul or bludgeon



WYRD POWERS

A Wyrd has one 'primary' power and one 'minor' power which are generated randomly on the tables below. The Primary Power table that is used depends on the Wyrd's type: Telepathic Wyrds roll on the Telepathic Primary Power table, Pyro's roll on the Pyromaniac Primary Power Table, and so on.

USING WYRD POWERS

It requires intense concentration and inner calm for a Wyrd to use one of his powers, which is not always easy in the middle of an Underhive firefight! In order to use one of his powers the Wyrd must first roll equal to or under his Leadership on 2D6. If this test is failed the Wyrd's concentration has been broken and he may not use a power that turn. If the test is passed the power may be used as described below. Note that a Wyrd may not attempt to use more than one power per player turn.

Wyrd powers are subject to the usual targeting restrictions just as if they were shooting attacks, so the Wyrd must normally attack the closest enemy. This is because even telepathic Wyrds find that only the minds of their closest opponents stand out with any clarity; those further away blur and merge into one another in a confusing swirl.

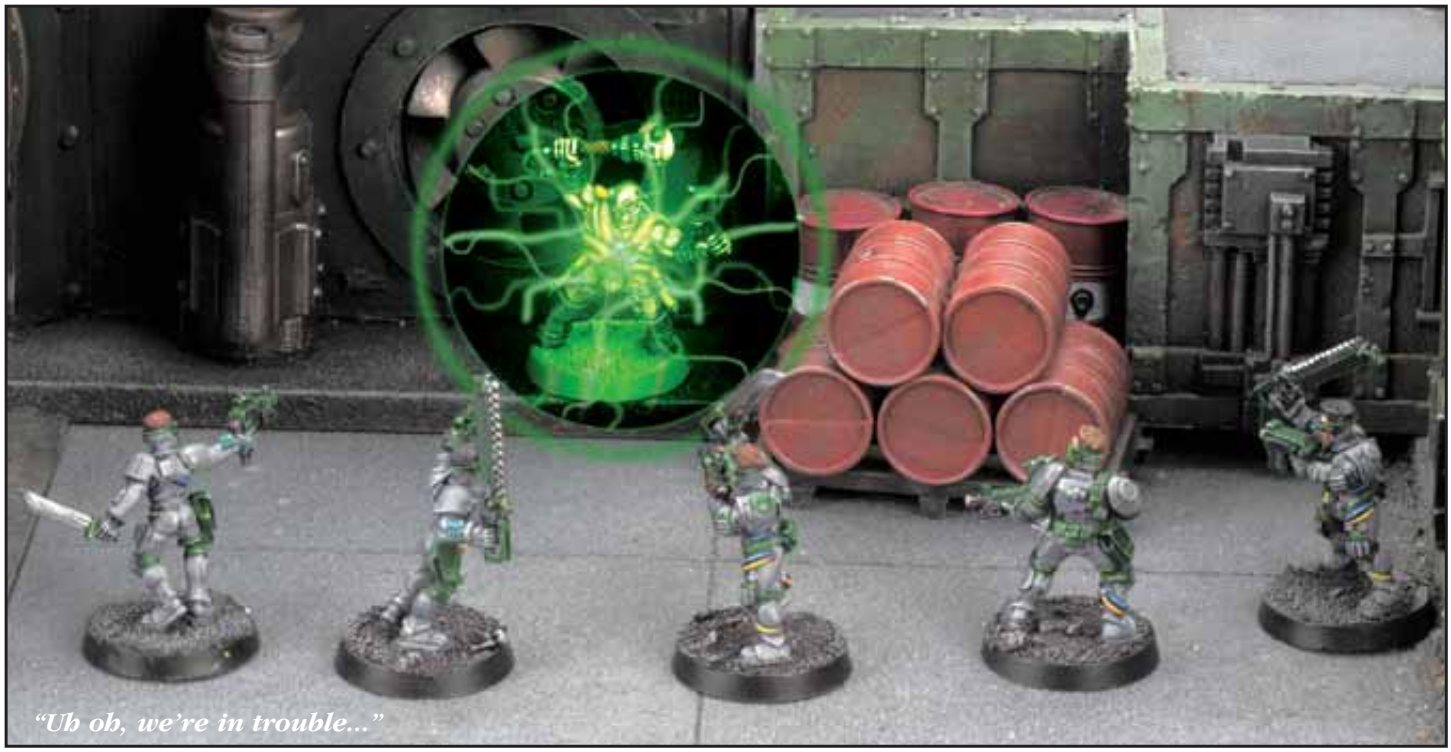
PERILS OF THE WARP

Although most Wyrds are only dimly aware of the fact, in order to use their mental powers they draw deeply on the power of an alternate realm of pure energy called the Warp. This is a risky and very dangerous thing to do, for the Warp is inhabited by those strange and unearthly creatures that are known to Humanity as daemons. If one of these creatures is nearby when a Wyrd draws on the energies of the Warp to use one of his mental powers it will often attack the Wyrd, attempt to possess him or draw him into the Warp to be dealt with at the daemon's leisure. Under such circumstances the Wyrd has to quickly cut his mental link with the Warp or suffer a fate far worse than death...

In order to represent the chance of a daemonic attack, if a Wyrd rolls a 2 or a 12 when he takes the Leadership test in order to use his powers then he must roll a D6 on the Perils of the Warp table below. Note that on a roll of 2 the Wyrd is allowed to use the power he was testing for before rolling on the Perils of the Warp table.

PERILS OF THE WARP TABLE

D6	Result
1	**Drawn into the Warp.** Unless the Wyrd can roll equal to or under his Initiative he is drawn into the Warp and never seen again! Remove his model from the table. If the Wyrd is lost then other models within 2" must roll equal to or under their Initiative or they will be drawn into the Warp as well.
2-3	**Possessed.** The Wyrd must make a Leadership test on 2D6. If the roll is equal to or less than the Wyrd's Leadership he manages to mentally fight off the daemon that is attempting to possess him, but cannot do anything other than defend himself in hand-to-hand combat for the remainder of this turn. If he rolls over his Leadership he has been possessed by the daemon. See the rules for Possession, below.
4-6	**Attacked.** The daemon uses its powers to attempt to fry the Wyrd's brain! The Wyrd suffers 1 automatic hit at D6 Strength, with no Armour Save allowed.



"Uh oh, we're in trouble..."

DAEMONIC POSSESSION

A Wyrd who is possessed has had his body completely taken over by a daemonic Warp entity. The ferocious energy of the creature will quickly burn up the frail mortal body of the Wyrd, but before it does so the daemon will go on the rampage and attempt to cause as much death and destruction as possible!

A possessed Wyrd moves in each player's turn. Carry out his move and attacks before moving any other models. The Wyrd will move 2D6" in a direction chosen by the player whose turn is not taking place. The Wyrd may enter close combat if the player moving him desires.

If the Wyrd is not engaged in close combat he will unleash a bolt of Warp energy at the nearest model he can see. The energy bolt hits on a roll of 2+ and causes a Strength 6 hit with no Armour Save allowed, normal To Hit modifiers for cover, etc, apply. If the Wyrd is engaged in close combat he fights normally, but his Weapon Skill, Strength and Attacks are all tripled (this means that normally he will have Weapon Skill 6, Strength 9 and 3 attacks!).

Roll for damage against the Wyrd normally. However, he ignores pinning and any 'flesh wounds' and 'down' results on the Injury table. If a player takes him out of action, roll immediately on the Serious Injuries chart. Only a 'Dead' result will banish the daemon back to the Warp and kill the Wyrd. On any other roll the Wyrd gets straight back up again and is completely unaffected!

If by some miracle a fighter manages to kill a possessed Wyrd they earn a bonus 20 Experience Points. If the fighter is a Redemptionist this is doubled to 40 Experience Points.





Fortunately for both gangs involved in the battle the daemon will quickly burn up the energy reserves for the Wyrd's fragile mortal body. Roll a D6 for the Wyrd at the end of each player's turn. On a roll of 1 the Wyrd's body finally burns up and the daemon is forced to return to the Warp. Remove the Wyrd's model from the battlefield – all that is left is a charred skeleton amidst a pile of ashes!

Finally, a possessed Wyrd makes all other models test for *fear* – and quite right too!

BEASTMASTER PRIMARY POWER TABLE

Unlike other Wyrds a Beastmaster's primary power is not generated randomly. Instead, the Beastmaster will be accompanied by D3 creatures chosen from the following list:

- Giant Rats
- Milliasaurs
- Ripper Jacks

RATING

Each beastie type has been given a 'rating'. This is a rule of thumb value to help Arbitrators determine how tough the creatures are in comparison to a Necromundan ganger, how much it will cost in credits if it's bought for a specific scenario, or how much their pelts might be worth, etc. The rating is ignored when hiring Beastmasters, but is a useful guide for Arbitrators coming up with their scenarios for their own campaigns.

The number of 'pets' a Beastmaster has changes constantly so you should re-roll the D3 to see how many creatures accompany the Beastmaster at the start of each and every battle.



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.

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 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 today. 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.

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.

The creatures under the Beastmaster's control must remain within 16" of him at all times. As long as they do so then they can use his Leadership characteristic for any Leadership tests they have to take. If they ever end a Movement phase more than 16" from the Beastmaster, or if the Beastmaster goes out of action, they are removed from play, as it is assumed that they have scampered off down a nearby crack or hole.

Author	*Jake is head of system for Necromunda and is gradually getting all the Outlanders rules back in circulation*
Further Information	*The Necromunda: Underhive rulebook is available from Games Workshop stores. The Necromunda Living Rulebook can be downloaded free from the website.*
Website	*www.Necromunda.com*



PYROMANIAC PRIMARY POWER TABLE

Roll 1D6

1 Molten Man

The Pyro can make his body white hot so that anything that comes near him is quickly burnt to a crisp.

The Wyrd may attempt to cause this to happen at any time during one of his turns and the effects will last for all of the rest of his turn and all of the opponent's turn too. While the Pyro's body is white hot he becomes completely immune to attacks made by any type of flamer, or by meltaguns, multi-meltas and melta bombs. He also receives an unmodified 4+ save against any other form of attack. Any opponent fighting a white hot Pyro in hand-to-hand combat suffers an automatic Strength 8 hit with a -4 save modifier at the start of each and every round of combat. In addition, any close combat weapons that hit the Pyro are destroyed if he makes his special 4+ Saving throw.

2 Spontaneous Combustion

The Pyro is able to cause an enemy's body to suddenly catch fire and burn up!

The Pyro may attempt to use this power instead of attacking normally in the Shooting phase. If the power works pick the nearest enemy model in sight within 12" of the Pyro. The victim must take a Leadership test on 2D6. If they roll equal to or under their Leadership they survive the attack unscathed but are pinned. If they roll over their Leadership then they spontaneously combust, suffering D3 wounds with no Armour Save allowed.

3 Fireball

The Pyro is able to create a ball of flame out of thin air. He may attempt to create the fireball in sight within 24" instead of attacking normally in the Shooting phase. If the power works the fireball should be represented by the Blast template. Any model fully under the template is hit automatically, while those partially under the template are hit on a 4+. Models hit by a fireball suffer damage exactly as if they had been hit by a flamer.

4 Wall of Flame

The Pyro can generate a barrier of flame several metres long.

The Pyro may attempt to produce the wall of flame at any time during one of his turns and it will last for all of the rest of his turn and all of the opponent's turn too. If the power works the wall of flame is represented by a template placed on the tabletop so that the entire length is within 24" of the Pyro and at least part of it is in sight of the Pyro model. The wall of flame template must always be placed on ground level – it can't be balanced precariously halfway up a building!

You'll need to make your own wall of flame template. It needs to be straight,18" long and 1/2" wide. You can use a GW plastic range ruler, a card template, a piece of string or anything else that fits the measurements.

Any models crossed over by the template must be moved up to 1" by the owning player so that they are out of the way, representing the models diving for cover! As long as the wall of flame remains in play no model may shoot or move across it. Note that as flames and smoke are assumed to go straight up to the ceiling the wall of flame can't be crossed at any level. The Pyro can choose to 'turn off' the wall of flame at the end of any of his turns.

5 Flame Blast

The Pyro is able to generate a bolt of flame that springs from his pointed finger. The Pyro may attempt to use this power instead of attacking normally in the Shooting phase. If the power works it creates a bolt of flame exactly as if the Pyro were armed with a flamer, except that the Pyro's attack never runs out of ammunition or malfunctions! Simply place the Flamer template so that the narrow end is touching the Pyro model, and then resolve the attack in the same way as a flamer attack.

6 Melta

The Pyro is able to agitate the molecules of anything he concentrates on, creating a deadly microwave effect similar to that produced by a meltagun or multi-melta. Although the Pyro's attack is less reliable than either of these weapons, it is potentially even more destructive.

The Pyro may attempt to use this power instead of attacking normally in the Shooting phase. If the power works he may use it against the nearest enemy target he can see up to a range of 24". Roll the Artillery dice to see whether the attack hits (the one numbered 2, 4, 6, 8, 10 and Misfire). If a number is rolled the attack hits with a Strength equal to the roll of the dice, causing D3 wounds and with a -4 save modifier. If a Misfire is rolled the attack makes the target break out in a hot flush which will pin the target but has no other effect.

TELEPATH PRIMARY POWER TABLE



Roll 1D6

1 Mind Control
The Telepath is able to take control of another person's mind, forcing them to do what he desires. Although the victim will not act in a suicidal manner, they will carry out almost any other action no matter how depraved or evil.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may try to take over the mind of any single enemy model within 24". He does not need a line of sight, but he does have to pick the closest target. Take a Leadership test on 2D6 for the victim. If the roll is equal to or less than the model's Leadership it passes the test and fights off the mental assault, but is pinned.

If the roll is greater than the model's Leadership it is taken over by the Telepath who may decide what the model will do for the rest of the turn (ie, he can decide where it moves, who it shoots at etc.). At the end of the turn the model returns to normal. Remember that the model is not allowed to act suicidally, so you can't make it jump off a ledge or shoot itself, etc. This calls for a certain amount of common sense on the part of the players – if you find that you can't act sensibly and are constantly arguing about what is a suicidal action or not, then re-roll this power and use another!

2 Terrify
The Telepath is able to conjure up terrifying mental illusions of an opponent's very worst fear.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may try to conjure illusions in the mind of any single enemy model within 24". The target need not to be in sight, but does have to be the closest target. The victim is automatically broken (no Leadership roll is taken) and must flee 2D6" to cover as described in the Leadership section in the Necromunda rulebook. The model must recover its nerve using the normal rules.

3 Invisibility
The Telepath is able to affect an opponent's mind so that he only sees what the Telepath wants him to see.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may affect the mind of the closest enemy model within 24" even if they are out of sight of the Wyrd. The victim is unable to see any members of the gang that the Telepath belongs to! He is not allowed to make any shooting attacks, and if engaged in hand-to-hand combat his score is halved (rounding fractions down). If the model was in overwatch then he must come out of it. If the victim is a sentry he has no chance of raising the alarm. At the end of the turn the victim returns to normal.

4 Mental Assault
The Telepath is able to launch a deadly mental assault which can cause a victim to drop dead from a stroke. The Telepath may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the mind of the nearest enemy model within 24" even if they are out of sight. Take a Leadership test on 2D6 for the victim. If the roll is equal to or less than the model's Leadership it passes the test and the attack has no effect. If the roll is greater than the model's Leadership it suffers a single wound with no Armour Saving throw allowed.

5 Hallucinations
The Telepath is able to affect an opponent's mind and conjure up horrible hallucinations.

The Telepath may attempt to use this power at any point during an enemy turn. If the power works he may place the Blast template over the nearest enemy model within 24" even if they are out of sight. Any models fully under the template are affected exactly as if they had inhaled gas from a Hallucinogen grenade, while models partially under the template will be affected on a roll of 4+. Roll immediately on the Hallucination table printed on page 46 of the Necromunda: Underhive rulebook to see how any affected models behave for the rest of the turn. Note that the Blast template is removed after the attack has been made – it is not left in play like a template for a Hallucinogen gas grenade.

6 Mental Strength
The Telepath is able to enhance either his own or a companion's physical abilities by drawing on the hidden resources of the mind.

The Telepath may attempt to use this power at any time during his own turn. If the power works he may affect either his own mind or the mind of any single friendly model within 24". The model chosen immediately has one of the following characteristics increased by D3 points up to a maximum of 10 (the player may choose which is affected): Weapon Skill, Ballistic Skill, Strength, Toughness, Initiative or Attacks. The model's characteristics remain at this higher level for the remainder of this turn and all of the opponent's turn, and then return to normal.

TELEKENETIC PRIMARY POWER TABLE

Roll 1D6

1 Assail

The Wyrd is able to batter an opponent with a succession of mental blows as if from an invisible assailant.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the nearest enemy model in sight within 24". The normal targeting rules apply. The player can move the victim D3" in any direction, even into hand-to-hand combat, onto Blast markers or over a ledge (provided the terrain doesn't entirely block movement) and choose its facing.

2 Hail Storm

The Wyrd is able to use his telekinetic powers to gather together some of the detritus that litters the Underhive floor such as rubble or shards of metal, and then hurl them against an opponent.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack as if he were armed with a ranged weapon with the characteristics shown below. Note that the attack hits automatically, but that the normal targeting rules apply. Roll the Strength for each hit caused by the attack separately.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save Mod.	Save AP
12	24	Always Hits		D6	1	-1	NA

Special: Sustained fire – 1 dice

3 Crush

The Wyrd is able to use his telekinetic powers to crush the life out of a victim.

The Wyrd may attempt to use this power instead of attacking normally in his turn. If the power works he may attack the nearest enemy model in sight within 24". Roll 2D6 for the Wyrd, and 1D6 plus the model's Strength for the victim. If the victim's score is equal to or higher than the Wyrd's, then the attack has no effect. If the Wyrd's score is higher then 1 wound is inflicted on the victim per point of difference between the two scores (eg, Wyrd scores 8, victim scores 6 equals 2 wounds for the victim). Armour Saves may be taken as normal.

4 Force Field

The Wyrd is able to generate a force field to protect himself and nearby companions. Unlike most Wyrd powers the force field may be used any number of times per turn. If the Wyrd or any friendly model within 2" of him suffers damage, then the Wyrd can attempt to use his force field as a special form of Armour Saving throw. The Wyrd must take a Leadership test to see whether he is able to activate the power. If he does then any damage is saved. If he fails the test then the damage is inflicted as normal. Note that Armour Save modifiers do not apply.

5 Displacement

The Wyrd is able to transport a single friendly model across the battlefield. The affected model is swathed in energy and disappears, reappearing seconds later at its new location.

The Wyrd can attempt to use this power in his own Movement phase instead of making a normal move. If the power works he can move either himself or a friendly model that he can see up to 3D6", ignoring intervening models or any other obstacles or scenery, and moving up or down levels if desired. This move is made instead of the model's normal move. Displacement may be used to move into hand-to-hand combat, in which case the model counts as charging.



6 Fists of Fury

The Wyrd is able to turn his fists in deadly weapons encased in glowing mental energy that can punch through the thickest armour.

A Wyrd with this power adds +1 to his Attacks characteristic and has his Weapon Skill increased by D3 points permanently (this is not a mental power, it simply represents the fact that a Wyrd with this ability will have honed his skill at hand-to-hand combat to a higher level). The Wyrd can attempt to use this power at the start of any Hand-to-Hand combat phase. If he succeeds he is treated as being armed with hand-to-hand combat weapons with the characteristics shown below. If he fails then he must use his normal Strength instead. Note that if the Wyrd attempts to use this power and fails then he must still fight with his bare hands – he is not allowed to use any hand-to-hand combat weapons he may be armed with.

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save Mod.	Save AP
	Close combat only			8	1	-5	NA

Special: Close combat

WYRD MINOR POWER TABLE

Roll 1D66

11-16 None
The Wyrd does not have a minor power at all and must rely only on his primary power.

21 "You can fly..."
The Wyrd may attempt to use this power instead of attacking normally in the Shooting phase of his turn. If the power works he may affect the mind of any single enemy model he can see within 16" and that is also within 1" of the edge of a walkway or structure. The unfortunate target attempts to prove they can fly by jumping over the edge of the ledge! Sadly, their delusion is short-lived as they plummet to the ground, suffering damage for falling as described in the Necromunda: Underhive rulebook.

22 Float
The Wyrd is allowed to attempt to use this power at any time during his Movement phase. If the power works either the Wyrd or one friendly model within 12" can move as if they had a grav-chute (see page 52 of the Necromunda: Underhive rulebook).

23 Weapon Jinx
The Wyrd can attempt to use this power if an enemy model makes a ranged attack at him. If the power works then the attacking model must make an Ammo roll for the weapon used no matter what it rolled to hit. The Wyrd may try to use this once against each ranged attack targeted at him.

24 Fearful Aura
The Wyrd causes *fear* as described in the Necromunda: Underhive rulebook. This power always works – the Wyrd does not have to take a Leadership test to create the aura.

25 Freeze Time
The Wyrd can freeze time while he carries on moving. To other models it appears that the Wyrd is able to move incredibly quickly. The Wyrd may attempt to use this power just before he moves. If the power works he may add D6" to his basic move, which can then be doubled for running or charging as normal. In addition the Wyrd can attempt to use this power if he is involved in a fast draw. If it works he always fires first!

26 Nullify Power
The Wyrd can attempt to use this power if an enemy Wyrd that is in sight and within 24" succeeds in making a Leadership test to use a power. If Nullify Power works then the enemy Wyrd's power is negated and cannot be used this turn.

31 Banshee Howl
The Wyrd can attempt to use this power at any time against an enemy model it can see within 24" that is in overwatch. If the power works it distracts the model and knocks it out of overwatch.

32 Jog Trigger Finger
The Wyrd may attempt to use this power instead of attacking in his own turn. If the power works he may target the closest enemy model that is in sight and within 24". The victim accidentally fires one weapon he is holding (decide randomly if there is any confusion). Roll the Scatter dice to see what direction the shot goes off in. The closest model along this line of fire (at any height level) may be hit. Roll to hit and wound normally, just as if the victim had fired the shot on purpose! If there are no models along the line of fire the shot automatically misses, but make a To Hit roll anyway in case an Ammo roll is required.

33 Trip Up
The Wyrd can attempt to use this power if he is charged by an enemy model. If the power works the enemy model is tripped up 1" away from the Wyrd, and is treated as being pinned at that point.

34 Sense Presence
The Wyrd can sense the presence of any enemy model that is within 12", even if the Wyrd couldn't normally see them. This power always works – the Wyrd does not have to take a Leadership test to sense an opponent's presence.This means that enemy models can't hide from the Wyrd, and if he is on sentry duty in a Raid scenario he will always spot enemy models that are within 12" in his turn.

35 Spider Man
The Wyrd is able to generate a telekinetic energy field around his hands and feet which lets him climb up walls and flat surfaces. The Wyrd may attempt to use this power just before he moves. If it works he can climb any surface as if there were a ladder there.

36 Zen Shootist
The Wyrd concentrates his mind so that he becomes one with any ranged weapon he uses. The Wyrd may use this power just before he makes a shooting attack. If the power works then he will automatically hit any target that he can see and which is within the weapon range. Even though no To Hit roll is needed you should still make one in case an Ammo roll is required.

41 Walk Through Walls
The Wyrd is able to make a small rent in the fabric of reality which allows him to walk through walls and other obstacles. The Wyrd may attempt to use this power just before he moves. If the power works he may walk through walls or other obstacles less than 1" thick that he encounters as he moves. The Wyrd may use this power to drop through a floor, but he will fall down to the level below if he does so and may be hurt.

42 **Chameleon**
The Wyrd can attempt to use this power after he has moved. If the power works he counts as hiding even if he is in the open. The power works for the remainder of the turn and all of the next turn. The normal hiding restrictions apply to Chameleon so the power may not be used if the Wyrd ran or charged that turn and the Wyrd will still be revealed if he shoots a weapon.

43 **Mirror Image**
The Wyrd can use this power if he wants to break from hand-to-hand combat. If the power works he is able to create a mirror image of himself which so confuses his opponent that the Wyrd can break from the combat without being hit.

44 **Throw Voice**
The Wyrd can use this power if he can see a friendly pinned model that is on its own at the start of the move. Normally this model would not be allowed to recover from pinning, but if the Wyrd succeeds in throwing his voice the model may attempt to do so, just as if there were a friendly model within 2".

45 **Bang-Flash**
The Wyrd can attempt to produce a small ball of glowing kinetic energy. He can throw the energy ball, which explodes with a blinding flash when it hits. The Wyrd can attempt to use this power instead of making a shooting attack. If the power works he may make an attack exactly as if he were throwing a photon flash flare (see page 47 of the Necromunda: Underhive rules).

46 **Lucky Aura**
The Wyrd is simply very, very lucky. Once per turn the Wyrd can force a re-roll of one dice roll that affected the Wyrd directly. For example, he could force an opponent to re-roll to hit if the opponent were firing at the Wyrd, but not if the opponent were firing at another model in the same gang as the Wyrd. The Wyrd must accept the result of the re-roll, even if it is worse than the first roll! This power always works – the Wyrd does not have to take a Leadership test to create the aura.

51 **Healing Hands**
The Wyrd can attempt to use this power upon a friend who is down if he is in base-to-base contact with them in the Recovery phase. If the power works the fighter automatically recovers to a flesh wound and doesn't have to make a Recovery roll this turn. If it fails the wounded fighter must roll to recover normally.

52 **Remove Pain**
A Wyrd with this power can attempt to use it on any gang fighters who will miss the battle because of an old war wound. If the power works the fighter can take part in the battle normally. The Wyrd can attempt to help any number of gang fighters in this way, but must make a separate Leadership roll for each. If he became possessed while attempting this, he is assumed to have killed the person he was trying to help and then burnt up!

53 **Cause Pain**
A Wyrd with this power can attempt to use it instead of making a shooting attack. If the power works he may choose the closest enemy model that is in sight and within 24". If the victim has one or more old war wounds then they immediately go out of action as an old wound suddenly flares up. Remove the model from play but don't roll on the Serious Injury table for them after the battle. If the victim doesn't have an old war wound, then this power has no effect on them.

54 **Stop Bleeding**
The Wyrd can attempt to use this power upon a friend who has suffered one or more flesh wounds if he is in base-to-base contact with them in the Recovery phase. If the power works all the flesh wounds are healed immediately, restoring lost points of Weapon Skill and Ballistic Skill.

55 **Precognition**
The Wyrd is able to see dimly into the future, and can often warn the gang leader if he is heading into trouble. If the Wyrd is a member of a gang then the player can force the result rolled on the Scenario table to be re-rolled. He must accept the result of the second roll, even if the first was better. If both gangs involved in the scenario have Precog's then they cancel each other out and nobody gets a re-roll. This power always works – the Wyrd does not have to take a Leadership test to use this power.

56 **Cannot Be Possessed**
This Wyrd is immensely strong-willed and cannot be possessed by daemons. Treat any 'Possessed' results on the Perils of the Warp table as having no effect. This power always works – the Wyrd does not have to take a Leadership test to use it.

61-65 **Multiple Minor Powers**
The Wyrd has D3+1 (ie, 2-4) minor powers rather than just one. Roll for each power on this table, re-rolling any duplicates or rolls of 11-16 or 61-65.

66 **Extra Primary Power**
The Wyrd has an extra primary power. Roll this on the Wyrd's Primary Power table, re-rolling if you duplicate a primary power you have already rolled for the Wyrd. If a Beastmaster Wyrd gets an extra primary power he can control a greater number of creatures than usual. Roll a D6 instead of a D3 for the number of creatures the Beastmaster brings along to a battle.

PIT SLAVE

by Robert J. Reiner, original article from Outlanders

Pit Slaves are the unfortunates that end up being sold to the Guilders by gangs or the watchmen and are kept in the Underhive to work in the various mines, as pack slaves, or as pit fighters for sport. Some are dangerous criminals who deserve nothing better, but others have been unlucky enough to have kin that could not raise the credits for their ransom when they got dragged off by some unfriendly gang.

The Guilders usually 'modify' their new acquisitions for whatever tasks they have in mind. Arms are lopped off and replaced with rock drills or buzz saws for those going to the mines, pack slaves may get a hook or claw instead of hand and feet for better grip and pit fighters can end up like some nightmare manikin of steel and flesh. The Slaves are implanted with ownership studs to show that they are the legal property of a Guilder and set for the rest of their lives.

A few Pit Slaves, the toughest and most deadly ones escape by stealth, accidents, or by simply killing their guards. Escaped Pit Slaves are wanted by the law and do not generally stroll down the street looking for work. Conversely, watchmen don't generally go hunting for escaped Pit Slaves either. Lone Pit Slaves can often be found in 'friendly' towns - that is, towns known to have a thriving black market and less chance of the Guilders dropping by.

RECRUITING PIT SLAVES

Outlaw gangs will find Pit Slaves at the trading post, often pit fighting for themselves or the thrill of combat. When a gang leader comes across a Pit Slave it may indeed be the best HTH weapon at his disposal. Any gang that can utilize hired guns can hire Pit Slaves. If a player wants to hire a Pit Slave he must pay the standard hire fee of 10 credits. A gang leader may hire as many Pit Slaves as he can afford. The Pit Slave will add 50 points to your gang rating (hire fee x 5).

PIT SLAVE BASIC PROFILE

Pit Slaves are likely to have picked up some skills and gained superior characteristic values before. These advances are worked out after the Pit Slave's fee is paid for.

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

In addition to their enhanced basic characteristic profile all Pit Slaves have 4 advances. Roll a d6 four times and consult the Pit Slave Advance Chart below. A Pit Slave cannot increase any characteristic more than +2 and may not increase his wounds beyond 4. If an increase is rolled for the third time, re-roll the result. If the same skill is rolled twice then re-roll to get another. Strength and Toughness can exceed standard human characteristics due to their advanced technologies and body grafts.



PIT SLAVE WEAPONS

A Pit Slave will fights with his own, unique set of weapons that are made from scrap and other various sorts of grafted weapon systems. Pit Slaves are equipped as follows:

One of the following grafted weapons:

- Buzz Saw
- Chainsaw
- Claw
- Hammer
- Rock Drill
- Shears

One of the following:

- Stubgun with dum-dum bullets
- Autopistol
- Laspistol

PIT SLAVE ADVANCE CHART		
d6		Advance
1		+1 Weapon Skill
2		+1 Attack
3	Roll again:	
	1-3	+1 Strength
	4-6	+1 Toughness
4-5	Roll again:	
	1-2	+1 Wound
	3-4	+1 Initiative
	5-6	+1 Leadership
4-6	Roll again:	
	1	Dodge
	2	Iron Jaw
	3	True Grit
	4	Infiltration
	5	Parry
	6	Hurl Opponent

BUZZ SAW

Buzz Saws are fitted to scrap slaves and particularly unsubtle pit fighters. A whirling disk of toothed steel, the buzz saw can part steel or flesh just as easily with a single scything swing.

Range	Strength	Damage	Save Mod
CC	5	1	-3

CHAINSAW

Chainsaws are a popular choice of weaponry for Pit Slaves. The most well known advocate and wielder of the chainsaw is the slave leader Bull Gorg. A chainsaw is usually mounted on the stump of a wrist or in place of a forearm, but the most infamous Pit Slave named Harkan Vore actually had a chainsaw which replaced his lower jaw.

Range	Strength	Damage	Save Mod
CC	4	1	-1

Special Rules: Parry.

CLAW

A claw or big grabber is used in a variety of mining and loading jobs. A Pit Slave armed with a claw may pick up and hurl his opponent if he wins a round of hand-to-hand combat. This hurl is in addition to hitting his opponent. A hurled opponent is thrown D6" in a direction chosen by the Pit Slave player and suffers a single hit at the strength equal to half the distance hurled (round up). If the hurled opponent strikes a wall or other obstacle he will stop there. If the hurled opponent hits another fighter then both fighters take a single hit with a strength equal to half the distance hurled.

Range	Strength	Damage	Save Mod
CC	4	1	-1

HAMMER

Giant hammers are fitted to mining and foundry slaves. The pile driver force of a pneumatically driven hammer is so great that opponents in hand-to-hand combat may be knocked senseless and beaten to their knees before they have a chance to fight back. Any opponent in hand-to-hand combat with a hammer wielding Pit Slave has its weapon skill halved (rounding down) unless it can roll under its Initiative on a D6 at the start of each hand-to-hand combat phase.

Range	Strength	Damage	Save Mod
CC	4	1	-1

ROCK DRILL

Mining slaves are commonly modified to carry a massive drill for boring through slag, minerals, and rock. The rock drill makes a fearsome weapon in hand-to-hand combat when used by a Pit Slave. If the Pit Slave inflicts two or more hints in hand-to-hand combat then he may exchange all the hits for a single hit with an increased strength and damage as he drills though his opponent's body. The bonus equals +1 Strength and +1 Damage for each hit after the first, so you exchange two hits for a single S5 hit causing two wounds, three hits for a single S6 hit causing three wounds and so on.

Range	Strength	Damage	Save Mod
CC	4	1	-3

SHEARS

Huge shears are fitted to Pit Slaves for harvesting fungus groves, scrap metal, and other similar things. The sharp blades of the shears are quite capable of snipping bits off a human as well. If the Pit Slave hits an opponent in hand- to-hand combat with a roll a '6' to wound roll a further D6. If the second result is also a '6' then the Pit Slave has successfully snipped his opponent's head clean off his shoulders unless the opponent can make its armor saving throw or other save roll (like dodge).

Any opponent that suffers the fate of having its head snipped off is automatically dead and there is no need to roll on the Serious Injury Chart in the post game sequence. The opponent is crossed off the roster immediately and all gear is lost. Note: the opponent may not be revived via the Techno Skill: Medic, medi-packs, etc, they are simply dead.

Range	Strength	Damage	Save Mod
CC	As user+1	1	-1

OGRYN BODYGUARD

by Robert J. Reiner, original article by Warwick Kinrade & Tom Merrigan

Ogryns are large brutish creatures, standing some 10 feet tall, and all bone and muscle. Although not common on Necromunda a few Ogryn have found there way into the Underhive, usually bought in from distant slave markets to serve as bodyguards and enforcers. Due to the Ogryns intimidating size, lack of intelligence and love of violence, they are much in demand by wealthier Guilders and Gang Leaders..

Ogryns are perfectly suited to their role as mercenaries and bodyguards. They lack the mental capability to question any orders, they have a child-like obedience and naturally form strong loyalties to their perceived master or 'boss'. For these reasons Ogryn bodyguards are highly prized, and highly priced by unscrupulous slave traders.

A gang backed by an Ogryn makes a fearsome opponent. Ogryns are rightly renowned as fearsome fighters and an enraged Ogryn is a terrifying sight to behold.

Ogryn's will happily except most employment, but they will not fight for Scavvies - who they find far too smelly and spooky. Redemptioists will never employ an Ogryn bodyguard as they regard them as dangerous mutants, who should be burnt at the stake. Ratskins, being highly superstitious, will not employ off worlders.

RECRUITING OGRYN BODYGUARDS

Any gang that can hire hired guns may hire a maximum of one Ogryn Bodyguard. The hiring fee is 50 credits and 250 points (50x5) is added to the hiring gang's gang rating.

OGRYN BODYGUARD BASIC PROFILE

Ogryn Bodyguards may have special and unique skills as well as superior characteristics. These are worked out after a gang pays the Ogryn Bodyguard's hire fee.

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

In addition to their enhanced basic characteristic profile all Ogryn Bodyguards have 3 advances. Roll a d6 three times and consult the Ogryn Bodyguard Advance Chart below. An Ogryn Bodyguard cannot increase any characteristic more than +2 and may not increase his wounds beyond 4.

OGRYN BODYGUARD WEAPONS

Ogryn Bodyguards are armed with the following weapons and equipment:

- Massive Sword, Club, Mace, or Bludgeon
- Photo Visor or Photo Contacts
- Respirator or Filter Plugs
- Ogryn Ripper Gun



Ogryn Bodyguard Advance Chart

Roll on the following table, re-rolling the dice if required. If an increase is rolled for the third time, re-roll the result. If the same skill is rolled twice then re-roll to get another.

d6		Advance
1		+1 Weapon Skill
2		+1 Attack
3	Roll again:	
	1-3	+1 Strength
	4-6	+1 Toughness
4-6	Roll again:	
	1	Hurl Opponent
	2	Body Slam
	3	True Grit
	4	Mesh Armour
	5	+1 Wound (4 maximum)
	6	Step Aside

SPECIAL RULES

The following special rules apply to Ogryn Bodyguards:

Size

Due to the large size of Ogryns, shooting attacks make against and Ogryn Bodyguard apply a '+1' larger target modifier.

Fear

Ogryn Bodyguards are exceptionally fierce creatures that can rip arms off of opponents. Ogryn Bodyguards cause fear as outlined in the Necromunda Living Rule Book.

Fierce Loyalty

Ogryn Bodyguards might not be the most intelligent creatures out there but they are indeed good at their task of protecting the gang's leader. During the game the Ogryn Bodyguard must remain within 12" of the gang's leader. If the Ogryn Bodyguard starts the turn more than 12" from the gang leader then he must immediately attempt to get back to within 12" of the gang leader. If the Ogryn Bodyguard is engaged in hand-to-hand combat then the combat is completed first. In addition, if the gang leader is taken out-of-action, while the Ogryn Bodyguard is still in the battle, and the Ogryn Bodyguard is not 'down' then the Ogryn Bodyguard is also removed from play. The Ogryn Bodyguard will see to it that the gang leader is treated and protected and therefore the gang leader does not roll on the serious injury chart and is not treated as having gone out-of- action for post battle sequence.

Look Out Sir!!!

If the Ogryn Bodyguard is within 4" of the gang's leader then the gang leader is not eligible to be the closest target for attacks because the Ogryn Bodyguard will step in and take the hit. Roll each attack separately using the modifiers for attacking the gang leader but work out wounding attempts using the Ogryn Bodyguard. This also includes if the gang leader is charged; however, the gang leader can choose to have the Ogryn Bodyguard step aside and allow him to engage a charging model. If the Ogryn Bodyguard is pinned he can still use this ability but must first roll equal to or under his initiative.

OGRYN RIPPER GUN

The Ogryn Ripper Gun was designed by the Imperium as a standard issue weapon for the plethora of Ogryns that the Imperial Armies have hanging around during times of war. The profile for the Ogryn Ripper Gun is as follows:

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-4	4-8	+2	-1	4	1	-	4+

Special Rules: Sustained Fire, 2 dice

How does this work?: The Ripper Gun is not a standard weapon that can be found readily on Necromunda and therefore cannot be traded, bought, invented, or used by anyone other then an Ogryn Bodyguard.



RATSKIN SAVAGE

by Robert J. Reiner, original article by Gerrid Robb & Gary James

Ratskin Savages are Ratskins who have taken the wars against the hivers too serious. That, or their elders instilled a deep hatred for underhivers in them from a young age. Regardless, all Ratskin Savages leave the safety of the tribes and venture out to hunt on their own.

They are continuously in a blood-thirsty state of rage and hatred for underhivers and all outsiders. When they come across particularly hard prey they will ally with a Ratskin Gang to help get done what they need to. Their rage drives them not to expel the underhivers, but rather slaughter them in great combat.



RECRUITING RATSKIN SAVAGES

Only Ratskin gangs can hire Ratskin Savages. If a player wants to hire a Ratskin Savage he must pay the standard hire fee of 15 credits. A gang leader may only hire two Ratskin Savages at a time. The Ratskin Savage will add 75 points to your gang rating (hire fee x 5).

RATSKIN SAVAGE BASIC PROFILE

Ratskin Savages are likely to have picked up some skills and gained superior characteristics in their blood-thirsty endeavours. These advances are worked out after the Ratskin Savage's fee is paid for.

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

In addition to their basic characteristic profile all Ratskin Savages have three advances. Roll a d6 three times and consult the Ratskin Savage Advance Chart below. A Ratskin Savage cannot increase any characteristic more than +2. If an increase is rolled for the third time, re-roll the result. If the same skill is rolled twice then re- roll to get another.

RATSKIN SAVAGE SPECIAL RULES

The following special rules apply to Ratskin Savages:

Ratskin

Ratskin Savages are still Ratskins. They have the Ratskin traits of Resilience and Native.

Skills

All Ratskin Savages start with Escape Artist and Frenzy.

Fighting Style

The Ratskin Savage develops his own fighting style. All Ratskin Savages forsake shooting weapons and adopt brutal hand- to-hand combat techniques. This brutal technique is based on over-powering their opponents. To represent this they have frenzy, but at the start of each hand-to-hand combat phase the Ratskin player rolls a d6. On a result of '4+' his attacks cannot be parried. In addition, the Ratskin Savage always receives the +1 attack bonus for fighting with two close combat weapons, even if all his weapons have been disarmed.

Scalping

Ratskin Savages are brutal hunters. They like to take trophies too. If a Ratskin Savage takes an opponent out-of-action and there are no other enemies within follow-up range then the victim can find himself horribly mutilated, without any hair, or never wake up again. The victim must immediately pass an initiative test based on their base initiative characteristic. If they roll equal to or under their initiative then the Ratskin Savage will move on, they are removed from play and suffer an injury as normal. If they fail, then the Ratskin Sav-

age sets-upon the victim and scalps them, the Savage loses his follow up move. Roll 2d6 immediately on the Scalping Chart instead of the serious injury chart in the post game sequence.

RATSKIN SAVAGE WEAPONS

A Ratskin Savage will fight with their unique set of weapons. Ratskin Savages are equipped as follows:

- Knife
- Club
- Maul or Bludgeon
- Sword
- Blindsnake Pouch

RATSKIN SCALPING CHART

2d6	Result
2	**Lucky** The victim is found in a pool of his own blood, but luckily not too injured. Apply the 'Survives Against the Odds' serious injury result.
3	**Cracked Skull** The victim is found alive, but his fellow gang members are horrified at the loss of skin, scalp, and hair. Apply results per 'Old Battle Wound' on the serious injury chart.
4	**Eye Gouge** Without enough time to do the job properly the Ratskin Savage takes an eye as a trophy. Apply the 'Blinded In One Eye' serious injury result.
5	**Arm Wound** The victim uses his arms to protect his scalp, lost in his rage the Ratskin Savage brutalizes one of the victim's arms. Apply the 'Arm Wound' serious injury result.
6	**Botched** The Savage botches the job and hideously scars his victim. Apply the 'Horrible Scars' injury.
7	**Scalped!** The victim was scalped. Apply the 'Head Wound' serious injury result.
8	**Botched** The Savage botches the job and hideously scars his victim. Apply the 'Impressive Scars' injury.
9	**Ear Wound** Without enough time to do the job properly the Ratskin Savage takes an ear as a trophy. Apply the 'Partially Deafened' serious injury result.
10	**Hand Wound** The victim manages to grab the blade of the knife and protect his scalp. Apply the 'Hand Injury' serious injury result.
11	**Horrifying Experience** Although the Ratskin Savage doesn't actually manage to scalp the victim, he does brutally and horribly beat them. Apply the 'Shell Shock' serious injury result.
12	**Dead!** The victim is killed outright and the Ratskin Savage abandons his body.

RATSKIN SAVAGE ADVANCE CHART

Roll on the following table, re-rolling the dice if required. If an increase is rolled for the third time, re-roll the result. If the same skill is rolled twice then re-roll to get another.

d6		Advance
1		+1 Weapon Skill
2		+1 Attack
3	Roll again:	
	1-3	+1 Strength
	4-6	+1 Toughness
4-5	Roll again:	
	1-2	+1 Wound
	3-4	+1 Initiative
	5-6	+1 Weapon Skill
6	Roll again:	
	1	Dodge
	2	Iron Jaw
	3	True Grit
	4	Infiltration
	5	Parry
	6	Hurl Opponent



DEFENSE FORCE DESERTER

by Robert J. Reiner, original article by Lachlan Abraham

Defense Force Deserters are a strange breed, even for the scum that populate the Underhive. The ones that find their way to the Underhive are the ones that are brutal, cruel, and simply love warfare too much to sit idle while the Imperium finds a new war.

RECRUITING DEFENSE FORCE DESERTERS

Any gang that can hire hired guns may hire one Defense Force Deserter. The hiring fee for a Defense Force Deserter is 50 credits and 250 points (50x5) is added to the hiring gang's gang rating.

DESERTER BASIC PROFILE

Defense Force Deserters can be hard to find, and work on the outskirts of the Underhive.

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

In addition to this, all Defense Force Deserters have three advances on the Deserter Advance Chart. These advances are worked out after the gang leader has paid the credits to hire the Deserter. If an increase is rolled for the third time, re-roll the result. If the same skill is rolled twice then re-roll to get another.

DESERTER WEAPONS

A Defense Force Deserter is armed with the following weapons:

- Knife
- Flak Armour
- Laspistol
- Frag and Krak Grenades

Plus one of the following:

- Boltgun with Weapon Reload and Red Dot Laser Sight
- Lasgun with Hot Shot power pack and Red-Dot Laser Sight
- Shotgun with Scatter, Solid, and Manstopper Rounds, and a Red-Dot Laser Sight

DESERTER SPECIAL RULES

Outlaw

Since all Defense Force Deserters are fugitives any gang that in is employing a Defense Force Deserter that is reported to the Watchmen will incur an additional '–1' modifier.

Fugitive

Roll a d6 after each game the Deserter fights for the gang. On a roll of '1-2' the Deserter has found passage off world, finds



a new identity, is arrested, or just does not want to hire out to your gang again. Your gang may not hire another Defense Force Deserter until they have played another game.

DESERTER ADVANCE CHART

d6		Advance
1		+1 Ballistic Skill
2		+1 Initiative
3		+1 Leadership
4	Roll again:	
	1	+1 Weapon Skill
	2	+1 Strength
	3	+1 Toughness
	4	+1 Wounds
	5	+1 Attacks
	6	+1 Leadership
5	Roll again:	
	1-2	Nerves of Steel
	3-4	Crack Shot
	5	Marskman
	6	Roll again on 6:
4-6	Roll again:	
	1	Dodge
	2	True Grit
	3	Weaponsmith
	4	Killer Reputation
	5	Ambush
	6	Rapid Fire

SNIPER

by Robert J. Reiner, original article by Warwick Kinrade

Specialist marskmen may haunt the underhive for many reasons. They are often deserters from the Planetary Defense Forces, where life is hard and punishment brutal. However, the Noble Houses keep their own security forces, and they have the credits to train a great number of specialists. Who knows what secret bounty or mission a sniper may be following, down in the depths of the underhive?

RECRUITING SNIPERS

Any gang that can hire hired guns may hire one Sniper at a time. The hiring fee for a Sniper is 20 credits and 100 points (20x5) is added to the hiring gang's gang rating.

SNIPER BASIC PROFILE

All Snipers have a superior characteristic profile and skills that are determined after the hiring fee is paid. The basic Sniper profile is:

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

In addition to this, the Sniper has four advances which are either bonuses on his profile or skills. Roll a d6 four times and consult the Sniper Advance Chart. A Sniper may not improve any characteristic by more than +2. If an increase is rolled for a third time then re-roll the result. Similarly, if a skill is rolled a second time re-roll the advance to get another.

SNIPER SPECIAL RULES

Marksman

Snipers all have the Marksman Shooting Skill. All standard rules for marksman apply.

Aim

Snipers can wait forever for a single shot. If a Sniper is hidden (per the hiding rules) and spends an entire turn doing nothing but observing a single target then his next shooting phase he may take a single shot at that target. Regardless of whatever modifiers apply the Snipers rolls two d6, one at a time. If the first roll is a 2+ the shot hits, no matter the modifiers. If the target went into hiding with its action then the shot will hit on a '4+.' This cannot be used on overwatch. The second d6 result is for ammo check purposes. Roll to wound as normal.

SNIPER ADVANCE CHART

d6		Advance
1		+1 Ballistic Skill
2		+1 Weapon Skill
3		+1 Ballistic Skill
4	Roll again:	
	1	+1 Initiative
	2	+1 Strength
	3	+1 Toughness
	4	+1 Wounds
	5	+1 Attacks
	6	+1 Ballistic Skill
5-6	Roll again:	
	1	Crack Shot
	2	Fast Shot
	3	Rapid Fire
	4	Ambush
	5	Infiltration
	6	Weaponsmith

SNIPER WEAPONS

A Sniper fights with the weapons that he has taken in previous battles and has brought with him when he deserted. A Sniper is armed with the following weapons:

Knife
Flak Armour
Laspistol or Autopistol
Lasgun or Autogun
Frag Grenades
Respirator or Filter Plugs
Photo-Visor or Photo-Contacts

Plus one of the following:

Red-Dot Laser Sight
Telescopic Sight
Hot Shot Power Pack
Weapon Reload (Choose one weapon)

CRAZY DOC

by Robert J. Reiner, original article by Lachlan Abraham

'It hurts Klemm, this las-burn hurts more then it should, what does it look like?'
'Scaly snot Jordie, that shot took your knee right off, I think you're gonna limp for a long time. I know, maybe we can convince ole Trev to hire that quack again to look at it.'
'No thanks, I'd rather fist fight a ripper jack then let that crazy doc work on me. I'll just get a good cane...'

Medics and doctors are rare in the Underhive, especially those with any true skill, and a settlement can be considered lucky if a doctor and his family make the trek downhive and settle with them. Most medical care in the underhive takes the form of old wives' tales, local superstition, Ratskin witch doctors and 'medicinal' wildsnake.

Underhivers will come from miles away to see a real doctor, which brings trade to the lucky settlement. For this reason, most doctors are centered on large trading towns or crossroads, but occasionally some prefer to set up as members of a small community, starting a new life out in the Underhive.

The crazy doc was once a respectable medic or doctor in a peaceful settlement, then some of the inhabitants started behaving strangely. The Doc was caught testing new drugs, bionics or grafts on his patients and performing unneccesary experimental surgery. He was outlawed and run out of town, and now takes what work he can to fund his somewhat unethical life's work.



RECRUITING CRAZY DOCS

Any gang that can hire hired guns may hire one Crazy Doc. Even though there is a greater chance of being outlawed when you hire a Crazy Doc gang leaders still risk it. The hiring fee for a Crazy Doc is 25 credits and 125 points (25x5) is added to the hiring gang's gang rating.

CRAZY DOC BASIC PROFILE

Crazy Docs work in the outer areas of the Underhive. Even the hardest of gang leaders sometimes finds it hard to hire a Crazy Doc, but hey, they do have their advantages too.

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

In addition to this Crazy Doc Basic Profile all Crazy Docs have four advances on the Crazy Doc Advance Chart. A Crazy Doc may not improve any characteristic by more than +2. If an increase is rolled for a third time then you are to re-roll that advance. Similarly, if you roll a skill that the Crazy Doc already has then you are to re-roll that advance. These advances are worked out after the gang leader has paid the credits to hire the Crazy Doc.

CRAZY DOC ADVANCE CHART

d6		Advance
1		+1 Weapon Skill
2		+1 Initiative
3		+1 Leadership
4	Roll again:	
	1	+1 Ballistic Skill
	2	+1 Weapon Skill
	3	+1 Strength
	4	+1 Toughness
	5	+1 Wounds
	6	+1 Attacks
5-6	1-3	Killer Rep
	4-6	Roll again:
	1	Head Butt
	2	Impetuous
	3	Rapid Fire
	4	Nerves of Steel
	5	Dodge
	6	Berserk Charge

CRAZY DOC WEAPONS

A Crazy Doc fights with his own weapons as described below and will not use or buy any other weapons. A Crazy Doc is armed with the following weapons:

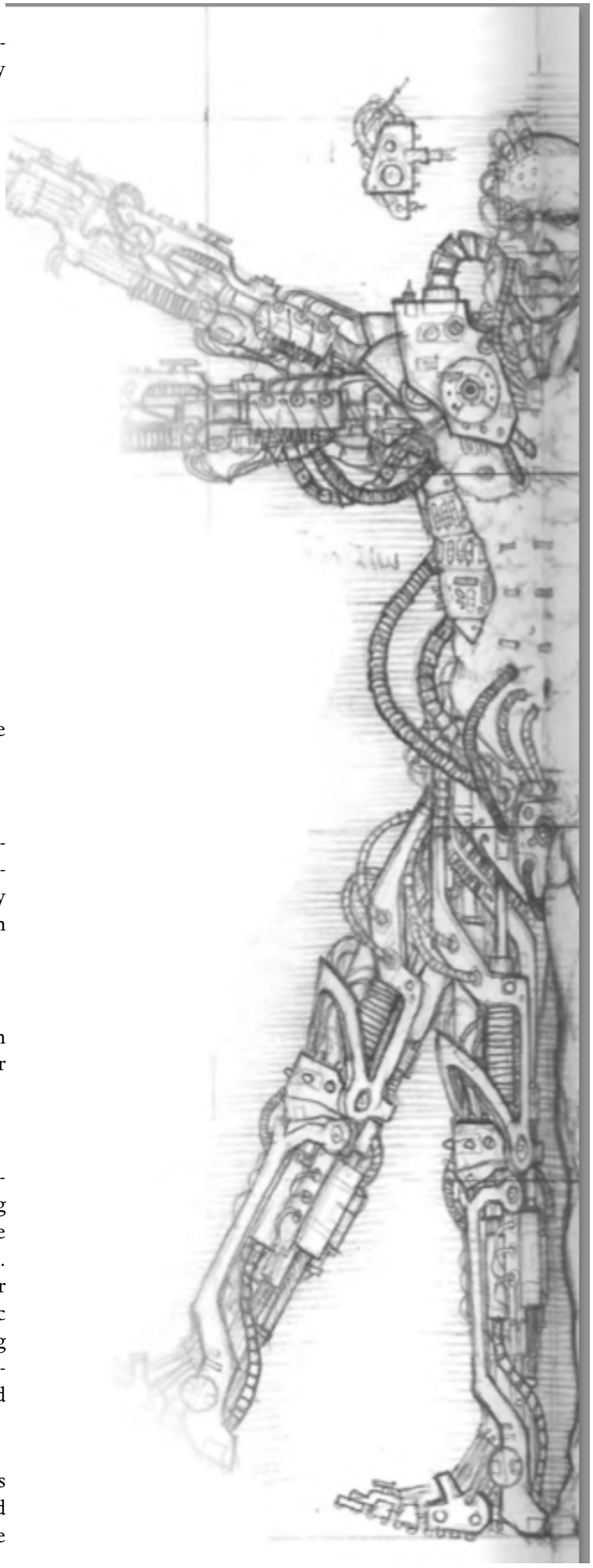
- Two knives
- Chainsword
- Filter Plugs or Respirator
- Photo Contacts or Photo Visor
- Medi-Pack

Plus one of the following:

- Laspistol
- Auto Pistol
- Stub Gun with Dum Dum Rounds

Plus one of the following:

- Any one bionic part
- Bio-Scanner
- Bio-Booster



CRAZY DOC SPECIAL RULES

In addition to the Crazy Docs advances they also have the following special rules:

Outlaw
Since all Crazy Docs are operating, literally, outside the confines of normality and are bordering on the worship of chaos with some of their surgeries any gang that is currently employing a Crazy Doc that is reported to the Watchmen will incur an additional –1 modifier to the result.

Capture
Crazy Docs follow all the rules for capture, but not claim bounty, as listed in the special rules for the Bounty Hunter Hired Gun found in the Necromunda Living Rulebook.

Surgery
This special ability may only be used against captured enemies after a rescue attempt has been performed (assuming that the gang wants to run a rescue that is). In addition, the gang leader must also pay the Crazy Doc for the next game. Once the hire fee is paid the Crazy Doc must roll equal to or under his leadership. If this roll is successful the Crazy Doc has successfully transferred one serious injury from a gang fighter to the captured fighter. This is done via particularly gruesome back alley surgical means, transplanting, and patching procedures.

The captured fighter gains the serious injury and any effects that it has and the patient removes the serious injury and any effects. Once the surgery is complete the captive can be ransomed, sold into slavery or returned to their gang.

PREACHER

by Nick Jacobs

Preachers are a common sight in the Underhive. Standing on the streets speaking the Emperor's faith, they are hardened to the ruthless reality of the world in which they live. When that world is threatened, a preacher can be a deadly and skilled opponent. In the name of the Lord Emperor, they take up arms and fight against those who would oppose them. As enemies they are ravenous and determined, as allies they are passionate and inspiring.

RECRUITING PREACHERS

If a gang wants to hire a preacher, the gang must pay a standard fee of 20 creds. The Preacher has a value of 100 for gang rating, that is, the fee of 20x5. Preachers will work for any law abiding gang. They will not work for any outlanders or outlaw gangs, with the exception of Redemptionists.

PREACHER BASIC PROFILE

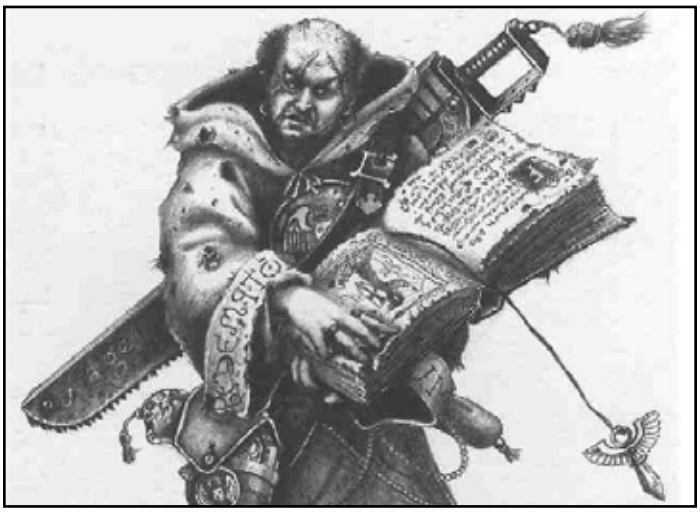
The preacher begins with the profile given below. He will also have a number of advances, established only after he has been hired.

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

In addition to this, all Preachers have three advances on the Preacher Advance Chart. A Preacher may not improve any characteristic by more than +2. If an increase is rolled for a third time then you are to re-roll that advance. Similarly, if you roll a skill that the Preacher already has then you are to re-roll that advance.

PREACHER ADVANCE CHART

d6		Advance
1		+1 Weapon Skill
2		+1 Initiative
3	Roll again:	
	1	+1 Ballistic Skill
	2	+1 Strength
	3	+1 Toughness
	4	+1 Wounds
	5-6	+1 Attacks
4-6	Roll again:	
	1	Berserk Charge
	2	Nerves of Steel
	3	True Grit
	4-6	Roll again:
	1	Counter Attack
	2	Crushing Blow
	3	Combat Master
	4	Dodge
	5	Feint
	6	Step Aside



PREACHER WEAPONS

Preachers carry reliable and simple weapons they can always count on in a fight.

- Any number of knives
- Flak Armour

Plus any two of the following:

- Laspistol
- Autopistol
- Stub gun (dum-dums)
- Hand Flamer
- Club, Maul, Bludgeon
- Chain
- Chainsword

PREACHER SPECIAL RULES

Inspirational

The preacher is a revered and respected sight on the battlefield, inspiring his allies to fight on. Ally models within 6 inches of the preacher may use his special leadership value of 10 when testing for any psychology based tests. This includes tests for fear and for pinning. However, any bottle tests, as well as the preacher's own leadership tests will be made with his base value of 8.

'Burn, Heretic!

The preacher is a devout servant of the emperor and despises any who confront his faith. The preacher hates all mutants, aliens, outlanders and outlaws. This includes zombies and animals, but does not include members of the Redemption.

SPECIAL CHARACTERS

updated by Robert J. Reiner

I want to use Kal Jerico and Mad Donna, but how? How does my Van Saar find them in the Underhive? With the release of Underhive the rules for Special Characters from the old Outlanders have been left out, so here they are with some new flair.

'Oh yeah? Well I seen Bull Gorg shoot someone point blank when they was begging for 'is life, I did.!'

Special Characters are different from Hired Guns because their skills and characteristics are pre- set. This gives you an opportunity to buy individuals into your gang who have known capabilities. This means you can either improve one of the gang's specialties, like close combat or long range shooting, or alternatively make up for their particular shortcomings.

Like Hired Guns, Special Characters do not count as part of the gang for purposes of collecting income or anything else. Special Characters are equipped as listed in the profiles and may not use any other equipment. Special Characters do not gain experience and will not gain any additional advances, no matter what. However, Special Characters do benefit from a gang's special items during games like Tunnels, Vents, Workshops, etc.

FINDING SPECIAL CHARACTERS

During any post game sequence a gang's leader may attempt to seek out a Special Character to help their gang. The gang leader does this while trading at the trading post and therefore must be able to go to the trading post this post game sequence. No matter the status of the gang, lawful or outlaw, it is assumed that Special Characters will frequent a multitude of dives and reputable places.

The gang leader must spend 2D6 credits on drinks, rumors, bribes, and any other means necessary to find the Special Character. If the number rolled is a double (same number on each die) then the Special Character proves impossible to find this post game sequence. On any other result the Special Character hears something that peaks their interest and will approach the gang leader. The Special Character will then demand a down payment before they will fight alongside the gang for the first time and then will demand another payment after each game they fight in, including the first.

PAYMENT

Special Characters require special payment. This will vary from Special Character to Special Character. You will need to check the individual Special Character's entry for their individual payment listing. Most will demand a random number of credits. This amount must be paid before the character will fight for the gang and after each game he or she participates in after the first. If a gang is unable to pay the amount demanded the Special Character will not fight in the next game, but will still be available in the future. Some Special Characters will also have special demands, which need to be met, and they will be listed separately.

MENTORS

Some Special Characters can sometimes help a gang for free if they are going up against a particularly tough opponent. For one reason or another the Special Character has been taking an interest in the gang's progress and every now and then he or she will lend a hand without asking for payment in return. Gangs do not have to find a Mentor first, the Mentor will know when he or she is needed and will find them.



If you have a painted model for a Special Character then you are allowed to roll at the start of the scenario to see whether or not the mentor will provide you with free help in the battle. You many only roll once per scenario to see if any Special Characters will help your gang out, not once for each painted Special Character you have in your collection. However; Special Characters will not help anybody in this way; each Special Character has a list of gang types he or she has an affinity for and may be willing to help – if you are not on the list he or she will not help you even just for the money. In addition, a Special Character will only help a gang out if they are seriously in trouble and likely to get their heads handed to them during the coming battle. In game turns this means that they will only help gangs that are at least 500-point underdogs for a scenario.

Refer to the table below to find the D6 roll required to gain free assistance from the Mentoring Special Character. Note that you must be the underdog to even attempt to get a Mentor to help you out. If you fail to roll the required number or greater then the Special Character does not help your gang out; however, you can still elect to pay him or her in the normal way). If you roll equal to or greater than the required number then the Special Character will help you in this scenario for free.

Difference in Gang Rating	d6 roll
0-499	will not Mentor!!
500-749	6+
750-999	5+
1000+	4+

THE ARCH ZEALOT OF THE REDEMPTION

The Arch Zealot is one of the most famous and feared Redemptionist Priests in the Underhive. He is a mystic, prophet, and prominent leader in the Redemptionist cause, living a solitary,hermit-like existence. He constantly drifts from settlement to settlement preaching to Redemptionists and whipping them into a state of intolerant fury, which most invariably ends at the very least in a lynching, and more often than not, in wholesale slaughter and genocide.



The Arch Zealot's views are considered to be rather – um – extreme, even by his fellow priests. Some even venture to say he should be banished from the Redemption altogether. The Arch Zealot denounces all which voice such opinions as weak-willed traitors, and as such, his following amongst the common masses of Redemptionists is that those who argue with him either quickly recant or are lynched by angry mobs whipped into a blood frenzy by one of the Arch Zealot's rabble-rousing speeches.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	4	5	2	4	1	9

WEAPONS

The Arch Zealot is armed with a flamer, stub gun, and a massive sword.

ARMOUR

The Arch Zealot wears Mesh Armour under his robes.

SKILLS

The Arch Zealot has the following skills: Jump Back (Agility), Nerves of Steel (Ferocity), and Parry (Combat)

EQUIPMENT

The Arch Zealot has the following equipment: Fuel Canister (see special rules below).

PSYCHOLOGY

The Arch Zealot is immune to all psychology tests except for 'hatred,' as the Arch Zealot hates everybody.

ALLEGIANCE

The Arch Zealot will only work for House Cawdor gangs or Redemptionist Crusades.

RATING

The Arch Zealot increases the gang rating of the gang hiring him by +325.

PAYMENT

Once the Arch Zealot is found his hiring fee is D6x10.

BOUNTY

There is a bounty on the head of the Arch Zealot in the amount of 325 credits.

SPECIAL RULES

The Arch Zealot has the following special rules:

Fuel Canister: The Arch Zealot's flamer is extremely well maintained and benefits from a huge canister of fuel on his back. Therefore, the flamer will never run out of ammunition and will never malfunction.

Rabble-Rouser: Any gang that includes the Arch Zealot will have been worked into a foaming blood lust before the battle by one of his famous speeches. The fighter's will never give up and will not stop fighting unless the Arch Zealot tells them to. This means that the gang will never have to make any bottle check rolls and can only voluntarily bottle out.

BRAKAR, THE AVENGER

Where Brakar came from and how he ended up near to death in an isolated, forgotten tunnel in the Underhive is anybody's guess. If he had not been found by the members of a ratskin renegade gang he certainly would have died from his extensive wounds, but instead, they nursed him back to health. Although Brakar can speak and expertly operate the heavy stubber at his side, he cannot remember anything from his family.

The Ratskins that had taken Brakar in were attackedby a well-armed Van Saar gang soon after he had recovered. Brakar was away when the Van Saar attacked, and he retumed to frnd them picking over the bodies of the Ratskins. Brakar drove the Van Saar off single-handed, killing over half their number with short, efficient bursts of fire from his heavy stubber. He now stalks the wilderness areas of the Underhive like a ghost, helping Ratskin bands that need his assistance, and bringing retribution to any that attack the Ratskins without good cause. The Ratskins have named him Brakar, He Who Rains Death, after their god of war and revenge, because of his extraordinary skill in combat, and because of the way he turns up without warning or request to give aid.

M	WS	BS	S	T	W	I	A	Ld
4	4	6	4	6	2	3	1	8

WEAPONS

Brakar is armed with the following items: Heavy Stubber, Bolt Pistol, and Knife.

ARMOUR

Brakar does not need armour.

SKILLS

Brakar has the following skills: Ambush (Stealth), Armourer (Techno), Dive (Agility). Infiltration (Stealth), Rapid Fire (Techno – Bolt Pistol), and Weaponsmith (Techno)

EQUIPMENT

none

PSYCHOLOGY

none

ALLEGIANCE

Brakar will only work with Ratskin gangs.

RATING

Brakar will increase the gang rating by 330 points.

PAYMENT

Brakar does not work for money. He will only help a gang as a mentor.

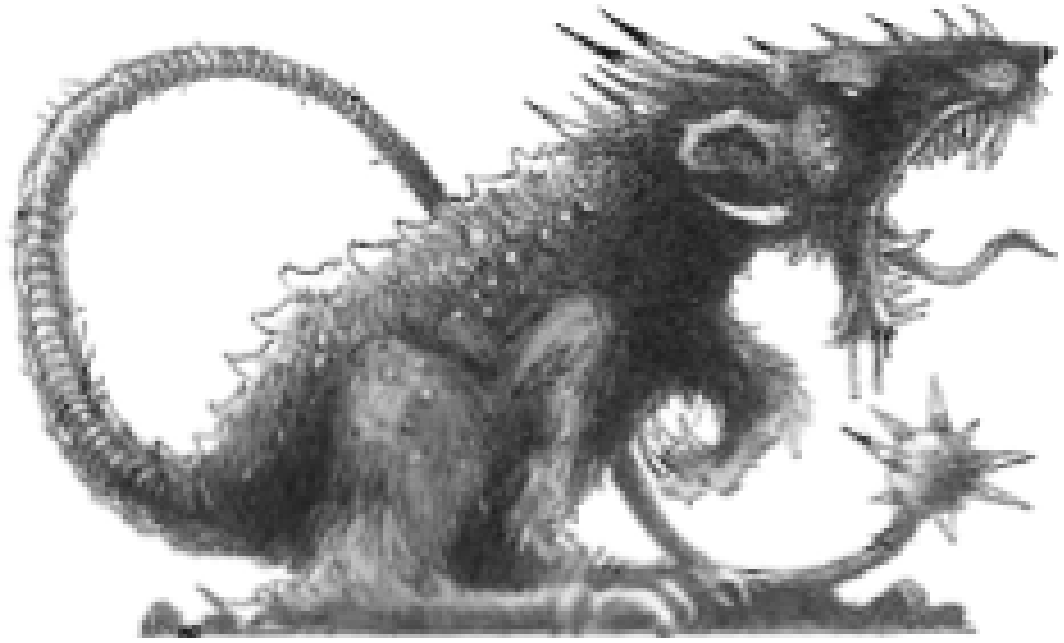
BOUNTY

There is a bounty of 330 credits on Brakar's head.

SPECIAL RULES

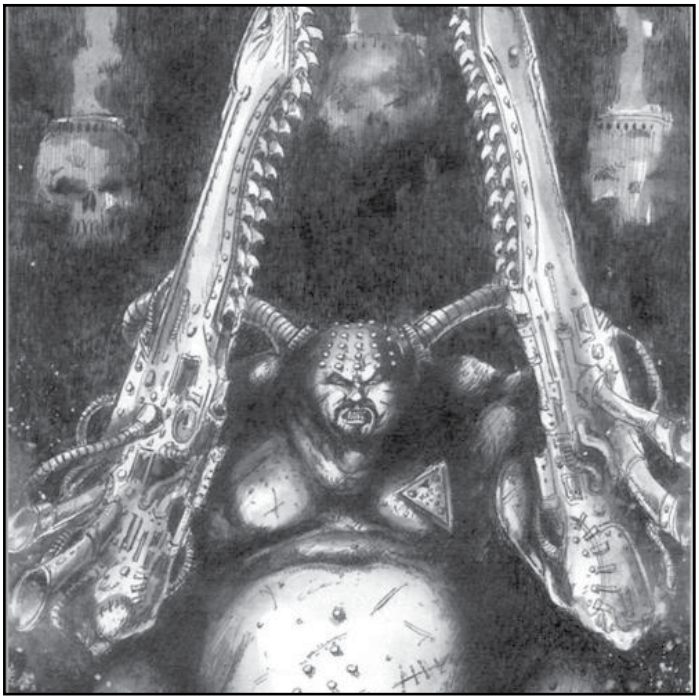
The following special rules apply to Brakar:

The Avenger: As noted above, Brakar does not work for money and can only be included in a Ratskin gang as a mentor. In addition, Brakar will not help Ratskin Renegades if they are fighting against other Ratskin gangs.



BULL GORG

Bull Gorg was a famous pit fighter who led the greatest slave revolt the Underhive has ever seen. At the head of an army of ex-slaves he managed to capture the entire settlement of Dead End Pass and charged tolls on the traders and other traffic that passed through the town. Bull Gorg also outlawed slavery in his settlement and freed the prisoners in any slave train that happened to pass through. This angered the Guilders that ran the slave trains and they were eventually forced to send an army of mercenaries and cutthroats to attack the town. A traitor opened the settlement's gates and the guilder's 'army' sacked Dead End Pass. They stained the streets red with blood. Bull Gorg was captured and executed as a common criminal, his head stuck upon a spike and displayed as a warning against any that might challenge the Guilder's power.



Or was it really Bull Gorg? And yet...Rumors persist that Bull Gorg's execution was staged by the Guilders, and that Bull Gorg himself escaped and angrily stalks the Underhive to this day. Such stories are told only in whispers, for those that repeat them too loudly quickly draw the attention of the Guilders and either disappear or suffer a fatal accident. Still, the stories continue and now, most Underhivers believe that Bull Gorg is not only still alive, but will again one day return to Dead End Pass at the head of another army to take back what he once stole.

M	WS	BS	S	T	W	I	A	Ld
4	7	3	4	4	3	6	3	9

WEAPONS

Bull Gorg is armed with two turbo chainswords.

ARMOUR

Bull Gorg is protected by a refractor field. This refractor field provides an unmodified saving throw of 5 or 6 on a D6.

SKILLS

Bull Gorg has the following skills: Body Slam (Muscle), Combat Master (Combat), Iron Jaw (Muscle), and Killer Reputation (Ferocity).

EQUIPMENT

Bull Gorg is armed with a pair of specially built turbo chainswords. These are treated exactly like chainswords but have a strength of 5 and a save modifier of –2.

PSYCHOLOGY

Bull Gorg hates all Guilders and anybody working for them.

ALLEGIANCE

Bull Gorg will fight for any gang except Enforcers, Redemptionists, and Spyrers but only as long as they are not working for the Merchant Guilder at the time (i.e. he will not fight for a gang defending in a Caravan Scenario).

RATING

Bull Gorg will increase the gang rating by +375 points.

PAYMENT

Bull Gorg requires a payment of D6x15 credits unless the gang he is fighting for is attacking in the Caravan Scenario and then he will fight for free.

BOUNTY

There is no bounty on Bull Gorg because after all, the Guilders think they killed him already.

SPECIAL RULES

Freedom Fighter: Bull Borg hates slavery. If the gang that he is fighting for takes any prisoners then he will not allow them to be sold into slavery. Any captured fighters that are neither rescued nor exchanged will be exiled to another hive and will not be able to rejoin their gang, but as they were not sold into slavery their captors do not gain any credits for them either.

Pit Slave Hero: Pit slaves regard Bull Gorg as a hero and the man that will eventually lead them to freedom. They will not attack him in any way and he, in return, will not attack them either. This does not stop Bull Gorg and opposing pit slaves from attacking other members of the other gang, but rather they will just not harm each other. In addition, any pit slaves on the same side as Bull Gorg can use his Leadership characteristic when they take any Leadership tests as long as he is not down or out-of-action.

BONNIE ANNERSON

Bonnie Annerson was born in the now-forgotten settlement known as Sin-Sin Alley. She was a surprisingly beautiful child - (surprisingly because her parents were hard-working but slightly mutated spore miners). All was peaceful and the settlement was thriving . . . Then the Spyrers came. A hunting party of six up-hivers came searching for trophies and they tore through the settlement like a buzzsaw through raw meat (gruesome isn't it?). The only survivor, she was brought back to the Spyrers hideout to serve as bait. Webbed up by her head, the sadistic up-hivers waited for a worthy target. It was then that a Bounty Hunter drifter known only as "the Squint" strolled into the Spyrers camp and calmly picked them off one by one. As Bonnie had no parents or settlement to return to, the Bounty Hunter raised the girl himself, teaching the vengeful youth his trade.



Since her mentor has passed on, Bonnie has matured into a driven woman who prowls the Underhive behind a mask of vengeance. Righting wrongs, punishing the lawless, and dispatching any Spyrer that dares cross her path, Bonnie uses her income and contacts with the Guilders to equip herself with awesome war gear to carry on her quest. One day, Bonnie hopes to use her deadly talents and her amassed fortune to cross the Wall and punish the uphivers that set her on this lonesome path. Bonnie is a steely-hearted avenger, bent on punishing the guilty and earning credits to wage her war on Spyrers.

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

WEAPONS

Bonnie Annerson is armed with a one-in-a-million boltgun and a one-in-a-million lasgun with hotshot power pack.

ARMOUR

Bonnie Annerson does not wear any armour.

SKILLS

Bonnie Annerson has the following skills: Fast Shot (Shooting), Parry (Combat), and Killer Reputation (Ferocity).

EQUIPMENT

Bonnie Annerson has filter plugs and photo contacts.

PSYCHOLOGY

Bonnie Annerson hates all Spyrers. All rules for hatred apply.

ALLEGIANCE

Bonnie Annerson will work for any law-abiding gang that will pay her fee. She may not be hired by Scavvies, Ratskins, Redemptionists, Spyrers, or any Outlaws. RATING: Once hired into the gang, Bonnie Annerson adds +275 credits to the gang rating.

PAYMENT

Bonnie's services may be hired for a modest D6 x 10 credits. If the opposing gang is Spyrers she will lower her fee to D6 x 5 credits, so long as any Spyrers (including hunting rigs) are turned over to her instead of the guilders so she can "ask 'em a few questions!" Although desperate for credits, Bonnie will still offer her services as a Mentor. Especially if this entails taking down a gang of the hated Spyrers. If the opposing gang is Spyrers then the underdog may modify the Mentor roll by +1.

BOUNTY

There is no bounty on Bonnie Annerson because she is a sanctioned bounty hunter herself.

SPECIAL RULES

Bounty Hunter: Bonnie Annerson is a fully sanctioned Bounty Hunter. She follows all rules for Bounty Hunters in the ORB.

Electoo Body Suit: Bonnie strides into battle clad in a skin-tight, iridescent body suit. This body suit is made of an interwoven mesh of crystal-stack polymers, also known as electoos. Before the shooting starts, Bonnie can trigger the electoos to radiate stored energy as a glittering halo of light. Along with dazzling opponents into slack-jawed inaction, the suit also makes all enemy shots at Bonnie incur a further minus one (-1) penalty due to the constant shimmering. As a side effect to this benefit, the constant glowing and sparkling of her Electoo Body Suit means Bonnie cannot hide.

Trigger Happy: This ability allows Bonnie to fire up to two basic weapons at the same time. As each weapon normally requires both hands, each shot suffers a minus one penalty. Note this skill can be combined with Fast Shot, for a total of four shots per turn.

KLOVIS THE REDEEMER

He's a legend in his own right and a force to be reckoned with. His crusades are notorious for the slaughter of the un-pure they seek out. After the Arch Zealot himself, Klovis the Redeemer, is perhaps the most notorious Redemptor Priest in the Underhive. He battles tirelessly against the infidels, scourging heretics, and purging mutants at every opportunity. The hand of his faithful scribe, Deacon Malakev, chronicles his righteous acts of merciful execution. Remember, if it doesn't hurt, it doesn't count.



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

WEAPONS

Klovis the Redeemer is armed with a Holy Eviscerator, the Mortifier, plasma pistol, sword, and a knife.

SKILLS

Klovis the Redeemer has the following skills: Leap (Agility), Killer Reputation (Ferocity), and Nerves of Steel (Ferocity).

EQUIPMENT

Klovis the Redeemer does not have any equipment.

PSYCHOLOGY

Klovis the Redeemer is immune to all psychology except for hatred and frenzy (as listed below).

ALLEGIANCE

Klovis the Redeemer will only fight along side Redemptionists.

RATING

Klovis the Redeemer will increase the gang rating by +390 points.

PAYMENT

Klovis the Redeemer can only be used using the Mentor Rules. Once found he will always be accompanied by Deacon Malakev

BOUNTY

There is no bounty on Klovis the Redeemer as of yet.

SPECIAL RULES

The following special rules apply to Klovis the Redeemer:

Deacon Malakev: When Klovis the Redeemer is fighting for you he will bring his trusty sidekick, Deacon Malakev. The cost for Deacon Malakev is included in Klovis the Redeemer's costs and gang rating.

Redemptionist: Klovis the Redeemer follows all rules for redemptionists.

Controlled Frenzy: Klovis the Redeemer can control his rage during combat. You can decide at the beginning of your turn to be subject to the rules for Frenzy. The state of frenzy lasts until the beginning of your next turn. In the unlikely event that Klovis the Redemeer loses his nerve or if he doesn't become frenzied, then he is subject to the rules for hatred. Klovis the Redeemer need not roll dice to test against his leadership, he automatically has control over either state.

Disciplinary Measures: After a game that you lose while Klovis the Redeemer is in your gang choose one fighter (at random) that did not go out-of-action in the gang and Klovis the Redeemer will 'tutor' that fighter. Immediately roll once on the serious injury chart for this fighter. Re-roll any results that are 11-16 and 61-63.

Holy Eviscerator: Klovis the Redeemer's eviscerator is a holy weapon. It is cared for and maintained with loving reverence by Deacon Malakev. Due to this maintenance each time the flamer part of the weapon is used roll a D6. The weapon only runs out of fuel on a result of 1. The Holy Eviscerator will never explode. All other aspects of the Holy Eviscerator are identical to a normal eviscerator with a flamer attached instead of an exterminator cartridge.

The Mortifier: This unique skull-shaped iron mace is swung in hand-to-hand combat. It has the following special rules:

- Fury: It is not possible to parry the Mortifier due to the amount of fire it exudes.
- Fumble: Because the Mortifier is a clumsy weapon any fumbles count double so every '1' rolled adds +2 to the opponent's combat score.
- Fiery: No armour saves are permitted against the Mortifier because its burning discharge finds a way through the tiniest gaps in clothing to seer the skin.



DEACON MALAKEV

The only way to use Deacon Malakev is to hire Klovis the Redeemer. Malakev is Klovis the Redeemer's scribe, personal manservant, and chronicler, recording his great deeds and noble teachings. He's also a cringing, toadying little wretch with no redeeming qualities of any sort.

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

WEAPONS
Deacon Malakev is armed with a stub gun and a knife.

ARMOUR
Deacon Malakev holds the Liber Excruciatus. The save is an unmodified 5+. See below for more rules.

SKILLS
Deacon Malakev does not have any skills.

EQUIPMENT
Deacon Malakev does not have any equipment.

PSYCHOLOGY
Deacon Malavek follows all the standards rules for psychology.

ALLEGIANCE
See Klovis the Redeemer.

RATING
See Klovis the Redeemer.

PAYMENT
See Klovis the Redeemer.

BOUNTY
See Klovis the Redeemer.

SPECIAL RULES
The following special rules apply to Deacon Malakev:

Klovis Manservant: Malakev must always stay within 6" of Klovis the Redeemer. If, for any reason he is not, he will become subject to the rules for fear for an enemy fighter. Any fighter that currently causes fear will cause terror instead.

Liber Excruciatus: Malakev carries on his back the Liber Excruciatus, the book of tortures used to purge and cleanse the unclean. The holy tome has a thickly bound cover and its pages are imbued with the spirit of the Emperor. The sacred volume grants an unmodified save of 5+ against any wounding hit. This save is always attempted, even if a weapon's armour save modifier would normally negate such protection.

MAD DONNA ULANTI

'Mad' Donna's real name is D'Onne Ulanti, the twelfth daughter of old man Sylvanus, and patriarch of the Necromunda Noble House Ulanti. House Ulanti is high up in the Spire. Sylvanus wanted to keep D'Onne pure for a convenient political marriage to another house, so he kept her locked up in a needle-thin tower on the outside of the spire. Some say that is was living amidst the unroofed skies that drove her ultimately crazy in the end.



Whatever was at the root of her downfall, her character defects only came to the surface when she first met her husband-to-be, Count Ko'Iron. The event was a dinner of exotic off world foods, crystal goblets of the finest wines, and all the best gold-spun plates. They new couple only got as far as the fourth course before D'Onne tenderly reached across the table and gouged the Count's eyes out with a silver fish fork. While the Count lay screaming D'Onne carved his other eye out with a dessert spoon as the guards burst in. The guards were shocked by the scene and in the confusion D'Onne pulled the Count's pistol from its holster and coldly and neatly dispatched them both.

D'Onne escaped Ultanti Palace by immediately traveling down through the spire during the confusion. She traveled as far as she could go until she came to a nasty little settlement called Glory Hole. While hiding in Glory Hole an Escher gang took her in and her career as a gang fighter had begun.

D'Onne soon gained a reputation for craziness and carved up a lot of opponents who tried to get in her way. She dropped the name D'Onne and began calling herself Mad Donna. One such event was skinning a Goliath that she once caught. Another was clawing her own eye when she was drunk because a barkeep told her she was pretty.

Eventually Mad Donna drifted away from her Escher sisters and started running with Outlaws around the White Wastes for a while before leading a gang of Orlocks to Dead Man's Hole to scavenge for archeotech. Mad Donna came back. The Orlocks did not. The common folk started staying that she was either blessed or cursed after that. Mad Donna disappeared again when a group of Bounty Hunters showed up looking for her and was last heard of near the settlement of Two Tunnels. To this day the remaining Bounty Hunters are still rumored to be one step behind her.

M	WS	BS	S	T	W	I	A	Ld
4	5	4	3	3	2	5	1	9

WEAPONS

Mad Donna is armed with a plasma pistol, laspistol, and a chainsword.

ARMOUR

Mad Donna does not wear any armour.

SKILLS

Mad Donna has the following skills: Dodge (Agility), Impetuous (Ferocity), Killer Reputation (Ferocity), and Leap (Agility).

EQUIPMENT

Mad Donna does not have any equipment.

PSYCHOLOGY

Mad Donna is subject to the rules for Frenzy and Hatred (all Spyrers).

ALLEGIANCE

Mad Donna will join any gang except Enforcers, Goliaths, Redemptionists, Scavvies, or Spyrers,

RATING

Mad Donna will increase the gang rating by +225 points.

PAYMENT

Mad Donna requires a payment of D6x10 credits. On a roll of '1' Mad Donna will not fight in the next game but will re-join the gang for the next game instead. However, the gang must still pay her fee now.

BOUNTY

Mad Donna has a bounty of 225 credits on her.



SPECIAL RULES

The following special rules apply to Mad Donna:

Psycho-Bitch: All the stories about Mad Donna dwell on her sadistic, homicidal maniac and random way she terribly treats her enemies. If Mad Donna takes an opposing fighter 'down' or 'out-of-action' in hand-to-hand combat and there is no one else within her follow-up distance (4" due to Impetuous) leave the unfortunate victim down in base-to-base contact with Mad Donna.

Starting with this and each subsequent hand-to- hand combat phase roll once on the Serious Injury chart for Mad Donna's 'victim' and apply the result to the fighter immediately. If the result is 61 – 66 then Mad Donna has instead lost interest in the fighter and makes her follow-up move. If Mad Donna starts her turn with an enemy fighter within charge distance or having been pinned she can take a leadership test. If she passes then she will abandon her 'victim' and continue fighting.

Hunted: Because of the activities and adventures up hive, Mad Donna was always a hunted woman and does her best to keep out of sight by sticking to obscure settlements and little known gangs. Roll a D6 before any game that Mad Donna is participating in. On a roll of '6' the opposing player gets the services of a Bounty Hunter at no cost for the game, even if they have already hired a Bounty Hunter. Mad Donna is notoriously sadistic so the two Bounty Hunters will gladly team up to bring here in. If the gang that hired Mad Donna has the higher gang rating by 500-999 points add +1 to this roll. Or, if the gang that hired Mad Donna has the higher gang rating by 1000 points or more then add +2 to this roll instead.



KARLOTH VALOIS

Karloth Valois is one of the many who fled into the Underhive to conceal some dark or terrible secret. In Karloth's case it was that he was a Wyrd with powerful psychic talents. Flashes of precognition gave him constant nightmares, the thoughts and feelings of others pounded against his consciousness like surf against the shore. Unable to endure the cacophony of Hive City he fled into the darkness of the hive bottom and headed into the wastes. Karloth got as far away from others as he could.



Alone amidst the crawling horrors of the bad zones, Karloth soon weakened and almost died many times. At the last, as he foraged for a few miserable morsels of food he was pursued relentlessly by Plague Zombies. This pack of shambling, cadaverous, shadows of life were hungry for his flesh like dogs. Karloth ran until his feeble body could carry him no further and the foul creatures set upon him, working on his flesh like candy. Karloth could sense the dim, sluggish minds of the devourers, their thoughts made jagged by instinct simpler than a child's.

Fired by the strength of desperation, Karloth drove the monsters back with an effort of will, quelling their murderous instincts so that they stood passively by. He lay there, crippled and helpless with the zombies all about him as the dreaded zombie plague they carried ate into his brain. Hours passed but somehow Karloth clung to the slender thread of his life force by draining what little remained to the Zombies so that he could maintain his own existence. In time, the plague abated and Karloth found that he still lived, after a fashion, of course.

Somehow Karloth's powers were strangely affected by the neurone plague. He was able to bend the Plague Zombies to his will within a limited distance by fueling their hunger or sharpening their awareness, as he desired. He could drain the life energy of others and absorb it into himself, and he knew that this was his only useful means of sustenance. Most of all Karloth had sensed the fate death would bring: endless ennui, horrible torments and incessant terror. He vowed that death would never take him.

Karloth took to a wandering existence in the wastes, preying on the living where he could and using the Plague Zombies to protect himself from his enemies or to get what he wanted. His reputation grew and he became feared through the Underhive as the 'Soul-Thief' and life taker.

Gangs made unholy pacts with him to gain his help and his Zombie hordes became a real threat. It was whispered that the Gods of Darkness favored Valois and people afraid at the mere mention of his name. But the Brethren of the Redemption flocked to the Underhive to test their faith against such an arch-devil in human form, and their flamers drove him deeper into the pit.

The hunt for Karloth Valois forms an epic in its own right. Everywhere he turned he was betrayed or driven away, such was the fear others felt of him or the Redemption, or both. For a time he escaped into the poison pools and refuse of Scavvies but the fanatics of the Redemption found him even there. The red-robed priests pursued Karloth to the very edge of the Abyss before he turned and fought for his life. The Plague Zombies and Brethren fought a great battle over the spider-haunted depths, the flames lighting the darkness as they cut through rank upon rank of the rotting dead. Karloth feasted on their lives and left them as shriveled husks, but the priests came on with the zeal of madmen and no Plague Zombie could stop them. To evade them and avoid a heretic's fate Karloth threw himself madly over the brink and into the mile- deep abyss below, maniacally laughing his defiance of death.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	4	3	4	1	9

WEAPONS

Karloth is armed with an Autopistol with a red-dot laser sight, a knife, and has the Witch Staff (see below).

ARMOUR

Karloth is protected by mesh armour. This mesh armour provides a saving throw of 5 or 6 on a D6.

SKILLS

Karloth has the following skills: Infiltrate (Stealth) and Sneak-Up (Stealth)

EQUIPMENT

Karloth is armed with the Black Crown (See below).

ALLEGIANCE

Karloth will join any gang except Cawdor, Spyrers, Enforcers, and Redemptionists.

RATING

Karloth will increase the gang rating by +250 points.

PAYMENT

Karloth will demand D6x10 credits payment, plus any fighters captured in the fight. The opposing gang may still attempt a Rescue Scenario to save their captured comrades, otherwise they are zombie bait. Karloth will fight for the gang in a Rescue Scenario for free to protect his zombie bait.

Additionally, if Karloth is present in a gang then the gang can pay 10 credits for Karloth to summon and command D6+1 Plague Zombies. Follow the rules for Zombies in the Skavvy Rules. This cost is in addition to his payment.

BOUNTY

The bounty on Karloth Valois is 250 credits. Fighting alongside Karloth will give a penalty of –3 on any attempts to outlaw your gang while he is in your employment.

SPECIAL RULES

The following special rules apply to Karloth:

Wyrd Power: Zombie Master: Karloth can influence Plague Zombies with his powers, both by summoning them and motivating them. If Karloth is present, add +1 to each dice roll for the number of Plague Zombies summoned.

In addition, all Zombies within 9" of Karloth may roll an extra dice for their movement, for a total of 3D6, then pick the two dice you want to use for the distance moved. Zombies in hand-to- hand combat within 9" of Karloth will also gain +1 to their weapon skill and +2 to their initiative. This power works all the time and does not require a leadership test.

Wyrd Power: Sense Thoughts: Karloth can spot any hidden model within 18" if he can roll equal to or under his leadership characteristic on 2D6. Karloth will be unaffected by the Perils of the Warp, even if he rolls a 2 or a 12.

No Pain: Since the plague Karloth feels no pain whatsoever. Because of this Karloth is never pinned and ignores the effects of flesh wounds.

No Fear: Karloth ignores all psychology rules and never has to make Leadership tests to see whether he loses his nerve. If the gang with Karloth in it bottles out he heaves a long-suffering sigh, mutters about mortal frailties and goes with them.

Black Crown: Karloth made the Black Crown himself to augment his vampiric powers. Draining life essence could be a slow and delicate process, but with the Black Crown he could drain the life force from a man in moments with a blast template of dark energy.

Additionally, Karloth can use the Black Crown instead of firing his pistol in the shooting phase. It works like firing a shot so Karloth may not use it if he has run, charged, or is in close combat and he must have a line of sight to the target. The Crown will affect one fighter within 9." Both players roll 2D6 and add their respective Leadership scores to the scores. If the scores end is a draw or Karloth loses then the attack has no effect and the target is not even 'pinned.' If Karloth beats the victim's score he drains '1' point from one of the victim's characteristics and adds it immediately to his profile. Any characteristic can be chosen, but Karloth may not add more than 1 to any of his characteristics in this manner. The only exception to this is that this power may be used to restore lost wounds.

A victim that is reduced to '0' wounds by the Black Crown is automatically 'down' and no separate injury roll is made.

Once the battle is over any characteristic points stolen are recovered by the victim through resting and Karloth's characteristics return to normal. Victims who go out-of-action must still roll on the Serious Injury Table. The Black Crown will affect fighters that are already down, but it will not work on Plague Zombies.

Witch Staff: The Witch Staff was a curious weapon used by Karloth, who claims to have discovered it deep in the Abyss. The staff is used in two hands and allows Karloth to make a parry. If Karloth wins in close combat with the staff he rolls to wound, adding +2 to his strength.

In addition to its function as a weapon, the Witch Staff is a potent protection against wyrd powers used by others. If a wyrd power affects a fighter within 18" of Karloth he can nullify its effects by rolling equal to or under his Leadership characteristic on 2D6.

KAL JERICO

As the suavest Bounty Hunter in the Underhive, Kal Jerico has a reputation to maintain. A reputation for being as fast with his guns as he is with his mouth; a reputation for idiotic recklessness, with only a pair of fully charged laspistols; an immaculate sense of style, and his sometime sidekick, the pustulent, renegade Ratskin half-breed Scabbs to see him through. So what if it's led him to being outlawed, hunted down, shot at, blown up, nailed to a wall and almost burned alive? Why, he wouldn't have his life any other way.



Of course, some people can't help but bear a grudge and most of Kal's troubles can be laid at the door of his small but impeccably selected collection of enemies. Be it the psychopathic ex- pit slave, Vandal Feg; the fanatical redemptionist, Cardinal Crimson; the rogue noblewoman-turned-outlaw, Yolanda Catullus; or the shadowy spymaster, Nemo the Faceless, you can be sure that if they get their hands on Kal they'll be chopping off more than his plaits!

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

WEAPONS

Kal Jerico is armed with two master crafted las-pistols (see below), saber (sword), frag grenades, and photon flash flares.

ARMOUR

Kal Jerico needs only his wit to keep him safe. Kal Jerico does not wear any armour.

SKILLS

Kal Jerico has the following skills: Combat Master (Combat), Dodge (Agility), Gunfighter (Shooting), and Hip-Shooting (Shooting).

EQUIPMENT

Kal Jerico does not have any equipment.

PSYCHOLOGY

Thanks to his legendary composure and cool Kal Jerico never takes Fear or Terror Tests.

ALLEGIANCE

Kal Jerico will join any gang with the exception of Enforcers, Pit Slaves, and Spyrers. Kal Jerico does not worry about where the credits are coming from, but rather that they are just coming.

RATING

Kal Jerico will increase the gang rating by +250 points.

PAYMENT

Kal Jerico does not work for charity. To hire Kal Jerico you must first pay him 1D6x15 credits.

BOUNTY

Kal Jerico is no angel. Is there really any surprise that there is a 250 credit bounty on his head?

SPECIAL RULES

The following special rules apply to Kal Jerico:

Scabbs: If your gang hires Kal Jerico then they may also hire Scabbs. Please refer to the rules for Scabbs.

Let's Teach This Guy a Lesson: Kal Jerico has been bounty hunting in the Underhive for countless years and in that time has made many enemies amongst his victim's friends and

families. He has enemies throughout the Underhive that he does not even know exist. At the start of any game that Kal Jerico is used in rollaD6. Onaresultof1or2amemberofthe enemy gang has an old grievance against Kal Jerico. A randomly determined member of the enemy gang hates Kal Jerico. All rules for hatred apply to that fighter.



Friends in High Places: Kal Jerico has his ear to the ground, always on the look out for valuable information. Whispers and rumors always seem to find Kal Jerico. A gang that hires Kal Jerico benefits from his 'insider' information. Treat your gang as having a Guilder Contact Territory whilst they employ Kal Jerico. If Kal Jerico is killed or leaves the gang then the territory is lost as well. This territory cannot change hands as a result of scenarios or special events as it is actually Kal Jerico's contacts.

Master Crafteed Las Pistols: The following rules apply to Kal Jerico's pistols:

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-12	12-24	+2	-1	3	1	-	2+

Close Combat, Red Dot Laser Sight

Wheeler Dealer: Even though Kal is a registered Bounty Hunter and has all the special rules and abilities listed in the ORB for Bounty Hunters he is always out for himself, making and breaking deals, changing allegiances, helping one faction then swapping sides. This can help your gang or be a disaster. For every enemy fighter that you would have collected a bounty on via capture roll a D6 on the Wheeler Dealer Table below.

d6	Result
1	Kal Jerico double crosses you and keeps the entire bounty for himself.
2	Kal Jerico has made a deal with the Guilders over this fighter. You collect only half the normal credits for the fighter.
3-4	All goes well and as planned. You collect the normal bounty.
5	Kal Jerico's reputation helps you out. You collect an additional 50% of the bounty.
6	Kal Jerico knows this fighter's reputation and barters you a great deal with the guilders. You collect double the bounty on the fighter.

SCABBS

Scabbs is the half-breed Ratskin that pals around with Kal Jerico.

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

WEAPONS

Scabbs is armed with a stub pistol and a knife.

ARMOUR

Scabbs is too poor to afford armour.

SKILLS

Scabbs has the following skills: Ambush (Stealth), Dodge (Agility), Escape Artist (Stealth), and Evade (Stealth).

EQUIPMENT

Scabbs is too poor to afford any equipment.

PSYCHOLOGY

None.

ALLEGIANCE

Scabbs will only join a gang that is also hiring Kal Jerico.

RATING

Scabbs will increase the gang rating by +100 points.

PAYMENT

Scabbs requires a payment of 20 credits.

BOUNTY

Scabbs is so insignificant that nobody cares enough about him to put a reward on his head.

SPECIAL RULES

The following special rules apply to Scabbs:

Half Breed: Scabbs is actually a half-breed, part Ratskin, part underhive scum. He has inherited some of his Ratskin skills. Scabbs has an extensive knowledge of the passages and tunnels of the Underhive. The gang that includes Scabbs can add or subtract 1 from the scenario dice roll to determine which scenario the players will fight in the same fashion as the Ratskin Scout hired gun's Guide special rules. Unfortunately that is where the inheritance stops. Scabbs does not benefit from Ratskin resilience or immunity to treacherous conditions.

KING REDWART

King Redwart the Magnificent is a Scavvy king who is slowly, but surely, building a fearsome reputation in the Underhive. He is called 'the magnificent' not because of the way he dresses, but rather because of the size of his paunch and his impressive collection of scars and missing extremities. This is why he is revered as the most prestigious Scavvy of them all. All this aside, King Redwart has proven himself to be the most resourceful, cunning, and quite exceptionally brutal scavvy leader, all of which have helped to enhance and increase his already impressive reputation.

Currently, the number of scavvy war bands that King Redwart commands is limited to only a dozen or so, but new gangs pledge their allegiance to him and are joining his power base all the time. In Girder Falls, for instance, the settlement that has suffered most heavily from raids by King Redwarts's growing war bands, there is a growing sense of fear and unease, and a feeling that someone needs to take care of this King Redwart. Maybe the Enforcers should do their job?

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

WEAPONS

King Redwart is armed with an autopistol and a staff. The staff follows all rules for a club.

ARMOUR

King Redwart does not wear any armour.

SKILLS

King Redwart has Iron Will (Ferocity Skill).

EQUIPMENT

King Redwart does not have any equipment.

PSYCHOLOGY

King Redwart has no special psychology rules.

ALLEGIANCE

King Redwart will only work for Scavvy gangs.

RATING

King Redwart will increase the gang rating by +195 points.

PAYMENT

King Redwart requires a payment of D6x5 credits.

BOUNTY

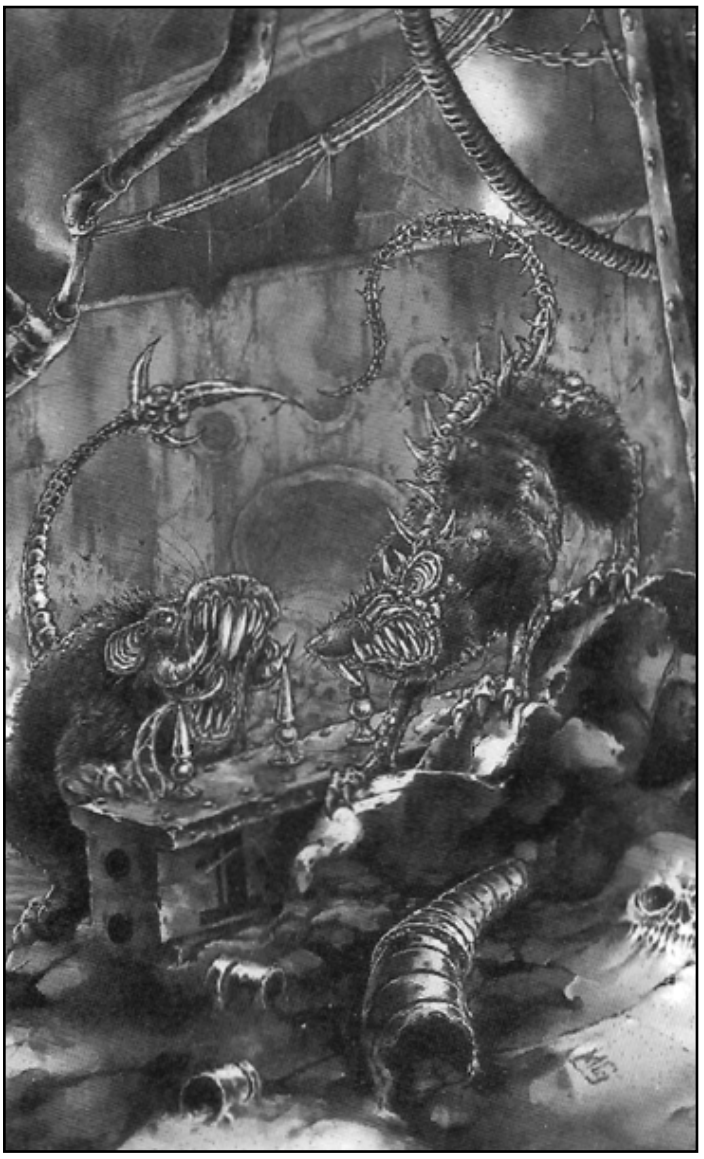
There is a bounty of 195 credits on the head of King Redwart.

SPECIAL RULES

The following special rules apply to King Redwart:

Scavvy King: If King Redwart is part of a gang then he effectively takes over as the gang leader for the scenario. This means that any fighters within 6" of King Redwart can use his leadership characteristic when they take a leadership based test and that any bottle checks are taken using his leadership characteristic. If King Redwart is taken 'down' or 'out-of-action' then the original scavvy boss takes over.

Owe Allegiance: Any Scavvy gang that uses King Redwart in a scenario owes him their allegiance. The gang has taken an oath of allegiance to always serve King Redwart and must obey his royal commands (or get in serious trouble if they disobey). This will only come into play if you are participating in a campaign run by an Arbitrator. Cunning Arbitrators can use this rule to create special scenarios of their own devising, either to send Scavvy gangs off on interesting or dangerous missions, or to launch an incursions or other nastiness.



LOTHAR HEX

Lothar Hex, the Widowmaker, is the Underhive's most feared assassin. Nobody has seen his face, and one rumor that never seems to go away is that he is not human. The only mark of his passing through an area is dead bodies, and the mnemonic cards that mark them as his. Winking and cackling they serve as a warning not to cross Balthazar Van Zep.

He was once a Guild Assassin, employed only by the Guilders and used to eliminate anyone who threatened their rule. Nobody knows how he met Balthazar Van Zep or what their connection is, but when Balthazar became an enemy of the Guilders, the Widowmaker 'quit' their service. He is the only Guilder Assassin to have ever done so and survived. Now he hires out his expensive services to any gang willing to pay. Yet, only so long as it doesn't interfere with Balthazar's interests, and beware, the price is not always just in credits.

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

WEAPONS

Lothar Hex is armed with a pair of master crafted bolt pistols (see below), a master crafted boltgun (see below), and too many knives too count.

SKILLS

Lothar Hex has the following skills: Dodge (Agility), Escape Artist (Stealth), Gunfighter (Shooting), Infiltration (Stealth), Marksman (Shooting), and Side Step (Combat).

EQUIPMENT

Lothar Hex has a Mnemonic Mask, Magno-Hook, Bio-Booster, Skull Chip, Photo Visor, and Respirator.

PSYCHOLOGY

Lothar Hex is immune to fear and terror. In addition, Lothar Hex is a true loner. He always works alone and does not care if those around him die. He does not even care for his own safety. Lothar Hex does not need to take leadership tests and is assumed to pass them all anyway.

ALLEGIANCE

Lothar Hex will work for any house or legal gang. He will not work for outlaws as they always encroach on Balthazar's territory.

RATING

Lothar Hex will increase the gang rating by +350 points.

PAYMENT

Lothar Hex does not work for free. To hire Lothar Hex you must first pay him 1D6x20 credits.

BOUNTY

There is no bounty on Lothar Hex because no Guilder will admit he exists.

SPECIAL RULES

Deadly Arts: Lothar Hex is trained in the deadly arts. Any opponent that is taken out-of- action by Lothar Hex must first roll a D6. On a result of '1' the fighter is automatically killed by a signature move of Lothar Hex. On a result of '2-3' the serious injury result is automatically 'Multiple Injuries.' Medic, resilience, or other effects cannot change these two results; after all, he was fighting Lothar Hex. On a result of '4-6' the injury is a standard injury and all normal injury rules apply.

Fight for your life: Anytime that a fighter survives a hand-to-hand combat or is seriously injured and survives, then they will gain an additional D6 experience due to the reputation of Lothar Hex always killing his marks.

Vengeance: If your gang is reported to the watchmen when you are employing Lothar Hex then you will incur a '-3' modifier. The Guilders are never happy when their own resources are used by others.

Mnemonic Mask: This is an ancient device and is definitely a piece of archeotech. This device makes Lothar Hex cause fear.

Magno-Hook: This device is a special design of Lothar Hex's. It allows him to move quickly through the hive at his will. He may use this item to move to any level of the hive he wants. In game terms, it allows Lothar Hex to move up and down terrain at base movement costs as long as there is something for the hook to attach to.

Master Crafted Bolt Pistols: These matched bolt pistols were a reward for a hard kill of a visiting Imperial dignitary. They are equivalent to bolt pistols but have an ammunition check of '4+ instead of the standard '6+' and are silenced.

Master Crafted Boltgun: This special boltgun was a reward for taking out an entire Spyrer team that was plaguing a Guilder's area and had taken too many profits. This master crafted boltgun is specially modified to be used in one hand, but may not be used with Gunfighter or in hand-to-hand combat (however it doesn't stop you from using these skills like a normal basic weapon would). In addition, the magazine is larger so the ammunition check is '4+' instead of '6+.'

THE CALLER

The Caller arose as a champion amongst the Ratskins, a figure imbued with ancient power with which he planned to lead a revolt and seize back the world of Necromunda for his own people. The Caller formed a powerful coalition of mutants, Ratskins, Scavvies, and other outcasts, but ultimately was defeated by Klovis the Redeemer and his crazed redemptionist followers.



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

WEAPONS

The Caller is armed with a power axe, knife, and Bloodmare Stone.

ARMOUR

The Caller does not wear armour.

SKILLS

The Caller has the following skills: Combat Master (Combat), Escape Artist (Stealth), Parry (Combat), Nerves of Steel (Ferocity), and True Grit (Ferocity).

EQUIPMENT

The Caller is equipped with the Bloodmare Stone and a Cage Helmet.

PSYCHOLOGY

The Caller is immune to fear and terror.

ALLEGIANCE

The Caller is a powerful character and should be used with caution. If your arbitrator allows him to be used, The Caller can be used alone or fight alongside a Ratskin Gang that must be at least 500-point underdogs.

RATING

Since The Caller is so powerful he adds +500 to the gang he accompanies.

PAYMENT

The Caller should be used with caution and follows the rules for mentors and can only be used by the gang with the lowest gang rating.

BOUNTY

No one has ever been able to capture The Caller.

SPECIAL RULES

The following special rules apply to The Caller:

Ratskin: The Caller is a Ratskin and all special rules for Ratskin apply to him as well.

Bloodmare Stone: The Caller possesses a mysterious artifact known only as the Bloodmare Stone. This item has an ancestral power known only to the Ratskins, which allows The Caller to instill a great spirit of resistance in the Ratskin tribes of Necromunda. The Bloodmare Stone can be used in two ways.

The first way to use the Bloodmare Stone is that at the start of the game The Caller can activate the Bloodmare and while it remains activated all Ratskins on the table can test to escape pinning, even if they have no friendly fighters within 2" of them. The Bloodmare Stone remains activated until The Caller is taken out-of-action.

The second way that The Caller can use the Bloodmare Stone is to unleash its massive power in a single energy blast. Once this is done the Bloodmare Stone cannot be used for anything else this game. To fire the Bloodmare Stone's energy blast place the flamer template with the narrow end on The Caller's head and going in any direction in The Caller's normal fire arc. Each fighter completely under the template is hit automatically and each fighter partially under the template is hit on a D6 result of 4+. Fighters that are hit suffer a single strength 7 hit that is high impact, has a save modifier of –4, and causes 1 wound. Any fighter that is wounded by the Bloodmare Stone automatically loses their nerve.

Cage Helmet: The Caller has a special cage helmet. In the cage are The Caller's three most favored necromundian rats: Snapthroat, Nosecrack, and Eyepop. In hand-to-hand combat The Caller will sometimes unleash his pets on his unsuspecting enemies. Once per game The Caller can add +3 to his attack characteristic for a single combat against a single opponent. This does not apply to the entire phase, but rather one hand-to-hand combat.

Ride the Rat!: If you want, The Caller can ride the Rat God into battle. If you choose to do this use the mounted fighter rules from the Beasts & Vehicles section.

THE RAT GOD

During his infamous revolt against the imperial citizens of Necromunda, The Caller used his scavvy allies to reanimate the corpse of an ancient Rat God buried deep within the Underhive. In his subsequent struggle with Klovis the Redeemer, The Caller entered battle astride the gargantuan Rat God.

M	WS	BS	S	T	W	I	A	Ld
8	6	-	6	5	2	3	3	-

WEAPONS

The Rat God has no weapons, though it does have teeth, claws, and a prehensile tail. These have all been accounted for in his attack characteristic already.

ARMOUR

The Rat God's gargantuan bones give it a 4+ armour save. Since the Rat God is part hive spirit this save in an unmodified save versus all forms of attacks.

SKILLS

The Rat God is a great spirit but does not have any skills.

EQUIPMENT

The Rat God is an animal and as such does not have any equipment.

PSYCHOLOGY

Except as noted, the Rat God is immune to psychology.

ALLEGIANCE

The Rat God will only fight at the side of The Caller.

RATING

The effect of the Rat God on your gang rating is included in the rules for The Caller.

PAYMENT

The cost of bringing the Rat God is included in the rules for The Caller.

BOUNTY

There is no bounty on the head of the Rat God.

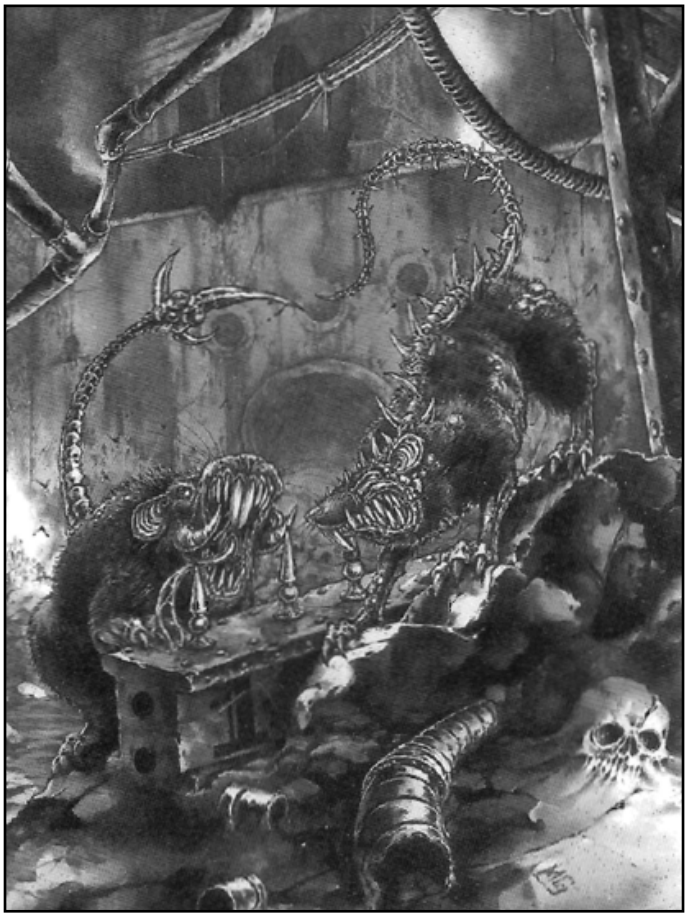
SPECIAL RULES

The following special rules apply to The Rat God:

Teeth: The first hit that the Rat God scores is from his teeth. The Rat God's teeth are chiseled and strong enough to crush bulkheads. This hit automatically wounds, no matter the target's toughness and will even automatically penetrate vehicle armour; nonetheless, normal saves are allowed to avoid injury from this attack.

Claw: The Rat God also possesses sharp claws. All attacks that hit (other then the first listed in Teeth) will automatically wound on a D6 result of 4+ due to the sheer power of the Rat God. Armour is not usable against the claw attacks but unmodified saves are. This also means that vehicle armour is automatically penetrated as well.

Prehensile Tail: The Rat God possesses a prehensile tail with which it can snatch at its enemies, holding them at bay, even when outnumbered. In combats with multiple combatants each successive fighter that fights the Rat God must immediately roll equal to or under their initiative or else they do not get the bonus for being an additional attacker.



DUST FALLS

By John French & 'Harry' Harrington

This is the first in a series of articles on a cool Necromunda campaign by Harry and John. It's got new background, mad scenarios and even some modelling lunacy. But first a few words from our sponsor...

WHAT HAVE WE HERE?

Jake: One of my pet beliefs about both Necromunda and Mordheim is that they're both still widely played, but only by secret covens, each of which have sworn never to speak to outsiders. Well I've various plans afoot (some of which may even have borne fruit by the time you read this) to bring you all out kicking and screaming into the burning sunlight. And no, you're not melting. Honest.

An example of the cool stuff that's quietly going on behind closed doors is this little campaign which is being run by some of our Hobby Specialist guys from Direct Sales – the helpful fellows who answer all your queries when you ring up GW. A secret coven right under my nose, as it were.

They've decided to add detail to one of the locations mentioned in the main rules, and I think they've done a really nice job of it. On top of that they've decided to return to the old idea of using movies, comics and so on as the inspiration for 'cinematic' scenarios, and this has produced some real crackers. The first is included in this issue, along with an introduction to one of the gangs that's taking part. Over the next few issues we'll come back to this campaign to introduce the rest of the gangs and some more of their scenarios, so stay tuned.

Meanwhile, back in the hive...

DUST FALLS

The man paced through the gloom, his footfalls quietly puffing more dust into the already clogged air. The fall had been large and the settlement was smothered beneath a choking cloud, the dust hanging easily on the still air. The feeling of fabric drawn across his face was getting more unpleasant by the second, but it was better than breathing in the fine particles that turned every light in Dust Falls into a haloed orb that glowed with a bile yellow luminescence.

Two figures coalesced out of the dust a yard in front of him, and he had to swing to one side as they passed by, their bent heads, swathed in dust soaked cloth, their goggle covered eyes fixed on the ground just to their front. He let them pass, appreciating the indifference his appearance caused in the Dustfallers. It was one of the few things he liked about the place; how easy it was to be nothing, to be just another faceless 'faller wrapped up against the dust. Apart from this benefit he despised the place more than almost any other scum hole below the wall, but there was profit here, a lot of it, and he was a few dusty paces away from his first slice of that profit.

He could see the light now; a hazy yellow globe that hung in nothingness until he took another step and the dull metal of the wall became visible, the heavy door clamped shut in the hole beneath the light bracket. There was no external guard, a fortuitous piece of foolishness he had not expected, but was grateful for all the same. He stepped forward and rapped as he had been told on the unyielding surface of the door; two sharp quick beats and three long, pausing blows. He waited in the silence after the final blow and prayed to the great-unspecified powers of fortune that the informant had sold him truth.

There was a clunk of metal, a squealing of cogs and the door opened, spilling out smells of sweat and smoke as it hinged back into the bright light and laughing voices beyond. The exclamation of surprise from inside had barely begun to vibrate the air as the lasgun came up and fired a cracking bolt of energy, ionising the dust around the muzzle in a pungent tang. He stepped over the lip of the doorframe, the gun whining and cracking as it spat out energy.

He stood still after a few seconds watching the scene around him begin to change again. The dust had begun to pour into the room and settle over everything, its dull powdery odour masking the stench of burned flesh. The man turned around, his eyes checking everything carefully before hefting his weapon and stepping back into the obscurity of Dust Fall's murk.



BEGINNINGS

John: No one knows exactly where it came from, but in a time now long past a thread of dust dribbled down into the Underhive and began to pile above a dome. Grain by grain that pile grew until the dome beneath it gave way in a cascade of debris. More dust fell and was added to by the detritus of collapsing domes, until the dust had driven a path down into darkness. That time is long past, but the dust still falls in a trickle into the Abyss it opened grain by grain.

It was not long before men came to the opening of the Abyss, but like the Abyss itself the settlement that would be Dust Falls grew by degrees. It began as a clutch of buildings left as base camps for the first few to go down into the Underhive in search of fortune. Then a few more, perhaps as defence against those that returned, changed men. Then guilds smelt profit and opportunity and came and set up camp, and in their wake came their Watchmen and the gangs who come to any centre of Humanity like wasps to honey. So Dust Falls was born. Spreading at first along the rim of the Abyss, where the first dome had collapsed, and then down into the twisted structures of the tunnel's walls beneath the rim. When it became known as Dust Falls is not known, but at some point it acquired the name and it has been so ever since.

STRUCTURE

The physical focus of Dust Falls, and the reason for its existence, is the ragged, plunging shaft that is known as the Abyss. It begins some distance below the wall, blooming out of nothing like a worm-burrowed hole in a spotless fruit. It is at the point where the shaft begins that the settlement of Dust Falls is located. From this beginning the Abyss goes straight down to the hive bottom. The width of the Abyss varies from between half a mile on some stretches to only fifty yards at others. The rim of the Abyss around and beneath which Dust Falls is built was perhaps a hundred and fifty yards in diameter. Over time though the constructions of the inhabitants has contracted the diameter of the hole to perhaps a hundred yards.

The main bulk of Dust Falls is centred on the Abyss spreading both outwards from the rim and downwards for a fluctuating distance bellow it. While much of Dust Falls is simply the persistent type of scratched together slum that makes up almost all Underhive settlements, there are two areas which have an importance and character all of their own and so have names. These areas are 'The Gates' and the 'Haggle Market'.

The Gates are, strangely enough, not on the periphery of Dust Falls but right at its empty heart. The Gates is the area which directly borders onto the Abyss, and this area is spiked with gantries, jetties and cranes that jut out into it. Huge coils of plasteel cable lie on drums that are turned by alcohol powered engines. These belch caustic fumes out as they coil and un-coil thousands of feet of cable, polluting even more the already clogged air. For it is here that many fortune seekers come to buy their passage down into the Abyss aboard one of the welded cages that dangle below every jetty. The 'Gates' themselves are the gates that stand at the landward end of every jetty. Most have no physical barrier as such, just a crude frame daubed with the owner's name and the tags of the gangs he pays for protection. Anyone passing through a gate into the Abyss must pay a toll to the owner of the gate, a toll that includes a commission to the guild for being allowed to charge the toll. The tolls are often for both entry and exit through the gate, but some charge a return toll payable if and when the traveller returns. Returning and failing to pay because of an unprofitable expedition results in the returnee being hung from the underside of the jetty. There are many fragmenting corpses grinning warnings at those who descend past them in the swaying cages.

Of course, no single cage can take a treasure seeker all the way to the bottom of the Abyss in a single drop, but there are several waypoints at various depths, formed around convenient protuberances from the Abyss wall. From these points a treasure seeker can set off to plunder whatever deep level they are on, or begin the treacherous descent to the hive bottom itself. Those that are foolhardy enough for the second option must travel down through the twisted wreckage that makes up the Abyss's honeycomb-like walls. Such a journey can take a long time and so the high prices charged by the gatekeepers of the deepest travelling cages is often willingly paid by fortune seekers who wish to keep their journey to the depths of the Underhive as brief as possible.



On returning, anything of value found since passing through the gate must have a tariff paid on it to the Guilders whose representatives assess the tariff required based on the value which they place on the items. There are, of course, many gates, and only so many Guilders, making bribes to let explorers pass a gate with undeclared booty a common source of profit for gatekeepers. The penalty for passing through a gate without paying the tariff on items of value is to be summarily thrown into the Abyss and gatekeepers found to be taking bribes are hung from their own gate until there is nothing left hanging. This makes the bribes they require fairly steep, but even so it's often cheaper than paying the Guilders. The Guild also reserves the right to purchase any archeotech at the price they assign. Failure to comply results in the long fall into the Abyss.

Haggle Market, or simply "the Haggle" as it's often known, is a small area centred on the open space next to the Guild House. Here, licensed traders barter and sell, and profit flows (mostly into the Guild coffers). Some is the Guild-controlled trading of items brought up from the Abyss. The overwhelming majority of the trade though is to those about to venture into the Abyss. All manner of equipment, in varying states of repair, is on offer – from Van Saar made envirosuits to luminescent snake venom sticks. Again, the Guild dominates Haggle Market, but traders offering other services such as surgery, writing, fortune telling and the ubiquitous booze sellers, their huge crazed glass jars lashed onto their shoulders, also ply their trade in the Haggle.

POWER & AUTHORITY

Dust Falls is a place of wild dreams and crazed ventures, but it is also a place of great potential wealth and as such has always be dominated by two power blocks; the Guild and the Underworld. The Guild keeps as tight a hold on Dust Falls as it can using its licensing of gates and control of tradable goods brought up from the Abyss as a means to keep the settlement in hand. Not that this control is easy or without conflict. The Guild relies heavily on agreements with local gangs over protection rights to the gates to maintain their authority. If this relationship were ever to fail the Guilders' grip would slip, as their means of enforcement became less keen to carry out their duties.



The other major power in Dust Falls are the networks of smugglers, illegal traders and extortionists who run their operations like a shadow of the official Guild operation. In fact the two worlds of Guild and Underworld frequently intertwine and become difficult to distinguish. Usually both sides tolerate each other as long as the one does not threaten the continued existence of the other. If the Guild clamps down too harshly on smuggling of goods from the Abyss, a violent and usually short war will result, in which gates will be destroyed, Guild property smashed and goods stolen. If the Underworld begins to bypass the gate tariffs to such an extent that Guild profit is reduced, kill-teams will be dispatched and the Underworld will be culled until the equilibrium is re-established. It is an unlikely, but symbiotic, relationship bought in blood over many decades, and the details of exactly what each side can do within its boundaries have been honed to a fine art.

The official keepers of the peace are hired by the Guild from local gangs and are divided into two types: Watchmen and Gateguards. The Watchmen are charged with keeping the peace within the settlement boundaries (though they care little for what goes on its margins or outside) and it is a position that is bartered for ferociously between the gangs and the Guild as the benefits of enforcing the peace in Dust Falls can turn a gang's fortunes in the Underhive. The Gateguards are unique to Dust Falls and are charged with ensuring that gate tariffs are paid. They are also charged with the defence of Dust Falls from anything that might decide to creep up out of the darkness below, hence gangers from the Gateguard gangs man the weapons that are mounted on gantries extending out over the Abyss, their muzzles trained on the depths.

THE HOUSES

Gangs from all the major houses are present in Dust Falls, many function as Guild or Underworld muscle (sometimes both). Others come in the hope of buying passage down into the Abyss and returning wealthy. Whatever draws them, the number of gangers in Dust Falls is huge with each controlling territory in and around the main settlement. The amount of creds and goods that pass through the empty-hearted town is such that war between the gangs is almost constant. Much of this conflict takes place on the margins of Dust Falls, but it is not uncommon for a dispute over gate protection rights to result in raids on the gate in question, or gunfights in the streets.



THE BASICS

Setting a Necromunda campaign in and around Dust Falls gives players the opportunity to experience a slightly different campaign from what they might be used to, but at the same time can be run without having to convert loads of new miniatures or scenery. It can also serve as a jumping-off point into a very much more demanding Hive Bottom campaign.

If you do decide to run a campaign in and around Dust Falls the following modifications are made to the relevant sections of the rulebook.

Starting a Gang:
All gangs may buy flugs/respirators at the initial point of gang creation. These are essential for life around Dust Falls.

Territories:
Substitute the Waterstill and Spore Cave territories with the 'Gate into The Abyss' territory. This territory earns the gang D6 x10 creds and has no special rules.

Scenarios:
All scenarios remain unchanged with the exception of 'The Raid'. A Raid is automatically a raid on a gate, even if the defending gang does not have a gate territory – one of their other territories includes the vital approaches to one.

The set up for the game is different from normal:

- One third of the table is covered with a black cloth. This represents a portion of the Abyss. Any model falling into the Abyss is automatically killed.

- A 6" by 3" gantry must be placed extending out into the Abyss. This is now the objective of the raid.



FALLING DUST

FALLING DUST:
Dust pervades everything in Dust Falls, as you might expect, and the fine grains that cleaved the Abyss still fall from above. To represent unique conditions of Dust Falls roll a D6 on the following table before each game:

RESULT	CONDITION
1-2	**Settled Dust:** Everything is coated in a thick layer of dust, but the air is clear and so no special conditions apply.
3	**Light Fall:** A recent fall has filled the air with swirling dust, imposing a -1 to all ranged To Hit rolls.
4	**Heavy Fall:** A large cascade of dust has plunged down into the Abyss filling the air with a thick cloud of dust that clogs up and short-circuits machinery. There is a -1 To Hit on all ranged attacks and all weaponry decreases its Ammo roll value by 1 (a las pistol, for example, goes from passing an Ammo roll on 2+ to passing on a 3+).
5	**Dust Devils:** Air currents have whipped up the dust into small vortices that Dustfaller's call devils. Place D3 standard Blast markers on the table. Each moves 2D6" in a random direction at the start of each player's turn. Any miniature touched by a marker is pinned and must make an Ammo roll for any ranged weapons they have. A miniature touched by multiple markers must make an Ammo roll for each maker. Dust devils do not obscure line of sight but do impose a -1 penalty to hit on any ranged attacks that pass through them.
6	**Dust Avalanche:** A great surge of dust has exploded into the upper sections of the Abyss, turning it into a land populated by strange, half-glimpsed shapes. All ranges and line of sight are reduced to a maximum of 8", all weapons reduce their chance of passing an Ammo roll by 1, and all weapons must make an Ammo roll before the game begins.

Note: The conditions above are always rolled before a game in a Dust Falls campaign and if treacherous conditions are being used (see Fanatic Magazine Issue 4) they are taken in addition to the conditions imposed by the table above.



Part of Harry's Delaque Gang, known around these parts as The Regulators

THE LOCALS

Jake: This month we're looking at just one gang: Harry's Delaques, known to the locals as The Regulators.

THE REGULATORS

Harry: As Jake already mentioned, when we started to organise our campaign we decided that a 'cinematic' theme would be cool: a game where larger than life heroes and dramatic set piece showdowns would be the order of the day. But to play in this dramatic environment we needed dramatic gangs too, so when it came to my turn to start one I searched high and low for a good image. I found it in the Old West.

My Necromunda gang will look strangely familiar to anyone who's ever seen a Western movie as the generic gang of gunslingers who roll in out of the dust to cause trouble. Sounded just right for me! I really liked the idea of the gang of self-styled marshals (or maybe real ex-marshals) who upheld whatever law paid them the most, so the long duster coats and cowboy hats was the uniform of choice (Delaques with some Green Stuff hats would do nicely). All they needed was a name, and after rummaging around in the Old West a bit more, "The Regulators" were born. These hired gunmen hide their true colours behind the silver stars on their chest and a book of law in their breast pocket. The Delaque skills also fitted really well with the background idea; using stealth and secrecy coupled with good shooting skills really felt right for my low-down dirty wannabe lawmen.

With the overall idea in place I now had to work out the details, and this is where I slide away from the norm. I decided early on that I didn't want to have a Heavy in my gang – it didn't sit well with the theme and not taking one also freed up some points for a few more men (quantity has a quality all of its own).

I also steered away from exotic weaponry; lasguns and shotguns are reliable as well as packing enough punch for most guys. Of course, my leader has a couple of bolt pistols for show, but overall it's a pretty basic force.

The only twist to this basic motto is my Ratskin Scout Hired Gun who I think fits the theme well, as well as helping in the game. So here they are, The Regulators, ready to chew gum and kick ass (and guess what – they're all out of gum).

A note about WYSIWYG. In both Mordheim and Necromunda, gangs that have a strong theme look really great as it marks them out as much more than just a bunch of individuals. Even so, the figures themselves are a lot more varied and changeable than in our other game systems. Over the course of three or four games a Juve may well change his weapons a couple of times, reach the rank of Ganger and end up with a bionic eye.

Personally I make sure that if a guy has a lasgun on the page, there's a lasgun on the model, but I'm not as stringent about the scar on his left cheek, two frag grenades and a pet ferret called Cecil he keeps in his left pocket. If you point out that 'Big John' is carrying grenades and that the Juve figure with two handguns is actually only carrying one I don't think that's a problem. The beardy "oh by the way that Juve figure is actually my second Heavy and the pistol he is carrying transforms into a lascannon" halfway through the game should be frowned on (and by frowned on I mean "hit repeatedly then forced to eat the figure in question"). With the introduction of the individual weapon hands for some gangs, converting has become even easier. But in skirmish games a figure has a high probability of dying every other week and as long as they look the part I don't see the Gaming Police coming to take you away if something's less than completely perfect.

THE REGULATORS



First is my leader, Nathan Stryker, equipped with twin bolt pistols and frag grenades

I really like the look of the Scum with twin bolt pistol and, with the addition of a cowboy hat, he fits in well with the rest of The Regulators.

As I don't feel that a Heavy fits in with the background of my gang I can afford a few extra Gangers.



I prefer to start with a uniform look and feel to my gang and let the colour and detail fill itself over the campaign. For this reason, all my Gangers are either carrying lasguns or shotguns with hotshot rounds. Four of each of these form the core of my gang.

The Juves also follow the uniform feel of my gang with either a stub gun or autogun and their free knife. If these guys survive a few battles then I may start giving them some more expensive equipment. These five willing victims are the up-



close-and-personal section of the force (along with my leader), so they're either going to get lots of experience or die trying. Either way I don't intend to splash out on loading them up with expensive gear until they've proven their worth.



Finally, to finish of the gang, I have taken a Ratskin Scout. I really like the look of the crouching Ratskin with the shotgun and I think having a Scout fits well with the background of my gang as well as giving the opportunity of gaining free territory and assisting before the battle.



With 15 figures in my starting gang I should have the advantage of numbers over most of the guys I'm facing and therefore be less likely to bottle.

Once I start winning a few games I will spend the cash on upgrading the gang's equipment rather than adding to their numbers. This also means that if some of my guys start getting skills that make them stand out I can equip them as they require.

PAINTING THE REGULATORS.

I decided on a very uniform feel to my gang, so except for a few bandanas they are all wearing jeans, grey T-shirts and sandy (dusty) dusters. This made for an easy painting scheme that was quick to do and looked good when I'd finished.

After a quick addition of a hat made from green stuff. The jeans were painted dark blue with codex grey added to highlight. The T-shirts were 50/50 codex grey and chaos black with a highlight of codex grey. The dusters, hats and other leather sections on the model were painted scorched brown and then highlighted up. Boots and leather were done with a 50/50 scorched brown and snakebite leather mix. The dusters and hats were highlighted up through to bleached bone with a final skull white dry brush to really give that dusty look. Finally the entire figure was given a wash of chestnut ink to dirty up their look and give some shading and contrast.





PRECINCT 1313 - LUCKY FOR SOME

The sergeant lounged in his chair, idly belching smoke from his cheap lho stick, both feet resting on the edge of his desk. "Told ya not to come back into my territory," he gloated, turning to look through the bars of the holding cage at the gangers he had imprisoned. "Warned ya twice, yet ya still thought ya could get past sergeant Rosco".

Leaning back even further, the chair creaked ominously, straining against the pressure of his bulk. "Guess you guys are just gonna sit there and rot till the Judgement Wagon rolls through, then we're gonna hang the lot of you". Rosco glanced across at his deputies who all laughed on cue.

At this last verbal sally, the leader of the Executioners tipped back his hat and whispered a retort. "Don't you have bigger fish to fry than us?"

Rosco rocked with laughter, almost losing his balance "What could be bigger than taking down Nate Krieger and the infamous Executioners?" he said, the grin splitting his face ear to ear.

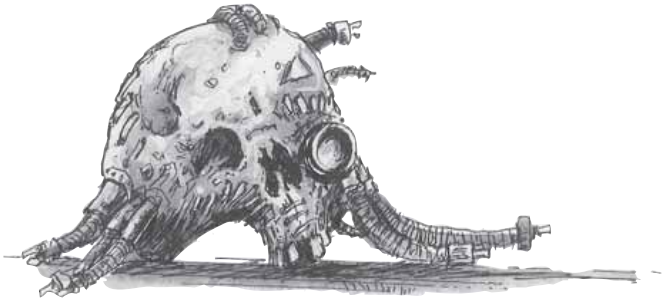
"Well… maybe they would be a bigger problem than little old us!" Nate nodded towards the security monitor on the table and as he saw what it showed, Rosco's grin froze on his face. Plague Zombies, dozens of them, climbing from the sewer grates and heading for the Precinct House. "You know", said Nate, "this might be a good time for you and me to come to some sort of a deal – unless you and your three deputies think you're up to the task on your own…"

This scenario represents the local law and one or two gangs of ne'er-do-wells fighting side-by-side against a horde of slobbering Zombies. For the gangers, holding the Zombies off will make their names in the area and hopefully get the Law off their backs. For the Enforcers it's all about saving their own necks…

GANGS

One player (or the Campaign Arbitrator) is the Zombie Master controlling the horde of Plague Zombies – see below for numbers. The other players control one of the gangs at the Precinct House and are equipped as normal, having been re-armed for the fight by the nervous Enforcers. The scenario is designed to be played with multiple gangs. The Gangers start anywhere in their deployment zone.

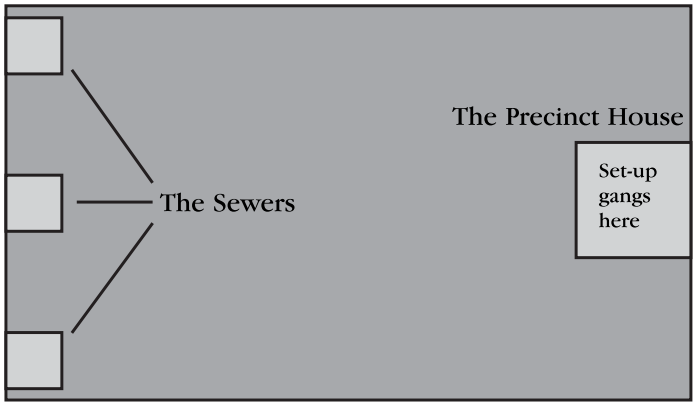
There are only 4 Enforcers present, including Sergeant Rosco. These can either be controlled by one of the players not already involved, or by the Campaign Arbitrator. The Enforcers start in (or on) their Precinct House.





TERRAIN

There is a 12" square deployment zone against one table edge that must only have one building in it (no walkways or barricades). This is the Precinct House where, until a few moments ago, the gangs were imprisoned. Against the opposite edge place three Sewer markers (I use 2" diameter circles of black paper), which are the objectives. Then one gang player and the Zombie Master take turns placing terrain. For this game it is suggested that you use a 6' x 4' table, as it will get crowded very quickly.



ZOMBIES

Total up the number of non-Zombie models involved (including Enforcers) then multiply by five. This is the total number of Plague Zombies allowed on the board at any one time (so you will need a shed-load of Zombie models). The Zombies start with D6 + number of enemy gangs (including Enforcers) at each entry point.

You may either use the rules below for the Zombies, or the more complete ones that come with the Scavvy gang in next issue.

Weapons: Plague Zombies do not have any wargear; they are armed with a variety of spikes, sharpened bones, claws and teeth.

M	WS	BS	S	T	W	I	A	Ld
2D6	2	0	3	3	1	1	1	5

Special Rules

Zombie Shuffle: To represent their unpredictable gait Plague Zombies move 2D6" in the Movement phase. Each Plague Zombie is rolled for individually and the controlling player may move them as he wishes up to the distance rolled on the dice.

Plague Zombies may not run or charge, they always move 2D6". However, Plague Zombies always count as charging into hand-to-hand combat if they manage to move into base-to-base contact with an enemy model.

No Pain: Plague Zombies ignore being pinned and are not affected by flesh wounds.

No Fear: Plague Zombies ignore all Psychology rules and never have to roll Leadership tests to see whether they lose their nerve.

STARTING THE GAME

The Zombie Master goes first, at the end of each of his turns he places D6 more Zombies at each entry point.

RESERVES

When a Plague Zombie is taken out of action roll a D6. On a 4+ he goes back into the reserves and can be used again.

ENDING THE GAME

As the gangs are desperate to hold against the tide of Zombies they re-roll any Bottle tests. If a gang does bottle for any reason then the word goes round that they ran, as such they only gain half the income from their territories next turn, and run the risk of losing territory. The only way to win the game is for the defenders to seal the sewer grates and stop more Zombies coming through. To do this they need to be in base-to-base contact with the grates and at least 6" away from any Zombie not in combat. At the end of the turn roll a D6. On a 4+ the grate is sealed. Once all the grates are sealed the game is over.

EXPERIENCE

Fighters who take part in the game earn Experience as follows:

+D6 Survives: If a fighter survives the battle then D6 points are earned. Even fighters taken out of action receive Experience for taking part.

+2 per Zombie killed

+10 per sewer grate closed: Each model who successfully closes a grate gains 10 Exp.

+10 Winning gang leaders: If the defenders win, any gang leaders left on the table gain 10 Experience (out of action doesn't count as the other gang leaders take the credit).

SPECIAL

If a gang bottles and the defenders still win, then the word goes round that they're chicken. Each winning gang rolls a D6. On a roll of a 6 they gain one of the bottling gang's territories as if they had defeated them 3/1 in a gang fight.

Authors	*Mark "Harry" Harington and John French both work in Direct Sales. Where the Dustfalls campaign is currently being played.*
Further Information	*Watch out for more Dustfalls articles in future issues. The Necromunda: Underhive rulebook and figure range can be purchased from can be purchased from Games Workshop Direct, see the How To Order pages for more information.*
Website	*www.Necromunda.com*

DUST FALLS

By Tom Gilbert, Marc Harrington and Miles Horry

This is the second in a series of articles on a cool Necromunda campaign. It's got new background, mad scenarios and even some modelling lunacy. But first a few words from our sponsor...

THE BRIDES OF SORROW

Those who have been wronged and have come back for vengeance from the dead are creepy, dark and, frankly, cool. I'm a film nut, and to me Necromunda is a scene from a movie every time you play it, with drama, comedy and death. The Brides are something I can just see carving their bloody way across the silver screen. In fact, Tatiana and her girls are hopefully going to become a terror within the Underhive and become a really characterful addition to the narrative of our Dust Falls campaign.

So how did I come up with the Brides? Well, there's a pretty simple process to this:

PICK YOUR GANG TYPE

The Brides are Escher pure and simple, with no extra rules.

GIVE YOUR GANG A LOOK

What would make them stand out on the street, what would their fashion be? Are they secretive like the Delaque or do they want to be noticed, like the Escher?

The Brides want people to know and fear them, so they're going to look very gothic, pale faced and darkly dressed, kind of like people nowadays who think they are vampires but really aren't.

GIVE THEM A BACKGROUND THAT FITS THE LOOK

What have they done? What are they planning on doing?

With the Brides I wanted the feeling that Tatiana (or those who are pretending to be her) are not normal, after all, they cannot die (or can they?).



GANG RATING

TERRITORY	Credits
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	

STASH: 40 Creds

HOUSE/GANG TYPE: Escher

GANG NAME: The Brides of Sorrow

NAME	CHARACTERISTICS M WS BS S T W I A Ld	EQUIPMENT, SKILLS & INJURIES	COST	EXP.
Tatiania	4 4 4 4 3 3 1 4 1 8	Chainsword, Plasmapistol, Knife	170	62
The Sonabulist	4 3 3 3 3 3 1 4 1 7	Flamer, Laspistol, Knife	115	61
Switch	4 3 3 3 3 3 1 3 1 7	Autopistol, Autogun, Knife	85	22
Kiddo	4 3 3 3 3 3 1 3 1 7	Lasgun, Knife	75	25
Ripley	4 3 3 3 3 3 1 3 1 7	Lasgun, Knife	75	21
Britney	4 3 3 3 3 3 1 3 1 7	Autopistol, Knife	65	23
Pink	4 3 3 3 3 3 1 3 1 7	Laspistol, sword	75	22
The Kid	4 3 3 3 3 3 1 3 1 7	Shotgun, Sword, Knife	80	21
Beyo nce	4 3 3 3 3 3 1 3 1 7	Maul, Knife	60	25
Valentina	4 3 3 3 3 3 1 3 1 7	Shotgun, Sword, Knife	80	26
Dana	4 2 2 3 3 1 3 1 6	Autopistol, Knife	40	
Gena	4 2 2 3 3 1 3 1 6	Autopistol, Knife	40	
		TOTALS:	960	308

There are four types of gang fighter: Leaders, Heavies, Gangers & Juves. A gang must consist of at least three models including one Leader and no more than two Heavies. No more than half the gang may be made up of Juves.

THE BRIDES OF SORROW

Switch had heard rumours about 'The Brides' since she was little, her papa telling her many of them himself when she bothered him for exciting tales of his youth. Frankly she thought they were bedtime stories for frightening naughty children rather than reports of real, flesh and blood gangers. Surely there couldn't really be an Esher gang made up of the ghosts of wronged women.

But now she was a believer, especially after her accident with the bag of grenades. One little mistake and the blast had dragged her into the darkness. She had woken up weeks later, her friends all gone. Then the visitor arrived, a young girl dressed all in white.

She said her name was Tatiana. She said Switch's death had caused a roar only she could hear. She said she wanted to go on a rampage and seek bloody revenge on those who had caused her death…

Formed by 'Tearful' Tatiana some 50 years ago, the Brides are something of an enigma. They have been wiped out on at least three separate occasions, once by the Redemption, twice in running gun battles, only to return the next year with slightly smaller numbers. Rumour persists that they are connected to Karloth Valois and his necromancy but this has never been proven. What has drawn attention is that when the Brides return they are always led by 'Tearful' Tatiana. Whether this is the same Tatiana who founded the Brides or another gang leader using the name a status symbol has never been confirmed.

The Brides first came to the attention of the authorities when they conducted a series of raids on gangs in nearby domes. These were short, brutal attacks, that left only one survivor to tell the tale of the ghosts of ladies emerging from the shadows to steal the souls of the living. The attacks continued until a low level hab-complex was assaulted, the building was stripped of all goods, right down to the clothes of the dead. Like previous times there was one survivor left to tell others of the wrath of the Brides. Unfortunately for the gang, the complex had been home to Redemptionist sympathisers and their wrath was swift and bloody. Archbishop Rochforth personally executed Tatiana with a flamer and so the Brides of Sorrow passed in to Underhive legend.

One year later, Rochforth was found exsanguinated in his cell. His followers claimed he became over zealous with his self-flagellation. A week later the remains of the Redemptionist gang who destroyed the Brides were found outside Dust Falls. All but one was dead, the survivor ranted about ghosts of the dead coming back, he was purged for his lack of faith.

The Brides remained a threat to the area for years, and eventually a group of bounty hunters were paid to hunt them down and capture Tatiana as it was seen by the guilders that severing the head would kill the body. The resulting battle resulted in over a hundred deaths and Tatiana's capture. She was flogged, hung and her head displayed on a spike at the gates of Dust Falls as a warning to others.

It was still there when the next year when the Brides returned and sacked the Enforcer precinct where Tatiana was murdered. The surviving Enforcer clawed his eyes out in an attempt to get rid of the image of woman who led the Brides, for it was said that it was the same woman executed only a year before.

The most recent purge of these ethereal gangers took place when the Brides got greedy. After hitting more than 50 settlements they tried to move up the Hive and cross the wall. They were slaughtered before they got past the workshops by an alliance of Orlocks and Goliaths. Lured into crossfire only three survived the initial massacre, Tatiana and two juves. Tatiana was taken alive and the juves executed. Tatiana was imprisoned to make sure she couldn't 'return from the dead'. She was found dead in her cell with in a week.

Everyone waited for the return of the queen of the damned, determined to make sure she and her Brides would not return. A year came and went and there was no sign of Tatiana, and a sigh of relief went around Dust Falls. Maybe the creature had breathed her last and having taken her own life would not return.

Then it started again.

First it was small raids, nothing new in the Underhive but there were survivors. Just one from each raid. Then the prison where Tatiana died was razed to the ground. Tatiana and the Brides of Sorrow have returned and this time it's not going to be pretty.



What makes a warrior truly terrifying is rumours. They don't need to kill a hundred people, they just need people to think they have. Leaving one survivor who is clearly traumatised is a great way of doing this; they forget details and fill in the blanks with exaggerations, like Tatiana coming back from the dead.

HOW I BUILT THE BRIDES OF SORROW

I wanted certain members of the Brides to really stand out, mainly the real veterans of the group. These would be the girls dressed as brides themselves. The three models I chose to focus on were one Ganger, my Heavy (known only as the Somnambulist) and Tatiana herself.

Let's start with the leader of the Brides, Tatiana. I started with the Dark Eldar Homunculi special character and did a chop shop on his head and arms. I then replaced these with Morathi's head and some different arms with a Space Marine plasma pistol and an Imperial Guard missionary chainsword.

The Somnambulist is the biggest conversion with a Homunculi body, a plastic Imperial Guard flamer and the head of the Sister's of Battle Exorcist crewman. This required lots of Green Stuff to make the arms look, well, normal. The hose for the flamer is the power cable from the Land Raider lascannons, but if you have a bits box then you can find anything to act as a hose, power cable or really anything, the trick is to not look at what it is but what it could be.

The last of the trio is the Ganger. I had some spare parts left around when I was making my Bretonnian force years ago and this is one of them. Using the body of another Homunculi and, cutting it at the waist, then doing the reverse with the sorceress, I managed to make a simple body swap with the minimum of Green Stuff. Then I took a pair of Imperial Guardsmen's arms, removed the shoulder plates and filled in the gaps with the mighty stuff that is green. Finally I added little touches such as the skull hanging from her hair – maybe it was the skull of the man she got revenge on.

The paint scheme for the gang needed to be simple, but effective, and what's better than white bridal wear for a gang of Brides?

I started with a basecoat of Codex Grey and slowly added Skull White until I had reached the top highlight for the models. The guns are Boltgun Metal with a Brown Ink wash to give them that dirty look. After all, in the wastes of the Underhive nothing is going to be polished.

You'll also notice a number of other head swaps and weapon switches in this gang; the trick is spotting where they came from. See if you can spot them all.

FLYNN'S COMPANY

BUILDING FROM THE BITS BOX

After a bit of a break from Necromunda, John recently challenged me to a casual game. What a great idea, I thought. I hadn't played in ages and my mind whirled with memories of my ultra cool Delaques' cleaning house. However, on returning home that evening I was struck by the realisation that I had not dug out my old gang in some time – a very long time. I gazed in horror at the terrible paint job of my old Delaques, at least four years old.

IT WAS TIME FOR A NEW GANG

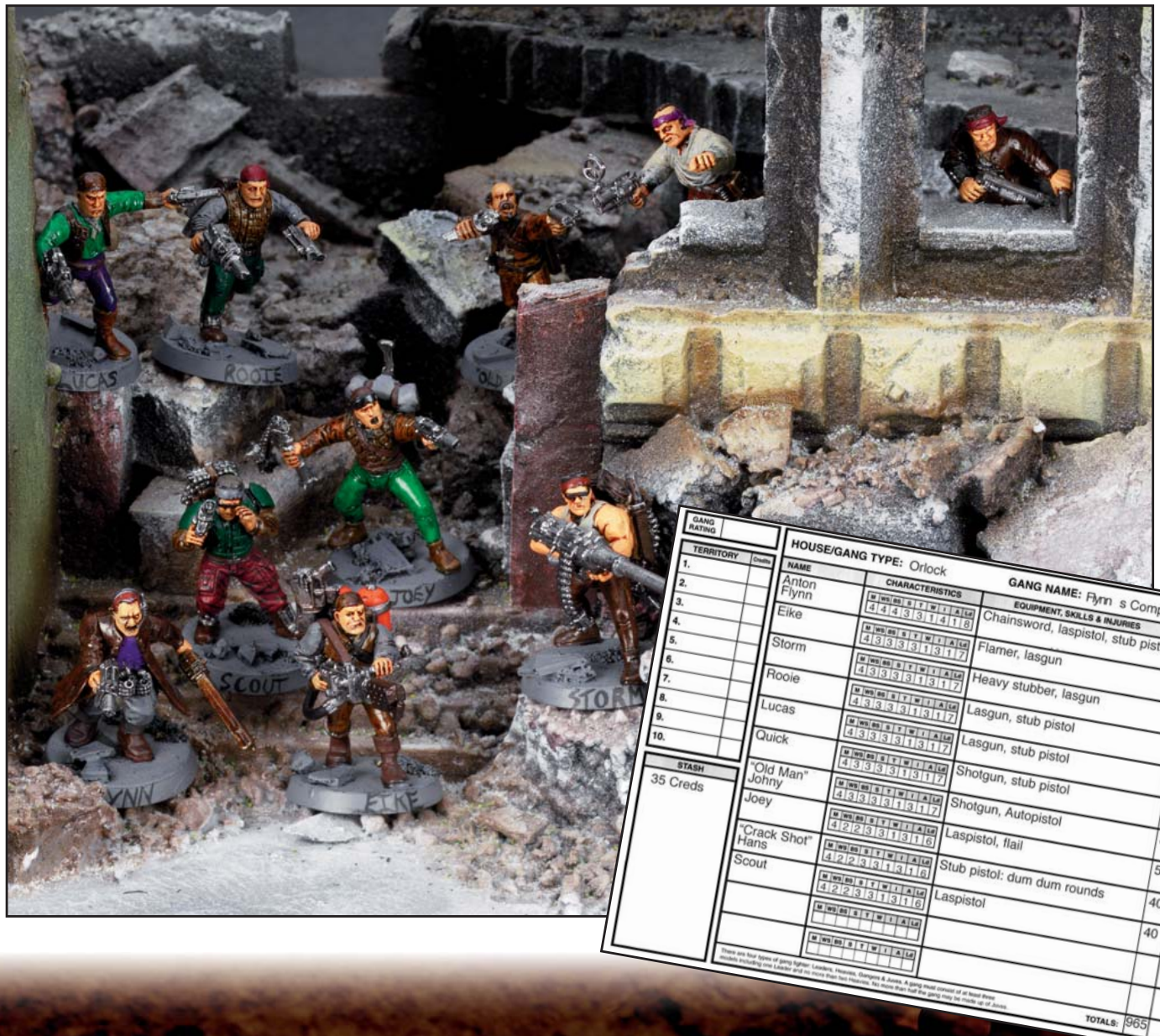
The problem was that I had but two days to get a new gang together and no real chance to go and buy new models. In desperation I cast about for inspiration and my eyes came to rest on the three large boxes I lovingly store my bits in. I wondered to myself, could I really build a valid Necromunda gang from my bits box?

When embarking on a project like this there are two ways you can approach it. The careful gamer would consider what gang he would be constructing, plan out the list and then sort through the collection of bits finding the part he would need.

I DID IT THE OTHER WAY

I descended upon the boxes with childlike glee and rooted amongst the cast off components accumulated from many years of gaming, finding the unused parts of so many different armies mixed in a disorganised treasure trove of arms, legs, weapons and accessories.

The secret, I decided, was to look for a theme. I wanted to get a feel for the gothic darkness of the Necromunda setting, and it looked like my new gang were going to be the bottom of the Hive as far as fashion went. Real scum. With an image of impoverished gangers in mind I set upon some Empire Militia sprues with clippers, finding a wealth of medieval clothing and ragged gear. Combining this with bits from the Cadian and Catachan sprues gave me a bit of diversity and a range of heads, and the weapons were taken from all sorts of sources. I found the lasgun from the new Tank Accessory sprue works a treat with its fold-down stock. My guys can wield it with one hand (though of course in the rules it's still two-handed) and look cool as they throw it around like a pistol.



GANG RATING

TERRITORY	Credits
1.	
2.	
3.	
4.	
5.	
6.	
7.	
8.	
9.	
10.	

STASH
35 Creds

HOUSE/GANG TYPE: Orlock
GANG NAME: Flynn s Company

NAME	CHARACTERISTICS	EQUIPMENT, SKILLS & INJURIES	COST	EXP.
Anton Flynn	M WS BS S T W I A Ld 4 4 4 3 3 1 4 1 8	Chainsword, laspistol, stub pistol.	170	
Eike	M WS BS S T W I A Ld 4 3 3 3 3 1 3 1 7	Flamer, lasgun	125	
Storm	M WS BS S T W I A Ld 4 3 3 3 3 1 3 1 7	Heavy stubber, lasgun	205	
Rooie	M WS BS S T W I A Ld 4 3 3 3 3 1 3 1 7	Lasgun, stub pistol	85	
Lucas	M WS BS S T W I A Ld 4 3 3 3 3 1 3 1 7	Lasgun, stub pistol	85	
Quick	M WS BS S T W I A Ld 4 3 3 3 3 1 3 1 7	Shotgun, stub pistol	80	
"Old Man" Johny	M WS BS S T W I A Ld 4 3 3 3 3 1 3 1 7	Shotgun, Autopistol	85	
Joey	M WS BS S T W I A Ld 4 2 2 3 3 1 3 1 6	Laspistol, flail	50	
"Crack Shot" Hans	M WS BS S T W I A Ld 4 2 2 3 3 1 3 1 6	Stub pistol: dum dum rounds	40	
Scout	M WS BS S T W I A Ld 4 2 2 3 3 1 3 1 6	Laspistol	40	
	M WS BS S T W I A Ld			
	M WS BS S T W I A Ld			

There are four types of gang fighter: Leaders, Heavies, Gangers & Juves. A gang must consist of at least three models including one Leader and no more than two Heavies. No more than half the gang may be made up of Juves.

TOTALS: 965



I'm most proud of my Heavy who uses the heavy stubber from that same Accessory sprue. This gun is just huge and really looks the business. You get the impression this gun could really lay down some serious firepower.

A good tip: taking a file to the shoulders of Cadian arms and getting rid of the shoulder pads makes them usable for a whole host of models.

Getting back to the theme of the gang, it was clear from looking at them they were Orlocks. They lack the distinctive features of any of the other gangs (no long coats, masks or cleavage on display) and the Orlocks are the most generic gang in the Underhive.

The end result was Flynn's company (named after its leader Andre Flynn), the lowest bunch of scum to ever work for House Orlock.

Having a quick look at my creations I was a little worried that I'd have a hard time writing a gang list to fit them. Had I gone overboard on loading these guys down with weapons? Had I made too many guys? Nothing would be worse than having lovingly crafted each and every one of these guys and then not getting to field them. But as it turned out, when I grabbed my trusty copy of Underhive the gang worked out perfectly, everything I'd modelled on and 35 credits left in the kitty.



The smell of burning flesh and the sound of sizzling body fat filled the small back room. As the bloated body of the Guilder fell to the floor, Flynn had to accept it was probably time to leave this neck of the woods. He had less time to dwell on this than he would have liked, Inzanio's bodyguards were at the door, weapons being removed from holsters with impressive speed. But Flynn's associated had the advance warning. They, unlike the guards, had seen the tell-tale twitch in the corner of Flynn's cheek and the pained expression in his eyes, that they knew meant their leader's impressive cool was about to crack.

The first guard through the door was rapidly deprived of all the air in his lungs as Joey's flail smashed into his gut, ribs splintering under the impact of chain and weights. As he collapsed, the guard behind almost tripped over him. He looked wildly into the room as Lucas' stub pistol barked once, the slug catching him in the cheek. As he fell Joey dropped his laspistol to the back of the guard's neck, silencing his shrieks as they began. The first guard, clutching at his shattered ribs and looking up at Flynn's legs before him, found the barrel of Flynn's laspistol, the same offending weapon that had burned the neat hole through his employer's corpulent frame. Once more the smell of burning human flesh filled the small room Inzanio used to use for his private dealings.

Stepping over the fallen bodies Flynn lead his two colleagues through the door and down the dank corridor that connected the place of shadowy business with the main bar area. Enough noise was audible even through the heavy doors that the staff and customers would be oblivious to the carnage that had just taken place.

"Boss, you know I hate to question you... " Lucas left the sentence open. He might hate to question the man he had followed for several years, but in this instance he was clearly doing just that.

"Lucas, no one does that. When I agree a price with someone they don't decide to re-negotiate at the point of payment. Inzanio knew that. Dammit, you know he knew that." Flynn's anger was clear, the adrenaline was slipping away and the realisation of precisely what he had done was slowly beginning to dawn on him.

They reached the bar and moved through the smoke and gloom to a corner table. Here, clustered in the shadows, were the dregs of society known as Flynn's Company.

They looked up at the return of their leader, and he grinned back. They were good lads, not the pride of any House, even their relationship with House Orlock was tenuous enough, but they were good lads. The kind he could rely on, and had for many years. None of them were heroes, nor any of them particularly noble, in fact he doubted any of them cared for a soul besides themselves. But he had taken them and turned them into a company, and now they looked out for each other's hides and watched each other's backs.

It was Rooie who asked the question first, but they were all thinking it.

"No pay?"

Flynn shook his head, the young ganger nodded.

"He dead?"

Flynn nodded coldly, a couple of the gang hissed under their breath, killing a Guilder was usually a bad move. No one liked dealing with a gang that killed their employers, and no one would deal with someone who had murdered a Guilder. Inazanio was no one important, not a big fish amongst Guilders, but they took offence when someone ignored the Guilder badge and dared to murder these essential icons of commerce.

"That's going to make life a little difficult."

Again Rooie was the first to voice what they were all thinking.

Flynn nodded and finally spoke. "I know guys, I've been considering this. I think it's about time we were moving on. We've got no impressive holdings here and we're not going to be leaving much behind."

Eike chipped in, his feet against the table, his chair balanced on two legs. "Where we gonna go boss, the kinda rep this is gonna bring travels far? Ain't nowhere that kinda stain don't show."

A general murmur of agreement rose from the table, Flynn looked thoughtful for a moment then looked over at the gang's oldest member.

"What about that rat hole you told me about Johny. You said it was about ripe for a gang with some guts."

Johny froze and looked up from his drink, all faces at the table turned to look at him.

"Oh no boss. Not Dust Falls."

NECROMUNDA FILM FESTIVAL

We wanted to have a nice change of pace in our Necromunda campaign so we decided to have a theme. As avid film buffs we were already thinking of making a couple of scenarios based on our favourite films, but after a little more thought we came up with the idea of the 'Necromunda Film Festival'. We wrote six film-based scenarios and added them to our normal Necromunda campaign. The player with the lowest gang rating rolls a D6 instead of the normal scenario selection process. On a 1 he gets to choose which film scenario he wants to play. On a 2-5 you play a normal game and on a 6 you play a random film game. If the game is multi-player and you lack the spare gamer you may re-roll.

TOO MUCH BANG FOR YOUR BUCK

"I only told you to blow the bloody doors off!" bellowed Nate Krieger at the man lying next to him in the rubble. Shaking the plascrete dust from their shoulders, they both stood up slowly and looked back at the blackened hole that used to be a safe. "That's torn it", muttered Krieger.

Staggering to the exit they paused and peered out into the street, dust still hanging in the air. In and around nearby buildings they could see people moving about, taking up positions and watching the doorway they crouched in. Robbing the caravan paymaster had seemed like a good idea at the time, but now it looked like everyone was after their blood. "Frag it," said Nate decisively. "Let's fight through and get the hell out of here."

This scenario represents a heist gone wrong. A gang has bungled a robbery and starts the game surrounded in a storehouse. They have to escape with their ill-gotten gains to win.

TERRAIN

The terrain is placed over a 6' x 4' table. However, you only use a 6' x 2' corridor to place terrain in, the empty spaces behind the terrain are no-go zones (assume that the building back on to a bulkhead wall or building complex. At one end of the table is the storehouse.

Each player takes turns placing terrain in the corridor, but making sure they leave a visible road at least 4" wide down the centre of the corridor.





GANGS

The defenders are the gang hired to guard the caravan paymaster's stash and get to set up anywhere at least 18" from the attackers' table edge. The gang is placed in groups of two or three and each group must be at least 6" away from another group.

The attackers set up inside the storehouse.

STARTING THE GAME

The attackers go first.

ENDING THE GAME

If the defenders bottle then the attackers win. If the attackers get three figures off the far edge of the table they win. In all other cases the defenders win.

EXPERIENCE:

+D6 Survives
+5 per enemy ganger killed
+10 per attacker escaping of the edge
+10 winning Leader

SPECIAL

If the defenders win they gain double the money from one territory of their choice this month as their reputation precedes them. If they lose then they gain no revenue from one random territory as their paymaster refuses to give them their wages.

If the attackers win they gain 2D6 x 10 credits +10 for each ganger who escaped before the game ended.



Authors	*Tom, Marc and Miles work in Games Workshop UK where the Dustfalls campaign is currently being played.*
Further Information	*Watch out for more Dustfalls articles in future issues. The Necromunda: Underhive rulebook and figure range can be purchased from can be purchased from Games Workshop Direct, see the How To Order pages for more information.*
Website	*www.Necromunda.com*

DUST FALLS

By John French & 'Harry' Harrington

Jake: This month we see some more of the gangs from the Dust Falls campaign, together with a couple more of the scenarios they've come up with. I think the guys have done a great job of adding extra character and detail to their gangs, giving each of them a story and a background which they can then carry over onto their models and even their styles of play.

THE BROTHERHOOD OF THE TRUE RESURRECTION

A House Cawdor Necromunda Gang
By Alan Bligh

When I was asked by my friend Harry if I would like to join in a Necromunda campaign I didn't have to think hard about a reply. It had been a while since my old gang, (an Escher outfit that went by the name of the Nightside Hellions) had last stalked the Underhive in search of guilder creds and glory, and it would be good to get back into gang warfare again. I'd always enjoyed Necromunda; in particular I'd always liked its aspect as a campaign game and the fun that could be had clashing repeatedly with your mates to come out on top. So this would be an excellent chance for me come up with a new gang to play, get some use out of my shiny Underhive rulebook, pick up and convert some new miniatures (not that I ever need an excuse), and lastly (but not least) get some cool games in.

CHOOSING THE GANG

My first job was to choose who my new gang would be. Other than wanting to do something different to the Escher, I had a pretty open mind on this one. Now there

The Redemptionist spat a guttural mixture of obscenities and fevered prayers through the snarling mouth of his battered iron mask. He thrashed on the dusty ground in the circle of light, futilely trying to escape the bonds they had hog-tied him with, cursing into the darkness beyond.

"Be at peace brother," came the silken voice from the darkness, at-once unknown and hauntingly familiar.

"Heretic!" The Redemptionist screamed. "Sinner! You will be cleansed! You will burn in the fire of the... " His voice trailed away as the black-draped figures advanced to the edge of the circle of light. They seemed to him perverse reflections of the brethren of the Redemptionist Crusade; their robes and equipment ash-blackened and grim, bone-skull masks covered their faces, silent and forbidding.

"Peace brother, peace." Again the voice spoke with such calm authority that it stilled the Redemptionist's thrashings. "You have come to us; it is the Emperor's will."

"You dare speak his holy name!" The Redemptionist screamed back at him.

"I am the true servant!" The silken voice roared with such force the Redemptionist could only cower and whimper helplessly in response.

"Soon brother, soon the veil that covers your sight shall be lifted. You shall know peace, you shall walk the path: you will cast off the falsehood of your liar-priests and know the Emperor's true will on this blighted world. Serve us, serve the brotherhood of the true resurrection, and serve him – the undying one."

"That is not dead which cannot die!" The terrible, dry voices of the other dark figures rasped in unison.

"Who... who are you?" The Redemptionist pleaded.

"I am Mathias, brother, and I am your saviour in His name. In us you will find life eternal in his service." The one called Mathias leaned forward, dozens of tiny silver aquillas tinkling against bone fetishes; he extended a gloved hand to the Redemptionist. "Join us and know the truth of the Emperor's work. Join us and do His will. Join us in our battle and if you prove worthy, receive the life eternal."

The Redemptionist gazed up into the empty black pits of Mathias' eyes and his blood froze in his veins as he realised that the black-robed priest wore no mask at all...



are a lot of different ways to decide on what gang/army/team, etc you're going to pick when coming fresh to a game. I know a lot of gamers have a preferred style of play (all-out aggressive, stand back and shoot, highly mobile, etc) and go for a force that will suit their style, while others make their decision based on the models they like best (which is no bad plan, because if you really like the models, you'll enjoy painting and gaming with them a whole lot more). There are some people who try to work out which is the all-round hardest army in any given game. This is, of course, somewhat inadvisable as a lot goes into balancing out GW games, and the 'undefeatable' force is a bit of a myth in my experience, particularly in Necromunda where positioning and manoeuvre can play such an important role in a game's result. Personally, I fall into that group of gamers that are very background orientated; I love good 'fluff' if I can put it like that, and often pick a particular force if the concept behind them appeals to me, and I like their fictional game background. So with this in mind I immersed myself in the game material to see what leapt out shouting 'play me!'. I had a good search through the Underhive rulebook, on the Fanatic website and through my back collection of Necromunda stuff, and while the shiny new Enforcer models appealed greatly I actually settled on the House of Cawdor. They seemed more grim and driven than the other House gangs, with their adherence to the Imperial Cult and covered faces setting them apart from the rest. I also liked the miniatures and already had a few (admittedly slightly insane) ideas about how I could do something interesting with them and make my gang a very individual force on the tabletop.

IT'S CAWDOR JIM, BUT NOT AS WE KNOW IT:
I'd had a few gaming ideas bouncing around in my head looking for an outlet for a while, one of which was to try and do something with the idea of Imperial Death Cults. One idea that I'd had with this was to detail a cult of 'resurrectionists;' a sect that focused on the Emperor sacrificing his mortal life in battle, but overcoming death. Prophesying that the Emperor is going to get back up off the Golden Throne having 'defeated' death and enabling his followers to do the same in a dodgy sort of 'voodoo death cult' thing sounded cool to me. I'd had the idea of working these resurrectionists into an Inquisitor narrative (which I may still do), but when Harry mentioned his dark plans for a series of linked scenarios based on cult movies, I immediately thought of the resurrectionist idea I'd had. After all, there's always room for one more crazed mob of gun-wielding lunatics in the 40K background, and the nightmare of the Underhive seemed as likely place as any for them to thrive. It also fitted in perfectly with my choice of House Cawdor as, alone among the Hive houses, they took the Imperial Creed to heart, (after all they are the House of Redemption). I could easily see another schismatic take on the Imperial faith growing up secretly in their midst. I even toyed with using the Redemptionist rules, but disregarded the idea after looking into it as they didn't quite fit with what I wanted, and it felt too much like fudging things just so I could get some special abilities for them. In the end I was happier sticking to the basic Cawdor list as it's nice and straightforward, the skills and weapons suited the idea I had of them anyway and their place would be compatible with the background. So my gang for this campaign would be The Brotherhood of the True Resurrection; a House Cawdor gang that had joined the resurrection cult, but was still close to the ways of House Cawdor. I saw them set to guard the advance of the inner sanctum of the True Resurrection as it began to spread in the Underhive, and who knows, perhaps I'd get to write full gang rules for the dark heart of the resurrectionists some day.



PUTTING TOGETHER THE GANG ROSTER:

When I sat down to decide what would be in my starting gang, the very definite picture in my imagination made it pretty easy. I wanted them based on the idea of a of a cult hit squad, one of a number perhaps sent to take over a section of the Underhive on the edge of Cawdor held territory to secure an outpost base for the cult, with the resurrectionists spreading slowly like a cancer in House Cawdor rather than being like the fire and brimstone roving crusades of the Redemption. I would design my gang as an attacking force; more dependant on numbers and storm tactics than standing back with heavy weapons and letting rip, or approaching by stealth (ultimately all Cawdor gang-members also have access to ferocity skills so this also made sense). I wanted a solid core of Gangers to advance, guns blazing, with my Gang Leader – a cult fanatic at the head of the assault. Just to cover my bases with a little tactical flexibility I also wanted a back line of two or three models with rifles to provide covering fire and pick off priority targets at range. I also put into practice an old personal rule of mine for Necromunda – hold-outs: everybody, even lowly Juves, would get a back-up gun. This is because guns in Necromunda will fail when you least want them to, and I like to be prepared for that eventuality.

You will also note that my Heavy doesn't actually have a heavy weapon, which may strike you as a bit bizarre. There are a few reasons for this. For a start, the lack of the big gun allowed me to spread some creds around. Move or fire weapons tend to lead to a static style of play which I didn't want for the gang, and the Heavy (with or without a very big gun) has access to different skill groups which I hoped to exploit as the gang developed (hence his inclusion rather than a cheaper Ganger for the same job).



My boss ended up with a chainsword and a flamer, making him a fairly scary prospect in a fight, while my Heavy benefited from the Cawdor access to a boltgun as a basic weapon (I chose laspistols as back-up for both of these because of the high likelihood of ammo-outages on their main weapon). As for the rest, I decided to spread about a good bit of firepower quite evenly around my six Gangers, including hot-shot shells, dum-dum rounds and frag grenades, with an autogun and a lasgun for a little supporting fire. Going against what I know is 'the done thing' with some players, I actually decided to give my Juves (just two of them in the end) some decent kit, reasoning it's better to have them as something more than just mobile sandbags for the Gangers.

On a final point, the students of mythology and weird fiction among you might recognise a few of the names I gave to my lads (and lass)!

SELECTING THE MINIATURES:

First off I should tell you that I'm an incorrigible 'cobbler' of miniatures. I love to convert stuff, and while I will make no claims to brilliance as a sculptor (far from it), it's an aspect of the hobby I really enjoy and I like to have a go. So I formulated a plan to bring my Brotherhood into being; my concept for the look of my gang was already set: black hooded robes, skull masks, pale skin, parchment seals and deathly iconography, but still recognisable as House Cawdor in origin. I also didn't want to just get Redemptionists and paint them black as that would have been very unsatisfying, so after ploughing through the Specialist Games catalogue and the Online Store I had a few ideas. The gang's Juves would have 'straight' Cawdor looks, the idea being that they are recent converts, while the Gangers, being full 'Brothers and Sisters of the True Resurrection', would be a mixture of Cawdor miniature conversions and robed and masked models made using converted Mordheim Possessed brethren (I've always thought these were gorgeous miniatures and the robes and skulls on many of them were too good to pass up). Also I planned to covert some of my own creations from the basis of Warhammer High Elf Archer plastics, (as these offer something of a blank canvas to work from by way of a suitable body), and I was planning to use some spare skeleton skulls I had lying round in my bits box for heads – making Green Stuff cowls to round them off. My initial idea for a leader was to use a converted Redemptionist deacon, but I had a sudden inspiration when talking about my idea for a gang to a colleague. Looking at my models he said 'are you going to add a top hat then?' referring to Baron Samedi (of voodoo and James Bond fame) and I was suddenly struck with the idea of the hat-wearing Witch Hunter Inquisitor model. With a slight tweak or two I could make the Inferno pistol pass for a flamer and set about the rest. My next stop was to get hold of some Necromunda weapons sprues to cover the guns I wanted for the gang and get to it!

Painting the Gang: I set out with a simple but definitive colour scheme in mind to unify the different converted miniatures in the gang: dusty black with bone detailing. The black in question would be Chaos Black drybrushed lightly with Codex Grey on the robes, cloaks and primary areas of clothing to indicate that they were hard-worn by the Brotherhood, rather than a shiny or high-contrast black (they are crawling around in the Underhive after all). The base colour for their weapons would be similarly dark – a one to one Boltgun Metal and Chaos Black mix, highlighted with Chainmail, with areas given thinned Flesh Wash layers to signify age and rust. Detail areas of cloth, such as face masks and wrapping, would be a bone-like off-white; a white built up from Vermin Brown with thinned Flesh Wash applied again to give a deliberately dirty appearance, while actual bone parts (such as the skull masks worn by some) would be Bleached Bone with a white highlight and possibly a gloss varnish to provide a polished look. I also had in mind to do some clothing sections in muted versions of the reds and blues associated with the Redemptionists and Cawdor, making them look like faded relics of the gang members' past lives.



DARK THINGS WALK ABROAD IN THE UNDERHIVE:

So there you are, my Brotherhood of the True Resurrection ready to bring the 'peace' of the Emperor to the Underhive, and I'm really looking forward to fielding them in battle. They go to show you can come up with an individual and unique force for a game by inventing an imaginative background and sticking to it when you design the list. As you can see, once I had in my mind 'who' the gang was the rest of the decisions about the roster, modelling and paint schemes kind of made themselves.



TECHKANA WARPARTY

When the guys here in the office decided to start up a Necromunda campaign I jumped at the chance to join in. Warhammer World has some really great Necromunda scenery and I love all our game systems that have a campaign structure whereby I can watch my gang/team/warband develop. When deciding which gang I wanted to take for the campaign I was torn between starting with a gang I had never used before, such as the great new Enforcers or Spyrers, or revisiting one of my old favourites. In the end there was only one choice I could make: my old favourites, the Ratskins. I have been telling all who would listen how they used to be my favourite gang, so now that we have new models and new rules how could I not use them in the campaign?

Ratskins have always been one of the coolest things about Necromunda and I have always tried to include a Ratskin Renegade in my gangs wherever possible. I love the Native American influences that the background and the figures imply and I feel it really emphasises the "old west" or "frontier" feel of the Underhive setting wonderfully. Of course, it helps that they are some of the best figures we have in the Necromunda range and that we have great new figures. This enables a cunning Ratskin Chief to arm his or her Ratskins for both close combat or for firefights as appropriate.

The Ratskin Renegade gang has been my favourite ever since their first appearance in the Outlanders supplement purely because I loved the imagery and the background for the gang. Whilst the new version of the rules has now left my beloved Shaman out in the cold I have been assured that they will make a reappearance and I now have the Totem Warriors which more than make up for his (temporary) removal.

Ratskin Renegades are not like a regular gang in that they are Outlanders and so operate outside the law and outside the bounds of civilisation in the Hive. Since they are native in the Underhive they are immune to the effects of the Treacherous Conditions table and must, in fact, use this table during all of their games. This can make life very difficult for opposing gangs whose mobility may be limited, or whose shooting may become much less effective at range. This is one of the reasons why I like the Ratskin Renegades because this rule makes games much more interesting and will make for a different challenge in every game for your opponent as he or she battles, not only with your gang, but also in some cases with the Underhive itself!

As an Outlander gang, the Ratskin Renegades do not have much access to territory and income must be foraged after every battle. The good thing is that the Ratskins are quite good at foraging and so can be relied upon most of the time to find sufficient food for themselves to eat. Each gang member requires 3 creds worth of upkeep to be spent on them per Post Battle sequence. Now since each one, if sent to forage, generates 1D6+1 creds you can expect a Ratskin to be able to feed himself 83% of the time and will turn a profit, albeit a small one, 50% of the time. Now as we all know you can't assume all your gang members will be able to be active in the Post Battle



sequence, but as a rule this means you can be quite confident of being able to get by. A Ratskin will find sufficient food for two gang members 33% of the time.

Replacing deceased gang members or increasing the size of the gang can also be quite difficult, but this is counterbalanced by the natural resilience of the Ratskins. Whilst a Ratskin Hired Gun gets two rolls on the Injury table and gets to pick the best one, the Ratskin Renegades have a lesser version of this enabling them to re-roll a result on the Injury table should they not like the first. This means that it is much more likely that a Ratskin taken *out of action* in a game will survive to fight on. If you only use your re-roll on results of a 11-16 Death then the chance of death is reduced from around 17% to a mere 3%. This also means that if you consider the results 41-66 as "beneficial" result then you can increase the chance of getting a beneficial result from 50% to 75% although doing so will increase the chance of death. It is up to you to decide if the gang member is worth the gamble.

The final factors that made me fall in love with this gang are their ability to effect the scenario roll in the same way as a Ratskin Hired Gun does for regular gangs, and the fact that they all come armed with a free knife and a free club. This means that I can hire gang members that are perfectly able to function without any additional equipment purely as hand-to-hand specialists, and I can try to ambush those gangs with Archeotech Horde territories to drive them away from our sacred sites.

I decided that I would include a mixture of old Ratskin figures with a few new ones and some conversions to make my gang as unique and individual as possible. To that end I ordered one of each of the classic Ratskin figures, some new Ratskin blisters and a few figures and sprues to use in conversions. In the end I actually assembled and converted over 25 figures for the gang and am only using 14 of these for my starting gang. Essentially I just assembled what looked good and did not worry about how the models were armed. I then selected my starting gang from these figures.

I decided early on that I wanted to include at least one Totem Warrior in my gang as I really wanted to see how good they were and have a go with the cool new spirit weaponry. I have converted my Totem Warrior "Strikes from Shadow" out of Brakar the old Ratskin Hired Gun, with a large axe from the new Ratskin close combat sprue and an axe from the Warhammer Marauders of Chaos sprue which I had lying around in my bits box. "Strikes from Shadow" counts as being armed with a spirit totem in the form of the cool archeotech-looking axe and a club, meaning he will be awesome in close combat and will be able to absorb many enemy spirits as they depart their worthless bodies.

"Strikes from Shadow" will be accompanied by two Braves to soak up the flak whilst he charges in. Instead of using the normal Brave models, I decided to use some Giant Rats to represent my Totem Warrior's allies. They use exactly the same rules as for normal Braves, just different models. The best part is I can get away with counting their teeth as their free knife, and their claws as their free club.

I also set about converting the Underhive Scum model with the auto pistol and plasma pistol because I have always felt that he looks a little like a Ratskin with the beads in his hair or could in fact be a Goliath gang member with a little Ratskin blood in him. Either way he makes for a great addition to my gang and will be leading one of my close combat groups into the fray with his auto pistol and pick. The pick replaces the plasma pistol (which was simply clipped off) and is from the Chaos Marauder sprue as well.

When I first began to play Necromunda I took a Cawdor gang which contained very few members, but each was armed to the teeth with either grenades or back-up pistols should their main basic weapon armament fail its ammo roll. I soon decided this was a bad idea as my opponents would simply take a small group of my gang *out of action* and I would have to start making Bottle tests which I would eventually fail even if I was in a beneficial position. I now try to include as many gang members as I can to as to prevent early bottle outs and to work on the theory that "everything counts in large amounts."

I decided to carry the Native American stereotype through to my gang by naming them using the naming convention whereby they are named after something from the Underhive. This led me to names such as "Leaking Sump," "Drifting Ash" and, my personal favourite, "Old Gunk Tank." I have also decided to throw a few more natural sounding Native American sounding names in the form of "Dancing Shadow" and "Howling Wind" whilst still maintaining an Underhive undertone.

As the Ratskins progress they will gain access to Combat, Agility and Stealth skills. I intend to load up on Stealth skills for my Ratskins armed with longer range weapons such as autoguns and shotguns, and the close combat Ratskins and Braves will try to get an equal balance of both Agility and Combat skills. If necessary I will move weapons round in the gang to make sure the right person is armed with the right weapons.

I decided not to purchase any blindsnake pouches for the gang just yet, primarily because that would reduce the number of members I could include, but also because in early practise games very few people used *overwatch* to any great effect. We'll have to see if I change my mind once we start for real.

TRIAL BY FIRE

Ever wondered how people actually join a Necromunda gang? Is it like the school playground, where two gang leaders choose guys one at a time until the chubby kid who's not allowed to do sports is left? Or is there some sort of job centre for adolescent wannabe psychopaths who turn up for an interview?

Personally I think it's more likely that a group of juves turn up together and ask to join the gang. And Necromunda, being the hard-bitten sinkhole of the universe, I think it's highly likely that they would have to perform some task to prove their bravery and loyalty. This scenario shows such a Trial By Fire.

TERRAIN

The set up for the game is played on a normal board set for a gang fight, except there is one objective marker placed in the centre of the board.

GANGS

One player takes up to five Juves who may be equipped with up to 30 points of equipment each. The other player is the defender, and takes his normal gang.

The defenders place their figures first in groups of no more than three (with at least 8" between each group) and these groups patrol using the Sentry rules, all the models of a group keeping within 3" of each other.

The defenders do not get to sound the alarm until a Juve comes within spotting distance (Initiative x 2"), or an attacking Juve opens fire.

Once the alarm is sounded the defenders can move as normal and have no need to roll Bottle tests as they are at their base camp. Defenders who voluntarily bottle automatically lose a territory to the victors as their reputation takes a nosedive.

The attacking Juves start on random table edges. Roll separately for each Juve.

The attacking Juves do not take Bottle tests, nor do they roll All Alone tests. They know that this is make or break.

STARTING THE GAME

The Juves go first.



EARNING THEIR STRIPES

There are three ways a Juve can earn his stripes:

1: Put an enemy Ganger *out of action* in hand-to-hand combat (collecting some item or trinket to prove the kill).

2: Tag the base: spend a turn in base-to-base contact with the objective at the centre of the board (with spray can at the ready).

3: Wound the enemy Gang Leader. By taking on the best the enemy has to offer the Juve shows his true potential.

Once a Juve has completed one of the tasks he can leave the battle. Remove the model when it reaches the edge of the board.

ENDING THE GAME

The game lasts until the Juves are all *out of action* (likely), completed their missions and left the board (unlikely) or have defeated the entire defending gang (miraculous).

EXPERIENCE

Experience is awarded to Juves as follows.

+5 pts Each enemy Ganger taken *out of action.*
+10 pts Tagging the base.
+15 pts Hurting the Gang Leader.
+5 pts Getting safely off the board after your task is completed.

Defenders gain Experience as per a normal gang fight.

The harder the opposition the more Experience the Juves gain from their Trial by Fire. For every whole 100 pts over 1,600 the enemy gang's rating is, they gain a further +1 Experience; eg, a gang with 1,830 rating would mean each Juve would gain a further +2 Experience.

SPECIAL RULES

Any Juve captured by the defending gang may well switch allegiance to save his neck. Before rolling for injuries on a Juve who has been taken *out of action*, roll a D6. On a roll of a 6 he jumps ship and joins the defenders (keeping any equipment he started with).



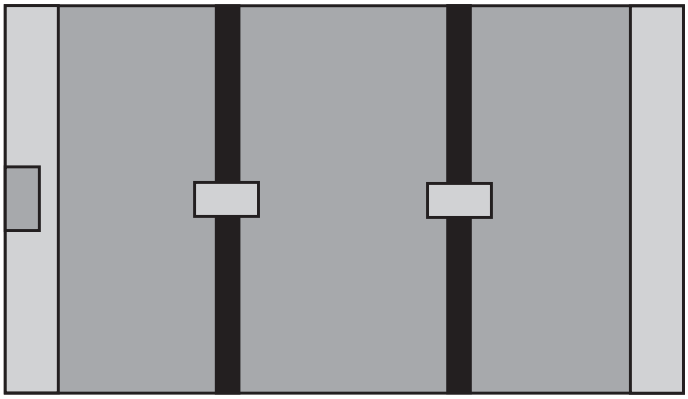
WAGONS ROLL

"Look I don't care whether you two gangs hate each other this contraband has to get through tomorrow. Now sort your differences out on your own time." The trader stood at the end of his table chewing the end of his expensive Iho stick. "I want this to go well. Krieger, your guys are to take the northern checkpoint just as the caravan comes into sight. Dead Dog, your boys hold the southern checkpoint. Tatiana, you and your girls are close security on the delivery. If the caravan makes it through we're all rich; if it doesn't the deal's off and you're as broke as I will be."

This scenario is for veteran gamers, preferably as a finale to a major section of a campaign. It would suit a gaming club very well. It will take about twice as long to play as a normal game so make sure you're prepared for the long haul.

TERRAIN

You need two 6' x 4' boards (to make a 12' x 4' gaming area) for this game with plenty of terrain and two bridges across gaping holes in the floor (I use two 6" wide strips of black cloth to signify the chasms).



THE GANGS

The job's simple: get the caravan off the table. The only problem is that there are three gangs trying to stop you. This scenario is for six gangs (three attacking to break a path for the caravan, and three defending their territories). In addition you'll need something to represent the caravan.

The caravan sets up in the middle of one of the short board edges. The attacking gang that's been given the job of escorting the caravan sets up within 12" of its charge. The second attacking gang is deployed in the 18" zone at one end of the board (near the caravan). The third gang deploys in the 18" zone at the opposite end.

Three gangs have teamed up to defend their territory against 'the smugglers', as they see the trader and his caravan. The first two choose a bridge each, and set up within 12" of it. The third defending gang is split into three parts by the owner and forms a reserve. Decide where you want each part of the reserve to arrive (any board edge), and then roll to see if they turn up at the start of each of your turns. If you can roll under the current turn number on a D6 then the group arrives. Roll separately for each group. Note that this means the reserves cannot arrive on turn one.

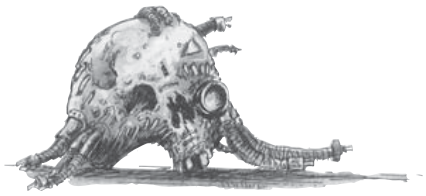
STARTING THE GAME

The attackers go first and at the end of their turns the caravan moves up to 9". The caravan may not cross any of the bridges unless there are more friendly figures than enemy within 6" of the bridge.

As they have a financial commitment to the mission the attackers get to re-roll their first failed Bottle test.

ENDING THE GAME:

If all the defenders or all the attackers fail their bottle rolls then the other side wins. Otherwise, if the caravan gets through to the opposite table edge the attackers win. If the defenders get four figures within 6" of the caravan, and there are no attackers in that area, then the defenders win.



EXPERIENCE

+D6 pts Surviving the Battle: D6
+10 pts per winning Gang Leader
+5 pts Each enemy *out of action*: 5 pts

FINANCIAL

Gangs that were on the winning side and didn't bottle out get to split the proceeds from the caravan between them:

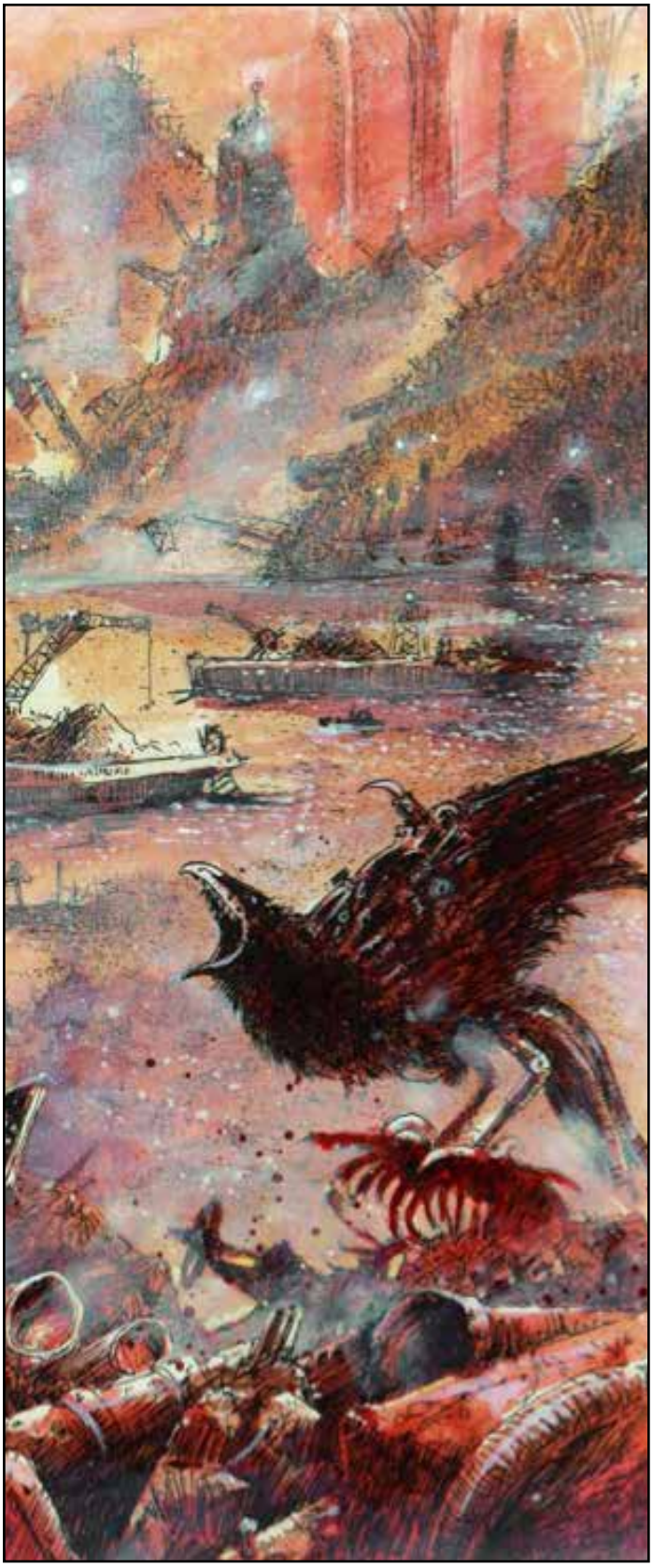
150 credits
3D3 rolls on the Rare Item chart
3 blindsnake pouches

You can choose to split this booty in whichever way is mutually acceptable to the Gang Leaders.

SLUDGE HARBOUR

by Alex...

The settlement of Sludge Harbour is on the edge of a vast (vast!) septic tank system which is fed effluent from up-hive. It is believed that Sludge Harbour was originally a farming settlement. The effluent from the septic tanks ensured a relatively fertile farming environment and fairly bountiful fungus harvests. Even today tiny farms and small holdings still make limited use of this 'natural' resource.



As the farming communities grew larger, Guilder Caravans began to detour from older established routes to trade. The Caravans attracted outlaws and so the settlement grew more centralized for mutual defence and a small town sprang up where Sludge Harbour now sits - though no one knows when the settlement was formally named. The settlement truly became an established trade hub when a local trader came up with the idea of providing safe transport for the caravans by ferrying them across the sludge, safe from outlaws. Extensive rebuilding of the 'seafront' area of town yielded workable dockyards and ferry-barges were constructed fairly easily, the Enforcers moved in and built the first Precinct House

(now burned out rubble from a particularly nasty gas explosion) and then the second Precinct House (with better gas venting) as a bastion against outlaw predation. Similar seafront refurbishments were undertaken at other coastal settlements (amongst them, Port Stink, Slurry Docks and Slime Cove) and ferry- routes were established. These days, caravans that make it through to Sludge Harbour unmolested may feel relatively safe until they set off from the other side of the Sludge Sea.

GEOGRAPHY

Hazards: Due to the nature of the "sea", the atmosphere near the coastline is somewhat...robust. Although the locals are largely used to the smell, occasional methane pockets can pose quite a hazard. Testament to this is the wreckage of the first Precinct House the Enforcers built. Ignoring local advice, the precinct house was built strictly according to the standard template. Fortified and sealed against attack, the methane build-up was inevitable and the subsequent blast was severe when one of the prisoners, in a moment of relaxation, lit a cigarette. With this rather stark demonstration of the validity of local knowledge, the second precinct house was constructed with certain improvements to the template allowing for much better ventilation.

Methane pockets are not strictly a coastal feature and can extend as much as two miles from shore depending on the season and prevailing wind currents. This makes shootouts a decided risky prospect in enclosed areas though many gangers seem to be too brave (or stupid) to allow such a consideration to influence their more violent behaviors.

Housing: The largest single building in the settlement is the Precinct House on the outskirts of the town. The traders

market and the Guilders offices are right next to the dockyards to make best use of the slave pens. Between them and the precinct house is the normal mix of housing, rotgut dives and workshops that might be found anywhere in the underhive, all well ventilated of course.

Landscape: Unsurprisingly, the main landscape feature is the Sludge Sea itself. The ferry docks, at first makeshift and temporary, have been re-made and repaired many times over the years. The settlements maintain a small boatyard for ferry repair and construction in the middle of the docks. The Guilder Tariff offices are moderate-sized but ostentatiously decorated (by comparison to the rest of the settlement) and situated adjacent to the docks and the traders market in order to keep tight reign on market prices and ferry fares. The traders market is much the same as such markets all across the underhive with traders offering booze, trinkets and any services a person could think to ask for.

THE INFRASTRUCTURE

The Law: The law in Sludge Harbour is currently kept solely by the Enforcers. There have been watchmen in the past, drawn from the local ganger populace, but the enforcers refuse to trust any of today's local gangers any further than they could spit, (mostly due to the increased frequency of caravan raids) so all law enforcement duties are performed by a precinct which finds itself stretched incredibly thin. (This in turn leaves more opportunities for unscrupulous gangs to take up caravan raiding.)

There have been no attempts to point out this vicious circle by the local populace who rather depend on the nearby Outlaw trading post to sell most products of the salvage diving which nearly everyone in town has a quiet interest in.

Civilian Life: Life here is much the same as elsewhere in the underhive for the average Joe, those that aren't employed in the various bars and workshops find employment on the ferries in some capacity or another or work the farm holdings to feed the settlement. Despite the dangers involved, there is a thriving cottage industry of salvage diving in an attempt to get rich off the artifacts from sunken caravan ferries and other trinkets lost overboard. Most people have friends or family who work on the caravan ferries and many such trinkets are 'accidentally' lost overboard at pre-arranged points to be retrieved later. These items will typically be sold at the nearby Outlaw trading post of Slayth End to avoid repercussions from irate guilders.

Gangers and Outlaws: Gangs from all the major houses are active in Sludge Harbour. Many of them find employment as caravan guards and there is always work to be found in the ferry support industries to keep them going when no caravans are hiring. The caravans do represent the ultimate temptation for the cred-strapped gangs and more than one gang desperate for cash has needed to make a swift relocation to Slayth End after finding a caravan that was just too weakly guarded to ignore.

Some few miles along the coast from Sludge Harbour is the Outlaw Trading Post of Slayth End. With its largely floating population the only permanent feature is the market itself which is fed from the proceeds of caravan raids and salvage diving from Sludge Harbour. Consequently, the local outlaws maintain quiet but cordial relations with their neighbours and confine their activities to caravans and gangs, leaving the settlement in peace.

CAMPAIGN BASICS

Gang Recruitment, Scenarios and Territories remain the same as in Underhive.

CAMPAIGN GAME MECHANICS

Methane Pockets: Roll a D6 before each battle. On a roll of 1 this battle is subject to 'Methane Gas' from the Treacherous Conditions table in addition to the effects of the normal Treacherous Conditions roll. (If the normal T.C. roll is Methane Gas then the luckless gangers under the template take two hits.)

Amateur Salvage: Any gangers or juves not involved in collecting income or going to the Trading Post or assisting a heavy may go salvage diving. Leaders and Heavies shouldn't try this; they have actual important things to do. Roll a D6 on the following chart.

d6	Result
1	The ganger dies horribly. Either eaten by some mutated monster or killed off by swimming into a particularly toxic area of sludge.
2-4	The ganger finds nothing of value, but survives.
5	The ganger finds something worth 10 credits
6	The ganger finds something worth D6x10 credits

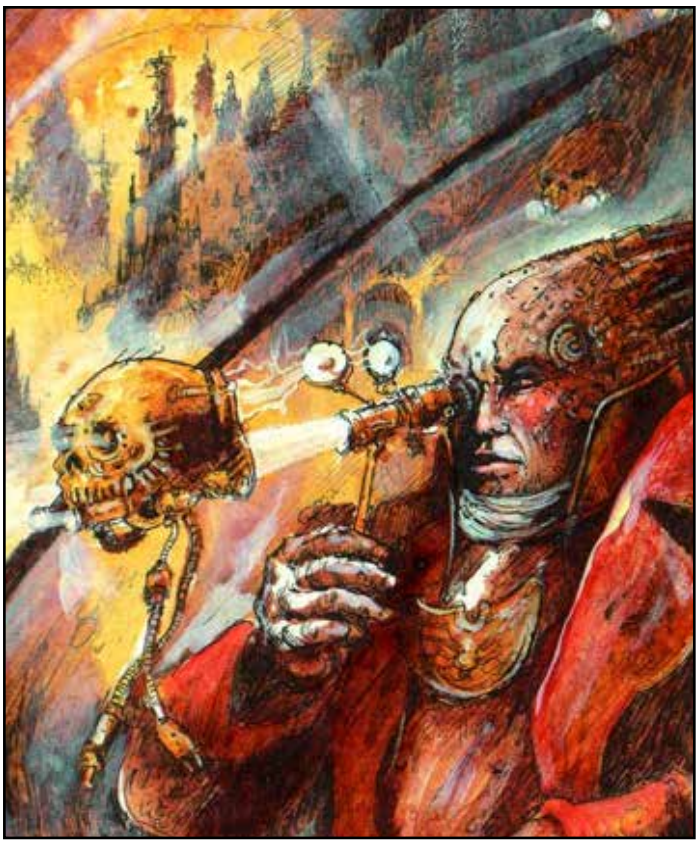
SCUM CITY

by Max Millions

"What? No, I can't get you one of those. You'd have to be crazy to think that I could get my hands on one. And even if I could, I wouldn't be able to move it! The Enforcers are everywhere and they have a knack for picking up on sales like that. No, there's simply no way. Unless... No, you wouldn't go for it. It's too dangerous, and anyways, there might not even be one there. Still, if anywhere has what you're looking for, it'll be Mark Street, Scum City, right outside the Under-Spire. You can buy anything there for the right number of credits. Wait, listen to me first! You don't want to go there! I went there once, and I barely escaped with my life. That place makes the rest of the Underhive look like a peaceful hab-dome by comparison. Out here your life's only in jeopardy if someone would benefit from your death, there a man or worse would kill you without even thinking! The worst of the worst find their way to Scum City and most don't find their way out again. You would be wise to heed my warnings. But if you insist on making this foolish journey, then perhaps I can be of assistance to you? I could make sure that you do not lose your way on the trip there, for the appropriate price of course..."

THE BEGINNINGS

No one's quite sure when Scum City came into existence, nor the infamous Under-Spire it surrounds. Several generations ago, a small company of Guilders came across some major crossroads where new domes were being uncovered and riches found. This would be the site of the future Scum City. They set up camp, erecting structures and hiring nearby gangs for protection. Rather than attempting to toll the roads as would be expected from guilders, they began cutting deals with the traders and merchants going along those roads. Soon enough more people came, eager to make their fortune as well. It began as a motley clump of buildings, but quickly grew with the influx of people over the years. The Guilders that had originally founded Scum City hired more gangs to act as Watchmen over the newly formed and rapidly expanding community, consolidating their hold over it.



As space became limited in the confined town the troupe of Guilders quickly ordered that the walls to adjacent sections of the hive be knocked down to make more room. It became apparent though that even this would not be enough, so they decided to build upwards instead. The original buildings had been made so close together that subsequent buildings could simply be constructed on top without anything but additional reinforcing being added to the ground-level buildings. This practice continued over the years, with the ceilings and floors of the domes above being knocked out to make room for the next level of structures. This conglomeration of buildings bore a marked resemblance to a hive city in form and appearance, and was dubbed the Underhive.

The outward spread did not abate however. With the space outside unfilled by large permanent structures, shanty buildings and lean-to's began popping up everywhere. Soon there was another, larger town growing around the Under-Spire, less impressive but certainly much more populated. This town of makeshift structures became home to the worst and most unimaginable people in the Underhive, and was a haven from the authorities for them.

STRUCTURE

Scum City is one of the largest single shantytowns in the Underhive, second only to Shanty Town itself. Embedded deep beneath the earth, it is a nest of dealers and traders, fortune hunters and privateers, and gangsters and criminals. Scum City itself is just an overall name for the place; there are three major distinctions within the town. The Under-Spire lies at the center of the mini-metropolis, stretching upwards through several other levels. Radiating from this is Scum City itself, containing Mark Street, Slave Square and other such memorable sites. Beyond that is an endless shantytown as far as the eye can see, known as a good number of names but generally referred to as the Scums or something similar.

Major trade routes go in every direction from Scum City, constantly bringing in both business and people. Traders find ample credits along Mark Street, so named because of the con artists frequently trolling the bazaar for easy marks. The street twists around the Under-Spire, completely encircling

it along it's meandering course. Hired guns and even entire gangs are known to sell their services along the busy street, making it an exposition of wares and sell-swords. Employers can always find eager fighters and treasure hunters, and the sounds of Slave Square constantly advertising the prices of captured outlaws and pit slaves fills the surrounding area.

The town is a hub of all of the trading activity in the area and it reaps an enormous profit. Officially, the records of the Arbites name the place a 'trade town', where the majority of its income comes in from trade deals. However, the reality is quite different. Scum City is a major supplier and dealer of nearly every illegal variety of drug, slime, fungi and mold. They buy and sell everything from Stinger Mold to Slaught and Kalma, and are the first to deal in any new psych-altering substance found in the constantly mutating Underhive. The business is extremely dangerous but incredibly lucrative, and new dealers are made every day in the Scum's. But anyone that makes a deal within the town's limits and doesn't give a bite of it to the owners are liable to turn up dead the next day.

POWER AND AUTHORITY

The town is controlled completely by the descendants of the original founders of Scum City and the Under-Spire. They remain locked away in the depths of the Under-Spire, known only as The Syndicate. They employ a veritable army of Watchmen that report only to them, and they use them ruthlessly to maintain power. The people see The Syndicate's 'Watchmen' as nothing more than legalized gangs, and think of them as Mobsters rather than Watchmen, there to further The Syndicate's interests rather than to protect them. Within Scum City, their power is absolute. Their so called Watchmen see to that with merciless enthusiasm.

The members of the Syndicate themselves have long arms, and it is only by their constant bribes and threats that not a single Precinct has yet been founded in Scum City. They use their roaming gangs of thugs to lean on anyone within their domain that performs business without giving them a cut, and use hired assassins to eliminate any potential outside threats. Open firefights are overlooked within the city when their Watchmen are involved, and these are frequent when outside groups try to wrest power from The Syndicate. It has even been rumored that on occasion The Syndicate have bribed the Watchmen of other towns to eliminate rivals outside Scum City. Inside the giant town, a vast network of spies and informants, generally just normal people reporting infringements to The Syndicate, keep the Watchmen busy with an ample list of targets for 'persuasion'

Because of the lack of real Watchmen and Enforcers the shantytown that spreads from the mini-metropolis like blighted land is a haven for outlaws and mutants. The Syndicate tolerates them because of the number of scavvy gangsters willing to pay an arm and a leg for Kalma, sometimes



literally! Certain mutants are also immune to the more toxic environments in the Underhive, providing a perfect workforce for harvesting some of the more poisonous substances available. Scavvies often deal in drugs themselves and are more than willing to give a cut to The Syndicate for the chance to deal on such an open market. One of the strangest paradoxes within Scum City is the number of outlaws and escapee pit slaves living within the territory of the Scums, with a slave market for the buying and selling of those very same categories of people within the inner-city. To keep the drug traffic moving into the city, The Syndicate banned all Bounty Hunters from Scum City long ago. The Syndicate will pay a high price for the head of any Bounty Hunter caught within the city, ensuring that even though most disreputable criminals can deal in relative safety in their domain.

This level of organized crime has not gone unnoticed by the powers that be, mainly the Guilders and the Arbites. However, neither is in a position to do anything about it. The Merchant Guild is very unhappy about The Syndicate situation and the fact that as Guilders The Syndicate have overstepped their bounds seriously. But any sort of public ban on doing business with them would be an admission of guilt on the part of the entire Guild, something that they cannot afford to risk. Instead they settle themselves with a private boycott within the Merchant Guild of Necromunda: any Guilder or Trader currently in the employ of the Guild who does business with The Syndicate will have all goods and funds seized immediately and shall join them in exile.

SCUM CITY TERRITORY CHART

d66	Territory	Income	Notes
11-13	Tunnels	15	You have uncovered/acquired an entrance into a network of tunnels that span beneath all of the Scums. When the gang fights a battle it can use these service ducts to position up to three fighters anywhere on the board at ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. This represents the fighters advancing through the tunnels.
14-16	Chem Pit	d6x5	One of your gangers has been offered a job to work a chem pit for the owner. If you wish to take him up on the offer your ganger can visit the chem pit and receive his share of the yield, equaling D6x5 credits. However, the work is extremely hazardous. If you roll a 6 when working out your credits then the ganger falls into the pit but manages to haul himself free. He is now horrifically scarred, and causes fear as a result. No income is collected.
21-23	Vents	15	A ganger of yours has stumbled onto a concealed hatch leading to a ventilation system reaching almost everywhere. When the gang fights a battle it can use these vents to position up to three fighters anywhere on the board above ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. This represents the fighters advancing through the vents.
24-26	Trader Connection	d6x10	You have made several arrangements with a certain trader in the past, and you have developed a steady business relationship, despite neither trusting the other. You may deal with this trader to get the inside word on new opportunities and deals, earning you D6x10 credits each time you visit him.
31-33	Gambling Den	2d6x5	Your gang partially owns a gambling house inside scum city. Although the income from running the games is good, it is never a sure business because Underhivers are notorious cheats and bad losers too. If you decide to run a gambling session you receive 2D6x5 credits. However, if you roll a double you lose that number of credits from that turn's income instead. Note that losses are deducted from income before making deductions for basic running costs. If they are unable to pay they must use money from their stash, and if that still isn't enough must sell weapons and equipment to cover the costs.
34-36	Mark Street Shop	2d6x5	Either by muscling in on a smaller shop or by partially owning a larger one, you have gotten a store off of Mark Street, bringing it in a tidy income. You can collect your share of the loot by visiting the store with one of your gangers and leaning on the proprietor, netting you 2D6x5 credits.
41-42	Drinking Hold	d6x10	Your gang leader has received an old drinking hole in payment for an outstanding gambling debt. It earns a small sum, which you can collect every time you visit it for D6x10 credits.
43-44	Street Urchin Gang	d3x10	One of your gang members has befriended several of the street kids that are inevitably present in the Scums, and organized them into a crew. With the promise of food and shelter, costing you practically nothing, these street urchins will work in pairs and groups to rob, swindle and steal from adults. Also, roll a D6 after each game. On the roll of a 6 you may recruit a juve for free. You will have to pay for his weapons as normal though.
45-46	Workshop	d6x5	Your gang has managed to get part ownership of a workshop, getting you a cut of the proceeds. You can visit the shop to pick up your share of the shops income. In addition, thanks to your workshop's meticulous care, you always ignore the first Ammo test during a battle. It is assumed you pass the test instead and no dice are rolled. Note that this only applies to the first test, not subsequent ones.
51-52	Drug Dealer	2d6x10	One of your gang members runs some drugs for a dealer he knows, netting the gang some good money. However, it's a dangerousbusiness, and should you roll a double 1 than the ganger working this territory takes an automatic hit from a stub gun with dum-dum bullets. Work out the damage on him immediately, rolling for injuries as normal. No income is collected.

53-54	Friendly Doc	d6x10	One of the local medical practitioners has offered to patch up your wounded fighters at a favourable rate in return for blood and tissue donations from your gangers. If a ganger wants to part with a few pints of blood or some other renewable tissue you gain D6x10 credits. The Doc will also give you D6x5 credits for the body of any of your fighters who dies in combat, providing him with a useful supply of organs and limbs for transplant.
55-56	Con Associate	2d6x10	A friend of yours is one of the many con-men that fill up Mark Street. Should one of your gangers help him out, you gain 2D6x10 credits. Nobody likes a con-man however, so should you roll a double 1 than the ganger working this territory takes an automatic hit from a stub gun with dum-dum bullets. Work out the damage on him immediately, rolling for injuries as normal. No income is collected.
61-62	Spore-grow Op	2d6x10	Your gang has taken over control of a mold growing operation, which you can harvest and sell to local businesses for 2D6x10 credits. If you roll a double 1 when harvesting though, the collecting ganger has contracted spore sickness. He may not participate until he recovers by rolling a 4+ at the start of a game. Once recovered he may fight as normal
63-65	Guilder Contact	d6x10	Although most Guilders steer clear of Scum City, some few risk the ban or openly defy the Merchant Guild by dealing within The Syndicate's territory. You have muscled one of these into 'offering' you favourable rates for your business. As a result, your income increases substantially. Dealing with this Guilder earns you D6x10 credits. If you recover any loot during a fight, you can trade it to your guilder for an extra +5 credits income for each item.
66	Informant Setup	d6x10	One of your gangers has been approached by The Syndicate to be one of it's many informants. Using this, you have tapped a portion of the system and are blackmailing people with the information you find. A ganger doing this earns 2D6x10 credits.

As for the Arbites, without any stepping stone into Scum City they find themselves with their hands tied. They cannot stop the lawlessness within the town from beyond it's boundaries, and can't establish a precinct inside Scum City because of powers beyond their control. Furthermore, every attempt to infiltrate The Syndicate has met with dismal failure, every agent dying without reporting anything of use. To add insult to injury, there has never been a single successful assassination within the history of Scum City on The Syndicate. All who have tried have never surfaced again, either dying in the attempt, or barely escaping with their lives and taking on new identities. Some rumor that there have even been complete success's, whereupon the assassin murders the entire Syndicate and replaces them without anyone noticing. No one really knows though.

Scum City has become an infamous part of the Underhive, being known throughout Bottom Hive as not only the best place for Wildsnake, but as the hive's largest black market where anything and everything can be bought for a price. In addition to the renown of the town itself, The Syndicate has earned it's name amongst legends. They have never been seen within living memory and are the both the oldest and largest criminal organization to have ever survived this long. No one has ever ousted them from their position of power, and they remain completely behind closed doors with nothing to indicate that they even exist anymore. Yet existent they are remain, proven time and again by the attacks on their rivals that can be traced back to no other source.

"Well, I see that you made it out alive after all. Good thing I decided to stick around the outskirts of town and see the sights one more time. Find what you were looking for? Ah well, damn shame. Can't win them all. Still, looks like you've some new gear since last I saw you, judging by that fancy new stub gun and that remarkably clean looking sword. That wouldn't be a power weapon would it? What? Ah yes, them. I take it that you got into a bit of trouble during your visit, considering that rather large mob of very unfriendly looking people following you. Still, love er' or hate er', you can't beat Scum City. Well, I suppose that you'll be enlisting my aid again, in order to escape those somewhat angry lookin' folk back there, them with the guns, right? Right. Well, just one last thing before we go; I'm afraid that my rates have increased considerably of late..."

CAMPAIGNING

Terrain: Terrain should reflect the relatively flat territory of the Scums, with only two or three normal multi-story Necromunda buildings present. The rest of the battlefield should be covered in a maze of small buildings and shacks, in no particular order but with streets apparent. You should have a maximum of two gantries on the battlefield, as the Scums are not noted for their towering buildings. Recommended building materials include cardboard cereal boxes, corrugated card (light bulb boxes are ideal), balsa wood for supports and small chains holding walls together or up. As well, make the buildings look patched together, with plates

of metal bolted over large holes and gashes, with pock marks of bullet holes piercing the walls. This is a city in a constant state of internal war, and the buildings should show it.

Rare Trade Chart: Scum City is known as the place where everything and anything can be bought. Items which could take months too find elsewhere are pushed in front of you on Mark Street, making shopping for some of the more rare items in the Underhive very easy. When in Scum City, gang leaders find double the number of item that they would normally get, before adding for gangers helping to look. These can be split up between normal rare items and outlaw trading chart ones in any way you please. So a gang leader who rolls a two on his D3 roll and has a ganger searching with him would turn up five rare items, which could be rolled for on either/both charts.

Territory: Use the territory chart provided below, as there are very few old ruins, holesteads or spore caves in Scum City. There are several familiar territories within Scum City, but as some crop up more often here than they would elsewhere, the D66 roll required to find them has been adjusted. As well, there are several new territories, many of which not representing actual territories the gang holds but connections they have and possible businesses that they earn a cut of the proceeds from. You will find that income from businesses that you only partly own are reduced, which is realistic considering that you're not the only gang shaking em' down!

THE CUT

Every person in Scum City must pay their dues to The Syndicate. To represent this, when collecting income your gang counts as being in one higher bracket than it would normally be, for purposes of making deductions for basic running costs (food, ammo, etc...) This rule is optional however, but it is not without risk. The Syndicate is very touchy about people running out on their tab, but if you can slip it past them then you should be all right. If you wish to try and get out of paying you Cut to The Syndicate, roll a D6. On a 1 you have been caught and take an automatic Watchman Hit as described below. On a 2-6 you got past them, but either way when calculating income for that campaign turn you do not count as being one bracket higher as you would normally.

OUTLAWS

As there are no Enforcers in Scum City you may not report your opponent's to them and try to make them outlaws. Everyone in Scum City is beyond the law.

BECOMING WATCHMEN

The Syndicate is always looking for more gangs to patrol the streets of Scum City with, and the meaner the better as far as they are concerned. In every campaign there should be at least one Watchmen gang, but don't let things get out of hand. There should be a cap on the number of players that are allowed to be Watchmen, one out of every four players is recommended (meaning in a campaign of twelve players, three could become Watchmen.) You can allow some gangs to begin the campaign as Watchmen, allowing them to customize their models to fit the bill if they wish, or everyone can start as normal gangs and have to work for their status. Either way is fine, and feel free to mix the two as well, allowing some to start as Watchmen and others to become them later on.

You can become Watchmen in almost the same way as you would become an Outlaw in a normal campaign, except that you choose whether you will try, not your opponent! Simply roll on the 'Outlaw Table' in the Dead Or Alive article after a battle, applying modifiers as usual, but the modifiers for gang rating will always negative so do not roll to see whether it will be plus or minus. If you get the result of "Outlawed!" than you have come to the attention of the Syndicate and are now Watchmen. It makes no difference if the modifiers you are getting come from attacking an actual Watchmen gang, because if you beat them soundly enough than the Syndicate will more than likely make you Watchmen to replace them (it's a dog eat dog world!) This means that if you become Watchmen immediately after a battle with a gang that was already Watchmen, they are ousted from their position and no longer count as Watchmen until they regain it by normal means. However, if you get a "Deputised" result than you've gotten the wrong kind of attention. Take a 'Watchmen Hit' as described below.

Watchmen Hits: If you should roll a Deputised result while trying to become Watchmen or roll a 1 while trying to skip out on paying your Cut, The Syndicate has gotten wind of you and has sent some 'friends' of theirs to lean on you. Any one Watchman gang in the campaign (either determined randomly or by volunteering) must automatically play the Outlaw Scenario: The Hit against the offending player (the Watchmen are the attackers in case you were wondering.) Resolve casualties and experience as normal, but do not roll for income. The attacking Watchmen will of course get the chance to extort money or steal territory if they succeed in taking out the opposing leader.

Also, if you are using the rules for Hitmen in Scum City, the Watchmen gang also gets a 'Syndicate Hitman' for the fight. This is a hitman on the direct payroll of The Syndicate who goes where they tell him to when they tell him to. Roll for his advances as normal, but the gang using him cannot retain his services and use him for future battles. If you are playing a large campaign however, you are certainly encouraged to create a 'master roster' of Syndicate Hitmen at the beginning of the campaign and to randomly determine which one goes to each fight as they come up, and although this allows them to accumulate injuries, they will also add character to your campaign ("Oh bloody-! Not him! Any hitman but him!!").

THE CHASMS

by Luke Webster

"Come in, come in already and shut the damn door. There! Much better - you don't go around wasting heat like that out here if you want a long life. Now you've made it to The Drop so you know at least a little about looking after yourself but it only gets harder from here on so you'd do well to know what's coming. Make yourself comfortable and have a read of this (You do know how to read don't you?) while I go and get some things you'll be needing. And don't bother going elsewhere, you'll find that the best prices are always the ones I'm offering."

It is well know that the farther down one travels from the Hive the colder it becomes. A lesser know fact is that the further outwards one travels from the collective warmth of the Hive the colder it gets also. In roughly a NW direction from Dust Falls the huge domes and caverns so far out that they are no longer truly part of the hive are so bitterly cold that the darkest holes of the sump seem warm and welcoming by comparison. This region is know to its inhabitants as The Chasms.

Who knows how far these enormous caves stretch or the what depths the deepest of them descend? Maybe the natives, the ratskins of the area, have such knowledge but they are protective of this land and will not share their secrets with outsiders. A friendly drink (or two) with a native guide once revealed a fascinating story of large caverns where cold white powder falls from the smog and collects on the ground in large drifts but I have never witnessed such a spectacle.



The only civilised settlement in the Chasms is Dropoff Point, commonly referred to as 'The Drop'. A small town built into a spit of land rising out of the chasms, it is a spectacular location. On one side there are the myriad of passageways, domes, rubble and tunnels that make up the regular underhive and on the other there is a vast space, empty, save the hazy shapes of peaks in the distance . From stories told amongst the settlers here and some of the friendlier tribes I have discovered that Chasms were discovered between 500 and 600 standard years ago by an outlaw gang of Orlocks fleeing the justice of Imperial law. I can only imagine the pitiful state they must have been in when the natives rescued them from their plight. The gang settled in an easily defensible location and soon began trade with their saviours, using the spoils of their raids to pay for much needed food and the white, giant rat hides that characterise the species in this area. Over the next 300 years The Drop developed a reputation as a safe and above all distant haven from the law.

It was the archeotech rush that both alientated the natives and lead to widespread knowledge of the Chasms. The Orlocks had often noticed many items and location within the Chasms that appeared to be of ancient and imperial origin. Their native guides always warned them away from such areas, claming that they were sacred and to disturb them would anger the spirits. Out of respect the gangers obeyed but more and more people were visiting or settling in The Drop every year and word got around that a man could make it all the way to the spire with a lucky find in the Chasms. During this period the population of The Drop swelled to at least 10 times its current levels. Thousands ventured into the Chasms and thousands died in the hazardous conditions. They few that returned with anything of value found that their profits were taken from them by the guild. Enraged by this betrayal of trust and the desecration of their holy places the local ratskin tribes gathered in council to decide what could be done. And so there came a day when thousands descended into the chasms and none came out. A messenger was sent to the Drop to inform the people there that they may continue their lives in peace but if they should even venture into the Chasms again they would not leave them alive. Such was the impact of this on those who remained that this state of affairs continues to this day. Only the brave or the desperate enter the chasms and only the strongest make it back out.

GEOGRAPHY

The Chasms are quite different from most areas of the underhive. The domes appear to be uniformly larger and there are many caves that appear to be naturally formed. I have theorised that the chasms once contained installations of importance to the imperium. A forge of the Adeptus Mechanicus perhaps, or even a fortress of the legendary Adeptus Astartes. This would account for the increase in the amount of archeotech that may be found in the area. Local flora and fauna appear quite similar to that in other areas save that all are naturally resistant to the effects of the cold. The most significant example of this is the giant rat. Internally it appears to be much the same as any other rat but the hide is significantly thicker and heavier. The pelts of these creatures are an unusual white colour and are in great demand. Ratskin traders can be found at all times selling them in The Drop.

NEW ITEMS

Snowskin Pelt: The main trade between the gangs of The Drop and the ratskins of The Chasms is in snowskin pelts. These hides provide an insulation against the cold more effective than any synthetic material anyone in the Underhive is able to afford.

A snowskin pelt reduces the strength of the cold by -2. Snowskin pelts are common items that costs 2D6 credits (worked out for each player every trading session) and are only available in the trading session after a battle in The Chasms. Multiple pelts may be brought in one trading session but the price must be re-rolled for all future sessions. This represent the unrestricted trading that occurs and the fluctuations in prices as a result.

SPECIAL RULES

Archeotech Rush: The Chasms are known for containing more ancient relics of great value than other areas of the underhive. To represent this any loot gained in a 'Scavenger' scenario in the chasms is worth D6x10 credits instead of the usual D6x5. Additionally all player add +1 randomly generated rare items to the list of items for sale after a game in the chasms as though they had an extra ganger searching for items.

Bitterly Cold: The Chasms are far from both the surface and the heat of the Hive and are one of the coldest places a hiver is every likely to visit. To be exposed to these temperatures for any length of time without proper protection is extremely dangerous.

At the start of a player's turn every one of his models on the board takes a hit from the cold, ignoring armour saves. The strength of the hit is determined as follows.

	T1	T2	T3	T4	T5	T6	T7+
Strength	1	1	2	2	3	3	4

Ratskin scouts and renegades must roll on this chart like any other gang but are assumed to all have snowskin pelts.

You Are Not Welcome Here: The ratskin tribes that live in the chasms will trade with outsiders but are very protective of their territory. Anybody who ventures into the Chasms can expect a determined effort by the locals to forcibly remove them. Roll on the following treacherous conditions table to represent the local tribes making life hard for the gangs.

d6	Result
1	**Thick Fog:** Clouds of fog make the going tough. Vision range is reduced to a maximum of 16". Targets appear and disappear so quickly that models may not use the shooting skills Fast Shot, Rapid Fire and Marksman.
2	**Snow Drifts:** Strange piles of heavy, cold, white stuff cover the ground in large amounts. Any movement not on a gantry or walkway is reduced to 2" per turn. Models can't double their movement by running or charging in the snow as it is too tiring. Elevated areas aren't affected by these rules.
3	**Blown Away:** Winds are high today, making high walkways and gantries dangerous. Any model on a cliff, gantry, walkway or the top level of a structure must roll equal to or under their strength on a D6 at the beginning of each of their turns to remain standing. If the roll is failed the model is pinned and may fall if it is within 1" of the edge of a structure or walkway.
4	**Big Rats:** These are mean and nasty. Each player rolls a D6 for each of their models. On a roll of a 1, the model gets attacked by a rat and suffers an automatic flesh wound. Reduce the models BS and WS by -1 for the duration of the game.
5	**Blizzard:** High winds whip snow around in a flurry of icy death. Vision range is reduced to a maximum of 8". Targets appear and disappear so quickly that models may not use the shooting skills Fast Shot, Rapid Fire and Marksman. The wind and snow increase the debilitating effects of the cold. Add +1 to the strength of the hit caused by the cold.
6	**Avalanche:** A particularly effective ratskin trap has caused tons of rocks, rubble, snow and other debris to come crashing down onto the battlefield. After setup each player rolls a D6 for each of their models. On a roll of a 1, the models is buried under a pile of rubble and goes out of action immediately. What's more, an avalanche will often cause all kinds of secondary problems as it throws up clouds of toxic fog, disturbs swarms of creatures, throws up sludge flows and so on. Because of this, make a Treacherous Conditions roll as found in the living rule book on the specialist games website once the Avalanche has been resolved.

PARADISE CITY

Where the slime is green, and the mutants are pretty - by Chris Litting

The Delaque arrived bang on time, and Vargas watched as his two Van Saar doormen removed his coat and frisked him. The coat looked heavy, weighed down with countless hidden firearms, and he could tell Mendes the doorman was thinking the same thing. The Delaque probably had several concealed weapons that they would never find, but that was the last thing on Vargas' mind right now.

It was typical that the Delaque would want to talk business tonight of all nights, with almost the whole of Vargas' gang running errands in different parts of town. There was no way the Delaque could know that of course, but it still made Vargas feel edgy. Refusing to meet would have looked like a sign of weakness, and if there was one thing Vargas couldn't stand it was weakness. He didn't have to like this meeting, but he was damned if he was going to let it show.

The dancer on the podium slid around a pole that reached to the ceiling. Her prominent, streamlined facial features and flowing green hair gave her a beautiful yet eerie quality, while the fluid and effortless way she moved made her seem almost alien in appearance. She was one of the club's most popular dancers. The Delaque strode purposefully past her without even a glance, and sat down across the table from Vargas.

"Rico," announced Vargas with a wide grin, "what brings you to my den of iniquity?" Even without the trademark body suit, Vargas was a Van Saar through and through, from the straight nose and jutting chin to the condescending lilt of his voice. He spread himself out on the padded sofa as wide as he could to give the illusion of confidence. Behind him, a floor-to-ceiling window overlooked the glittering lights of Paradise City.



"You're fairly new in town, aren't you?" The Delaque spoke in barely more than a whisper, and the Van Saar had to strain his ears just to hear him over the noise.

"I sure am," Vargas replied, "but that's what I love about this place - a man can show up with nothing but a few creds to his name and end up owning nigh-on half the city. I tell ya we never had nuthin' like this place where I come from, nuthin' at all." His words hung in the air for a moment.

"You ever hear of a Paradise City shuffle?" said Rico.

"A what?" asked Vargas, leaning forward so as to better hear the Delaque.

"A Paradise City shuffle," Rico repeated. Seeing the blank expression on the Van Saar's face, he began his story.

"There was a time when none of this existed. The city, the harbour; none of it was here. No-one had even dreamt of such a place as this. There was only a small settlement, named Sludge Town. Old Ratskin legends told of a forbidden cave, one which would bring nothing but death and destruction upon any who dared to enter the depths within.

Of course, curiosity is a powerful if dangerous motivation and it wasn't too long before a group of intrepid Sludge Town explorers decided to ignore the warning and proceed into the cave, for such is the nature of the human mind. To their amazement what the explorers discovered was that after a treacherous series of crags and cave-ins, the passage opened out onto a perfectly still and undisturbed sea of effluent which stretched as far as the eye could see. Creating a makeshift settlement on the shores of this sea, they sailed out in search of riches. And what riches they found! The sea was teeming with white raft spiders, from whose flesh came an abundance of food, from whose abdomens flowed the most deadly poisons, and from whose eye sockets came the purest gemstones.

The explorers thought that by some miracle they had stum-

bled upon their fortune. Returning to Sludge Town to sell their goods they were hailed as heroes. But word spreads quickly through the Underhive and greed is another very powerful motivation. One of the first to hear of the discovery, a ruthless Guilder named Li Hong recruited two local gangs to investigate. The first of these gangs was a Cawdor outfit calling themselves the Death Dealers. The second, a Goliath gang called the Metalheadz. When the gangs returned with news of what the settlers had discovered, Li Hong immediately ordered the execution of every last person in the village, their bodies to be dumped in the effluent sea where they would never be seen or heard of again. Thus the Ratskins' curse became a reality, and a morbid tradition was born.

Li Hong, together with the Death Dealers and the Metalheadz, created an empire for himself on the shores of that very sea. He named it Paradise City, and everything in it belonged to him. Li Hong took a cut of every single item passing through Paradise Harbour, but still there was much to go around.

It was a time of plenty, and settlers of every description flocked to the city from every corner of the Underhive. Before long there was no more room to build outwards, so they built upwards, knocking through the domes above to create the towering structures you see today. The city became almost as tall as it was wide! And Li Hong ruled everything with an iron fist, becoming one of the richest Guilders in history. The Death Dealers and the Metalheadz grew in numbers as well as in influence, consolidating their stranglehold over the city. The Goliaths used their strength and brutality to make an example of those who got too big for their boots, throwing them from the roofs of the tallest tower blocks, while the Cawdor disposed of rivals silently, their bodies disappearing below the effluent sea as if they had never existed.

This lawless environment became a breeding ground for mutants and freaks, and very soon they came to be accepted as part of the overcrowded, heaving population. Paradise City was a new settlement, one the likes of which had not been seen before. It was young and vibrant, just like its inhabitants. It accepted those who did not fit in elsewhere. It was a place of contrast, where abject poverty went hand-in-hand with incredible wealth. Of course, it was not the poverty but the wealth that caught the eye of House Helmawr."

Lucas walked slowly down the street with his hands in his pockets. All around him there were prostitutes in short skirts plying their trade, young punks trading insults outside sleazy sushi bars, and drug dealers peddling 'Slaught to anyone who would buy. Everything appeared strangely shiny in the ethereal glow of the neon lights that seemed to illuminate the whole city. A man in an overcoat walked past him, regarding him with eyes that protruded from his face on stalks. A young girl approached him in a shiny yellow costume, asking if he wanted a good time. A bunch of men in red robes stood outside what appeared to be a brothel, chanting hate-filled litanies from tattered old books. Lucas walked past them all silently, paying them no attention, lost in his own thoughts.

Lucas was an outcast. No longer welcome in the village in which he had grown up, he had been cast out to seek his own path. He had heard many things about Paradise City on his travels, stories of bright lights and immense wealth, stories of drugs and girls and good times. Lucas had never really fit in anywhere, but arriving in Paradise City for the first time had made him feel strangely comfortable. The city was like a warm blanket; enveloping him, hiding him.



Vargas looked over towards the door, a quick subconscious check that his two loyal doormen were still there as the Delaque paused for a moment to draw breath. He looked back at the Delaque, who continued with his story, never once breaking eye contact.

"The ruling house of Necromunda, House Helmawr, were the principal buyers of Paradise City products, which comprised mainly of the exquisite gemstones that were once the eyes of the white raft spiders. Li Hong charged a premium for these goods and in doing so was able to augment his already prodigious wealth quite tremendously. For a long time there was nothing House Helmawr could do but pay Li Hong's extortionate rates, as no-one could even get close to him, such was the power of the two allied gangs he controlled.

But one day all of that changed. Lord Helmawr, in his wisdom, sent one of his top assassins below the Wall to deal with the problem, a man known only as 'The Reaper'. The Reaper quickly infiltrated Paradise City, blending in with the general populace and being careful not to arouse any suspicion. Working to his own meticulously planned timetable he set about his mission with the ruthless precision of a cold-blooded killer.

His first task was to eliminate one of the Death Dealers' negotiators as he met with the Metalheadz at Paradise Harbour to discuss which gang had the drug trafficking rights to a particularly overcrowded area of the city. This he did with a single round fired from a trawler. The Metalheadz, on returning the Cawdor's body to his own gang, insisted they had had nothing to do with his death, even though no-one could say where the bullet had been fired from, nor could they explain how it came to be of the same signature heavy calibre used solely by the Goliaths.



A meeting was set up at the Bleeding Spider sushi bar to consolidate the alliance between the two gangs. Among those scheduled to attend was the leader of the Metalheadz himself, Jurg Barak, keen to smooth things over with the Death Dealers. When the Death Dealers were suspiciously held up in transit, it was only the Goliaths who were obliterated when a bomb tore through the restaurant and brought the buildings above crashing down onto it.

With the loss of their leader, the Metalheadz' gang was like a thrashing beast without its head. Jurg Barak's second-in-command, a brutal psychopath named Gor Lomaq, took charge and vowed revenge on the Death Dealers. A bloody civil war broke out between the two formerly allied gangs. For days the city burned, violence erupting on every street and in every establishment. And through it all, a lone assassin known only as The Reaper was able to get close enough to Li Hong to poison his personal bodyguards and eliminate Li Hong himself with a single shot to the head."

Eager to explore the city to its fullest on his first night, Lucas turned left and headed down an alleyway between two buildings. Toxic fumes swirled silently from grates in the floor, shrouding the whole area in an eerie mist. There was the faintest sound coming from a doorway somewhere up ahead, but Lucas kept his head down and continued to walk. The alleyway was longer than expected, becoming narrower and turning first to the right, then the left. Lucas was considering going back the way he had come, when he realised he would have no choice as his path was blocked up ahead by a makeshift barricade of heavy metal crates.

As Lucas turned around, he heard the noise again, a soft scuffling of footsteps on the ground. There were shadows moving about in the gloom, sinister predatory shapes closing in for the kill. Lucas stopped dead in his tracks and tried to discern who or what they were, and how many.

"With the city in chaos, Lord Helmawr gave funding for a team of arbites to enter the city and establish a precinct. This they did swiftly, and were able to restore Paradise City to a state of relative peace by ending the civil war. Of course, the arbites don't own this city, the gangs do. In the resulting power vacuum, every gang from here to the Abyss crawled out of the gutter to stake a claim in Paradise City. Territories began to change hands from one day to the next, like a form of currency. Trade became free. The mutants began keeping a low profile, but they didn't disappear. The arbites' enforcers are tough, but the measly funds provided by House Helmawr are only enough to ensure that there can never be another Li Hong in Paradise City, which in turn ensures that its exports will always be kept at competitive prices. In a few days the power in Paradise City had shifted from a single dictator back to the people, and in doing so it became property of House Helmawr. The Reaper disappeared back up above the Wall and was never heard of again around these parts."

The Delaque had finished his story, but continued to hold eye contact with his Van Saar counterpart.

"So that's a Paradise City shuffle?" said Vargas, clearly impressed by the tale.

"Oh no," replied the Delaque, an enigmatic grin on his face, "that's a Paradise City shuffle." He gestured towards the door. When the Van Saar looked across, he realised that his two doormen where missing. Where had they gone? Without them he would be totally exposed! He turned his head back to where Rico had been sitting only moments before, but now the chair was empty. Too late he realised that the Delaque was standing over him, a poisoned blade in his hand.

A tall, heavily-built woman with dark red lips and a ring through her nose stepped out from the fog. Her outfit was skintight and shiny, but seemed to be made out of a heavy, durable material, and her hair was closely-cropped but for the long, brightly- coloured pigtails that sprouted from her head like deranged fountains. The rest of the Escher gang emerged like ghosts behind her.

"Well, well, what have we here?" she asked, surveying Lu-

cas with distain. With his scrawny frame and round shoulders he wasn't what you would call a mutant, but he still wasn't much to look at. He stood in silence, staring up at the magnificent Amazonian woman before him.

"Looks like we caught ourselves a tiddler," continued the Escher, "don't you know it's dangerous to be walking around on your own kid?" She gave a dirty half-smile; a warning. Still he said nothing.

"He's got such nice eyes," said the Escher, taking a step towards him and producing a long, stiletto-bladed dagger from its sheath, "they should be worth quite a bit down at the surgery..." Mimicking her movements, the rest of the gang slowly started to move towards him like a pack of wild animals closing in on their prey.

Suddenly, the Escher was shocked to see the dagger leave her hand and float in the air on its own for a moment in front of her. She blinked, thinking there must be something wrong with her eyes, that it must be some kind of illusion. But there it was, floating, as if it were the most normal thing in the world. The rest of her gang didn't seem to be reacting to it at all. Was she going mad? She had barely had time to formulate this thought when suddenly the dagger turned in the air such that it was pointing towards her. She stood rooted to the spot, momentarily shocked by what was happening, still not sure whether or not to believe it. Then in an instant it flew towards her, stabbing her in the abdomen and withdrawing itself for another attempt. She screamed, clawing at the dagger and trying to fend it off but no matter what she did she couldn't seem to catch it; it just kept coming at her like some insane nightmare.

Lucas was still standing perfectly still. The Escher gang could only look on in horror and confusion as their leader, screaming like a banshee, proceeded to stab herself repeatedly with her own dagger, again and again until finally she fell to the floor like a puppet whose strings had been cut, the dagger still clutched tightly in her hand. They stood there in silence as if at a funeral, trying to make sense of what had just happened, as Lucas quietly slipped past them and disappeared into the swirling mist.

Lucas stepped out of the alley and into the main street, immediately blending in with the crowd. At that moment a shower of broken glass rained down sixty storeys to land outside a drinking hole across the street, closely followed by the mangled body of a Van Saar. As Lucas walked away he smiled to himself; he was already starting to like it here.

The Delaque walked calmly away from the broken window and towards the door. On the way past, he paid the green-haired woman for the dance as a gesture of goodwill, slipping two crispy notes into her thong. He would pay her for her increasingly valuable information somewhere far less public.

PARADISE CITY TERRITORY CHART

d66	Territory	Income	Notes
11-12	Tunnels	10	You have uncovered/acquired an entrance into a network of tunnels that span beneath all of the Scums. When the gang fights a battle it can use these service ducts to position up to three fighters anywhere on the board at ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. This represents the fighters advancing through the tunnels.
13-14	Vents	10	The gang has found a concealed entrance into a network of ventilation shafts. When the gang fights a battle it can use these vents to position up to three fighters anywhere on the battlefield above ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. This represents the fighters working their way over and around the enemy using their secret air shafts.
15-23	Tenement Block	30	Even in Paradise City people need a place to live. Your gang rents out one of the densely-packed tenement blocks that house the overcrowded population. By collecting the rent, a ganger can earn 30 credits. In addition, whether the territory is used or not, there is a chance of a young punk leaving the ghetto to join your gang. Roll a D6 after each game. On a roll of 6 you may recruit a juve for free. You will have to pay for his weapons though.
23-31	Trawler	d6x10	Your gang has contacts aboard one of the many trawlers out in Paradise Harbour. These trawlers go out on regular expeditions to hunt down and bring back the hides of the white raft spiders that dwell there, in order to trade with the sushi restaurants who will then sell them on at a much higher price. By participating in one of these expeditions, a ganger can earn D6x10 credits.
32-34	Drinking Hole	d6x10	Your gang owns one of the many drinking holes in the area. You can visit the drinking hole to collect your share of D6x10 credits.

35-36	Workshop	d6x10	Your gang owns a workshop on the outskirts of the city. If you want to visit the workshop you can earn D6x10 credits. In addition, thanks to your workshop's meticulous care, you always ignore the first Ammo test during a battle. It is assumed you pass the test and no dice are rolled. Note that this only applies to the first test, not to subsequent ones.
41-42	Friendly Doc	d6x10	One of the local practitioners has offered to patch up your wounded fighters at favourable rates in return for blood and tissue donations from your gangers. If a ganger wants to part with a few pints of blood or some other renewable tissue you gain D6x10 credits. The Doc will also give you D6x5 credits for the body of any of your fighters who dies in combat, providing him with a useful supply of organs and limbs for transplant.
43-44	Arms Dealer	d6x10	The gun-runners in Paradise City work for themselves and not the Guild. Because of this they do not have their own regular bodyguards and mainly rely on protection from the local gangs. A ganger can accompany an arms dealer in exchange for D6x10 credits, In addition, your gang can have the arms dealer help them sell any unwanted weapons they have for their full price rather than half. This apples only to weapons and not to other equipment.
45-46	Strip Joint	d6x10	Your gang is offering protection to a popular strip joint. Strip joints are among the favourite gathering places in Paradise City, and many nefarious deals are sealed within their noisy and smoky atmosphere. One of your gangers can visit the strip club to collect D6x10 credits.
51-52	Inside Man	d6x10	Your gang is leaning on an employee in a rival gang's territory for information. Information is power in Paradise City, and by working this inside man a ganger can earn the gang D6x10 credits. In addition, on a roll of 6, your informant offers to sell you some vital information for 10 credits. If you pay the man his credits the next time you play a game you may choose the scenario instead of rolling on the Scenario Table.
53-54	Fight Club	2d6x10	Your gang owns an illegal underground fight club masquerading as a regular drinking hole. Here you can bet on a live match between gang members, professional pit fighters, and even volunteers from the audience. The revenue from running a fight is 2D6x10 credits, but if you roll a double the place is raided by the authorities and no income can be collected this time.
55-56	Gambling Den	2d6x10	Your gang runs a gambling den somewhere in the heart of the city. Although the income from running a game is good, it is a risky business because Underhivers are notorious cheats and bad losers too. If you decide to run a gambling session you receive 2D6x10 credits. However, if you roll a double you lose that number of credits from that turn's income instead - e.g., on a double 4 you lose 80 credits. Note that losses are deducted from your income before making reductions for basic running costs. If a gang is unable to pay gambling debts out of its income then the difference must be made up from its stash. If this still isn't enough to cover the gang's debts then weapons or equipment must be sold off.
61-62	Sushi Bar	2d6x10	Your gang runs one of the popular sushi bars within the city. Sushi made from the meat of the white raft spiders out in the depths of Paradise Harbour is a delicacy found nowhere else in the Underhive. By visiting this restaurant, a ganger can collect 2D6x10 credits.
63-64	Brothel	2d6x10	Your gang owns one of the many sleazy brothels that line the streets of Paradise City. Prostitution is a serious business in Paradise City, and the brothels are always a hotbed of information. By visiting the brothel, a ganger can claim revenue of 2D6x10 credits. In addition, on the roll of any double, your ganger hears a rumour from one of the girls (boys, mutants...) working there about what's going on in the city, which gangs are going where and what they're up to. The next time you roll on the scenario table you may modify the outcome by +1 or -1; the modifier is applied after the dice have been rolled.
65-66	Drug Trafficking	2d6x10	Drug dealing is a very lucrative business in Paradise City, and aside from that it's a great way of making contacts in different parts of town. One of your gangers can push drugs on this turf for 2D6x10 credits. In addition, on the roll of any double, a contact gives you a tip-off which alerts you to an opportunity to make some creds. The next time you roll on the Scenario Table you may re-roll the dice if you wish.

TERRITORIES

Paradise City is not like any other settlement in the Underhive. As such, it has its own territories as detailed below. When playing a Paradise City campaign, this table replaces the standard territory table in the Necromunda rulebook. Outlanders and Outlaws still roll on the regular Outlaw Territories table or on their own unique territory tables. These places still exist in the poorer areas of Paradise City.

POWER & INFLUENCE

Unlike in other settlements, territories change hands very rapidly in Paradise City, and a gang's reputation will depend very much on how many territories they own. Like in regular campaigns, each gang begins with five territories chosen at random. However, in Paradise City, every territory that a gang owns adds 100 points onto their gang rating. This means that a starting gang will have a gang rating 500 points greater than normal. This rule also applies to outlaw gangs, whose one starting territory, however dismal, will still afford them 100 points. As a gang acquires new territories or loses old ones, its gang rating will change accordingly. Remember to apply any Underdog Bonuses when rolling for experience, and Giant Killer Bonuses when rolling for income.

MONEY TALKS

Money talks in Paradise City, and it can buy you power. Any non- outlaw gang can buy extra territories for 100 credits each. These must be rolled for randomly after they have been purchased. It is also possible to sell territories for 50 credits each, i.e. half the buying price. If you wish, you may sell a territory to another gang for a price that can be negotiated, or in exchange for a captured ganger etc. Outlaw gangs can still occupy or pillage acquired territories in the normal way. Non-outlaw gangs can't pillage territories.

PARADISE CITY SHUFFLE

The Paradise City Shuffle is a new scenario unique to Paradise City. It is played exactly like the outlaw scenario Loot & Pillage, but with certain exceptions. Firstly, before the game begins, the attacking gang must first nominate a territory from the defending gang's list. This is the territory that will be hit during the attack. The six loot counters are placed as normal, and the attacking gang's objective is still to steal them. However, at the end of the game any stolen loot counters do not have a direct monetary value to the attacking gang. Instead, each counter represents 10 credits of income lost from that territory for the defending gang. If this amount is greater than, or equal to, the income generated from that particular territory before deductions, then ownership of that territory passes to the attacking gang.

For example, the attacking gang attempts to steal a Strip Joint. They manage to make off with four loot counters before being chased away by the defending gang. However, in the post-battle sequence, the Strip Club generates 50 credits' worth of income. This figure is reduced to 10 credits, but the defending gang keeps their territory.

Obviously, high-income territories are harder to steal than low- income territories. If there are no gangers healthy enough to actually work the specified territory in the post-battle sequence then the territory automatically passes to the attackers as the defending gang's resources are spread too thinly to defend their empire. This scenario is available to all outlaw as well as non- outlaw gangs. Please note that territories can also be stolen by the normal means in Paradise City, for example by inflicting three times as many casualties during a Gang Fight scenario.

PARADISE CITY TRADING POST

d66	Result
11	Special: Gamble and Lose
12-13	Special: Robbed
14-15	Special: Cheated
16	Special: Gamble and Win
21-23	Power Weapon. Roll a D6. 1: Power Axe, 2: Power Fist, 3: Power Maul, 4-6: Power Sword
24-25	Gas Grenades. Roll a D6. 1-2: Choke, 3-4: Scare, 5-6: Hallucinogen
26-31	Grenades. Roll a D6. 1: Melta Bomb, 2-3: Photon Flash Flare, 4: Plasma Grenade, 5-6: Smoke Bomb
32-33	Hotshot Laser power pack
34-35	Gunsight. Roll a D6. 1-2: Red-Dot Laser Sight, 3: Mono Sight, 4: Telescopic Sight, 5-6: Infra Red Sight
36-41	Armour. Roll a D6. 1-4: Flak, 5: Carapace, 6: Mesh
42	Bionics. Choose one: Arm, Eye, Leg, Hand
43	Archeotech
44	Bio Booster
45	Bio Scanner
46	Blade Venom
51	Blindsnake Pouch
52	Bottle of Wildsnake
53	Grav Chute
54	Icrotic Slime
55	Infra Goggles
56	Kalma Fixer
61	Silencer
62	Skull Chip
63	Slaught Fixer
64	Spook
65	Spur Fixer
66	Stinger Mould Patch

YOU'RE ALL SCUM

Outlaws and Watchmen are created in the same way as normal. However, if a gang loses all its territories then that gang will become outlaws too. Roll for a new territory on the Outlaw Territories chart. The Watchmen in Paradise City report to the arbites, not the Guilders, but other than that they remain the same.

FREAKS OF NATURE

Mutants are a common sight on the neon-lit streets of Paradise City. Although they are outlaws by nature, they are mostly tolerated by the city's other inhabitants. Any gang (including non- outlaws) hiring an Underhive Scum may choose a mutation for them, adding a fifth of the cost of the mutation onto the Scum's standard hire fee. For example, a Scum fighter with spikes would cost 21 credits per game (15+6), and would add 105 to the gang's rating (21x5). There are no extra costs should a gang wish to hire two Scum fighters with the same mutation.

2d6	Result
2	The player whose gang has the highest gang rating may choose which scenario is played. The battle is fought on a jetty overlooking Paradise Harbour. The game must be fought according to the rules for Pit of Despair, number 16 on the Treacherous Conditions table.
3-4	The player whose gang has the highest gang rating may choose which scenario is played.
5-7	Play the Gang Fight scenario.
8-11	The player whose gang has the lowest gang rating may choose which scenario is played.
12	The player whose gang has the lowest gang rating may choose which scenario is played. The battle is fought high up at the top of a block of high-rise buildings. The whole game must be fought on the higher levels, any models falling onto the tabletop will fall to their death many storeys below unless they have a grav chute or similar, in which case they count as out of action but will not be harmed by the fall.

WHATEVER YOUR HEART DESIRES

Paradise City has its own special trading post. Anything and everything is freely available to anyone in Paradise City and to represent this, the special trading post is used by outlaw and non-outlaw gangs, replacing both the Trading Post and the Outlaw Trading Post tables in the Necromunda rulebook.

STAKING A CLAIM

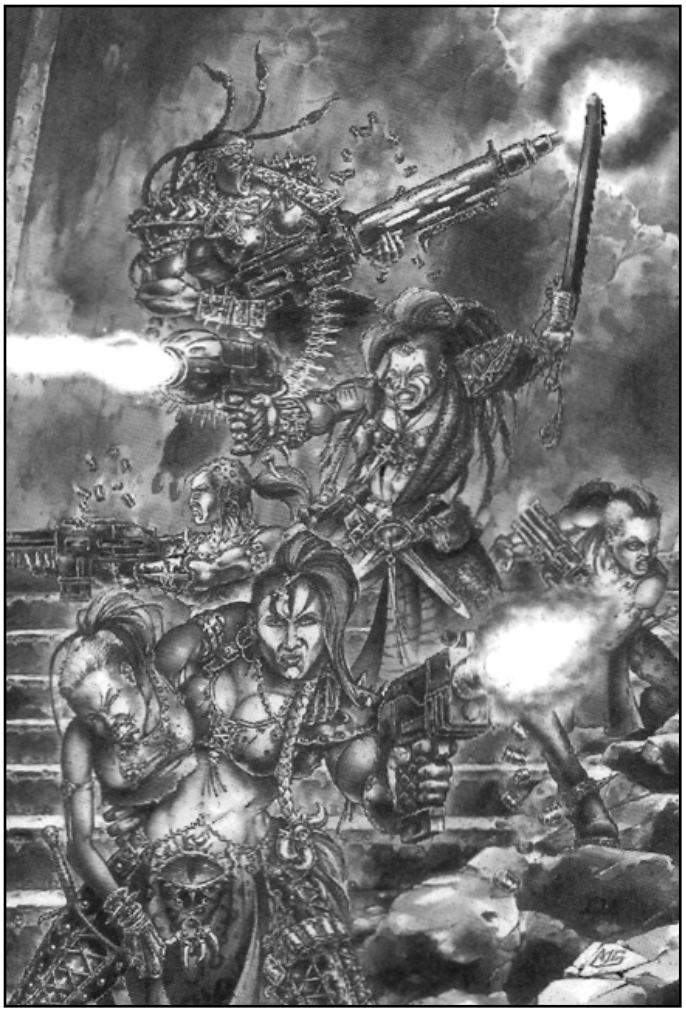
All of the major gangs inhabit Paradise City. Scavvies lurk in the shadows, sinister Redemptionists stand on street corners preaching loudly and stirring up trouble. Ratskins rarely frequent the city, although there are plenty of reasons why they might be found there. As Paradise City is a crowded city which is more or less owned by House Helmawr, it is not unusual for them to send their Spyre Hunters in, just to keep the levels of fear up and prices down. There are no restrictions on which gangs can play a Paradise City campaign.

A LONG WAY DOWN

Paradise City utilises its own scenario table, which replaces the one in the Necromunda rulebook. It represents some of the dangers typically facing the gangs of Paradise City.

PARADISE CITY TERRAIN

Paradise City is based upon my favourite city in the world: Hong Kong. As such the terrain should ideally feature closely-packed high-rise buildings, with clearly discernable streets between them and alleyways for the gangs to scuttle down. Also, games fought actually inside buildings would be very appropriate, especially for the Paradise City Shuffle scenario, which could easily be represented by cardboard boxes with the tops removed and doors and windows cut into the sides. However, there are lots of more 'recognisable' areas in Paradise City too, for example the low-rise buildings around the harbour, factory waste grounds, building sites etc. Hopefully it should be possible to play a game in Paradise City quite easily with whatever terrain you have to hand.



HARD TIMES IN ALEVAN TOWN

by Scott Kroll

Alevan Town lies at a level on the ever-shifting and undefined boundary between hive city and the underhive. It is a large settlement that served as a waypoint for settlers moving down to the underhive and the rare successful settler moving up into Hive City. Many guilders settled here and made their fortunes selling supplies to those hopeful masses heading down into the underhive in search of riches. The marketplaces here were always filled with climbing cables, algae farming equipment, portable generators, and anything else a green hiver would need to start a new life bellow. Much of this equipment was purchased from successful settlers moving into Hive City who were eager to rid themselves of goods they would no longer need. While these successful settlers were rare, a guilder could buy their equipment for fraction of the cost they would re-sell it to the next downward settlers that came along.

No one is sure why Alevan Town attracted so many new settlers. Unlike settlements like Dust Falls, there isn't an obvious gateway or downward shaft that serves the lower levels. One theory is that it is simply a case of increased momentum. Long ago, one guilder set up shop and did well form himself, so more guilders settled into the area. Reputation of the area grew and a settlement was born.

Other theories pay heed to the fact that the settlement is close to Van Saar territory in Hive City. It may have been a large production site that fell into disrepair and was abandoned. Residents of the underhive moved in to salvage and the guilders weren't too far behind them. Proponents of this theory point to the settlements name. Alevan Town may be named after Aleax Van Saar, a famous nobleman of house Van Saar.

Whether or not Alevan Town actually owned by house Van Saar at some time has become a very contentious point. No mater what, its proximity to that noble house's territory always made high quality equipment and weapons cheap and plentiful. This fact alone may have attracted so many green hivers to this area.

"THE TURN OVER"

Whether it's inhabitants considered Alevan town at the bottom of Hive City or the top of the Underhive, it was undoubtedly an Underhive settlement. Gangs were numerous and well-armed. Underhive "organizations" used the settlement as a entry point to smuggle illegal goods up from the underhive. Gambling dens and fighting pits are common and profitable to their owners. This all began to change with what residents call "The Turn Over."

When Abaddon started the Thirteenth Black Crusade, Imperial Guard Units from Necromunda and other planets in the sub sector were called up in the defense of Cadia. This proved very lucrative for House Van Saar and it's many weapons contracts. As the war effort gained momentum, so did House Van Saar's production facilities. Soon, all of House Van Saar's factories and workshops were working at full capacity.

This proved very bad for Alevan Town. Since gainful employment was so easy to find in the Van Saar workshops of Hive City, fewer settlers were moving down into the underhive in search of fortune. In fact, word soon spread to the underhive that there was money to be made in Hive City and a steady stream of underhivers began to move upward through Alevan Town. For the first time in Alevan Town's history, more settlers were moving up from the underhive than were moving down.

This grossly upset the economy of Alevan Town. Merchants soon had more equipment than they had green settlers who would pay their prices. It wasn't long, however, that the guil-



ders figured a way to change this downturn into an opportunity.

Sensing House Van Saar's need to expand its production facilities, the guilders began to "reclaim" decrepit areas around Alevan and turn them over to House Van Saar. Guilders claimed that Van Saar originally owned this land and they were more than entitled to it. If house Van Saar would simply pay the guilders' reclamation fee, they could build more production facilities in these previous "uninhabitable" areas.

There areas that the guilders reclaim aren't necessarily uninhabitable or even uninhabited. Guilders simply move into a dome and remove by force any underhivers living there. They then strip the area down to the original structure as much as they can. After Van Saar pays a fee to the guilders, they move in and construct more munitions factories.

GANG LIFE IN MODERN ALEVAN TOWN

At first, the Turn-Over was a boon for gangs living around Alevan Town. Guilders needed the muscle in their "reclamation effort." In other words, guilders paid gangs to run underhivers off their land before wrecking crews moved in and disassembled their homes, tapped their water stills, and filled in their algae ponds. Guilders also employed gangs as security when members of house Van Saar would come to inspect their new acquisitions.

As the Turn-over has progressed, however, the guilders have made it clear that gangs have no place in the future of Alevan Town. The guilders will continue to turn the underhive into Hive City for as long as it is profitable. This means that all the power of the noble patriarchy and the rigid structure of Hive City are increasingly part of the settlement. Already half of the settlement's gambling dens have been shut down and pit fighting has been outlawed. Enforcers are increasingly replacing gangs in their role as the strong arm of the guilders.

For now, guilders tolerate gang presence because there aren't enough enforcers to do the dirty work. Many gangs, however, have found themselves quickly betrayed by employers who wanted to distance themselves from such unsavory Underhive associates. Guilders routinely claim ganger territory but won't persecute the gang unless they complain too loudly.

Weapons and equipment are as still as cheap and plentiful as they always have been, and there is still money to be made from places other than just filling guild contracts. The workers moving down to construct the new factories are possible valuable contacts for fencing goods up to Hive City. The new factories need a lot of power, so power cable tapping has become very common and lucrative.

Also, there are plenty of disillusioned juves willing to join gangs. Often when a youth sees his home destroyed by the greed of the guilders, he'll seek out a gang to replace his sense of community. It's also an outlet for these violent, angry youth to hopefully enact revenge on those that ruined their lives.

PLAYING A CAMPAIGN IN ALEVAN TOWN

With cheap weapons and plenty of juves wanting to join gangs, a gang can quickly build it's power in Alevan Town. The risks, however, are great, and gang can just as quickly end up at the bottom.

If you decide to use Alevan town as a settling for your campaign use the following changes to the rules. (Note that even though house Van Saar is the power behind Alevan Town, Van Saar gangs do not gain an advantage. Gangs are gangs, after all!)

Weapons and equipment: Subtract 5 credits from all weapons and equipment costs down to a minimum of 1 credit. For example, an autopistol would only cost 10 credits and a second knife would cost 1 credit. For variable costs of rare items, subtract 5 credits from the non-variable cost of the item. So choke gas grenades would cost 10 + 2D6 credits and a red-dot laser sight would cost 35 + 3D6. If a gang is outlawed, it won't use the outlaw trading table; rather, it uses the standard prices from the Necromunda rulebook price chart.

Also, because equipment is so plentiful here, always add +1 die to the roll to see how many rare items are for sale just as if you had sent a ganger out looking for them. You may still send gangers out and gain addition +1s as usual.

TERRITORY

Gangs living and fighting around Alevan Town use the Alevan Town Territory Chart. Note that some of the territories have the same rules as those found in the Necromunda rulebook, but they're values have changed as the renovation of the area has created an economic boom. Both outlaw and non-outlaw gangs use this table, but outlaw gangs can still only hold one territory.

SPECIAL RULES

Guider Reclamation: After each game, before rolling for income, roll a D6 for each territory the gang controls. If any 1s are rolled, the guild has seized one of the gangs territories for the reclamation effort. The gang immediately loses one random territory and can not collect income from it. Note that gangs can only lose one territory per game in this way no matter how many 1s are rolled. Keep track of how many territories are lost this way as it matters in rolling for outlaw status described later.

ALEVAN TOWN TERRITORY CHART

d66	Territory	Income	Notes
11-15	New Ruins	10	This is an area that has recently been claimed by the guild, but has yet to be re-constructed into a Van Saar Workshop. If a ganger searches the ruins he may find enough scrap to sell for 10 credits
16	Slag	15	Same as on standard territory table
21-23	Chem-Pit	2d6	Same as on standard territory table
24-26	Mineral Outcrop	d6x10	Same as on standard territory table
31-33	Tunnels	10	Same as on standard territory table
34-36	Venta	10	Same as on standard territory table
41-46	Power Cable Tap	Special	Roll a D6. On a roll of 1-5 it provides 10 credits worth of energy. On a roll of 6 it provides D6 x 10.
51	Holestead	d6x5	Same
52-53	Crooked Van Saar	3d6x5	A member of one of the factory construction crews will allow some construction equipment to go "missing" for a cut of whatever the equipment is later sold for. If any doubles are rolled, however, the contact has been caught by his employer. The gang collects the income, but the contact must be removed from the gang's roster
54-55	Guilder Contact	d6x10	Same
56	Settlement	50	Same
61-65	Workshop	2d6x10	Same
66	Relocated Hivers	Choose	The gang has befriended a group of settlers that have recently had their holestead seized by guilders. Not willing to move back to Hive City, the hivers are looking for a new livelihood. The rules are the same as "Green Hivers" on the Standard Territory Table.

In addition, the action of the guilders may have angered a young hiver who will want to seek revenge. Each time a gang loses a territory to the reclamation effort in this way, roll a D6. On a roll of 4 or more, the gang may recruit a disillusioned juve for free. The gang must still pay to equip the juve, however.

A gang that is reduced to one territory in this way is considered outlawed and may not hold more than one territory if it pays of its outlaw status. If an outlaw gang loses its last territory this way, it must roll for a new one in the same way as if it had lost it in an Ambush or Gang Fight.

Selling Territory: A gang can also aid the guilders in their project by selling their territory. This is done in the same way that outlaw gangs loot territory in that the gangs gains double the basic income value, but the territory is lost. Also keep track of how many territories are lost in this way.



Outlaw Gangs: When rolling on the Outlaw Table use the following modifiers (These replace all modifiers given in the Outlaw rules):

-2 if the game you just played was an ambush and you were attacking
-2 if the game you just played was a shootout and you drew second.
-3 if the game you just played was a shootout and you drew first.
+1 if your gang rating is under 1,000
-3 if you attacked any Guilders, Arbites, Enforcers, or other "Officials" in the game you played.
-1 for every territory you have had seized by the guilders.
+1 for every territory you have had sold to the guilders.
-1 if your gang has either "Crooked Van Saar" or "Power Cable Tap" on your roster.

OTHER OPTIONS AND FINAL THOUGHTS

Hopefully, you will find running a campaign in Alevan Town fun and challenging. I imagine this could be played historically. The campaign can start out like "old" Alevan Town where weapons were cheap and plentiful and gang life was easy. You could simply use the weapons rules. Then, as the campaign progresses, more of the drawbacks can be put in place. This could represent the historic period when the guilders began to seize control.



HOUSE GANGS FOR HIRE

by Anthony Case

For an aspiring player new to the hive, I always recommend for their first campaign one of the six House gangs as they make a perfect introductory route into Necromunda. House gangs involve the player in all of the interesting facets of the game and are charitable when mistakes are made, unlike most of the Outlander gangs where simply a wrong scenario choice can end up with half your gang groaning with starvation. But it can be tricky finding the House that suits you best and your starting gang lineup greatly affects your effectiveness early in the campaign. So for your viewing pleasure, here's a helpful guide designed to help green players decide which House to choose, who then to hire and how to equip them. And to help us on our merry way let me introduce you to my own campaign alter ego, "Stumps" Antonio.

Hey there mister! You'll be wantin' to step out from under that gunk drain. Get any of that stinkin' slime on yeh an' you'll ming like a rank sump rat. Say, ya not from 'round these domes are yer? Thought not, ya don't 'ave enough scars to belong in this scavvin' hellpit. So what brings ya down-hive? Prospector ay, lookin' to hire a gang for protection yer say? Well now, I can help ya out there. Used to be a gang leader meself yer see... course... me fightin' days are past me now. See me smashed up legs? Scummin' Spyrers did that. I wa' strung up for a couple of cycles before I realised me boys weren't comin' back to get me out. Got out by meself though didn't I cause I'm an 'arden that knows me stuff. Advice I'm sellin' yer 'ere mister an' ya won't get a better deal than from Stumps Antonio... that's me by the way. Say... 40 creds? Hey!

THE HOUSES

Okay, okay... I'll tell yer what mister. I'll give ya some info on the gangs roamin' 'round these parts for nought, an' if you like it I'll bung the rest in for 20 creds. Sounds like a right bargain to me that does, even once in a life time I say. So we gotta deal? Great!

House Cawdor

Cawdor are the religious sort. Devoted their whole lives to the Red Redemption they 'ave. Bit crazy in the 'ead if ya ask me. They don't much like hivers that don't follow their ways and 'ave a firey temper so you just be careful what you say 'round 'em. See those weird face masks they got on with the flames an' skull designs on 'em? They 'ave to wear 'em when they're 'round the likes of us you see... somethin' about us not bein' worthy enough to see their ugly mugs.

Cawdor Gangers have access to Agility, Combat and Ferocity so can quickly reach enemy fighters and rip them apart in hand-to- hand combat whilst shrugging off stinging ranged shots. As their skill selection suggests, Cawdor gangs are at their most effective dishing out redemption toe-to-toe, however, oddly they lack hand-to-hand weapons on their House Weapons list. Instead they have powerful ranged weapons at their disposal, such as bolt pistols, hand flamers and boltguns. It's important to keep the gang's hand-to-hand orientation in mind when initially equipping your Gangers, otherwise when your bloodthirsty mob gains experience you'll be left with a batch of discarded basic weapons collecting dust in your stash.

All the Cawdor Ganger miniatures are hugging basic weapons making them impossible to convert for hand-to-hand purposes. Thankfully the Redemptionist miniature range has some useful models that can be equipped with close combat weapons and are interchangeable with the Cawdor miniature range. When combined in this way they can be used as either a Cawdor or Redemptionist gang, which later gives you a nice route into exploring the more unique Redemption Crusades.



House Delaque

Yer best be watchin' ya back with the Delaques. Sneaky lyin' cheatin' double dealin' bald gits they is. See 'emselves as spymasters you see. Always hangin' about hidden in the shadows watchin' ya with their beady eyes. They say their eyes are intolerant of the light, hence the dark visors, but I says they just like the dark 'cause it makes it all the more easy for 'em to stab yer in the back!

Delaque Gangers have access to Agility, Shooting and Stealth making them highly mobile and pernicious shooters. They work best split into several groups, each working together to expose vulnerabilities in the opposing gang and catching them in a converging field of fire. One or two groups should be your main fire houses camped on the best over viewing spots, while the rest of the groups quickly outmanoeuvre the opposing gang to attack their weak spots. If a mobile group gets into a sticky situation then they can scurry back to the safety of the fire houses' firing fields.

Any fan of The Matrix films will have an affinity with the Delaque miniatures range, which regularly scores highest on the cyber- punk kewl lists. The 6 Gangers each hug a basic weapon, either a lasgun, autogun or shotgun, which is appropriate for their tactics, but does make it very difficult to make weapon swaps. In particular, if it wasn't for the dual bolt pistol wielding Scummer then the Gunfighter skill would be a complete waste as you simply don't have any other useable miniatures.

House Escher

How many Escher men do ya think it takes to change a light globe? Three, each standin' on each others 'eads cause they can't reach otherwise! Ahhh... advice an' witty humour, what a bargain ya got ay? Apparently Escher 'ave some sort of genetic defect so all boys are born runts and not all there in the 'ead if yer get what I mean. The Escher gangs do alright without 'em though, all women you see. If anythin' it makes 'em more determined to get one over on us men. 'Specially the Goliaths... they really 'ate Goliaths.

Escher Gangers have access to Agility, Combat and Stealth so can quickly and safely reach enemy fighters before elegantly slicing them up in hand-to-hand combat. They're the only House gang to have swords on their House Weapons list giving them an advantage over other hand-to-hand House gangs early in the campaign. Although their supporting shooty Gangers can't commonly choose Shooting skills, their Stealth skills can still make them a nasty thorn in the side of your opponent. It's for these reasons Escher gangs are typically seen as the most effective out of the hand-to-hand House gangs.

The Escher miniatures offer a real freedom for painting lovers as they're at their best with an eclectic mix of bright colours. They also sport numerous different weapon combinations, most of which are effective on the table and offer easy weapon swaps. Unfortunately that versatility is needed as there aren't many appropriate woman models outside of the Necromunda range, though the female Bounty Hunter does make a great Escher Ganger.



House Goliath

Yer might wanna pump some weights before talkin' to the Goliaths. They see size an' strength as the true measure of a man ya see, that's why they don't wear much up top an' 'ave all those 'eavy chains and metal plates on 'em. Up in Hive City most of their land is in the 'arshest sumpstinkin' regions so they 'ad to grow up tough just to survive. Not the smartest bunch, but that don't matter 'cause they could brawl a scumsuckin' scaly and still come out on top.

Goliath Gangers have access to Combat, Ferocity and Muscle allowing them to pulverise most fighters in hand-to-hand combat. If you're desperate to win a campaign then don't bother with these meatheads as you face a number of disadvantages. The Goliath skill selection is the most underpowered of all the House gangs as the Muscle skills and to a lesser extent the Ferocity skills simply aren't all that useful. In particular, the specifically hand-to- hand focus of their skill selection makes Goliath advances sluggish and inflexible. Their miniature range sports numerous stub guns and clubs, which thematically suits them perfectly, but stub guns suffer from dire inaccuracy and parries are almost a prereq-

uisite for an effective hand-to-hand gang.

The Goliath miniature range incorporates the splendid new hands-free feature which makes converting weapons quick and very easy. The old miniature range also makes a nice addition and when combined you have a large selection of miniatures and weapon combinations to choose from. If you're a fan of plastic then you also have the option of mixing the Catachan and Chaos Maruarders boxed sets together as they make great unique Goliath conversions. If you're planning on doing this then remember that Goliaths don't have access to lasguns on their House Weapons list so you'll need to find alternative weapon sprues.

House Orlock

Ahhh... House Orlock. That's my House that is and may I say mister what a glorious House it is too. Can't go wrong with the Orlocks. We got both shooty gangers an' others who like to get a bit more up close and personal if ya get me drift... but above all we're all well 'ard as nails.

Orlock Gangers have access to Combat, Ferocity and Shooting so are a tactically flexible gang as well a tough one to keep pinned down in a fire fight. They offer a good deal of freedom in their style of play and to begin with are better suited to a 50/50 split between close combat and shooty Gangers as you can then more easily tailor their weapons to suit their advances later on. The liberty in their gameplay makes Orlock gangs great for green players to experiment with and discover the role they enjoy most.

Just like the Goliaths, Orlocks benefit from the new hands-free miniature range and have their old miniature range to add more variety. The Catachan and Empire Militia boxed sets when mixed together also make a great alternate plastic Orlock gang. For even more variety you can also peruse the Imperial Guard range as there are many suitable models that need little or no converting.

House Van Saar

The Noble Houses pay a premium for Van Saar merchandise so they're proper rich flash gits. Here's a tip for ya, if yer lookin' for a good time then yer best off hangin' out with a scummin' Enforcer than a Van Saar! No humour you see. Take 'emselves so serious. In fact, I've never 'eard one of 'em laugh, even when skunked up on Wild Snake, which they 'ardly ever drink.

Van Saar Gangers have access to both Combat and Shooting skill tables, but are more suited to shooting due to them also having common access to Techno. Like the Orlocks, Van Saar gangs allow for a great deal of experimentation within the campaign and are the most forgiving House gang for players due to the Techno skills aiding the more problematic aspects of the game, such as ammo tests, income, serious injuries and even offers the chance to invent free rare items. For these reasons Van Saar gangs are a great starter gang for truly green players new to tabletop games. A word of caution though, it's apt that their miniatures are sporting beards as Van Saar gangs are potentially the most sickeningly cheesy beardy of all the House gangs. Be prepared for other players to simply give up on a campaign when your gang packed full of Specialist plasma gun wielders with 2+ Ammo Roll struts into town.

The Van Saar ganger miniatures are all equipped with a nice mix of basic weapons and includes the only ganger in the whole Necromunda range to sport a boltgun, which should get a lot of use. They also have a small booster pack range with hands-free Gangers with a variety of pistols, close combat and basic weapons.



FOUNDING FIGHTERS

Well there ya go mister, sage advice I've just dished out for yer. I've got much more if yer 'and over that 30 creds. Wha'? I said 20 creds? You sure? I must've been high on sump fumes when I offered ya that deal. What a bargain you got yerself there mister! So now that ya know which House to plump for, I'll tell yer about the fighters you'll wanna be hirin' in.

Your founding gang lineup is crucial to your overall effectiveness in the campaign. Hiring an ill-conceived gang may leave you outgunned and scrabbling to subsist, while other gangs shoot up in the ratings. Armaments play a key role as some weapons are simply more effective than others in each of the differing situations. Although it's tempting just to stick with the most cost effective weapons, Necromunda is about creating a gang full of unique characters. Since their equipment plays a big role in the character of your fighters, try and purposefully have a good variety, but still useable, array of differing armament combinations.

Gang Leader

Not just any scav 'ead can lead a gang. You'll be needin' an experienced top dog to carve a reputation for yerself. They don't come cheap, but they can out-shoot and out-fight most hivers.

Gang Leaders are the focal point of the gang and as such should be armed with the prestigious and powerful weaponry befitting of that status. His superior weaponry combined with his higher starting characteristics and wider skill selection makes him very versatile in any role and is of most use plugging tactical holes that your Gangers can't adequately fill by themselves.

At the start of a campaign Gang Leaders work best equipped with either a basic or special weapon and a chainsword. The ranged weapon allows him to make best use of his high Ballistic Skill and despite having to hold it in hand-to-hand combat his superior Weapon Skill and the chainsword's parry still makes him a dangerous adversary toe-to-toe. The type of basic or special weapon to buy depends on his role within the gang. If he's going to sit back and provide medium-long range support fire then a lasgun, boltgun, plasma gun or grenade launcher will suit your needs. If he's moving forward to dish out punishment at close range then a shotgun, flamer, meltagun or plasma gun are most useful.

Heavies

Heavies are the only tech 'eads that can 'andle a heavy weapon. They shouldn't be overlooked lightly 'cause if yer get a heavy weapon in a nice ambush spot they can wipe out half a scavvin' gang an' send the rest fleein' for their lives!

The role of Heavies depends greatly on their tactical use. With a heavy weapon they can supply the hefty firepower required to flatten anybody in there sights making them great at pinning down countless enemy fighters or forcing your opponent into moves they don't want to do. The heavy stubber, heavy bolter and the more extravagant autocannon are particularly useful in this role. Although special weapons are less slaughterous, their main benefit over heavy weapons is their mobility, excluding the grenade launcher which behaves much like a heavy weapon.

A popular tactic is to hire 2 Heavies each equipped for differing roles. You can then switch the armaments of the 2 Heavies between each other to best suit their advancements and injuries as well as giving you extra access to the ever useful Techno skills.

Gangers

Gangers are the main rat meat of the gang. They do all the scavvin' slave work so too few of these 'round yer gang and ya won't be gettin' many of yer territories worked. No creds comin' in means no new fighters, no weapon upgrades, no fancy techno gubbins and no hired gun will fight for nothin'.

You'll need to have at least 4 Gangers, preferably 5, in your gang to start off with. This provides you with an effective and versatile gang on the table and allows you to work your best territories even if a couple go out of action.

Shooty Gangers should be equipped with either a lasgun or autogun, or if he's going to provide close support fire, a shotgun with manstopper shells. Boltguns are the most destructive basic weapon, but its high cost and necessity for a backup weapon makes it difficult to justify initially arming anybody but the Gang Leader with one.



Although all fighters come with a free knife, it's well worth buying close combat Gangers a club or sword to make them more effective in hand-to-hand combat. Don't bother with flails or massive weapons as they're only of use later in a campaign when they receive extra Attack dice from other means. A pistol is also always required for close combat Gangers in case they wander into a shooting gallery.

Juves

Juves are right yellabellies and can't hit a gunk door at 50 paces, but they learn fast an' they're cheap so yer can spend those saved creds on bigger guns.

Juves should be seen as a long term investment as it's quite possible they could roll up some awful advances early on. Given time they advance quickly and have the potential to be your finest fighters as well as deflating your gang rating due to their lower base cost. Until they do evolve into your most illustrious Gangers, they're best served for meatshield duties, such as distracting your enemies' heavy stubber, offering multiple combat bonuses or sprinting to pick up ominous looking loot on open high walkways. 2 Juves are plenty in a starting lineup, though you should try and squeeze in an extra 1 if you could only afford 4 Gangers.

All a Juve needs is a pistol that rewards him with the essential extra Attack dice bonus in hand-to-hand combat. A stub gun filled with dum-dums makes for a useful and cheap

Strength 4 hand- to-hand weapon, just don't shoot with it at range as there's a greater chance of the weapon blowing up in the poor Juve's face over him hitting anything with it. The autopistol and to a lesser extent the laspistol are the preferred weapon as they at least offer a respectable chance of hitting something at short range. Bolt and plasma pistols are far too prestigious for a lowly Juve.

Backup Weapons

There's no definitive answer to whether you should equip fighters with a backup weapon as it greatly depends on a number of factors. For example, a flamer totting Heavy certainly requires a backup pistol as there's a high chance of the flamer running out of ammo and the pistol provides added short range versatility, but for a lasgun armed Ganger the need is far less pressing. Although all fighters benefit in terms of versatility and reliability with a backup weapon, the collective cost of the gang's backups can quickly mount and will often be the difference between you being able to afford 4 or the much more preferred 5 Gangers.



GUNS FOR HIRE

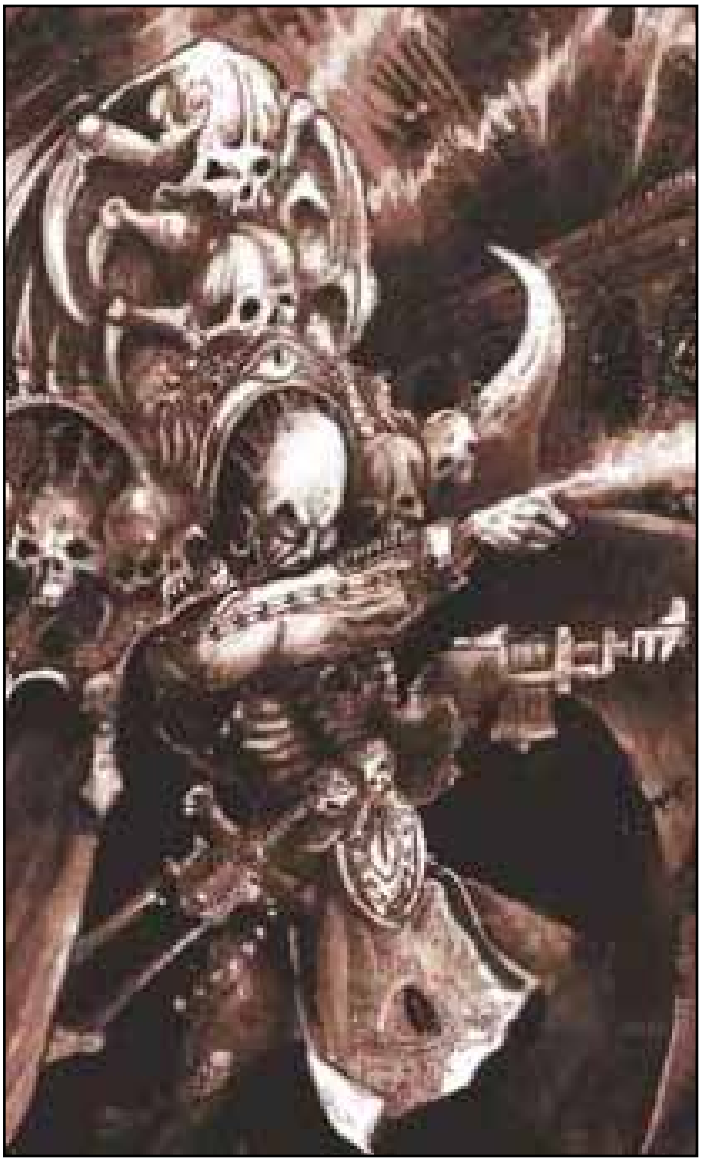
Don't be forgettin' about hired guns. They'll cost ya a fee every weekly cycle, but they're skilled fighters with unique abilities an' can cover up any tactical holes in yer gang.

At the start of a campaign hired guns are an easy way of adding extra clout to your gang for a minimal cost, but just be careful they don't swallow up all the wounding hit experience awards. Later on in a campaign you'll find that they become less effective as your regular gang members advance, though are still a great way of deflating your gang rating which is very useful for getting the most out of the scenario roll, Underdog and Giant Killer bonuses.

Bounty Hunters

Yer know ya in trouble with a bounty on yer 'ead 'cause the bounty hunters are after yer hide. They're 'arder than most hivers wanderin' these domes, but you'll have to smash open that ratty bank of yours 'cause they'll cost ya big.

Bounty Hunters are the most expensive hired guns, a whopping 35 credits per game, but you're guaranteed to hire a skilled fighter accomplished in any role. Their special Capture rules is a potent ability that most players will frantically try and avoid being the victim of, but you may well find yourself tiring of the constant Rescue attempts. If you can make it difficult for your opponent to rescue fighters, such as through buying bio-scanners, then Bounty Hunters can comfortably make you a tidy profit through ransoms or selling prisoners off to the guilders.



Pit Slaves

The Pit Slaves are 'ard nuts... had to be to escape from the guilders. Creepy lookin' as well 'cause they're covered in all sorts of bionic implants and they 'ave their arm replaced with a 'ooge nasty lookin' industrial weapon.

Pit Slaves are the cheapest of the hired guns, but even so for a mere 10 credits they're surprisingly effective hand-to-hand fighters. They also have the unique ability of being allowed over the normal Toughness 4 limit, which isn't completely unlikely and marks them as great disposable meatshields. Pit Slaves are so cheap that it's tempting to hire a couple at a time, but beware of their negative modifier when rolling on The Outlaw Table.

Ratskin Scouts

They say Ratskins are the native inhabitants of the hive, believe in all sorts of hive spirits. I guess there could be some truth in it 'cause they seem to know everythin' about the domes stretchin' from the Underhive right down to the stinkin' sump. All a bit spooky if ya ask me.

Ratskin Scouts aren't especially noted for their fighting prowess, though their prevalence for Agility and Stealth skills as well as their Blindsnake Pouch can still make them a nuisance for opposing shooters. Instead, what you're really paying for with a Ratskin Scout is their Guide and Explore abilities, both of which can prove extremely useful over the course of a campaign. If you do happen to roll a particularly fiendish set of advances then their Resilience ability also means that they'll remain effective for longer.

Underhive Scum

Scummers don't care much for gang life so just wander between the settlements lookin' for wha'ever easy work comes their way. A bit wild they are, but skilled shooters are always in demand.

Underhiver Scum are experienced and dangerous close combat fighters. With a whopping 6 advances you stand a good chance of rolling up at least 1 Ballistic skill advance and the Gunfighter skill, but don't be surprised if you roll up several less than useful Initiative and Leadership advances as well. Scummers are a risk as their effectiveness is completely reliant on their random advances, but they're a risk that more often than not pays off.

Wyrds

If ya take any of me advice, make sure it's this... don't ever trust a Wyrd! They got weird powers yer see, even rumours they can read what ya thinkin'. Say... you're a bit freaky lookin'... you're not a wyrd are ya? Just so ya know, if yer readin' me mind right now, me thoughts about stealin' those nice shiny boots of yours are just thoughts. I'd never do ought like that to yer mister... honest!

Wyrds are a real gamble. With a few lucky power rolls they have the potential to be a truly devastating and game winning fighter, but if you roll a few dud powers then they can prove to be simply not worth their expensive 25 credits. At least with the beastmaster you have some idea of what exactly you're hiring, but again, you're still relying on the whim of the dice gods to see how many pets turn up each game.

So there ya 'ave it mister. Head me wise words an' you'll 'ave a solid chance of survivin' in this scavvin' hellhole. Good luck to yer and I'll leave ya with words from a far smarter hiver than me ringin' in yer 'ead.

"Don't forget, hit 'em hard and keep hitting 'em when they're down!"



PISTOLS

Tactics for holstered weapons by Matthew Campbell

Heavy Weapons are cool. Skills are what define a gang. Pistols are....necessary. Pistols aren't often discussed by players, small cheap and generally uninteresting as they seem. The simple ones aren't too great and the fancy ones are rare and hard to find.

But when you get down to it, pistols form a vital part of any gang set up. There are eight pistols on the Necromunda weapons table, more than for any other type of weapon. While a large gang might contain two heavy weapons, almost every gang will contain half a dozen pistols. When totalled together, their cost can often be more that that of your Heavy Stubber.

This article is designed to go into detail about Pistols, highlighting the important and varied role they play in your Necromunda gang. Pistols often have a bigger effect on the game than special and heavy weapons, especially if are planning on getting close, or when just starting out. I've also chosen to write about pistols to hide my complete lack of tactical knowledge in the "important" areas of the game.

CLOSE COMBAT WEAPONS

The most direct use of pistols is as Close Combat Weapons, given to those members of your gang who are equipped and skilled to charge right up to the enemy and introduce themselves in the traditional underhive manner (so pay attention to this Cawdor and Escher players) These pistols only fire a couple of shots (hopefully) so ammo is less of a problem.

Hand Flamers make good weapons close in, so Cawdor gangs may wish to invest is these for combat specialists. Guys with hand flamers often need a second pistol and defiantly need support from other troops. Giving your Close Combat Specialists Hand- Flamers can also save the need for giving a Flamer to a heavy.

Bolt Pistols can be bought for Leaders, experienced gangers and Van-Saars. Bolt Pistols add a bit more kick to the couple of shots a Close Combat specialist will fire and it's not a total disaster if you run out of ammo, seeing as how your CC Specialists tend to be a bit nasty in combat with or without their pistol. While Bolt Pistol might seem like an expensive choice for Gangers, having strength 4 really helps if you get two gangs shooting each other at close range for several turns.

CLINCH WEAPONS

Clinch weapons are the gun that your Ganger uses when he runs out of ammo for his original weapon. Clinch Weapons rarely see any use in other conditions, unless you know you're going to end up in unavoidable combat. The three obvious choices for Clinch Weapons are the Las, Auto and Stub. You could give a gang member a bolt pistol as a back up if you really want to, but it seems foolish to give him an expensive weapon that you don't actually want him to need.

Laspistols are the most reliable pistol available, making really then tempting and dependable back ups, good for those players (myself included) who just can't stand to see a ganger sitting around weapon-less, looking like a lemon. The likelihood of both your primary weapon and the Laspistol running out of ammo is slim. I favour this weapon for my heavies, given their higher risk of running out of ammo.

At the same price, Autopistols look like a poorer choice...why ammo-roll on 4+ when you can roll on 2+? Having said that, sometimes you will have a heavy or sniper-ganger deliberately positioned far away from the immediate action, making the laspistol's -1 to hit at long range a real annoyance. With an autopistol, a far off gang member has better chance of influencing the battle with his back up.



Stubguns are cheap back-ups. That's it - there's not much else to say about them. Although inferior, you might want to save yourself those 5 credits, seeing as how you might not need the pistol at all.

Some Gangs might not use Clinch Weapons because of economy, as adding even ten credits to the cost of a ganger can be expensive when applied to everyone. Very often, starting gangs can't afford frippery. With this in mind, the only members of your gang who really NEED the back up weapon are heavies and people whose ammo roll is "auto". At the other end of the scale, Juves are the least likely members of the Gang to be given back up weapons, because they tend to be armed with just pistols in the first place. A Ganger armed with a Lasgun might not need the pistol, but with Autoguns and (gasp) Boltguns, I'd pack a pistol more often than not.

JUVE WEAPONS

Juves very rarely end up with anything more than pistols, so let's give these guys a chance and make sure they get the best tools for the job. It can be tempting to just hand a Juve a stub gun and prod him into battle, saving your credits for those members of the gang which you bothered to think up names for, but hopefully you're a little kinder than this.

Juves only have a BS of 2, meaning that even the slightest negative modifier will leave them making an ammo roll in the event of a hit. It's for this reason that auto pistols make the best Juve weapons, lending them a hand +2 at short and (more importantly) no penalty at long. To be fair to the trusty Laspistol, its better ammo roll may come in handy, but I find that it's best when Juves keep their distance, which often means they are more than 8" away from the enemy.

I'm going to go out on a limb here and say that you shouldn't give Stubguns to your Juves if it's their only ranged weapon. Stubguns might be cheap, but they only cost ten credits for a reason. They have no other redeeming features and suffer a -1 at long range. Ok, you can give them dum-dums, but this brings the cost up to that of the Las and Auto. Given Juves' fetish for making ammo rolls, it's only a matter of time before the dum-dums come back to haunt you. Actually, the idea of seeing your gang member's weapon explode in his face might appeal to you if you are a Scavvy King...

Hand Flamers sometimes make good Juve Pistols, given that they automatically hit. Remember to give your juve another weapon as well though.

Occasionally (during some of my more affluent campaigns) I've toyed with giving a Juve two pistols - one Auto, one Las. The idea went that I could blaze away to my hearts content with the auto, before switch to the more reliable las at close range. I also tried a Stub/Las combo. Both where -1 at long range, so I'd use the stub-gun at long range and the las when close up. While this Dual Pistol idea made the Juve slightly more effective (and looked cool when converted), I found the payoff wasn't good enough to justify the extra cost, when a club or sword made the Juve more versatile. Still, you might want to experiment with Dual Pistols yourself.



FANCY PISTOLS

The fancy pistols are those which don't fit into the basic uses described above. They are only found at the trading post, with the exception of the plasma pistol. It's always worth buying a back-up weapon, as these pistols have high ammo rolls.

Web-pistols have a short range and a high cost, but are very useful if the right situation. If you end up with a web-pistol, it's best to keep it in the gang stash for special scenarios where it might come in handy. Of course you're never quite sure what you'll come up against each and every time, but there are some scenarios where you'll need to get close to a particular model and the Web-Pistol is just the ticket. It's also a nice fluffy choice if you have a gang of Enforcers.

Needle pistols are good for taking on high toughness opponents, like Scalies. While it's equally effective against all targets, I'd be tempted not to fire it every turn, due to the high ammo roll.

Plasma Pistols are my favourite pistol. They excel because of their versatility and aren't that expensive for it. What you've effectively got is a Blot pistol that can be cranked up for those occasions when it's a must make shot. It's even got a better ammo roll than the bolt pistol! Of course, High Power means a recharge, but you've bought your gang leader a Clinch Weapon right? Always take a Plasma Pistol for your gang leader if it's on your house weapon list.

IN CONCLUSION

There are only two things more beautiful than a gun: a Swiss watch or a woman from anywhere. - John Ireland

To sum up, I think there is room for a lot of precision when it comes to pistols. The minor points cost difference between the most common choices may mislead you into thinking there isn't an important distinction, but I'd disagree. Choosing the right pistol can make a small difference in one tiny area....and that is the margin by which some games of Necromunda are won. If you have the knowledge to equip your gangers most effectively, why wouldn't you?

HEAVY WEAPONS

Tactics for the big guns by James Spalding

Your heavy equipment is probably the single largest investment in your gang. Making the right choice can mean the difference between victory and defeat. This article aims to help you pick the right heavy weapons for your gang and playing style.

First we look at some general tactics for your heavy, then we look at the advantages and disadvantages of each of the heavy weapons.

GENERAL STRATEGIES

Backup weapon

Make sure that your heavy has a second weapon with a good range. A lasgun is ideal. This is useful for two main reasons:

- Backup, should your heavy weapon run out of ammo.
- Tactical flexibility, should you wish to move and fire.

Sustained fire

Why is sustained fire such a bonus?

- Better than a high strength single hit weapon, sustained fire lets you choose to concentrate your fire to take down one hard target, or spread your fire to take down several smaller ones.
- The rules state that you have to hit the nearest target, but sustained fire lets you bend this rule a bit. Provided you allocate one hit to the original target you can use the rest on any other target within 4" of the original. Perfect for picking off fighters using juves as cannon fodder.

What's bad about sustained fire?

- Most commonly you'll be using overwatch, where you might not get a good set of targets to spread your fire over, but you can still use sustained fire to take down a hard target though.

THE WEAPONS

Heavy Stubber

The Heavy stubber is the best heavy weapon going. It's good when you start your gang, and it's still good when you're ready to pick a second heavy weapon. The heavy stubber is a must, for pretty much any gang.

- Range: with a range of 40", it is around twice the range of most of the normal weapons out there. Unless you're in the habit of playing epic battles, it's pretty rare to need much more range anyway.
- Sustained fire: no other weapon has more sustained fire dice.
- Ammo roll: Ok, so 4+ is not the best ammo roll in the game, but you can get plenty of shots off before running out of ammo. Buy a weapon reload as soon as you can. In the meantime hope that your heavy gets the weaponsmith skill.
- Strength: strength 4 has the edge on most other basic weapons. Ok so it's the lowest strength of the heavy weapons, but if you want to be sure about taking a target down, concentrate your sustained fire.
- Cost: 120 credits make it the cheapest of all the heavy weapons. Bargain!

The heavy stubber is a good all round weapon, and the best value for money of all the heavy weapons.



The Heavy Bolter

The heavy bolter shows that you mean business. However the only advantage it has over the stubber is the damage it inflicts. Although impressive, strength 5 and D3 wounds won't make that much difference against your average ganger, compared to the stubber.

But what do you pay for such a prestigious weapon?

- Ammo roll: The ammo roll of 6+ makes a heavy bolter impractical for gangs that are starting out. The weaponsmith skill is a necessity to make the heavy bolter useful.
- Cost in credits: At 180 credits you could afford a second heavy with another heavy stubber, instead of the heavy bolter. This could be far more devastating than the extra damage added by the bolter.

Of course, it's not a straight cost comparison, as adding a second heavy also adds to the running cost of your gang.

In summary, the heavy bolter is best used when you have the weaponsmith skill, some cash and tough gangs to fight.

Grenade Launcher

Ok, so the grenade launcher is a special weapon. But it has much in common with the heavy weapons, like the cost and the move or fire restriction.

The two standard types of ammo available are frag and krak grenades. Unless your gang is really flush with cash you will only be able to afford one or the other, at least to start with.

- Ammo roll: The automatic ammo roll fail is the worst in the game. Coupled with the fact that it will easily run out of ammo, is the likely chance of explosions. These factors make the weaponsmith skill a must for the grenade launcher.
- Cost: with Frag 150, with krak 170. Because the grenades are usable without the launcher, you can spread the cost, buying the grenades first, then the launcher later.
- Range: The grenade launcher has a lovely long range of 60", but the range is more useful for the special grenades like smoke and gas rather than the standard frag and krak. The great thing about smoke and gas grenades is that the rules for drifting clouds of gas mean you can get at your opponents gangers even if they stay out of sight.
- Special weapon: The grenade launcher's special weapon status means that you don't have to give it to a heavy. But you will want to make sure that whoever uses it has the weaponsmith skill. The gang leader is a possibility.
- Special ammo: Should you be lucky enough to purchase or invent the special grenades, then the tactical options available rapidly increase.
- Backup weapon: Make sure you take a backup weapon to go with the grenade launcher, as you will be running out of ammo in the later stages of the game.

In summary the grenade launcher is a nice weapon, but its ammo roll and initial cost makes it impractical for general use. Save it for those gas grenades to really disrupt your opponents at long range.

The Autocannon

The Autocannon is the heaviest and most 'military' of the Sustained Fire options.

- Range: With the massive range of the autocannon you can pretty much hit anything on the table. This makes it possible to cover large sections of the table, closing down your opponents tactical options. Conversely, most tables are small enough that the range of the stubber or heavy bolter will cover most of the table anyway.
- Sustained fire: The autocannon has one dice of sustained fire. While less than the heavy bolter and big stubber, the long range could give more opportunities.
- Strength and damage: The high strength (8) and D6 damage will mean that you will rarely want to combine your sustained fire shots on the same target. The save modifier of -3 is one better than the heavy bolter.
- Ammo Roll: at 4+ the ammo roll of the autocannon is not too bad. You may want to improve on this with weapon smith or a reload at some stage, to make sure that it doesn't pack up just when you need it.
- Cost in credits: The big deal with the autocannon is its cost. At 300 credits, two heavy stubbers could be more effective.

In summary, most things that you hit with the autocannon are going to stay down, and you can hit them from a long way off. These factors can be used to limit the options for your opponent. But the high cost makes the autocannon prohibitive for all but the richest gangs.



Heavy Plasma Gun
The heavy plasma gun and lascannon are similar in many ways - high damage, high strength and high range (on full power).

- Ammo roll: Again, 4+ is not too bad.
- Strength: The strength 10 (when fired on high power) makes the heavy plasma gun the highest strength weapon in the game. Good for busting open tanks.
- At 285 credits you get quite a lot of power for your money, but it's still too much for most.
- High or low power: The Heavy Plasma gun has the in game tactical choice of high or low power. Of course, high power means that you will have to wait a turn for a recharge, but you could use that time to move your heavy. Make sure you have a backup weapon.
- Blast template: Use of the blast template makes the heavy plasma a bit more dangerous, but experienced gang leaders won't pack there gangers close enough for the blast template to hit more than one ganger anyway.

The heavy plasma gun is an interesting alternative to the autocannon, if you have the cash.

Lascannon
The lascannon is for the brash gang that needs to know they have the most expensive, highest damage weapon in the game. Other gangs can spend their 400 credits on something more useful.

Missile Launcher
The missile launcher is an enhancement to the grenade launcher in some ways, but not as good as the grenade launcher in many others.

- Range: the 72" range is 12" longer than the grenade launcher, but this is unlikely to make much difference in a game.
- Ammo roll: auto, the weaponsmith skill is a must.
- Cost: with frag missiles 220 credits, with super krak missiles 300 credits. The high cost of the missile launcher makes it an extravagant choice.
- Strength and Damage: Frag strength 4, Super krak strength 8, with D6 damage. The extra strength on the frag is quite handy, but not worth the money over the grenade launcher. The super krak missile is overkill.

The main problem with the missile launcher is you can't use those smoke and gas grenades, which is where the main tactical use comes in. Stick with the grenade launcher and give the missile launcher a miss.





SUMMARY

Did I mention that the stubber is the best heavy weapon going? Every gang should have one!

When you are at the point of deciding on the second heavy weapon to add to your gang you could consider the following:

Heavy Stubber: Good all round weapon, with the lowest cost. You won't go far wrong with two heavy stubbers.

Heavy Bolter: A bit more damage, a bit more strength and a bit more cost then the stubber, but your heavy needs the weaponsmith skill and a weapon reload to make it useful.

Grenade Launcher: Much more range, but the weaponsmith skill is a necessity. Its real usefulness comes with gas and smoke grenades.

And the rest, of which the cost is prohibitive for most gangs:

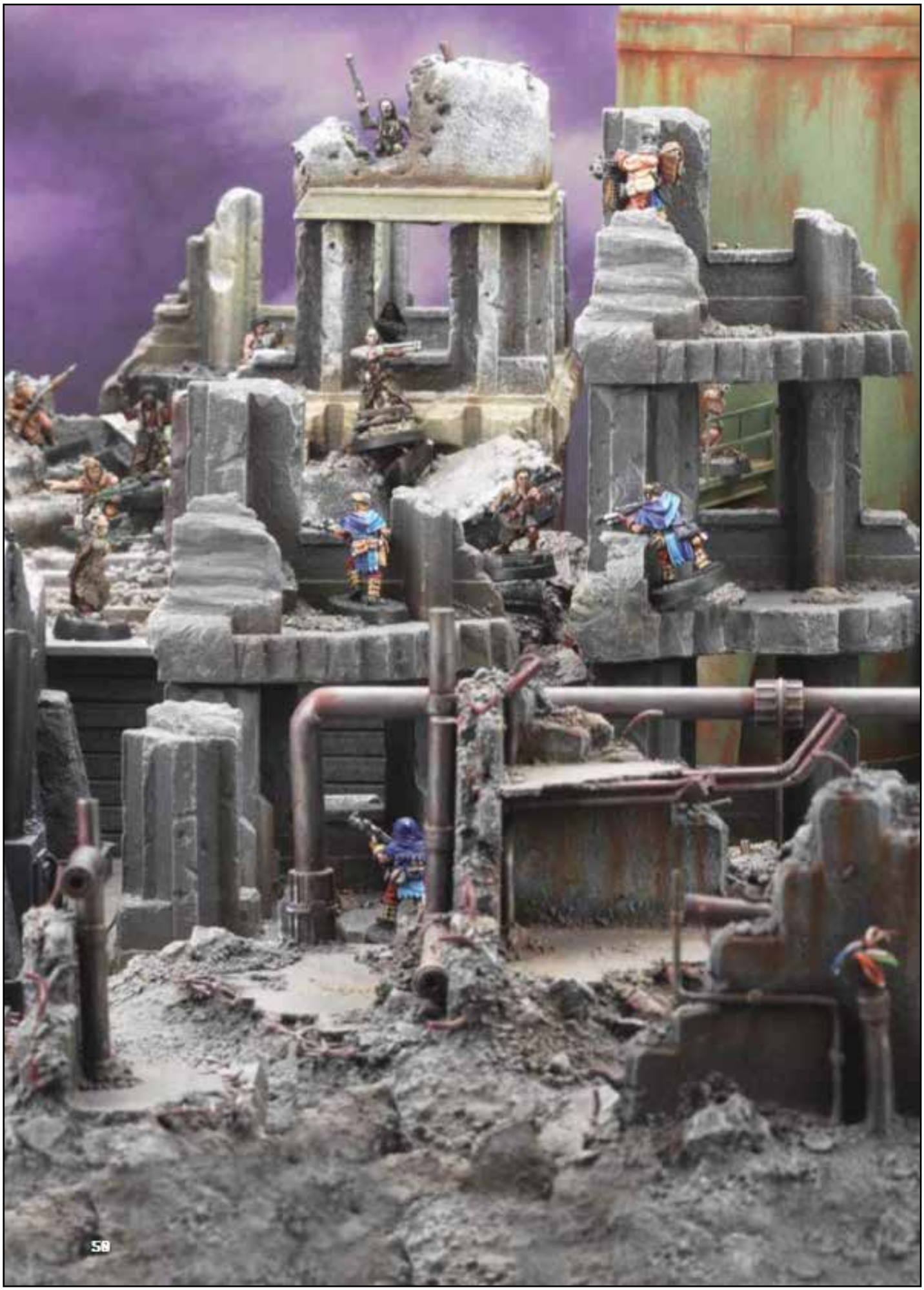
Autocannon: Much more damage, much more strength and more range than the stubber, but only one sustained fire dice and much more cost.

Heavy Plasma Gun: High damage, highest strength, reasonable range and the blast template might hit more than one target on a good day, but it has a high price and needs one turn of recharge time when fired on full power.

Lascannon: The highest damage, nearly highest strength and a big range, but it has the highest cost and, worst of all, only one hit per turn.

Missile Launcher: While the missile launcher's frag and krak ammo is slightly more effective than the grenade launcher equivalent, the Grenade Launcher is far superior to the Missile Launcher. The main drawbacks are the cost and the fact you can't use the gas grenades with it.

A final thought in the words of Kal Jerico, underhive bounty hunter. To survive in the underhive you need "stealth, cunning, resourcefulness and plain dumb luck"!


58

BAR FIGHT

by Dave Parsons

Most settlements focus around their local drinking hole, and when you mix alcohol, confined spaces and rivals gangs you know you're gonna need to buy some more furniture...Bar fight works well either as a pre-cursor to a Rescue scenario (gangs 'negotiating') or for a campaign Arbitrator introducing a new gang (they want to make their mark)...

SCENARIO SELECTION

Any gang that is allowed to select the scenario may select this scenario and will be the attackers. Spyrers do not utilize drinking holes so will always be the attackers.

TERRAIN

The bar is best represented by an 18" square playing table. One edge must hold the bar itself which is a 1" wide table set 3" into the room (see layout). The other three edges are considered to have walls/windows in and anyone moving off the board will be removed from the game. The remainder of the board is other wise empty except for a few chairs and tables. Both the furniture and any models behind the bar will be in partial cover at best.

GANGS

Both gangs may only use their Leader and D3+2 other gang members. The defending gang places their models in front of the bar and touching the bar. The attackers deploy up to 4" in from the opposite edge.

STARTING THE GAME

Once all the fighters have been set-up, and you have resolved the Bar Owners shot (see below) each player rolls a D6. The player who rolls the highest goes first.

ENDING THE GAME

The normal rules for bottling out apply except that they will only start taking bottle tests after 4 gang members have been lost.

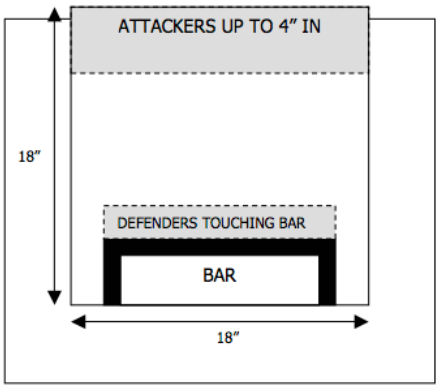
SCENARIO SPECIAL RULES

This scenario has the following special rules:

Drunk: The defending gang have been drinking all morning and are lees affected by their surroundings. For this game all members of the defending gang on the board have +1 Ld but they are not so quick as they were and have –2 I

Bar Owner: The owner of the bar knows what is coming and decides to get things over as quickly as possible. After both sides have deployed the defender resolves a single BS2 long-range scatter shotgun shot from the owner. Once he has made his shot he ducks out back to hide from the fight and takes no further part.

Tension: You could cut the tension with a knife as the bullets



start flying and neither is really prepared after the initial shot. Both gangs count as having moved.

Cramped: The bar is cramped and so no one is going to be fool enough to risk bringing the roof down. No heavy weapons or grenades (other then Gas, Smoke or Flash Flares) can be used in this game.

EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

+D6 Survives: If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.
+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 per wound.
+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.

INCOME

Defender: If the defender wins the game the bar owner will be indebted to them for saving their bar. As well as a small reward of D6*10 credits he will also provide you with some booze to take away and so you gain D3+1 bottles of Wildsnake (see Outlaw Trading Post).

Attacker: If the attacker wins then he is in a position to extort money from the owner. The attacker gains 2D6x10 Credits that are paid from the Defenders income (the Bar owner puts this onto the Defenders tab).

VENDETTA

by Michael Duxbury

Underhivers are notoriously touchy and aggressive individuals, not used to being treated with disrespect. As a result, it is far from uncommon for fierce rivalries to develop between Gangers, disputes that are invariably settled through bloodshed.

This is essentially a modified Gang Fight scenario, with additional rules to represent the enmities that have developed between the two gangs involved.

SCENARIO SELECTION

Players may select this scenario during the pre-battle sequence as normal. If they do, then this shall represent the beginning of an ongoing feud between the leaders of the opposing gangs. From now on, the Gang Leader of each gang will hate the Gang Leader of his opponent's gang (if they did not already), exactly as if they had suffered the Bitter Enmity "injury" and subsequently rolled a 3-4 on the chart. It is presumed that one leader has said something typical offensive or inappropriate regarding his counterpart's physical appearance, combat prowess or legitimacy of birth, and that their hatred for one another shall last for as long as one or both of them live.

TERRAIN

Each player takes it in turns to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge. His opponent then sets up his gang within 8" of the opposite table edge. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way can be used in this scenario as normal.

STARTING THE GAME

Once all the fighters have been set-up, each player rolls a D6. The player who rolls the highest goes first.

ENDING THE GAME

If a gang fails a Bottle Roll, or one player voluntarily Bottles Out, then the game ends – the bottled out gang loses, and their opponents will win.

SCENARIO SPECIAL RULES

This scenario has the following special rules:

Territory: If a winning gang successfully manages to have at least one surviving fighter claim the Vengeance experience bonus, then news will quickly spread of his retribution against those that do not show him appropriate respect. The winning gang will therefore gain an extra D6x5 credits during the income section of the post-battle sequence, as associates pay fealty to the ruthless warrior! This is added to the gang's income rather than profit, in the same way as a Giant Killer Bonus.

EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

+D6 Survives: If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.
+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 per wound.
+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.
+10 Vengeance: A fighter receives a bonus 10 points (cumulative with normal wounding hits) if he is directly responsible for taking an enemy he hates out of action. This will apply to all models that hate a rival fighter, not just the feuding Gang Leaders. If a model hates multiple enemies, he could potentially gain this bonus several times!



GET RICH OR DIE TRYIN

by Scott Kroll

"Pssst. Hey you, come here. Your gang is gaining quite a reputation down here in the Rampart. Word on the street is that you had some run-in's with the law, not only managing to stay in business, I even heard that your boys took out an enforcer or two. Not bad....not bad at all. If what they say is true, you got my respect for sure. So are you interested in making some money??? Well I got a job for you! Granted you'll probably lose some of your gangers...but hell no one lives forever. Have you ever heard of 'Otto Harkon', one of the most infamous players in the Underhive's criminal... errr enterprising organizations...well of course you have. Let me get to the point, Mr. Harkon has been taken down by the local authorities and is being transported 'upstairs' for some questioning by some of those rich boys and their 'noble' houses. I need gang with a big pair of you know what to bring him back to us, and if you manage to take down some of the local authorities...all the better. Mr. Harkon is quite wealthy and has a lot of influence with the locals. So...do you and your boys got a pair?"

TERRAIN

The scenario should take place on 4'x6' area, in order to give the player room to maneuver. The Arbities precinct should be on placed on the 6' table edge, preferably in the middle. A road with three possible routes to the opposite table edge should be placed from the precinct to the opposing edge. Terrain should be placed through out the board.

GANGS

The enforcers start off with 8 patrol members which can be placed anywhere within a 12" radius from the precinct. The vehicle containing "Otto Harkon" (one of the Underhive's most notorious supplier of illegal weapons, drugs and information), the enforcer driver and it's escort should be placed on the road directly in front of the precinct.

The first gang to set up should place all of its gang members on the opposing side of the board at either corner or the center edge of the board out of sight from any enforcer and within 12" of that point.

The second gang may set up at either of the two remaining points out of sight from any enforcer and within 12" of that point.

Vents or infiltration may be used in this scenario, but models can only be placed within any of the ganger starting points.

STARTING THE GAME

Enforcers must set up first. After all enforcer models are placed the opposing gangs roll a D6 and add their highest leadership value. The player with the higher number may choose who sets up first. The enforcer patrol gets the first turn. The player who chose who sets up first gets the second turn and the remaining player has the last turn.

ENDING THE GAME

If a gang fails a bottle roll, or a player voluntarily bottles out, that player's game ends immediately. The enforcers win the match if (1) the vehicle carrying Otto hits the table edge



deemed as the exit (2) if Otto is escorted by foot to any exit and (3) if both gangs bottle out the enforcers win the game

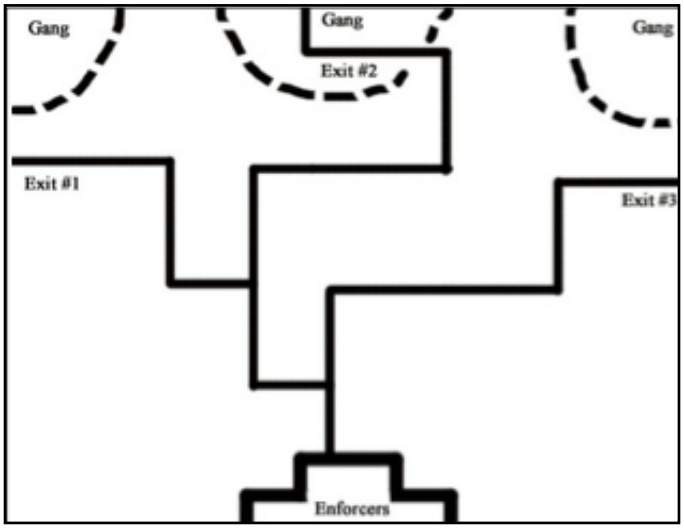
The gang that captures Otto and delivers him to any table edge wins the match and also a 300 cred reward from Otto Harkon's criminal empire.

EXPERIENCE

+D6 Survives. If any fighter survives the battle then D6 experience points are earned
+5 Per Wounding Hit.
+10 Winning Gang Leader.
+2D6 Stopping the Escort. 2D6 Experience is awarded to the Ganger who manages to stop the convoy permanently.

SPECIAL RULES

In this scenario all gangs have a +2 leadership (to a maximum



of 9) for the purposes of taking bottle tests. Both gangs roll a D6 the gang with higher roll can designate one model to carry a missle launcher (with D2 krak missles), given to the gang by Otto's loyal employee for this mission only.

The Escort: The escort (controlled by the enforcer player) moves at a rate 10" on the road and a rate of 8" off-road. The vehicle carrying "" is considered to have a toughness of 5 and 2 wounds. It also has an armor save of 5+. When the escort loses both its wounds the vehicle is considered disabled. An enforcer model (driver) and Otto should be placed in base to base contact within 2" of the vehicle.

The Bikes: The bikes move at a rate of 16" while on the road and at a rate of 8" off the main roads. The bikes are armed with a mounted boltgun and its rider carries a power maul for the purposes of close combat. The bikes may never be pinned. The bikes have a toughness of 4 and an armor save of 3+.

Should the bike take a "down" or "out of action" result the bike is destroyed. If the result is downed the enforcer should be placed face down. If the result is "out of action" the bike and its rider are to be removed from the game, and if the result is flesh wound the bike continue to move at half its movement rate. Otto may never be in the custody of bike.

Otto Harkon: The player who is in sole base to base contact is considered to have Otto in its custody. Otto moves at the same rate of movement of the player in base to base. Should the model having custody of Otto be attacked in hand-to-hand, he will wander D6" in a random direction until another models comes in base-to-base contact and assumes controls.

Otto cannot be killed, may not shoot, nor engage in hand-to-hand combat.



THE PACKAGE

by Tony Slade

An ambush with a little twist, one gang is moving through a sector while delivering a package for a client, while the other gang has been hired to 'retrieve' the item, anyway they can...

+++Begin Transmission+++

To whom it may concern...

We have a package that we wish delivered.

The 'package' is to be delivered to Devlin's Bar in Sector Gamma by midnight. Our agent will be waiting for your arrival.

Be aware that a rival organisation has contracted a rival House to stop this delivery and to attempt to take the 'package' from you: this must not be allowed to happen under any circumstances.

+++End Transmission+++



INTRODUCTION

'The Package' is a scenario based on the 'Ambush' scenario given in the Necromunda Campaign section of the rulebook, but it has a slight twist on it that makes it slightly different. It is designed for two players.

One of the player's gangs has been hired to deliver a package for a local Guilder, while the other player's gang has been hired to stop them, and to 'retrieve' the package. The 'Couriers' are aware that someone may try to separate them from the 'package' but they are not sure where and when, just that they will.

SET UP

The ambushing/attacking player should set up the terrain as shown in the layout below, on a 4' x 4' table with a clear 'street' or 'road' separating the buildings on either side. Walkways may be placed stretching across the road if you wish, but no major terrain pieces should be placed on the road.

The 'Couriers' or defending players can then place small pieces of terrain, such as small barricades and barrels along the road but you should limit the items to about a dozen pieces maximum.

Make some counters (pieces of paper will do) but make sure that there are at least four more counters then there are fighters in the attacking/ambushing gang. You should number the counters and allocate each number to a fighter in the attacking gang or to a decoy. These counters represent the secret deployment of the attacking player's fighters, or to a decoy that represents some creature or noise that may cause a defender to suspect something is in that location.

The ambusher should place these counters where they wish too, anywhere in the terrain on either side of the 'road' where the defending gang will travel along, on walkways stretching across the road and on any level, but they must be behind cover and are considered hidden. The ambusher may not place any counters on the road, only in the buildings on either side, or behind any cover on walkways going over the road.

The 'courier' player should then choose a fighter to carry the package. The choice is entirely up to the defender but he should note what fighter it is on their roster. The attacker should not know which fighter has the package.

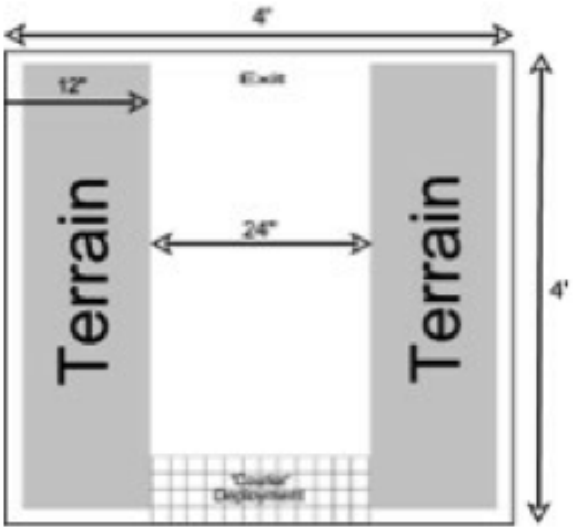
When this has been done, the defender places his entire gang in the deployment zone as indicated on the layout below, no further than 6" onto the table edge.

STARTING THE GAME

The defenders, i.e., the 'Couriers' get the first turn.

SEQUENCE OF PLAY

Until the attacker triggers the trap all his fighters are considered to be hidden and behind cover. The attacker may move



these counters as if they were fighters (even decoys) but if they leave cover and cross open ground then the defender will spot the movement on a 2+ and will know they are in a trap, and normal game sequence initiates.

The defender's objective is to get the 'courier' off the table edge marked 'Exit' with the item. He may move however he wishes across the table, though no fighter may run, either moving straight across the table in one group, or splitting up and moving in smaller groups; it is totally up to the player, but they may not enter the terrain on either side, or run, until the trap is sprung. The defender keeps moving either until he spots a fighter or until the attacker decides to spring the trap, which the attacker can do at the start of any of his turns.

SPRINGING THE TRAP

If a defending player moves within spotting distance of a counter (initiative of the fighter in inches), the defender hears or sees something that will make them believe that they are under attack.

When the defender 'spots' the counter they are so on edge and jumpy that they will fire a burst of weapon fire towards what they believe is an ambusher. The defender will fire his most powerful weapon (highest strength), utilizing all sustained fire die if the weapon has sustained fire capability, at the position of the counter. Roll to hit as normal, counting the counter as being in full cover. If any shots hit, determine if the counter represents a fighter or a decoy and resolve any wounds and injuries as normal.

If the counter is a decoy, the sequence continues as before. The attacker now has a choice; they can keep the rest of the counters in position to keep the defender guessing, or they can replace the counters with their appropriate fighters and move and fight as normal. The fighters are still classed as being hidden (except the fighter that was spotted), but the defender now knows that they are caught in a trap.

The defender may continue with any remaining moves that are available to him, as well as shooting if any fighter is able to. The defender may now move anywhere that they wish on the table. The attacker then gets their turn, and the normal sequence of play resumes.

RETREIVING THE 'PACKAGE'

If the fighter carrying the package is taken down or out of action by any means, then the item that they are carrying is dropped and can be picked up by any other fighter from either side. Place a loot counter on the tabletop to represent the package. This is the only time that the attacker has any firm idea about where the package is. Until then, any ideas of the courier are simply guesses.

ENDING THE GAME

The game ends in the following ways:

- The 'courier' gets off the table edge marked 'Exit' with the package. The courier can be any defending fighter carrying the item.
- An attacking fighter manages to pick up the 'package' after it is dropped and exits from any table edge.
- The attacker bottles out.

Because of the importance of the 'package' the defending gang may not Bottle out, either voluntarily or involuntarily.

EXPERIENCE

The gangs are awarded experience for the following achievements:

+D6 Surviving. A model surviving the encounter earns D6 experience points, whether or not they were wounded or taken out of action.
+5 Per Wounding Hit. A fighter earns 5 experience points for each wounding hit that they cause.
+5 Courier. The 'courier' receives 5 experience points for carrying the 'package' safely. If an attacking fighter manages to get the item off the defender, then that fighter will get the experience instead.
+10 Leader. The winning leader receives 10 experience points for successfully completing the mission, either retrieving the 'package', or delivering it safely.

SPECIAL

The successful gang will receive payment for their services, whichever gang wins. If the Defending player successfully delivers the 'package' then they will receive 100 credits added to the income. If the attacker is successful in retrieving the package, then they will receive 75 credits added to their income. This money still needs to go through the normal procedure for post- game income collection.

The failing gang however, will suffer the wrath of the Guild. The Guild spread the word around about the gang's ineptitude and therefore they will only collect half their normal income in the post-game sequence.

UNDERHIVE SLAUGHTERBALL

A Blood Bowl flavoured Necromunda scenario, by Ben Isaacs

TERRAIN

One ball per 2 players (or tokens representing balls) are placed in the center of the table at the start of the game, second half and after every touch down. I recommend the table be a bit smaller than your normal table, maybe 3' by 2', and keep in mind fire traps aren't really an issue.

GANGS

This scenario is restricted to house gangs only. Outlanders are not trusted (besides they play their own games like "STOMP IT! EAT IT!" by the scavvies). Each player may only have 7 fighters on the table at a time. Fighters are not allowed to take weapons or armour. Each player rolls a dice. The low scorer chooses which table edge he wishes to set up on and places his fighters within 8" of that table edge. His opponent then sets up within 8" of the opposite table edge.

STARTING GAME

Both players roll a D6 and the highest scoring player takes the first turn.

PLAYING SLAUGHTERBALL

The game will last as long as it takes for each player to have 16 turns. The objective is to get a ball into one of your opponents' set up zone (which should be permanently marked). The game is divided into two halves consisting of 8 turns for each player.

The aim of the game is to get the ball into the hands of one of your fighters and within 4" of your opponent's table edge, also called the end zone for this game (these should be permanently marked out). If you do so you have scored a touchdown.

At the end of the half and after any touchdown you take all your fighters off the board, on a 4+ players that were down are available to use, otherwise set them aside as 'knocked-out' and roll again after the next touch down (or if the first half ends).

If a fighter goes down he drops the ball and it scatters. Down fighters that manage to crawl to their own end-zone are taken off the field and a new fighter may make enter from their end-zone's table edge at the start of the next turn. The down fighter is treated as being knocked out.

The ball may be used as a weapon (this is the only time a weapon can be used). In a rumble it is basically treated as a club (Str as user +1).

Catching: A fighter may make an initiative test to catch a ball that bounces within 1" of him or is accurately thrown to him. If the fighter fails the test the ball scatters. There is a +1 modifier for trying to catch an accurate pass.

Dodging: You may make an initiative test to escape from a rumble without taking a hit. You may not leave a rumble otherwise. If you fail to dodge any opponents get a free hit.

Foul: Any fighter may attempt to foul a fighter that's down and in base contact with them. They get a number of hits equal to their attacks, but at Str +1.

Interception: If an opposing fighter is under the path of the pass he may make an initiative test to intercept the ball suffering a modifier of +2 to the dice roll.

Leader Re-roll: While your leader is on the board and still standing once per half you may use up your Leader re-roll to re- roll any one roll one of your fighters has just made (a dice roll may only be re-rolled once so no re-rolling a dodge roll that has already been re-rolled using a skill). This re-roll may only be used if your leader is on the board and isn't down or broken.

Scatter: The ball bounces D6" in a random direction (use the direction scatter dice).

Passing: You may make one pass action per turn. Use all the normal shooting rules; no running and passing, and 'to hit' rules, including cover. Place the template over the passer and add or subtract the appropriate modifier:

Quick Pass	0-4"	+1
Short Pass:	4-8"	+0
Long Pass:	8-12"	-1
Long Bomb:	12-15"	-2

If you roll a 1 the passer has fumbled the ball and it scatters from his spot.

If you miss then the pass has deviated, you must roll the scatter dice (it can only deviate a maximum of half the distance travelled). If a misfire is rolled then it hit something and scatters from a random point in the flight path.

You may throw the ball as a weapon it uses the same rules as passing except your target may not try to catch it if it is successfully thrown. It hits with the Strength of the passer with the following modifiers:

Quick Pass:	+1

Short Pass:	+0
Long Pass:	-1
Long Bomb:	-2

If it hits an enemy they are pinned (in addition to taking a hit) and the ball scatters. Overwatch may be used in conjunction with passing either as a weapon or to a friend.

Rumble: Replaces hand-to-hand combat. Rumbling is treated like hand-to-hand with the following exception: Fighters are not automatically taken out of action when they go down (remember, no experience is awarded for wounding down opponents). Fighters that are down cannot be rumbled. If you are in base to base contact with a down opponent you get a free hit in the rumble phase. You may be pinned in a rumble by either being hit by a thrown ball or a successful tackle. This does not affect your combat score in the rumble but it does stop you dodging away.

Tackle If you successfully charge an opponent you may make a Str test to tackle them, if you succeed they are pinned. If you fail you are pinned. Either way no combat is fought this turn if you choose to tackle.

SKILLS

The following skills provide special bonuses during this scenario (in addition to what they usually do):

Dodge: The fighter may re-roll one failed dodge attempt per turn.

Leap: If the fighter is leaping while tackling he gains -1 to the attempt.

Step Aside: If he is tackled on a 4+ turn a successful tackle into a failed tackle.

Disarm: At the start of a rumble you may attempt to strip the ball from the opponent. If he has the ball on a 4+ on a D6 he drops it and it scatters.

Body Slam: The fighter may re-roll one failed tackle roll per turn.

Strong Man: The fighter may not be strip balled.

Crackshot: The fighter has an additional +1 modifier to any passing attempt.

Hip Shooting: The fighter may run and pass with an additional -1 modifier to the passing attempt.

Marksman: The fighter may re-roll one failed pass attempt per turn.

Rapid Fire: The fighter is able to make a quick pass in response to being charged, all the normal rules for passing otherwise apply. Additionally the modifiers for overwatch will apply. This does allow him to throw the ball as a weapon at the charger. After he throws the ball the charge is then worked out.

Ambush: Anyone tackled by this fighter may not use Step Aside to nullify it.

Evade: Anyone attempting to tackle this fighter suffers a +1 modifier to the attempt.

Infiltration: You are not allowed to infiltrate normally during this scenario instead the fighter may set up 4" outside of your set- up zone.

Sneak Up: The fighter may set up 4" outside of your set-up zone.

Accuracy: Any inaccurate passes deviate D6" instead of using the distance scatter dice.

Bulging Biceps: Reduce the range on any pass by one 'band' (but never lower than quick pass).

Long Shot: The fighter has an additional +1 modifier to any passing attempt.

Monkey Grip: The fighter may not be strip balled.

Inspirational: You start with two Leader re-roll tokens instead of one.

ENDING THE GAME

The game ends once 16 turns have been played. The winner is the player that has scored the most touchdowns. If an equal amount of touchdowns have been scored then neither player has won for the purposes of determining experience (both players are considered to have won for giant killer bonuses).

EXPERIENCE

+2 per wound
+1 per successful pass
+2 per successful interception
+3 per touchdown scored
+5 most valuable player award (awarded to one random fighter on each team that participated and survived) +D6 for playing
+10 for the winning leader

SPECIAL

The winner gains D6x10 creds for income. The loser gains D6x5 creds for income.

PURGE!

by Rob J. Reiner & Tony Slade. original article from Outlanders

The Authorities have discovered that multiple areas of the Underhive cannot be contained by the Enforcers alone. There are just too many creatures, vermin, and weird things going on at the same time. To compound things the Noble Houses are keeping the Necromunda Defense Force close to protect themselves. It is up to the Guilders and lower houses to cleanse the Underhive.

Purge!!! is an Arbitrator Scenario, which represents Guilders hiring gangs, lawful or not, to cleanse a local area of the Underhive. During the 'Purge' Event it is recommended that each gang try to play as many of these scenarios as they want. Other scenarios can be played to, but there is great reward in a 'Purge!!!' scenario.

MULTIPLAYER

This scenario works best when two or more players and an Arbitrator participate. One player can control more then one gang or the Arbitrator can also field a gang. The Arbitrator may also want to take some time before the game is played to create some vermin (using the Bestiary Rules, by Nick Jakos) and familiarizing himself with the Daemon rules in this Mini-Campaign as well. The more experienced the gangs the more fun this scenario can get. Any gang rating can be used and as you will see, the higher the better. Since this is a multiplayer game and a lot of things are gang specific, here are some special rules for this multiplayer game:

Leadership: Any gang may use the leadership of a gang leader if they are within the leader's leadership distance.

Friendly Fighter: For this scenario all gangs are assumed to be friendly gangs for testing to escape pinning, and testing for losing your nerve if a fighter is taken 'down' or 'out-of-action' within 2" of you.

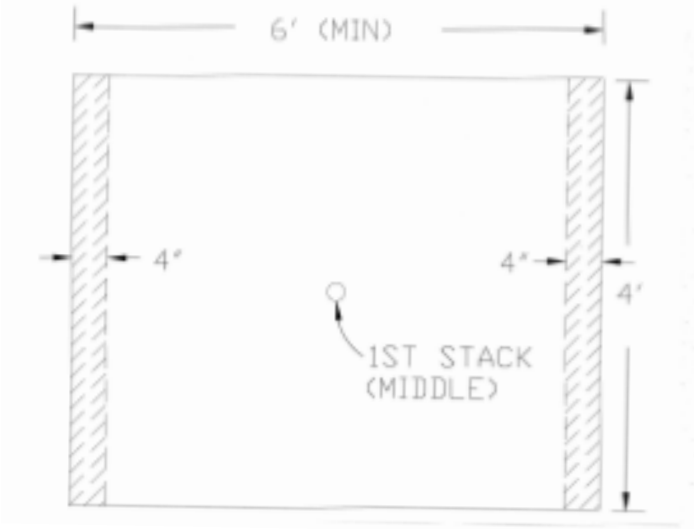
Closest Target: Although this is a cooperative effort, I know that you will ask 'Can I shoot Jed, I hate him?' The answer is yes, you can, but only as long as Jed is not a member of your gang. This can get ugly quick, so it is advised that you do not take out friendly fighters in this manner. To illustrate this, fighters of other gangs are not the closest targets because they are temporarily 'friendly' fighters.

TREACHEROUS CONDITIONS

The game is always played in the wastes or Badzones or similarly nasty environment. Treacherous Conditions may be used. At the discretion of the players and the Arbitrator more then one treacherous condition can be used, just make sure that a game breaker is re-rolled, like Pit of Despair or Sea of Goo. The object is to play in a Badzone, not discourage playing the game.

TERRAIN

It is suggested that a 4' x 6' board be used. The fight is taking



place in a cramped section of the Underhive, so use as much terrain as possible. The Players and the Arbitrator should place terrain as they see fit.

GANGS

Once all the players are decided the Arbitrator notes all the gang ratings and adds them up. Then the gangs' set-up anywhere on the short table edges, no more then 4" onto the board. Tunnels, Vents, and Infiltration may not be used because the area is just too dangerous to go off on your own. Keep in mind that since all the gangs are set-up at the same time it is advisable and encouraged for the gangs to split up fighters, assign gangs to certain areas, and generally collaborate to win the scenario.

ENCOUNTER CARDS

In order to fully play this scenario the Arbitrator will need a standard deck of playing cards (52 cards plus jokers). These will be used to represent the various creatures that will be purged in this scenario. The Arbitrator takes the deck of cards, gives them a jolly shuffle, and then deals the top three cards, in a pile, to the center of the board. Next, the arbitrator deal out three cards, again in a pile, and places them anywhere on the board at least 16" away from another stack of cards or 8" from a short board edge. The Arbitrator keeps dealing until there are no more cards to deal. No one is to look at the piles, not even the Arbitrator, until the stack is revealed.

STARTING THE GAME

The game starts with the gangs going first and then the Arbitrator. The gangs get one massive turn, so all fighters in all gangs act as one. This means one movement phase, one

shooting phase, etc. After the gang turn the Arbitrator rolls a d6. On a result of '1-5' nothing special happens and he takes his turn, assuming he has any creatures revealed. On a result of '6', he can choose any one card stack, reveal it, and then continue with his turn as normal.

REVEALING ENCOUNTER CARDS

Encounter cards are only revealed when the Arbitrator rolls '6' or when a fighter comes within 12" of the pile. At that time, the cards are revealed and the appropriate creatures are placed in the area of the cards. What the card represents are creatures and deviants lurking in the area that must be cleansed. The following tables can be used straight up or the Arbitrator can modify them as needed.

ENCOUNTER CHART NOTES

The following applies to the gang rating charts:

Deviant Scum: Deviant Scum are basic gangers, outlaws, Ratskins, Scavvies, corrupted Redemptionist, or any other fighter you want to use. They must be represented accurately and will only have what they are armed with. Deviant Scum that are taken 'down' are also taken 'out-of-action' and removed from play. Deviant Scum that are flesh wounded are pinned, but do not have their WS/BS reduced at all.

Hive Vermin: Hive Vermin are anything that you want to create with the Bestiary by Nick Jakos. Simple vermin that you may already have are Giant Spiders, Giant Rats, Carrion Bats, Ripper Jacks, Milliasaurs, or Gigantic Spiders.

Jokers: If a joker is revealed then the revealing fighter is the victim of a surprise attack. Roll a D6 on the Surprise Attack Chart.

Major Daemon: The Major Daemons are Fleshounds, Beast of Nurgle, Flamers, and Daemonettes. They follow the Daemon rules later in these Mini-Campaign rules.

Minor Daemon: The Minor Daemons are Bloodletters, Fiends, Pink & Blue Horrors, and Plaguebearers. They follow the Daemon rules later in these Mini-Campaign rules.

Reward: Each time a creature that is brought forth from an encounter card is taken out-of- action the gang leader who took that creature out-of-action notes what type it was. See the Bounty Rules below.

ESCAPING DEVIANTS

The goal of the deviants and creatures that are brought into the game by the Encounter Cards is to get off the short board edge. The Arbitrator controls how they move, but in general, they should attempt to get through the gangs and off either of the two short board edges. Each one that does will reduce the amount of the bounties paid to the gangs. See the Bounty Rules below.

ENDING THE GAME

The game lasts until all the cards are revealed and the last creature is taken out-of-action or leaves a short board edge or all of the gang's bottle out. This is a fight for your life, so bottle checks start at 50% instead of 25% and you cannot voluntarily bottle out until you are required to take a test at 50% down or out-of- actions.

BOUNTY RULES

Once the game ends the Guilders will pay the gangs for each creature that they cleansed (took out-of-action) in the game as per the Bounty Chart.

Reduce all of the gang's bounties by 5% for each creature that escapes (i.e. if two creatures escape everyone loses 10%). If all the gangs bottled out then the Arbitrator must turn over all remaining encounter cards and any creatures on those cards (jokers are ignored) are assumed to have escaped. This can usually mean that no bounties are paid. In the event that the percentage is over 100% then no bounties are given because the Guilders would not be able to take money from the gangs, even though they would if they could. Remember that Bounties are income and not profits.

EXPERIENCE

Fighters who take part in the Purge!!! are awarded experience points as indicated below:

+2D6 Survives: If a 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 on an arbitrator's model during the battle. Make a note on the gang roster every time the fighter scores a hit and wounds his target. This also means that if you take a shot at a friendly fighter and wound him you do not gain a wounding hit for that shot. In the event that a fighter is possessed then continue to track his experience since he will get the experience for the out of body feeling and if you take him out he was an arbitrator model at the time you shot him.

+20/+D6 Master Hunters: The gang that collects the most bounty credits will each receive an additional +D6 on top of other experience, but the leader will collect +20 instead of this +D6. This means that a fighter could gain +3D6 experience or the leader could get 20+2D6.

ENCOUNTER CHART

(combined Gang Rating < 8000)

Joker	Surprise Attack! See Below.
Black Ace	1 Major Daemon or 1 Wyrd with all 6 of his major powers.
Black King	4 Minor Daemons or 6 Vermin or 4 Deviant Scum. Up to one Deviant Scum may have a special or heavy weapon.
Black Queen	3 Minor Daemons or 5 Vermin or 3 Deviant Scum. Up to one Deviant Scum may have a special weapon
Black Jack	2 Minor Daemons or 4 Vermin or 2 Deviant Scum
Black 2-10	1 Minor Daemon or 2 Vermin or 1 Deviant Scum
Any Red	Discard with no effect.



SURPRISE ATTACK CHART

d6	Result
1	Face Eater: The victim is automatically attacked by a Face Eater as described in the Bestiary, Part 2.
2	Ash Clam: The victim is automatically attacked by an Ash Clam as described in the Bestiary, Part 2.
3	Zombies: The victim is automatically attacked by D3 Zombies as described in the Skavvy Rules.
4	Brain Leaf: The victim must immediately roll under his leadership characteristic. If the test is failed then the victim is treated as an arbitrator fighter for the rest of the game. Assuming the fighter survives, he returns to normal at the end of the game.
5	Unwilling Sacrifice (Minor): The fighter must immediately take an initiative test. If the fighter rolls equal to or under his initiative (unmodified for armour) then he is simply 'pinned' and flesh wounded. If the test is failed, he is killed outright. He and all his equipment are removed from the gang's roster. D3 Minor Daemons are to be placed within 4" of his location.
6	Unwilling Sacrifice (Major): The fighter must immediately take an initiative test. If the fighter rolls equal to or under his initiative (unmodified for armour) then he is simply 'pinned' and flesh wounded. If the test is failed, he is killed outright. He and all his equipment are removed from the gang's roster. D6 Minor Daemons are to be placed within 4" of his location. If this fighter has 'Foothold Possessed' noted on his roster slot then D3+1 Major Daemons are brought forth instead.

ENCOUNTER CHART

(combined Gang Rating 8001-12000)

Joker	Surprise Attack! See Below.
Ace	1 Major Daemon or 1 Wyrd with all 6 of his major powers.
Black King	1 Major Daemon or 1 Wyrd with all his major powers.
Red King	4 Minor Daemons or 6 Vermin or 4 Deviant Scum. Up to one Deviant Scum may have a special or heavy weapon.
Queen	3 Minor Daemons or 5 Vermin or 3 Deviant Scum. Up to one Deviant Scum may have a special weapon
Jack	2 Minor Daemons or 4 Vermin or 2 Deviant Scum
2-10	1 Minor Daemon or 2 Vermin or 1 Deviant Scum
Any Hearts	Discard with no effect.

ENCOUNTER CHART

(combined Gang Rating > 12001)

Joker	Surprise Attack! See Below.
Ace	1 Major Daemon or 1 Wyrd with all 6 of his major powers.
King	1 Major Daemon or 1 Wyrd with all his major powers.
Queen	4 Minor Daemons or 6 Vermin or 4 Deviant Scum. Up to one Deviant Scum may have a special or heavy weapon.
Jack	3 Minor Daemons or 5 Vermin or 3 Deviant Scum. Up to one Deviant Scum may have a special weapon
10	2 Minor Daemons or 4 Vermin or 2 Deviant Scum
2-9	1 Minor Daemon or 2 Vermin or 1 Deviant Scum



BOUNTY CHART

Hive Vermin	10 credits
Deviant Scum	20 credits
Wyrd	75 credits
Minor Daemon	100 credits
Major Daemon	200 credits

A CAPTIVE AUDIENCE

by Nick Jakos

Captive based scenarios originally appeared in Necromunda Magazine and proved a popular way to play games involving prisoners. Having been out of sight and out of mind for quite some time, these scenarios recently found their way back into my Necromunda campaign with fantastic results. Refined for use with Necromunda's newest rules, these scenarios are ready to be included in your campaigns too.

TAKING PRISONERS

When a member of a gang is taken prisoner, a dangerous chain of events follows. Gangs take different policies on their handling of captive fighters, from simply executing them to selling them into slavery. More daring gang leaders however, risk bartering and dealing for the lives of their prisoners. But when you're buying and selling lives in the underhive, it is easy to get in over your head.

To help create the intensity and drama of taking captives in games, players can choose to play one of the following new scenarios. Each scenario is played after a fighter has been taken captive by another gang. The first is the familiar Rescue Mission, while each new scenarios covers everything from attempting escapes to dropping off ransoms, to negotiating with slave traders.

PLAYING THE SCENARIOS

Captive based scenarios can be fun, but it is important to establish how you are going to use them. Players should agree to using these scenarios before they are played and, ideally, an arbitrator should decide how the players will deal with captives throughout the campaign.

In order to play the following scenarios, you first need a captive, a gang fighter who has gone out of action during a fight and whose serious injury roll resulted in a 61-63. Once the post battle sequence has been completed, the gang who took the captive must decide what they will do with their prize. They have the following options:

- Kill the captive.
- Ransom the captive back to his gang.
- Exchange the captive for one of their own.
- Kindly return the captive to his gang, with or without his weapons and equipment.
- Kindly sell the captive to a Merchant's Guild slave traders.

Remember to keep your options open. Have a back up plan ready to sell your captive or kill him if his gang isn't willing to pay the ransom.

Once the gang holding the captive has made their decision, the captive's gang must either abandon their fighter to his fate or play one of the scenarios below. Each scenario represents one of the above choices and the captive's gang must



pick appropriately. Unless agreed upon by both players and/or the arbitrator, only one scenario may be played per captive.

SPECIAL SCENARIO RULES

The captive based scenarios below introduce more narrative play than some gamers may be used to and they follow several special rules. For the most part, these rules are the same in each scenario and any differences will be noted.

The Captive

As you would expect, the majority of captive based scenarios involve a captive, whether trying to escape or bound and gagged. He is accompanied by one of the enemy gang, the escort, who is in charge of him. The captive behaves like a normal fighter with the following exceptions:

- The captive's movement rate is always 4". He may attempt to run, though he must roll a D6 and will stumble and fall on a roll of 4 or more. He will move only D6 inches before falling and counts as pinned for the remainder of the turn. Due to his injuries, the captive may use no movement-based skills such as step aside, dodge or leap.
- The captive is treated as armed with a knife but, due to his wounds, suffers a –1 to his WS and BS.
- The captive is assumed to be bound. Until a friendly fighter frees him by ending his movement phase in

base to base with the captive, he is treated as having a WS of 1 and cannot use any weapons.

• The captive must be accompanied by an escort at all times. The escort must remain in base to base contact with the captive. If the escort is engaged in hand to hand combat, is pinned or taken man down, the captive may escape and move towards the nearest friendly model as described above.

• The captive may attempt to escape from his escort at other times, by rolling a D6 and adding his Strength at the beginning of his turn. The escort rolls 2D6 and adds the highest roll to his Strength. If the captive's total score is higher, he breaks away from the escort and may take his standard turn, moving towards the nearest friendly model. If the escort's score is higher, the captive is automatically taken man-down.

'The Bag'

'The Bag' refers to anything used as a ransom between gangs. This can be almost anything from creds to guns and equipment to deeds of territories. Of course, the ransom must be something the captive's gang has in their possession at the beginning of the battle. The bag acts like a loot counter except for its value and is taken away from the fight by whichever gang controls it at the end.Equipment and weapons that are part of the bag are packed for transport and cannot be used during the battle.

The Modified Build-Up

Scenarios involving captives are tense affairs and many make use of a build-up roll similar to that in the Shoot-Out scenario. During ransom drops and hostage hand-offs, fighters find themselves cut off and vulnerable against gangs who plan ambushes and betrayals. The modified build-up roll allows players to act this out in a game.

In a modified build-up, each player starts with a build-up number of 15. At the end of the turn, each player secretly rolls a D6 and this result is recorded. A roll of a 6 always counts as 0. In a normal Build- Up, once a gang's combined roll is over 15, their guns come out. In a Modified Build-Up however, each player rolls a D6 before the game begins and these results are added. Each player may then add or subtract up to that number from their starting Build- Up Roll of 15. This is the Modified Build-Up number and means that a build-up can be anywhere from 3, in the case of a gang eager to go back on the deal and start shooting, up to 27, a gang who wants to avoid a fight at all costs.

Once a player has rolled a total over his Modified Build-Up number, the shooting starts. Every fighter on the board rolls a D6 and adds his initiative. Fighters then fire in initiative order in the same way as a standard shootout and once every fighter has taken a shot, the game continues as specified.



SCENARIO #1: RESCUE MISSION

When a fighter is taken captive by an enemy gang, many leaders are hesitant to pay large ransoms, but do not want to lose a good fighter. For them, a Rescue Mission is a risky option, but the pay off can be well worth the danger.

This scenario can be played when a gang holding a captive has announced their intentions and the captive's gang wants to try to get him back. Except where noted otherwise, the rules for this scenario are the same as for the Raid scenario from the Living Rulebook.

The Captive

When he sets up his gang, the defending player places the captive anywhere he likes. The captive may not move until he is freed and he does not have to be escorted during this scenario. The defenders may not 'execute' the captive, but must drive off the attackers instead.

The captive is freed once a friendly fighter moves into base to base contact with him and spends the rest of the turn cutting him free. He may not shoot, fight in hand to hand combat or do anything else in that turn.

Once freed, the prisoner may move and attack normally. He may also be attacked as normal. When the captive is freed he has no weapons, but is assumed to have been given a knife by his liberator.

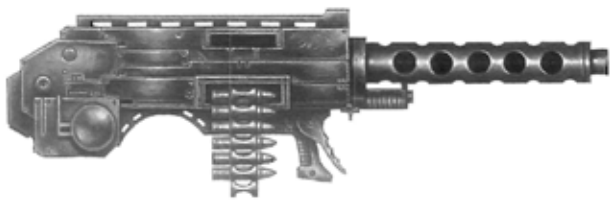
Ending the Game

The game ends if the captive is freed and makes his escape by moving off the table edge. The game also ends if all the raiders are down or out of action or if the attackers bottle out.

Experience

Fighters earn the following experience for taking part in this scenario.

+D6 for surviving the fight.
+5 per wounding hit.
+5 for freeing the captive.
+10 for a successfully defending gang leader.



SCENARIO #2: ESCAPE!

The prospects for a captive fighter are dim. More often than not, the fighter is simply killed or handed over to the Guilders for a future of slavery. It is no wonder then, that most captives will do anything to get away. Waiting for the perfect moment, the fighter must make his way past an entire gang eager to collect on his head.

Gangs

The captive works by himself in this scenario, while all of his enemy's gang, the defenders, may be used to stop him. The captive must also gather several loot counters, one for each weapon or piece of equipment he carried when he was captured.

The defending gang chooses one ganger or juve to act as the escort for the prisoner. This fighter is assigned guard duty. He may also choose D3 additional fighters who are present when the captive makes a break for it. The leader may not be chosen for this scenario, as it is assumed he is off at the tradepost. Heavies can be chosen, but may not take special or heavy weapons, as they are in the middle of being cleaned and serviced. All other gang members are set aside and will be used as reinforcements.

Terrain

Terrain is set up in the normal fashion to represent a sector of the defending gang's hideout. While setting up the terrain, there are a few special features you must be sure to include.

The Cell

This is where the captive is being held. This can be anything from an actual cage or building, to a pile of slag or bulkhead to which he has been chained. The cell is placed in the center of the table.

Escape Points

Players must nominate the escape point for the captive. This can be as simple as a table edge, though players can also choose to make it a feature on the table such as a ventilation entrance, an elevator or a sewage opening. Players may decide among themselves where to place the escape point, though it should be at least 18" from the cell. If the players agree, you may also nominate several possible escape points, only one of which is real. The captive player must decide which one he will use and keep it a secret from the defender.

Deployment

Deployment begins with the captive placing his fighter in the designated area. The defending player then places a loot counter representing each piece of the captive's equipment no more than 12" from the cell however he chooses. He then places an alarm or alarm trigger to alert other fighters of the escape attempt. This should be placed no less than

2D6" from the cell.

Once the counters and alarm have been placed, the defending player deploys his force. The escort sets up first within 8" of the captive and no less than 4" from the alarm, facing in a random direction. The defender's other fighters must be placed no less than 12" from the captive facing in a random direction. All defending fighters are treated as sentries as described in the Raid scenario.

Beginning the Game
The captive always takes the first turn in this scenario, freeing himself and making a break for it.

Sentries and the Alarm
Once the sentries spot the captive trying to get away, they may move as normal. They may also trigger the alarm by ending their movement phase in base to base contact with it.

Once the alarm is activated, all sentries may move as normal and their reinforcements will make their way back to the hideout. The defending player rolls a D6 at the beginning of his turn to see if any reinforcements arrive. 1-3 = none, 4-5 = 1 fighter and 6 = 2 fighters. Reinforcing fighters enter from a random table edge and may take their full turn immediately.

Ending the Game
The game ends once the captive has been taken down or out of action, or once he has made it to the designated escape point. The game also ends in the unlikely event that the captive takes the entire opposing gang down or out of action.

Neither gang takes bottle tests in this scenario, though the defenders may choose to bottle out, in which case the captive escapes with all his weapons and equipment.

The Loot
Before attempting to reach the escape point, the captive may attempt to gather his weapons and equipment by moving into contact with one of the counters. He may use any weapons he picks up immediately.

The Captive
The captive is determined to get away and may move as a normal fighter. He does not have to test for falling if he runs and is assumed to have freed himself and is no longer bound.

Escaping and Concealed Blades
Fighters equipped with concealed blades can choose The Escape as well, though they play it slightly differently. Once the fighters are deployed, a captive with a concealed blade must roll a D6 and consult the chart below.

The fighter successfully subdues his escort. The Escort is placed in contact with the cell and man down. If he does not recover, the escort will suffer serious injuries as normal.

d6	Result
1	The fighter is unable to subdue his escort and immediately takes a hit as if he fled hand to hand combat. (Note that this could make for a very short game).
2	The captive is unable to subdue his escort, who quickly raises the alarm. Move the escort fighter into base to base contact with the alarm. The game begins as normal, though defenders are immediately alerted to the escape attempt.
3	The fighter is unable to subdue his attacker and the game proceeds as normal.
4-6	The fighter successfully subdues his escort. The Escort is placed in contact with the cell and man down. If he does not recover, the escort will suffer serious injuries as normal.

Experience
Fighters earn the following experience for taking part in this scenario.

+D6 for surviving the fight.
+5 per wounding hit.
+5 for taking the captive down or out of action.
+10 for the captive reaching the escape point.
+D6 for each weapon or piece of equipment the captive recovers before escaping.



SCENARIO 3: THE DROP

When a ransom demand has been made, the loot has to get to the right people somehow. Particularly tough and loyal gangers or sufficiently foolish juves are the perfect candidates for delivering the ransom to the waiting enemy.

In this scenario, a location has been determined for the drop and the bag man must act quickly to make the delivery and get his comrade released. Of course, a drop doesn't always go smoothly.

Gangs

This scenario involves two players. The first player takes control of a fighter from the captive's gang in charge of delivering the ransom. The second player takes control of the gang holding the captive, waiting for the drop. Alternatively, players can take the role of an uninvolved gang who has happened to learn the location of the drop.

The captive's gang selects one of their fighters to make the drop. This cannot be the leader. He also chooses D3 additional fighters who will act as back up in case things get ugly.

The gang waiting for the ransom is made up of D6 fighters. These fighters may be chosen by the player, though the leader may not participate.

Terrain

Terrain is placed in the usual fashion. However, take care to designate an appropriate point for the drop. This can be any open area of the board, though it should be close to the center of the table. Mark the drop point with a counter or suitable piece of terrain.

Deployment

The bag man deploys on his choice of table edges no more than 8" onto the table. His extra fighters are kept aside for now. The gang waiting for the drop deploys their fighters next. They must be deployed within 12" of the drop point and in hiding.

Beginning the Game

The bag man takes the first turn and must move as directly as possible towards the drop point. Because he is moving with extreme caution towards the drop point, he may move no more than his standard movement rate. The gang waiting for the drop may not run or charge either as they are trying to avoid being detected.

The Drop... Goes Wrong

This scenario uses the modified build-up roll as described earlier. Once either gang rolls over their build-up number, a shoot-out begins immediately. Roll a D6 for each fighter on the board and add that

fighter's initiative value. The bag man may add 1 to his score for every fighter who is detected or no longer hiding when the shoot-out starts. Once these scores are worked out, the fighters each take a shot at the closest enemy model in order from the highest score to the lowest.

After the shoot-out has been resolved, the bag man's reinforcements will be deployed. They may set up anywhere on the bag man's side of the table at least 12" from any enemy gang member. Both players then roll a D6 and the highest score takes the next turn. The scenario plays like a standard gang fight from then on.

Ending the Game

The game ends once the bag man makes it to the drop point and within 12" of the table edge without a shoot-out starting. (I know...this sounds boring...but it is actually quite intense!). If a shoot-out occurs, the game ends once all the members of either gang are taken down or out of action or once the Bag leaves the table.

Gangs do not take bottle tests in this scenario and will only leave if they bottle out voluntarily. If bottling voluntarily a gang automatically looses the bag to the enemy.

Experience

Fighters earn the following experience for taking part in this scenario.

+D6 for surviving the battle.
+5 per wounding hit
+10 for the bag man if he drops off the bag before a shootout.
+5 for carrying the bag off the table edge.

Suggestions

There are several ways to spice up this scenario even more. If your fellow players are anything like mine, they will go into the scenario with questions about whether they can cheat or betray their opponents, which can make for some great grudges for your campaign. Make sure to check with the arbitrator and let him decide how to play the scenario out.

One way to trick the enemy is through the use of a fake ransom. Instead of bringing an actual ransom, simply bring a weighted case worth nothing. If the player chooses to do this, they must decide so before the battle begins and write the word "ringer" on the same piece of paper where they keep their build-up number. You can also make this a bit more in depth by seeing if the gang holding the captive buys it or not. Have the leader take an initiative test, for example. If he fails the test, he does not realize the package is a ringer until after the captive has been released.

SCENARIO #4: THE HAND-OFF

The most common resolution to holding a prisoner is for the gangs involved to meet and, while trying not to shoot each other, hand off a ransom for the captive. This is not a favorite solution of the captive's gang, who must fork over the ransom. Nor is it a favorite of the captive, as he is likely to be killed if something goes wrong.

The Hand-Off is played when gangs have decided to trade a captive for a ransom. The gangs must meet, work out a deal and trade their prizes, all while keeping their cool.

Gangs

Each gang takes their leader and D3+1 fighters of their choosing. One fighter must be selected to carry the bag and this cannot be the leader. The opposing gang takes the captive and must select one fighter to act as the captive's escort. Again, this cannot be the leader.

Terrain

The terrain is set up in the normal fashion, though players should make a suitable meeting place near the center of the board.

Deployment

Each player rolls a D6 and the highest roll deploys his leader first, near the center of the table. The second player places his leader, at least 12" from the opposing leader, but no more than 18". The players then alternate placing fighters until both gangs have deployed completely. Each fighter must deploy at least 12" from any enemy and within 8" of another friendly model. The bag man, the captive and escort have the added restriction that they must be placed within 4" of their respective leaders.

Beginning the Game

The captive's gang takes the first turn. No fighter may move more than 4" during the first part of this scenario and the leaders, escort, captive and bag man must move directly towards each other and cannot move behind cover. Other fighters cannot come closer than 8" to any enemy. The leaders, bagman, escort and captive continue to move in this fashion until the leaders are 2" from each other. Once there, they may not move until negotiations are complete.

This scenario uses the Modified Build-Up roll described earlier. From the first turn onwards, the gang's must roll their dice and tally their score. Because each gang has a lot at stake for this scenario, their build-up scores start at a higher 20 rather than 15, though they may still modify them in the usual way.

The Negotiation

While the gangs are intimidating each other, the leaders must work out a deal for the exchange. Once the leaders get within 2" of each other, the negotiating begins. To negotiate, both players roll a D6 at the beginning of each turn. A deal has been struck once both players manage to roll the same number. To reflect their willingness to compromise, each leader has the option to modify a single roll up or down by 1.

Note that while this scenario acts out the process of coming to a deal, the players should already have decided on a ransom to be paid.

The Deal

Assuming a shoot-out doesn't break out, once the players have negotiated their deal, the captive and the bag change hands. The former escort automatically takes control of the bag, the captive's bonds are cut and he is given a knife. In the gang's following turns, the leaders, the bagmen and the captive move back towards their respective gangs at their usually movement rate. The rest of the gang continues to roll their build-up scores.

The Deal... Goes Wrong!

Once one gang has rolled over their Build-up number, a shootout begins. If this happens after the hand-off has been made, the shootout proceeds as normal. However, if the shootout begins before the hand-off is complete, any fighter who targets the escort must randomize the shot between the captive and the escort. In addition, the escort must use his attack targeting the captive. Once all fighters on the board have fired, each side rolls D6 and the highest score takes the first turn. A standard gang fight begins from there.

Ending the Game

The game ends once the captive, bag or both leaders escape off the table edge or if one gang is completely taken down or out of action. Alternatively, if the players choose, they may also end this game as soon as the leaders strike a deal, assuming that both gang move off peacefully.

Gangs do not take bottle tests in this scenario and will only leave if they bottle out voluntarily. If bottling voluntarily a gang automatically looses the bag to the enemy.

Experience

Fighters earn the following experience for taking part in this scenario.

+D6 For surviving.
+5 per wounding hit.
+5 for leaving the table with the bag.
+5 for each leader if they make a deal before a shoot-out.
+5 for the captive if he makes it off the table edge.



SCENARIO #5: THE EXCHANGE

In the rare event that two gangs each take a captive from the others' gang, they will most often meet and bargain for each captive's life. The stakes are high in this meeting, populated by fighters eager to get their comrade back and ready for a rematch.

The exchange is played when two gangs each hold a captive from the other. The gangs must meet and trade their captives before they lose their nerve and start shooting.

Gangs

Each gang takes their leader and D3+1 fighters of their choosing. Each gang also takes their captive and must assign one of their fighters as the captive's escort. The escort cannot be the leader, as they will be busy dealing.

Terrain

The terrain is set up in the normal fashion, though players should make a suitable meeting place that is mostly clear near the center of the board.

Deployment

Each player rolls a D6 and the highest roll deploys his leader first, near the center of the table. The second player places his leader, at least 12" from the opposing leader, but no more than 18". The players then alternate placing fighters until both gangs have deployed completely. Each fighter must deploy at least 12" from any enemy and within 8" of another friendly model. The captives and escorts have the added restriction that they must be placed within 4" of their respective leaders.

Beginning the Game

Each gang rolls a D6 and the highest score chooses who goes first. No fighter may move more than 4" until after the shootout and the leaders, escorts, and captives must move directly towards each other and cannot move behind cover. Other fighters cannot come closer than 8" to any enemy fighter. The leaders, escorts and captives continue to move in this fashion until the leaders are 2" from each other. Once there, they may not move until negotiations are complete.

This scenario uses the Modified Build-Up roll described earlier. From the first turn onwards, gang's roll their dice and tally their score. Because each gang has a lot at stake, their build-up scores start at a higher 20 rather than 15, though they may still modify them in the usual way.

The Negotiation

While the gangs are intimidating each other, the leaders must work out a deal for the exchange. Once the leaders get within 2" of each other, the negotiating begins. To negotiate, both players roll a D6 at the beginning of each turn. A deal has been struck once both players manage to roll the same number. To reflect their willingness to compromise, each leader has the option to modify a single roll up or down by 1.

A Cawdor gang must pay handsomely for their captured brother.

The Exchange

Assuming everything goes well, the players make a deal and hand over their prisoners. The captives switch places, their bonds are cut and they are each given a knife. In the gang's following turns, the leaders, the former escorts and the released captives move towards their respective gangs at their usually movement rate. The rest of the gang continues to roll their build-up scores.

The Exchange... Goes Wrong!!

Once one gang has rolled over their Build-up number, a shootout begins. If this happens after the hand-off has been made, it is the same as a standard shootout. If the shootout begins before the hand-off is complete, any fighter who targets an escort must randomize the shot between the captive and the escort. In addition, escorts must use their attack on the captive. Once all fighters on the board have fired, each side rolls D6 and the highest score takes the first turn, a standard gang fight beginning from then on.

Ending the Game

The game ends once the captives and both leaders escape off the table edge or in the case that one gang is completely taken down or out of action. Alternatively, if the players choose, they may end the game as soon as the leaders strike a deal, assuming that both gang move off peacefully.

Gangs do not take bottle tests in this scenario and will only leave if they bottle out voluntarily.

Experience

Fighters earn the following experience for taking part in this scenario.

+D6 for surviving.
+5 per wounding hit.
+5 for each leader if they make a deal before a shootout.
+5 for the captive if he makes it off the table edge.



SCENARIO #6: THE SELL-OFF

There is a great deal of money to be made buying and selling captive gang fighters. While ransoms are common income for daring gangs, many leaders are simply not willing to fork over ransoms demanded for their captured kin. If the gang is not willing to pay to get their fighter back, there is always a market for the able-bodied and slave traders always offer a fair price.

In the sell-off, a gang holding a captive has decided to sell him to the local slave trader. Slavers are often untrustworthy and prone to carting away not only their captive, but the entire gang selling him. To make things worse, the captive's gang has learned of the sale are ready to mount a final rescue attempt.

Gangs

This scenario is played by two or three players. The first plays as the gang holding the captive, while another takes the captive's gang, trying once more to free their fighter. If you have a third player, he will take the role of either a third gang representing the slave trader, or the trader himself with his bodyguards.

The gang holding the captive takes their leader and D3+2 fighters to make the deal. One of these fighters must be appointed as the captive's escort.

The captive's gang may choose up to D3 fighters to attempt to rescue their fighter.

If the trader's gang is being played by a 3rd gang, it will consist of the gang leader and D3+2 fighters. One of these fighters must be assigned to be the bag man. Alternatively, the slave trader's gang may be made up of the actual slave trader, controlled by a player or arbitrator. You and your opponent must agree on rules for this character, and he will be accompanied by D3+2 hired guns of the player's choice.

Terrain

The table is set up in the normal fashion. Make sure there is a meeting place that is mostly clear in the center of the board.

Deployment

The players making the deal roll a D6 and the highest roll deploys his leader first, near the center of the table. The second player places his leader, at least 12" from the enemy, but no more than 18." These players alternate placing their fighters until both gangs have deployed completely. Each must be at least 12" from an opposing fighter and no more than 8" from another friendly model. The captive and the escort must be placed in base to base contact within 4" of the escort's leader and the bag man must be deployed within 4" of his leader.

Once all the fighters are deployed, the captive's gang deploys his force. They must deploy in hiding and be no less than 12"



from any enemy model.

Beginning the Game

The gang holding the captive takes the first turn. This scenario uses the Modified Build-Up Roll described earlier. During the build-up, no fighter may move more than 4" and the leaders, escort, captive and bag man must move towards each other and cannot move into cover. Other fighters cannot move closer than 8" to any enemy fighter. The leaders, bag man, escort and captive must move in this way until the leaders are 2" apart. Once there, none of them may move until the negotiations are complete.

In the meantime, the captive's gang takes the last turn, moving as normal. Because both gangs making the deal are so intent on each other, they will not even notice the captive's gang until after they are attacked.

The Negotiation

While the gangs are intimidating each other, the leaders must work out a deal for the exchange. Once the leaders get within

2" of each other, the negotiating begins. To negotiate, both players roll a D6 at the beginning of each turn. A deal has been struck once both players manage to roll the same number. Because Slavers are notoriously hard dealers, they may not modify their rolls as with other negotiations.

The Sell-off... Goes Wrong!!
Once one gang has rolled over their Build-up number, a shootout begins. If this happens after the hand-off has been made, it is the same as a standard shootout. If the shootout begins before the hand-off is complete, any fighter who targets an escort must randomize the shot between the captive and the escort. In addition, escorts must use their attack on the captive. Once all fighters on the board have fired, each side rolls D6 and the highest score takes the next turn. While the captive's gang will not participate in the shootout, they will try to get the first turn once the enemies have been thinned down a bit.

The sale can also be spoiled by the captive's gang. As soon as the captive's gang fires a shot, the build-up ends immediately and nervous fighters start shooting. Each side assumes the other has opened fire and the shootout begins from there, the captive's gang ducking and waiting for each side to take the other out. Fighters may target members of the captive gang they can see only if they first pass an initiative test.

After the shootout is over players must decide how to fight it out from there. It can be a free for all, or the trader and his patrons can team up against the captive's gang.



Freeing the Captive
The captive's gang frees their comrade by taking down his escort. They must do this before he is taken down or out of action and before either side escorts him off the table edge. If they take the escort down in

hand to hand combat, they may hand any of their weapons to the captive. Otherwise, it is assumed the captive is armed with a knife, but is no longer bound and may move as normal.

Ending the Game
The scenario ends once the captive leaves the table edge in any gang's possession, or if only one gang remains standing. As a bonus, remember to take the bag off the table edge as well.

Gangs do not take bottle tests in this scenario and only the gang representing the trader may bottle voluntarily.

Experience
Fighters earn the following experience for taking part in this scenario.

+D6 for surviving.
+5 per wounding hit.
+5 for each leader if they make a deal before a shootout.
+10 for the captive if he makes it off the table edge.
+5 for each of the captive's gang if they get him off the table.
+5 for carrying the bag off the table.



FLOODWATER

by Matthew Campbell

In the derelict ruins of the Underhive, Domes are constantly prone to collapsing, shifting and (most importantly) flooding. Flooding might be caused by large amounts of effluent draining down from above, or hive-quakes causing domes to sink. Whatever the reason, it is bad news for the areas inhabitants...

In Floodwater two rival Gangs are trying to escape a rapidly rising torrent that is flooding this area of the Underhive.

SCENARIO SELECTION

Any gang that is allowed to select the scenario may select this scenario. It is especially appropriate for players with small tables.

TERRAIN

Terrain should be set out in several high, adjoining towers, with ladders and lifts allowing fighters to ascend between levels. It should not be possible to ascend more than two levels in succession before moving to another tower. Towers should not be more than 8" from at least one other tower. There should be at least one intersection where the path of the gangs will cross.

GANGS

Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way cannot be used in this scenario. Fighters cannot be deployed higher than one level off the ground.

STARTING THE GAME

Once all the fighters have been set-up, each player rolls a D6. The player who rolls the highest goes first.

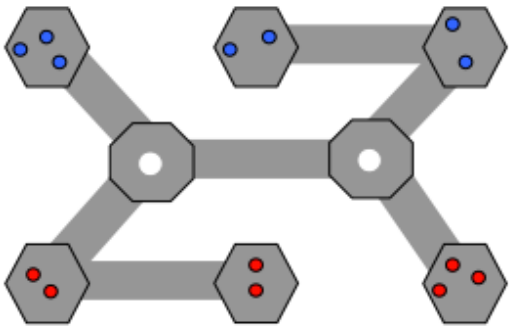
ENDING THE GAME

The game ends when all fighters have either escaped or gone Out of Action. Fighters escape by reaching the top of any of the towers, at which point they are removed from the table. The winner is the gang which has the most members escape. If this is a tie, then the last fighter to escape is not counted.

Bottle Rolls are not taken in this scenario as both gangs are already running for their lives!

SCENARIO SPECIAL RULES

Flood Water: The water that is flooding the dome starts at ground level. At the end of turn 2 and all subsequent turns, the water will rise by 3". Any model that ends up in the water (for whatever reason) will immediately go Out of Action. It is a good idea to mark the water-level using blobs of blu-tack or by a similar method.



Rats: As well as the gangers, Giant Rats (see Beastmaster Wyrd entry for details) are trying to escape the flood. D6 Giant Rats are placed randomly on the table after each gang has set-up, but before turn one. Rats are also subject to Frenzy. Each time the water rises, each Rat will Run in a random direction, ascending a level if they reach a ladder.

EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

+D6 Survives: If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.
+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 per wound.
+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.
+1 Per-level ascended: Each fighter gains one experience point for every level they ascend.

SCENARIO TERRITORY

The winner of the scenario may add a Flooded Dome to their list of territories. If your gang controls a Flooded Dome it will yield D6 credits if a Ganger is sent to work it, by selling any flotsam he finds.

Territory Special Rule: If a 6 is rolled for the Flooded Dome's income then roll a further D6. On the roll of a 6 the dome has drained and becomes Old Ruins.

SCOUTING FIGHT

A chaotic and random fight for deadzone dominance., by Anthony Case

When gangs venture out into the badzones to explore neighbouring domes they split up into smaller scouting groups to cover more ground and appear less conspicuous. If scouting groups from rival gangs then stumble upon each other, usually they fire off warning shots alerting fellow gang members of the danger, yelling insults and testing each other's nerves until the rest of the gang arrives. However, sometimes the relationship between two sparring gangs can be so bitter and the need for revenge so intense that these small scouting groups will immediately open fire and charge headlong.

This scenario represents two rival scouting groups having spotted each other skulking in a deserted dome, have immediately decided to attack without waiting for the back up of their fellow gang members.

SCENARIO SELECTION

Any gang that is allowed to select the scenario may choose Scouting Fight.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that the gangs start off a good distance apart and with the cover to move reasonably freely.

GANGS

Both players split their gangs into groups comprised of between 1 and 5 fighters, but no more than 6 groups total. Each player then rolls a D6 with the lowest scoring player deploying one of his randomly selected groups within 12" of a table edge of his choosing. The opponent then deploys one of his own randomly selected groups within 12" of the opposing table edge. Special deployment rules, such as Vents or Infiltrate, can only be used by the initially deployed fighters, ie, not by any reinforcements.

STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn.

REINFORCEMENTS

After the first turn there is a chance friendly fighters can arrive. At the start of each of your subsequent turns, randomly determine one of your undeployed groups and roll a D6. If the roll is more than the number of models in the group then they arrive at a randomly determined table edge and may move and shoot as normal from that turn onwards. To determine the table edge they are deployed on, roll a D6. 1-2: Anywhere along your own table edge. 3-4: Anywhere along the table edge to your left. 5-6: Anywhere along the table edge to your right.

ENDING THE GAME

The Scouting Fight scenario has no specific objective other than to drive off the enemy gang. If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.



EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

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

+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 per wound.

+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.

SPECIAL RULES

If the winning gang takes at least three enemy models out of action and takes three times as many enemy fighters out of action as it suffers itself, then it can take over one piece of randomly selected territory from the opposing gang.

DOME RUSH

A four-player anarchic dash for a newly discovered dome, by Anthony Case

Much of the Underhive is decrepit and ruinous, so it's unsurprising that sudden catastrophic collapses brought upon by gang warfare or hive quakes are not uncommon. Entire domes can be demolished and settlements erased in a single cycle and subsequently forgotten for centuries. But through this devastation can emerge production. Industrial wastes collect and transmute into precious minerals, flora and fauna flourish in the human-less environment and archeotech of unremembered technologies remain. So when rumours emerge of a newly recovered dome, it spreads through the drinking dens like wild fire that can create a rush of gangs eager for a slice of the lucrative find.

This scenario represents several gangs fighting for the spoils of a newly discovered dome.



SCENARIO SELECTION

Any gang that is allowed to select the scenario may choose Dome Rush. The selector must then choose further players who must agree to participate until there is four players. If the selector can't find a further two willing players then another scenario must be chosen to play.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that the gangs start off a good distance apart and with the cover to move reasonably freely.

GANGS

Each player rolls a D6. The lowest scoring player chooses a table edge and deploys all of his gang within 8" of that edge. The second lowest scoring player then chooses his own table edge and deploys as mentioned above, and so on until all players have deployed their gangs. In the case of a tie, the tied players have a roll-off to determine their order. Special deployment rules, such as Vents or Infiltrate, can be used in this scenario.

STARTING THE GAME

Each player rolls a D6. The highest scoring player takes the first turn. The second highest scoring player takes the second turn, and so on until all players have established their turn order. In the case of a tie, the tied players have a roll-off to determine their order.

TREACHEROUS CONDITIONS

A roll on the Treacherous Conditions chart must always be made when playing Dome Rush. In addition, The Monster Roll rules found in the Scavengers scenario also apply.

ENDING THE GAME

The Dome Rush scenario has no specific objective other than to drive off the enemy gangs. Once three gangs have failed their Bottle roll, or voluntarily bottled out, the game ends immediately. The gangs that bottle out lose and the one remaining gang automatically wins.

EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

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

+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 per wound.

+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.

SPECIAL RULES

The winning gang takes control of the dome and all of its valuable archeotech, minerals and ores worth 2D6x10 credits. The income generated is added to the income from the gang's territory. However, if you roll a double then the dome yields the materials to set up a new territory. Make a roll on the Territory Table and add the resulting territory to your gang roster, which can be worked from this post game sequence onwards.

HOARD

Defend your lucrative claim against overwhelming force, by Anthony Case

he Underhive is home to many undiscovered hoards of valuable ores, minerals, crystals, gems, archeotech and other prized resources. Gangs regularly send small groups into neighboring domes to search for such stashes, and when they do it's a race against time to secure and loot the hoard before rival gangs can seize control.

This scenario represents one gang's lucrative discovery being attacked before reinforcements have arrived to secure the hoard.

SCENARIO SELECTION

Any gang can choose to play the Hoard scenario. The player who picked the scenario is the attacker with the opposing player as the defender.

TERRAIN

Before setting up the terrain, first place a loot counter in the exact centre of the board at ground level. Each player then takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that the gangs start off a good distance apart and with the cover to move reasonably freely.

GANGS

The defender deploys D3+2 fighters of his choice within 8" of the loot counter. The attacker then chooses a table edge and deploys all of his gang within 8" of that edge. Special deployment rules, such as Vents or Infiltrate, can only be used by the initially deployed fighters, ie, not by the defender's reinforcements.

STARTING THE GAME

The defender always gets the first turn in this scenario.

REINFORCEMENTS

After the first turn there is an increasing chance the rest of the defender's gang will arrive. At the start of each of the defender's subsequent turns roll a D6. On the first roll they arrive on a roll of 5+, 4+ on the second roll, 3+ on the third roll and on each turn after that a roll of 2+. If the roll is successful then the defender deploys the rest of his gang within 8" of the table edge opposite to the attacker's edge. Once deployed, the reinforcements can move and fight as normal from that turn onwards.

THE HOARD

The hoard is represented by the loot counter in the centre of the table and can not be picked up, destroyed or effected in any way. Fighters close to the gleaming and lucrative hoard are naturally emboldened and more willing to fight on. To represent this, any fighters within 8" of the hoard receive a +1LD bonus when rolling any nerve, fear or terror tests and a +1I bonus when testing to escape pinning. In addition, when making any rolls on the Injury chart, increase the Flesh Wound bracket by 1.

ENDING THE GAME

The Hoard scenario has no specific objective other than to drive off the enemy gang. If a gang fails a Bottle roll, or one player volunteers to bottle out, the game ends immediately. The gang that bottles out loses and the other gang automatically wins.



EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

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

+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 per wound.

+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.

SPECIAL RULES

The winning gang secures control of the hoard which is subsequently looted for 3D6x5 credits. The income generated from the hoard is added to the income from the gang's territory.

PIT FIGHT

Seek fortune and cheering admiration from murderous spectators, by Anthony Case

From the putrefying tomb of Hive Bottom right up to the opulent Spire, pit fights have remained a brutal but hugely popular past time. Pitiless and truculent hivers pack the stands to jeer for the bloodbaths of analogous swarms of gladiators. But despite the callousness and barbarism of the crowds, when the courageous victors stand alone on the bodies of the dispatched, they shower the subjugator in glory and reverence, and for the victors of copious fights, deification.

This scenario represents several warring gangs seeking notoriety and hoping to exert dominance over their rivals via the pit fights.

SCENARIO SELECTION

Any gang that is allowed to select the scenario may choose Pit Fight, however, due to the specifically hand-to-hand combat orientation your opponent must agree to play the scenario, otherwise you must choose another scenario. Once your opponent agrees to play Pit Fight, you may choose to ask other players to participate until there is a maximum of four players. Note that you do not have to invite other players and those you do must agree to participate. Enforcers and Spyrers cannot participate in this scenario.

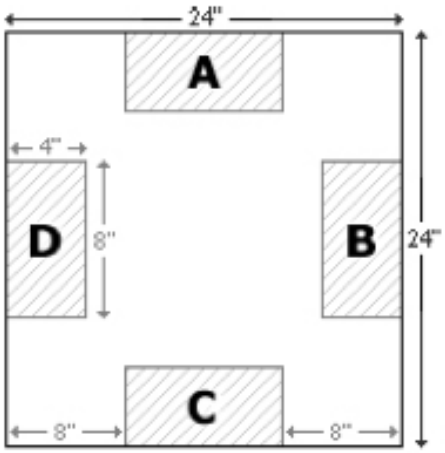
TERRAIN

Mark out a 24" by 24" area on your gaming table to represent the pit fight arena. There should be no terrain in the arena and the edges of the area are assumed to be impassible solid walls.

PIT FIGHT TYPE

The player who selected to play the Pit Fight scenario must first roll a D6 and consult the following chart to determine the type of pit fight. When working out how many fighters participate in the fight, the player who selected to play the Pit Fight scenario makes the roll, which then applies to all players.

1-2	Brawl - D3+3 participate.
3	Rumble - D3+5 participate
4	Contender - D3+1 participate. Only one fighter per gang can be in the arena at any one time. Once your fighter is taken out of action or is down and within your deployment zone, the model is replaced with one of your remaining fighters who is deployed anywhere within the gaming area edge of your deployment zone
5	Leader Bout - D3+2 fighters participate. In addition, the leader of each gang must also be deployed within 4" of the centre of the arena (not in base-to-base contact with another model).
6	Choose - The player who selected to play the Pit Fight scenario may choose which type



PIT FIGHTERS

Once the Pit Fight Type has been established, you must select the fighters and arm them according to the following rules. Hired Guns and Special Characters cannot participate. Fighters cannot be armed with any ranged weapons. Other than that you may swap weapons and armour freely among the fighters before the game starts. Note that it might be helpful to write out what the fighters are armed with on a separate piece of paper.

GANGS

Each player rolls a D6. The lowest scoring player chooses a deployment zone and deploys all the fighters applicable to the Pit Fight Type. If there are only two players then the other player deploys his fighters in the opposite deployment zone. If there are more than two players, the second lowest scoring player chooses a deployment zone and deploys all his fighters, and so on until all players have deployed their fighters. In the case of a tie, the tied players have a roll-off to determine their order. Special deployment rules, such as Vents or Infiltrate, cannot be used in this scenario.

STARTING THE GAME

Each player rolls a D6. The highest scoring player takes the first turn. If there are more than two players, the second highest scoring player takes the next turn, and so on until the complete turn order has been established. In the case of a tie, the tied players have a roll-off to determine their order.

ENDURANCE

Pit fights are a raucous and goading affair that emboldens and swells the endurance of all the fighters involved. To represent this, fighters are immune from pinning and never have to take

any nerve, fear or terror tests. Players never have to take any Bottle tests but can't voluntarily bottle out either. In addition, when making any rolls on the Injury chart, increase the Flesh Wound bracket by 1.

ENDING THE GAME

If all of a player's fighters have been taken out of action, they are eliminated from the game. The sole player left when all of the other players have been eliminated is the winner.



EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

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

+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 per wound.

+5 Victors: Any victorious fighters that end the game not down earns an extra 5 points.

SPECIAL RULES

The winning gang will earn credits depending on how many players participated in the pit fight. If only two participated then the winning player earns 2D6x5 credits. If three participated then the reward is 3D6x5 credits. And if four players participated then the winning player will yield 4D6x5 credits. The income generated is added to the income from the gang's territory.

If any fighters roll a Captured or Survives Against The Odds result on the Serious Injuries Chart, treat them as a Full Recovery result instead.

PIT FIGHT TRAPS

At the start of each of the player's turn, except the first, the player must roll a D6. On a roll of 1 a trap has been sprung!

2-3	**Double Trouble** - Roll a further twice on this table and apply the results immediately. Re-roll any further Double Trouble results from these two additional rolls.
4	**Plunge Spike** - A huge razor tipped spike is dropped from the ceiling. A randomly determined friendly fighter must take an Initiative test. If the test is failed the model suffers a Strength 8 that inflicts D6 Wounds.
5	**Electric Discharge** - A crackling arc of electricity is unleashed from below. A randomly determined friendly fighter suffers a Strength 6 hit that ignores any armour saves. In addition, any fighters in base-to-base contact with the fighter suffers a Strength 3 hit that also ignores any armour saves.
6	**Monster** - A ferocious creature momentarily emerges from a hole underneath a gladiator. A randomly determined friendly fighter suffers D3 hits with a Strength equal to D3+2. Note that these hits count as hand-to-hand combat wounds so the Step Aside skill can be used.
7	**Automated Sentry** - An automated weapon on the pit wall fires a salvo into the gladiators. A randomly determined friendly fighter is hit by a Strength 3 ranged shot. If the fighter is involved in hand-to-hand combat then randomly determine who exactly was hit by the sentry, just like any other ranged attack.
8	**Flame Gout** - A burst of flame erupts from a hidden pipe below. Place the blast template on a randomly determined friendly fighter. Any models hit suffer a Strength 4 hit with a -2 Save Modifier.
9	**Grenade** - A grenade explodes underneath a randomly determined friendly fighter. Roll a D6 to determine the type of grenade. 1-4: Frag grenade. 5- 6: Krak grenade
10	**Spring** – A randomly determined friendly fighter is launched high into the air by a giant spring. The model is thrown D6" in a random direction and suffers a hit with a Strength equaling the dice roll. If the fighter lands on another or multiple fighters then all models suffer hits with a S equaling the roll
11-12	**Reinforcement** - The pit fight boss opens the gate allowing a further friendly fighter to participate. The fighter follows the usual Pit Fight armament rules, though he may use equipment from friendly fighters that have previously gone out of action. If the Pit Fight Type is Contender then he will act as an extra reserve fighter, otherwise, he is deployed anywhere within the gaming area edge of your deployment zone. If you don't have or want any more fighters to participate then ignore this roll.

RANSACK

An easy spot of plundering before a mad dash to escape, by Anthony Case

For prolonged expeditions into the deadzones, gangs make use of secure and hidden dens that house spare weapons, ammo and other supplies. It's rare for rival gangs to spot such veiled dens, but if they do, they present an easy raiding opportunity as their owning gang is often miles away.

SCENARIO SELECTION

Any gang can choose to play the Ransack scenario. The player who picked the scenario is the attacker with the opposing player as the defender.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a building structure, connecting walkway or barricade. It is recommended that the gaming area be roughly 4' x 4' and filled with plenty of terrain so that the gangs start off a good distance apart and with the cover to move reasonably freely.

GANGS

The defender chooses a table edge and the attacker then deploys D3+3 fighters of his choosing within 8" of the opposite table edge. The attacker allocates D3+1 loot counters to his fighters, one per model. Special deployment rules, such as Vents or Infiltrate, cannot be used in this scenario.

STARTING THE GAME

Both players roll a D6. The highest scoring player takes the first turn.

REINFORCEMENTS

At the start of each of the defender's turns reinforcements will arrive. To determine how many fighters turn up that turn, roll a D6. 1-2: One fighter. 3-4: Two fighters. 5-6: Three fighters. The fighters must be deployed anyway along your own table edge and may move and shoot as normal from that turn onwards.

ESCAPE

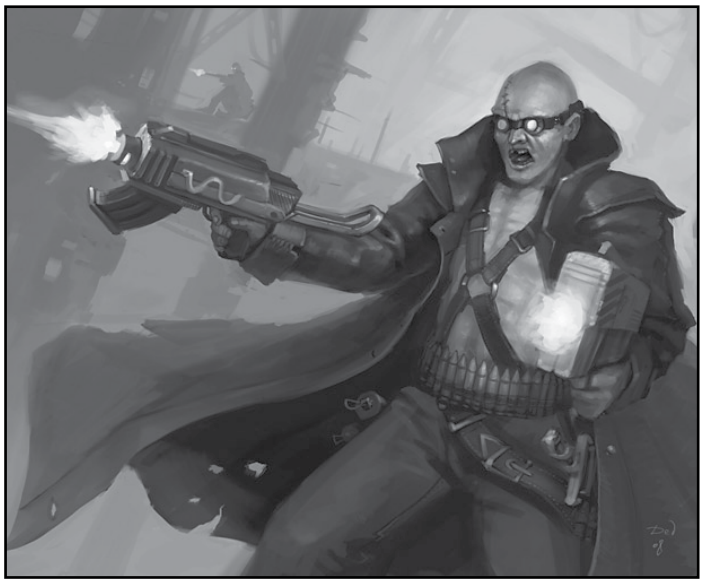
Attackers can escape the fight by moving off the defender's table edge. When this happens, move the models to one side until the end of the game. If a downed attacker escapes then he still counts as down for the purposes of serious injuries.

LOOT

The loot counters behave in exactly the same way as described in the Scavengers scenario.

ENDING THE GAME

The objective for the defender is to grab back any loot counters and drive off the attackers, while the attackers must escape with the loot. The game ends once all the attackers are out of action or have left the table. It also ends if the defenders fail a Bottle roll or voluntarily bottles out. The attacker will gain control of any unclaimed loot counters if the defender bottles, while the defender will gain control of any unclaimed loot counters if all the attackers are taken out of action or have left the table. Since the attackers are cornered they do not have to take any Bottle rolls, but they cannot voluntarily bottle either.



EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

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

+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 per wound.

+1 Per Loot Counter: Any fighters carrying loot at the end of the game receives +1 point per counter.

+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.

SPECIAL RULES

Any attackers that escape the board with a loot counter can cash it in after the game. Each loot counter is worth D3x5 credits. The income generated from the hoard is added to the income from the gang's territory.

TOLL BRIDGE

by Robert J. Reiner, and Pat Wells

This scenario first appeared in a White Dwarf magazine and was later compiled into Battles in the Underhive. The original scenario that appeared in White Dwarf was written by Gary and Mark James. We have taken the scenario and added a little modernization into it. We hope you all enjoy it...

Pugh took a last long drag on his niccomoss cigar, coughed convulsively, spat out the stub and watched it drop into the sump river flowing three stories below. I burst apart in a tiny flash of green flame. 'Hell. This stuff is killing me. The sooner we get control of this trade route up hive, the sooner we earn some cash, the sooner I can smoke something better.'

Three more faces joined Pugh at the edge of the massive tower. 'There it is,' croaked Pugh. 'I've been watching it for three days now and I still can't work out how the damned thing is controlled. I'm guessing when it turns its impossible to get on or off it until it turns again.'

The gangers surveyed the bridges and massive tower carefully. There were no travelers on it at the moment, but it definitely was a major artery for the guilders moving their wares in the area. This was the only junction over the sump river below after all.

Marco piped up first. 'Okay, so what's the plan boss? We gonna storm it? Siege it old school imperial guard style? Blow it up? What?'

Pugh raised his bolter up and looked through the telescopic sight up and down both sides of the sump river below. 'We wait "til Silver and the boys are in the boats, then we move onto the bridge. Birdseye, I want you to say off the bridge and over near that gantry to lay down suppressing fire with that heavy stubber if necessary. The rest of you low life's listen up 'casue Birdseye will shout once and you have like half a second to hit the deck before he sprays he area with lead. When we reach the bulkheads in the middle we'll hold the area for Birdseye to leg it out to us. Then we hold the bridge until Silver and the boys get across in the boar to take out the resistance from behind. Anyone listening? Any questions?' Birdseye swung the weight of his heavy stubber from one shoulder to the other. "Okay then, how's about we get going then?'

Silver and Tye hunkered down on the gunwales of the makeshift boat as Robby and Pugwash took up their oars. The current in the sump river was violent and unpredictable, and the gang had definitely not expected to have to row across it. They could not determine what was worse, the smell or the things floating on the surface. 'Come on you punks, get rowing, the boss just gave the signal, move it! Faster!' The small boat moved effortlessly but noisily through the sump. Robby and Pugwash started to shift tot eh right a little and Silver was not happy. 'What the hell are you doing? Get over to the...'

Tye cut him short. He pushed Silver down in the boat and used him as a sort of shooters rest. The low hum of his plasmagun was followed by the distinctive wump-wump-wump of plasma lashing out into the night. Silver traced down the path and brought his bolt pistol to bear just in time to see a big, hairy legged sump spider jump up out of the sump, dodge the first two shots and get nailed square in the chest by the third round. It rolled on its side and just floated there.

Silver gave Robby the all-clear signal and Tye steered the boat towards to spider. 'The boss ain't gonna be happy with us unless we can get those spider eyes back to shore with us. Pugwash, use your knife, just cut that head off whole, and quick.'

'The whole thing Silver?

'Yeah you stupid juve, just do it.'

CLANG CLANG HIIISSSSSSS CLANG CLANG TTTH-HUUUMMMPPPP



'Emperor's bones. First a dang spider, now the frackin bridge is gonna move? Hold on tight boys.' Shouted Tye.

As soon as the bridge made its re-alignment the boat was riddled with in coming fire. Pugwash took a shot square in the head as he was tethering the boat to the massive tower.

'Where are the boys! Tye, get up there, now! Tye grabbed the first rung of the ladder and sprinted up with Robby right behind him. Silver pulled his matched bolt pistols and hurried up as well scanning the area as he went. Shots continued to hit the sump river and boat behind them. Silver struggled to see Tye and Robby above him as the distinctive shout of Birdseye could be heard over the climbers noise, 'Die Cawdor Scum!!!' as he let loose with his heavy stubber. The boys were finally here.

Silver crested the top rung to see Robby and Tye setting up shots on some Cawdor that had taken cover from the stubber rounds.

'Die Cawdor,' Silver called out as the Cawdor were cut to pieces on the bridge, stuck between a heavy stubber and the advancing Van Saar they were cut down by Tye's plasmagun, Robby's autogun, and silver's bolt pistols and frag grenades.

In a few short minutes Pugh had his wounded pulled up onto the bridge house and ordered the Cawdor to tell him how the toll bridge worked. Its value was more then he had hoped for. It would be a truly profitable territory to add to the gang's spoils.

'Well boys, looks like we can take our time with dem spiders now. Wildsnake all around!' Pugh said as he lit his last niccomoss cigar, the next one would be a real one, maybe.

SCENARIO SELECTION

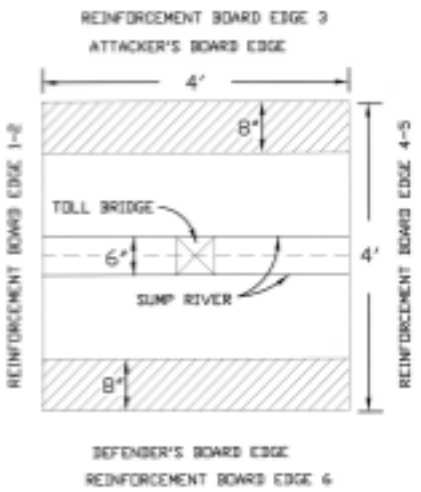
Any gang that is allowed to select any scenario may select this standard scenario if their opponent has a Toll Bridge Territory. Typically there is only one Toll Bridge Territory in a campaign, but simply consult your Arbitrator if you want to play this scenario.

TERRAIN

A special piece of terrain will need to be created before this scenario can be played.

The first item is the swing bridge. The bridge should be on a base with the bridge sections on the second or third level. Place the swing bridge in the exact middle of the board so that its bridge sections connect to sections of building or gantry on each side, and its base is in the middle of the sump river.

The second is a sump river. Set-up the terrain using standard terrain set-up rules from the Necromunda LRB. Heavy terrain definitely makes this scenario more fun but leave a strip that is at least 6" wide through roughly the middle to represent the course of the infamous sump river. The river must go from one table edge to the opposite table edge.



The third and final item is a rowboat. Each player must have one rowboat. Each player places their rowboat on the sump river edge of his board edge during their deployment.

The sump river is highly toxic so any fighters that end up in it for any reason immediately go out-of-action. This includes Ratskins. In addition, no fighter may use any save from a piece of equipment, skill, wyrd power, or other source.

GANGS

Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way will instead allow that fighter to be placed within 12" of the table edge at the same time that the rest of the gang deploys. If one of the players has the Toll Bridge territory then he may set-up to 3 fighters of his choice on the bridge itself during his set- up. In addition, each player places their rowboat in the sump river on their table edge. You may place fighters in your rowboat. A maximum of two fighters may row the boat and a maximum of four fighters may ride in the rowboat. More rules for rowboats can be found later in this scenario.

Once both sides are set-up the players each roll a d3+1. This is the number of sump spider that you must be set- up. Each one is placed in the sump river, starting with the low dice roller for determining set-up side. Each player places spiders alternately. No spider may be placed within 8" of a board edge or within 2" of another sump spider.

STARTING THE GAME

Once all the fighters, rowboats, and sump spiders have been set-up, each player rolls a d6. The player who rolls the highest goes first.

ENDING THE GAME

The games ends in the same way as a gang fight. One gang must bottle out or be eliminated; however, this scenario has the following additional conditions:

- If the bridge is in its unconnected position when the game would ordinarily end, gang members on the bridge may be temporarily trapped on the bridge. These gang members will continue to fight until only one side remains, even if their side has already bottled out.

- If the bridge turns and connects again during the extra turns, then members of a bottled out gang will immediately flee and the game will then end.

SCENARIO SPECIAL RULES

This scenario has the following special rules:

Bridge Ownership: If a winning gang has at least one fighter left on the bridge, uncontested (may be a hired or special character, but not a follower) at the end of the game (including any fighters out on an unconnected bridge) who is not down when the games ends then the gang will gain control of the bridge and may add the Toll Bridge Territory to their gang roster (see below).

Spider Eyes: If any gang member has collected spider eyes by killing Sump Spiders they will add d6x10 credits per Sump Spider to the gang's income for the scenario. If a fighter goes out-of-action while in possession of spider eyes he will drop them where he went out-of-action. Dropped spider eyes may be moved around like loot counters and follow the rules for loot counters in all regards except credits.

Using Rowboats: Rowboats can be rowed by one or two fighters and can carry four fighters total, including rowers. Rowers can take no action other then rowing the boat. Boats move at the start of the movement phase, but after charging fighters.

Rowboat movement is measured from the tip, or center of the front end of the rowboat. Roll an artillery die and scatter die together. Halve the value of the artillery die and subtract the combined strength of all the rowers. Misfire results are treated as '0.' This is to simulate the eddies and current of the Sump River. If the strength score is higher then the artillery dice score then the boat moves a distance equal to the difference between the scores in the direction of the player's choice. If the artillery dice roll is higher than the strength score then the boat rifts a distance equal to the difference in scores in the direction indicated by the scatter dice result.

Example: Two S3 gangers are rowing and the artillery dice result is a 10. The boat will move 1 inch in the direction of your choice. Next roll the artillery dice result is a 4. The boat moves 4 inches in the direction the player wants.

There is no penalty for turning. If a rowboat drifts off the table edge then any fighters on board cannot take part in the rest of the game and are placed out of action. The fighters are unharmed unless they exited the board injured.

You may swap rowers instead of taking any other actions with that fighter. When this is happening only count the strength of the remaining rower.

You cannot hide in a rowboat; however, there is always a –1 to hit penalty to all fighters attempting to shoot at a fighter on a rowboat. This is a situational penalty and not a cover modifier.

Shooting from a rowboat that was controlled this turn suffers a –1 to hit penalty. Shooting from a rowboat that drifted this turn suffers a –2 to hit penalty.

Controlling the Toll Bridge: The gang does not control the bridge's movement during the game. Starting with the first player's half of the third turn roll a d6.

A result of 1-4 means nothing, no change.

A result of 5 will turn the toll bridge 90o clockwise.

A result of 6 will turn the toll bridge 90o counter- clockwise.

When the toll bridge is turned the ends are considered cut off the building and gang fighters on it are temporarily stranded.

Sump Spider: The noxious, vile, substance that is the sump river will bring with it some problems. Sump Spiders are the aquatic variants of Wolf Spider from the original Necromunda Outlanders Bestiary. At the start of each player's turn roll a d6 for each Sump Spider. On a result of 4+ the Sump Spider will move a distance equal to the roll of an artillery die in the direction indicated by rolling the scatter die. Misfire results are treated as '0.' Sump Spiders will not leave the Sump River and if they reach the bank or table edge they will stop. If at any time during or at the end of the movement the Sump Spider passes within the Sump Spider's initiative (1") of a rowboat it will immediately charge the nearest fighter in the rowboat. If a 'HIT' is rolled on the scatter die then the Sum Spider immediately charges towards the closest rowboat (maximum of 14" away). In the event that this is not enough movement to get into hand-to-hand combat then move the spider 14" towards the target. Randomize the choice of rowboats if two or more are equidistant from the Sump Spider.

If a rowboat ever moves within a Sump Spider's Initiative distance the Sump Spider will immediately charge the rowboat, even if the Sump Spider has already moved. Deal with all hand-to-hand combat with Sump Spiders during the next

hand-to-hand combat phase in this case. If hand-to-hand combat with a Sump Spider endures to another turn then fighters can row the rowboat (excluding the fighter fighting the Sump Spider) but the Sump Spider will pursue until combat is resolved.

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

Rating: 40

Armour: Sump Spiders receive an armour save of 6 on a d6 against any damage because of their thick chitin hides.

Killed and 'Out-of-Action: If a Sump Spider is killed or taken out-of-action flip the Sump Spider miniature upside down and leave it where it was. Any fighter who can move into base-to-base contact with a down or out-of- action Sump Spider can cut the valuable crystal eyes from the carcass. The fighter must spend the entire turn, starting with the movement phase they made contact with it, in base-to-base contact. During the recovery phase the fighter will take the Sump Spider eyes. Dead or out-of- action Sump Spiders drift in the current at the start of each player's turn just like rowboats with no rowers.

EXPERIENCE

Fighters who take part in the Toll Bridge scenario earn experience points as noted below:

+d6 Survives: If a fighter survives the battle then d6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.
+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 per wound.
+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.
+10 Crossed Bridge: Each surviving fighter who is on the opposite bank of the Sump River at the end of the game who crossed by using the toll bridge earns an extra 10 experience points.
+d6 Sump Spider Killed: Any fighter who takes a Sump Spider out-of-action in hand-to-hand combat earns an extra d6 experience point.
+1 Sump Spider Eyes: Any fighter who does not go out- of-action who has Sump Spider Eyes at the end of the game earns an extra experience point for each set of sump spider eyes.

TOLL BRIDGE TERRITORY

Income: If your gang controls the Toll Bridge it will yield 2d6x10 credits if a ganger is sent to work it.

Special Double 6's: Your gang extorts money from other gangs and traders who wish to use the bridge to cross the Sump River. On a roll of double 6's for income the bridge has broken down catastrophically in the unconnected position. You get no income from the this territory this game and must now pay either 2d6x10 credits to get the bridge repaired (roll again) or abandon the toll bridge and cross it off your territory list. You may get a quote before deciding.

Special Double 1's: On an income result of double 1's, a passing trader offers you a rare item in exchange for passage. You get no income for the toll bridge this post game sequence. Roll a d6. On a result of 1-4 generate one item from the standard rare trade chart. On a result of 5-6 generate one item from the outlaw rare trade chart. This item is given to you no matter if you are a lawful or outlaw gang. This item is offered to you regardless of your ability to go to the rare trade chart this post game sequence. Place the item in your stash at no cost to your gang.

Hatred: All gangs hate to pay these lofty tolls to you. Any gang that you play that initiates a Gang Fight Scenario against you may instead require you to play the Toll Bridge Scenario instead.

Outlaws: If an outlaw gang gains control of the toll bridge then they must choose to keep the Toll Bridge Territory and make it their base camp by discarding their previous territory because outlaws cannot have more than one territory. If, in a subsequent battle, and outlaw gang looses the Toll Bridge territory to another gang then the outlaw gang must immediately move on by rolling once on the outlaw territory chart to see where their new base camp ends up at. Cross off the Toll Bridge Territory and replace it with the one rolled up.



THE TRAP

by Ben Isaacs

Exploring is a way of life in the Underhive, but it provides the perfect opportunity for an opposing gang to catch an enemy unawares, under strength and far from their home base. Whilst the attacker struggles to close his trap the defender must race to the exit. The attacker is trying to capture anyone they can, this far from their home it will take a while for word to reach the rest of the gang and even more time for them to mount a rescue.

SCENARIO SELECTION

Any gang that is allowed to select the scenario may select this scenario.

TERRAIN

Each player takes it in turns to place a piece of terrain, either a ruined building structure or a connecting walkway. It is necessary that the terrain is set up within an area of 4' x 4'.

GANGS

The defender rolls 2D6 to see how many of his gang have been trapped. These gang members are randomly selected. The defender chooses one table edge and sets up in the centre of that table edge, each fighter being no more than 2" from another fighter. The attacker does not start with any fighters on the table. The edge chosen is edge A, in a clockwise direction the remaining 3 edges are known as B, C and D respectively.

STARTING THE GAME

The defender has the first turn.

ENDING THE GAME

If the attacker fails a bottle roll or voluntarily bottles out the game ends immediately. The defender does not have to take bottle tests and cannot bottle voluntarily. Otherwise, the game ends when the defender has walked all his fighters off edge C, or all his fighters are down or out.

SCENARIO SPECIAL RULES

This scenario has the following special rules:

Injury Rolls: Roll a D6 for each defender that has to make an injury roll, on a 6 they have been captured in addition to any injuries suffered. If the attacker captures any fighters in this way they suffer a -1 to the Outlaw chart (for stirring up bad trouble) if the defender reports them.

Reinforcements: The attacker has the option of bringing on a group of reinforcements at the start of each of their turns. The attacker nominates the group of fighters they wish to bring on and roll a D6. If the number equals or beats the number of fighters in the group, or on a roll of 6, then the group may enter the table as described below. If the dice roll is less than the size of the group then no reinforcements 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 are placed on edge B or D, they do not have to all be deployed on the same edge or as a group. They can only be placed up to 8" from edge A for every turn that has passed.

EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

+D6 Survives: If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.
+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 per wound.
+D6 Escaping: Any defenders that escape (exit on edge C) earn an extra D6 experience.
+5 Leader Escapes: If the defending player's leader was present and escaped they will earn an extra 5 experience.



SOLD DOWN THE RIVER

By Robert J Reiner

Many times a ganger will run into trouble with an opposing gang and sometimes the rest of the gang doesn't really want to back your play. Whether the unfortunate ganger has been unusually lucky in a game of cards, tried to pick the wrong pocket, or just got drunk and insulted the wrong person, the offended gang is in pursuit with the intention of dealing out some retribution.

SCENARIO SELECTION

Any gang can select this scenario. The player that selects this scenario is the defender.

GANGS

The defender starts with one fighter from his gang of his choosing. Since the scenario has already been selected the chosen fighter may not be stripped of equipment. This fighter is placed in the center of the table and is called the 'target.' The placement of this fighter cannot be modified by anything like tunnels, vents, infiltration, etc. The attacker then starts with 4+d3 randomly selected fighters from his gang. The attacking fighters are separated into four groups. Each group must consist of at least one fighter. Each group is then placed within 8" (on any level) of the center of each of the four table sides. Tunnels, Vents, Infiltration and similar special rules cannot be used in this scenario.

STARTING THE GAME

Once all the fighters are set-up the attacker takes the first turn.

SCENARIO SPECIAL RULES

Skulking Away: The target starts the game hidden and counts as being hidden regardless of cover, but may only move 4 inches a turn. Moving faster than this or shooting will end this special rule for the remainder of the game. In addition, once the target fighter is spotted this rule no longer applies.

Slow and Steady: Attackers may not move more than 4 inches. To spot the target the attacking player rolls 2d6. This is then added to the initiative value of each attacking fighter, individually. If the target is inside this range of any of the attackers then roll a d6 for each one within range separately as the spotter points the target out to his buddies. On a 2+ after one of the following modifiers are applied the target is spotted:

-1 if the target is in partial cover
-2 if the target is in heavy cover
-3 if the target is out of sight

If the target is still able to apply the skulking away special rule then he is treated as being out of sight.

Defender Reinforcements: At the start of each turn starting with the third turn the target's player may roll a d6 to see if his gang is going to come to his aid. If the target's player decides to cometohisaidthenrolld6.Onaresultof6 d3+1 randomly selected fighters will be placed within 4" of the center of a randomly selected board edge. Each turn after the first turn you decide to come to the target's aid will reduce the required roll by 1. The only catch is that reinforcements will only appear once.

ENDING THE GAME

The attacker wins if the target fighter is taken out-of-action. The defender wins if the target successfully exits off any board edge. No bottles tests are taken by either side.

EXPERIENCE

+d6 Survives: If a fighter survives the battle then d6 experience points are earned. Even fighters who are wounded and taken out-of- action receive experience for taking part in the scenario.
+d6 Target Out-of-Action: The fighter that takes the target out-of-action will gain an additional d6 experience points.
+5 Per Wounding Hit: A fighter earns 5 experience points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit on his intended target and then wounds his intended target. Although you can score multiple wounds from one shot using some weapons only 5 experience points are earned when this happens, not 5 per wound.
+10 Exit the Board: If the target successfully exits the board he will earn 10 experience points.

SPECIAL RULES

Due to the harsh nature of selecting this scenario if the attackers win then they will exact vengeance on the target. The target must still roll on the serious injury table but all results of dead or captured are instead treated as multiple injuries. Because the target is rolled the attackers may take d6x10 credits from the target player's stash or may take all of the target's equipment (excluding implanted items like skull chips, bionics, etc.). If credits are chosen then they are subtracted from the target gang's profits this post game sequence before the gang can make any purchases. If the credits cannot be paid then the attackers take all the profits and the targets equipment and the captive can be killed, sold into slavery, sent to the attackers mine, etc, at the discretion of the attackers. No Rescue Scenario can be done because in choosing this scenario the target's gang has already sold him down the sump river.

THE ESCAPE ARTIST

One ganger...little time...a long way from home, by Dave Parsons

When another gang has one of your own and times are hard there's little you can do but load up and rescue them. But there are the occasional few who can get themselves out of trouble...they've got one shot...

SCENARIO SELECTION

This scenario is very specific to any captured gang member that has the Escape Artist skill and represents their escape and flight back to their home.

TERRAIN

The terrain represents small wastezone within the defending gangs territory. Each player takes it in turn to place a piece of terrain, either a ruined building or a connecting walk-way within a 4'x4' area.

GANGS

The captured ganger (Escapee) begins the game in hiding anywhere on the board. Players then take it in turns to place each member of the defending gang. The first model must be placed next to the captured ganger and placed down (the incompetent guard – see below). No other Defender can be placed closer then 12" to the Escapee but must be within 8" of another Defender.

STARTING THE GAME

The Defender takes the first turn.

ENDING THE GAME

The game ends when either the Escapee escapes off the board, is killed or if (and it's a big if) the Defenders bottle out.

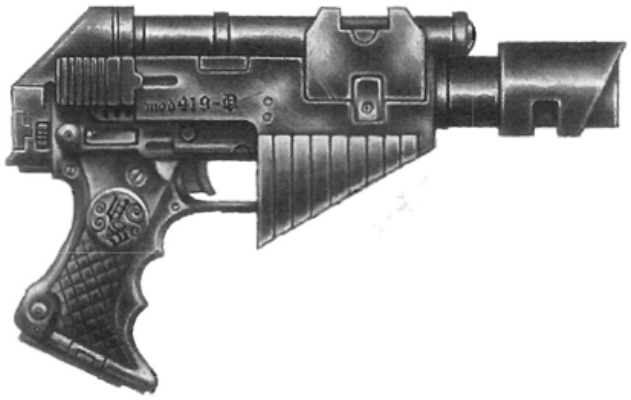
SCENARIO SPECIAL RULES:

This scenario has the following special rules:

Always a shadow: Until the alarm is raised the Escapee is considered to be hidden while he is in any sort of cover.

Incapacitated: The initial Defender that is placed down beside the Escapee has been duped and incapacitated (probably drugged or tied and gagged). He is considered to be hidden and will remain as such until another Defender spots him. Any Defender that moves into contact with the incapacitated guard may free/revive him but must forgo shooting that turn. Until he is freed he may do nothing whatsoever. The Escapee may not attack him during his turn.

He ain't gonna get away: The Defenders are oblivious to the fact that their captive has escaped. Until the alarm is raised during each Defenders turn roll a D6 for each Defender. On a 1-3 the Escapee may move that model; on a 4-6 the Defender may move that model. These models may only move and the Escapee may not put the model in any physical harm (i.e. walking off a ledge).



Raising the Alarm: The alarm can be raised in three ways. If a Defender discovers the body of the incapacitated guard (above), if a Defender moves to within spotting distance (double initiative value in inches) or if the Escapee fails to take an opponent Out of Action in the same turn in which he charges. If any of these three occur then the alarm is raised at the end of the Defenders turn. Play now continues as per the normal rules starting with the Escapee taking a turn.

EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

+D6 Survives: If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

+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 per wound.

+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.

+D6 Escapes: If the Escapee manages to Escape they earn +D6 experience. If the alarm isn't raised then they gain 2D6 experience.

+10 Recapture: If a fighter manages to take the Escapee out-of-action then he has been re-captured and the fighter earns 10 experience points.

FROZEN ASSETS

by Robert J Reiner, after Erebus

Gang fights take place just about anywhere in the underhive, be it next to the sump or in a local bar or out in the industrial zones. Frozen Assets take place in one such place. Under the massive nitrogen storage tanks favored by House Van Saar. Although these areas are heavily guarded, occasionally a breach of security happens and hardy gangs can descend on the area in hopes of harvesting the frozen liquid at the trade post. Does your gang have what it takes?

TERRAIN

Use standard terrain set up rules. In addition, each player places one gas template (the big template) on the board. This is placed no closer than 8 inches to any board edge or to another template. These represent spots where liquid nitrogen is falling from the tanks above.

GANGS

Each player rolls a d6. The player that rolls lowest chooses which table edge he wishes to set up on and places all of his fighters within 8" of that board edge. If the tabletop is more than 4' on any edge then the longest two board edges are the only board edges to be chosen from. Once he has placed all of his fighters his opponent then sets up within 8" of the opposite table edge.

STARTING THE GAME

Once all the fighters are set up each player rolls a d6. The player who rolls the highest goes first.

SCENARIO SPECIAL RULES

The following special rules apply to this scenario:

Tunnels and Vents: When you are eligible to place fighters on the board using tunnels and vents you must first place the fighters, then roll a d6 for each fighter. On a result of 4+ they remain on the board. On a result of 1-3 their path has been blocked by ice and they must wait until your next turn to be placed on the board. Follow the same procedure each turn until all your fighters are placed.

Fog: As the nitrogen hits the floor it vaporizes, causing a thick swirling fog to envelope everything. Any shooting done at long range will have an additional -1. In addition, no weapon may shoot over 36 inches. The fog is ignored if the fighter has infra-goggles or an infra-red gunsight.

Extreme Cold: Liquid nitrogen is cold, very cold in fact. As so much is pouring into the area the caverns have frozen over in places. The cold is so bad that if effects both fights and equipment. All base movement is reduced by one (does not affect leap) in this scenario. All ammo rolls are one worse (i.e. lasguns have an ammo roll of 3+). Weapons which would not normally roll ammunition checks (i.e. 1 in a million weapons) now fail on a roll of one. And flame weapons are at a strength of one less then listed.

Nitrogen Falls: The gas templates indicate areas where streams of liquid nitrogen are falling from the ceiling. Within these zones temperatures are so low that they will freeze men in seconds. As ice builds up and melts high above, the trajectory of these streams will change randomly. At the start of each player's turn you must roll a scatter and artillery dice for each template. On a roll of a hit or a misfire on either the die the template does not move, otherwise it moves the number of inches in the direction indicated. Templates hitting the edge of the board stop there until the next roll. If both a hit and a misfire are rolled the break in the tanks above have iced over and that template is removed. Note: Flows are coming from above, so only the upper most area covered by a template is affected.

Heavy Weapons: Every time a heavy weapon is fired roll a D6. On a roll of 6, a new breach opens in a tank above. When this happens you must randomly determine one existing nitrogen template. Roll the artillery dice and place the new gas



template that distance in the direction indicated. Use the hit pointer as a direction and re-roll both dice if a misfire is rolled.

Touching a Nitrogen Template: Any fighter touching a nitrogen template takes an automatic S7 hit with no saving through allowed. If the fighter is wounded by the hit the following injury roll is made instead of the normal injury roll:

1 – Fighter has jumped clear, no effect, move the fighter to the closest template edge.
2-4 – Fighter is 'Down'
5-6 – Fighter is taken 'Out-of-Action'

If a model is hit by a nitrogen template when they are already 'down' then they are automatically taken 'out-of-action.'

ENDING THE GAME

The game ends when either team bottles, or all of one player's models are down or out. Alternatively, if there are five or more nitrogen templates on the board, both sides will decide that it is too dangerous to stick around and the game will end in a draw.

EXPERIENCE

The following are experience awards for this scenario:

+D6 Survives: If a fighter survives the battle then the will earn +d6 experience points. This is earned by all fighters that participate and survive the scenario.
+5 Per Wounding Hit: A fighter earns +5 experience points for each wounding hit he inflicts during the scenario. 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 experience points are earned when this happens, not +5 experience per wound.
+10 Winning Leader: The gang leader of the winning gang earns an extra +10 experience points.

SPECIAL RULES

Since the area is extremely hazardous and the fight was not over nothing, the gang that wins will gain an extra +3D6x10 income for selling the liquid nitrogen that they manage to collect after the scenario ends.



THE CHALLENGE

by Ben Isaacs

A challenge is an ancient ritual, you put all your honor on the line. One leader, challenging another to settle old scores. Plain and simple.

SCENARIO SELECTION

Any gang that is allowed to select the scenario may select this scenario.

TERRAIN

The terrain represents a small waste- zone settlement. Each player takes it in turns to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

GANGS

Each gang secretly decides on the number of fighters (minimum one and maximum four) that will accompany his leader to the challenge, this number should be written down on a piece of paper and revealed simultaneously. Any remaining fighters not deployed are divided into reinforcement groups. All fighters are assumed to have their weapons holstered or slung at the beginning of the game. Until a weapon is drawn the special build-up and fast draw sequence of play is used. The only exception to this is the combat between the two leaders.

The two leaders are set up in hand-to-hand combat in the center of the board. The accompanying fighters are set up in a circle around (and facing) the fight. Use the large blast marker to set them up.

Each player rolls a D6, the highest scorer gets to choose an edge for his reinforcements to arrive on, the lower scorer gets the opposite table edge.

STARTING THE GAME

This scenario uses a modified version of the Build-Up rules. Modifications are as follows:

Build-up: A challenge is a tense affair, the honour of the gang is on the line, but so is the life of each gang's trusted leader. To recreate the tense atmosphere during a challenge a special series of turns called the build-up is used.

Each turn of the build-up has its own sequence of play. First the two leaders fight a round hand to hand combat as part of their challenge. Then both sides test to keep their nerve as described below. If both sides pass this test then proceed to the next turn, and so on, until one side loses its nerve, at which point the shooting starts. There is no movement until one of the leaders goes out of action.

In the build-up section, after the round of hand to hand, each player rolls a D6 for each fighter they

have present (excluding the leader) and writes down the result, each subsequent roll is added to this until a fighter's score goes over 20.

Once one of the leaders has gone out of action no more nerve rolls are taken. Now both groups may alternate making normal move actions with a single fighter (a fighter may not make an additional move until all other fighters have moved) towards their respective reinforcement edges. Roll a D6 to determine who moves the first fighter. A roll of '6' counts as '0' when making a nerve roll, so that roll would not change your score.



Once a fighter's score goes over 20 that gang's nerve has cracked and they must reach for their guns (See The Backstab below). If both players have a fighter whose score go over 20 on the same turn then the player with the highest score is considered to have gone for his gun first. If both players have the same score, then they both go for their guns at the same moment.

Alternatively, a player may choose to draw their guns at the end of any round of Build Up, i.e. after any round of hand-to-hand or after all fighters have moved. If they do so, their score is considered to have reached 20.

Assuming that one player drew first, then members of that gang do not earn any experience for this game. If both gangs draw their weapons neither gangs gain any experience. A player whose nerve doesn't break may choose not to draw their weapons.

Fast Draw: If both players go for their guns all hell breaks loose. This is called the fast draw. During the fast draw neither side is allowed to move but both sides are allowed to shoot.

In the fast draw both sides can shoot but the order is determined separately. To decide the firing order roll a D6 for each fighter and add the fighter's Initiative characteristic to the

score. Then add +1 if the fighter uses a pistol, and subtract -1 if armed with a heavy weapon. The result is the fighter's fast draw score.

Work out the fast draw score for each fighter - the fighter with the highest score shoots first. Work out the shot exactly as you would normally. Once the fighter has shot the next highest score shoots and so on. In the case of a tie, a pistol will shoot before a basic, special or heavy weapon, but otherwise shots are assumed to be simultaneous. This means that it is possible for two gang fighters to shoot each other at the same time! Fighters who are hit before they get a chance to fire lose their shot. Once all fighters have shot, the normal sequence of play resumes. Each player rolls a D6, and the player with the highest score gets the first turn.

Reinforcements: Once normal play has resumed players have the option of bringing on a group of reinforcements at the start of each of their turns. Players nominate the group of fighters they wish to bring on and roll a D6. If the number equals or beats the number of fighters in the group, or on a roll of 6, then the group may enter the table as described below. If the dice roll is less than the size of the group then no reinforcements 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 are placed on the edge allocated at the beginning of the game and cannot be placed within 8" of an enemy model.

ENDING THE GAME

The game ends when one player has walked all his fighters off his reinforcement edge, or all his fighters are down or out. Neither player has to take bottle tests and a player may not voluntarily bottle unless all his fighters on the board are currently down.

SCENARIO SPECIAL RULES

This scenario has the following special rules:

The Challenge: The two leaders start the game in combat, neither one counting as charging. They are considered to have left any weapons at their hideout, the only weapon they are equipped with is a Ceremonial Knife (if this weapon is disarmed they use their basic WS and do not roll any attack dice). Each turn of build-up the active player in the combat is determined by each player rolling a D6 and adding their leader's initiative, the higher scorer is the active player (the player who gets to use their skills first). If it is a draw, add their leadership. If it is still a draw keep rolling a D6 each and adding the result until it is not a draw.

Ceremonial Knife: Increase the range of the lowest band of the injury table by 2 for injuries caused by this weapon (ie flesh wound becomes 1- 3, down 4-5, out of action 6). If disarmed owner may make an initiative test to recover at the end of each round (opponent may let him pass automatically).

Range	Strength	Damage	Save Mod
CC	As user	1	-

GENERAL EXPERIENCE

Fighters that did not draw their weapons are the only ones who gain experience points as noted below:

+D6 Survives: If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.
+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 per wound.
+? Held Nerve: Each surviving fighter of the side that did not draw their weapons gains experience points equal to the difference between their build up score and their opponents. If neither side drew they each gain an additional D6 experience points.

EXTRA LEADER EXPERIENCE

No matter who ends up drawing weapons, during the challenge each Leader can also gain the following experience:

+10 Successful Challenge: A leader earns 10 experience points if they take the opposing leader out of action in the Challenge.
+5 Per Wounding Hit With Ceremonial Blade: A leader earns 5 experience points for each wounding hit he inflicts on the opposing leader with the Ceremonial Blade or one of their skills during the battle.



SPECIAL

If your leader won the challenge without drawing your weapons before he did so, regardless of whether you drew your weapons after that, roll a D6. On a roll of 1-5 your opponent may only draw half his normal income following the fight – his gang's contacts are reluctant to deal with the loser. On a roll of 6 the defeated gang draws half its normal income and must surrender one randomly determined territory to the winner – associates of the gang no longer have faith in its leadership.

JUMPING THE LINE

by Christopher Dale

Road blocks and checkpoints are commonplace in the hive and not all gangs are willing to pay the toll. But there is often a reason to cross these points, sneaking into a territory, flanking an enemy or just pinching stuff.

A shadow hopped the wall as the sentry turn his back and begun his return journey. Then an angry whisper came from the other side.

"And how does your great plan get me over!" "You'll have to find another way round."

"Like hell I will... when that guard gets back run for it and make sure he sees you okay!"

"Okay..."

"And next time I make the plan!"

SCENARIO SELECTION

The player who chooses this scenario is always the attacker. This scenario may have both Outlaws and non outlaws as either attacker or defender.

TERRAIN

The terrain should comprise of scattered small pieces (barrels, rubble ext.) and buildings spaced appropriately to create alleys. As little walkways should be used as possible. A line of linier terrain (walls, pipes ext.) should make its way from one edge to another creating a wall, this should not be complete, there should be room to sneak through.

GANGS

Each gang may take D6+2 members of the players choice. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way cannot be use din this scenario.

STARTING THE GAME

The attacker always goes first.

ENDING THE GAME

The game ends when the attacker completes his objective (see later), all the members of one gang are out of action or one player bottles out. The defenders are in their own territory and will only bottle out after losing 50% of his fighters.

SCENARIO SPECIAL RULES

This scenario has the following special rules:

Sentries: The defender deploys his fighters as Sentries following the same rules as in the Raid scenario in the rulebook. The sentries use the Sounding the alarm rule following the same rules as in the Raid scenario in the rulebook.

On the line: Sentries must be deployed within 8" of the line and will never move more than 8" away from the line until the alarm is sounded, then they may move and fight as normal.

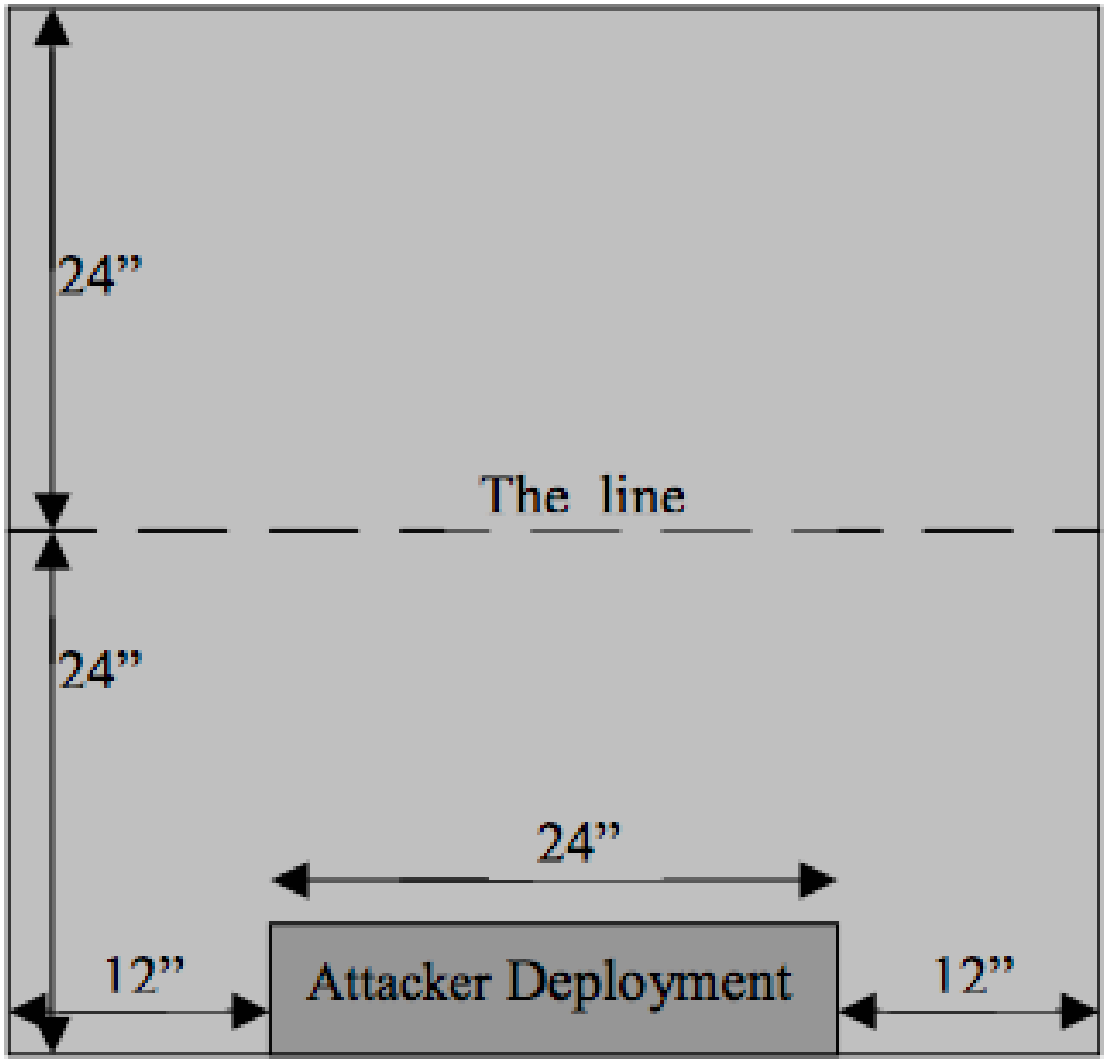
Giving a boost: A fighter may attempt to give another fighter a boost. They must spends a turn without shooting, fighting in close combat or using a psychic power in base contact with a wall of which cannot be higher than his strength in inches. The fighter receiving the boost must end their move in base contact with the "booster". The booster must roll below their strength on a D6, if this is done the boost receiver is launched over the wall, taking appropriate falling damage and ending up in base contact with the other side of the wall. Fighters wearing carapace armor cannot be given a boost.

Objectives: Here is a list of objectives that the attacker must complete. Roll a D6 and consult the table below;

1-2 Sabotage: The attackers attempt to smash a generator. The defender may place the generator (represented by a appropriate model) any where on the opposite side of the line to the attackers deployment zone, they may also deploy one fighter within 8" of the generator. The attackers win if they manage to destroy the generator. The generator is a stationary model with 1 wound and a toughness of 5 (it doesn't suffer flesh wounds ext).

3-4 Loonkot: The attackers attempt to whip the opponents stash from under there noses. The defender may place the stash (represented by a appropriate model) any where on the opposite side of the line to the attackers deployment zone, they may also deploy one fighter within 8" of the stash. The stash acts in the same way as the loot counters from the Scavengers scenario but if the attackers capture it they get D6x10 credits added to their stash and the defenders lose the same amount from their income after the battle.

5-6 Scouting Party: The attacker is attempting to send some of his fighters round to scout out enemy movements. They must get one or more fighters off the opposite edge of the board. If this is done the gang may add or subtract one to determine what scenario they play in the next fight.



EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

+D6 Survives: If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.
+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 per wound.
+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.
+D6 Crossing the line: Each attacker that crosses to the opposite side of the line gains D6 experience this only counts for the first time they cross, any other times do not count.
+D6 First sight: The defender who raises the alarm gains D6 experience.
+5 Holding the line: If no attackers cross the line each participating defender gains 5 experience.

TERRAIN CONSTRUCTION

No special scenery is needed to play this scenario, but make sure you have plenty of walls handy. Another fun option is to “tag” your territory. By this I mean painting graffiti on to the walls to show the bounds of your territory. Practice on cardboard walls first, don’t ruin anything else.

Paint a rough filled outline of the word or symbol onto the wall in skull white or bleached bone for old dirty paint, but try to keep the texture of the wall behind. Take good eye-catching colours, reds are best, and paint the word or symbol over the lighter colour. If you can get the effect of one colour fading into another then try that but don’t over do it, keep it to two or three max. Neaten up the edges, you can add ink over it but don’t use varnish it ruins the effect. Sorry there are no pictures but my attempts came out badly, I could have used my brothers (which were quite good) but that would probably be cheating.



PLAGUE

by Michael Duxbury

Most settlements focus around their local drinking hole, and when you mix alcohol, confined spaces and rivals gangs you know you're gonna need to buy some more furniture...Bar fight works well either as a pre-cursor to a Rescue scenario (gangs 'negotiating') or for a campaign Arbitrator introducing a new gang (they want to make their mark)...

SCENARIO SELECTION

Players may select this scenario during the pre-battle sequence as normal. Bear in mind that there is a very real possibility that your gangers will contract a potentially fatal contagion in this scenario, so this is not for the faint hearted! If you do choose this scenario, then the first step before set up is to determine the dreadful disease that the gangers are suffering from. Roll on the Infection Table, or choose an infection you like the sound of if both you and your opponent agree.



Then, determine which members of each gang are under the effects of the disease. Each player must roll a D6 to determine how many of their fighters have become infected (the number rolled equals the number of infected) – randomly determine which fighters have caught the plague by a suitably random and agreeable method.

TERRAIN

Each player takes it in turns to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge. His opponent then sets up his gang within 8" of the opposite table edge. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way can be used in this scenario as normal.

STARTING THE GAME

Once all the fighters have been set-up, each player rolls a D6. The player who rolls the highest goes first.

ENDING THE GAME

If a gang fails a Bottle Roll, or one player voluntarily Bottles Out, then the game ends – the bottled out gang loses, and their opponents will win.

SCENARIO SPECIAL RULES

This scenario has the following special rules:

Winning Gang: The gang that wins the scenario will receive treatment from a medical specialist soon after the battle that will cure them of the diseases they suffer from. The negative effects of the diseases described above will cease to apply in future games, and no additional injuries will be suffered. The only exception to this is if characters are taken out of action during the game following injuries inflicted by ILL or Nurgle's Rot, in which case the effects of their Serious Injuries are carried out as normal. Serious Injuries suffered by characters within the fight from enemy combat/shooting etc will also apply.

Losing Gang: If a gang loses the scenario, then they will have

to look elsewhere for aid, and the fate of the infected is less certain. Any characters that suffer from the diseases listed above that do not receive treatment will suffer a Serious Injury rolled on the Serious Injuries chart as normal. If the fighter was taken out of action during the battle as well, then he will roll twice on the table and apply both Serious Injury results.

Serious Injury Modifications: Fighters cannot be Captured or gain Bitter Enmity as a result of Serious Injuries inflicted by untreated diseases. Count these as Full Recovery results instead.

Nurgle's Rot: For fighters suffering from Nurgle's Rot (result 6 above), chances of survival are far less optimistic. Instead of rolling for Serious Injuries after thebattle,rollaD6. Onarollofa1-3hewilldie– remove the fighter from your roster. On a 4-6 he will gain Horrible Scars and cause Fear from now on. If the fighter also went out of action during the battle and failed to receive treatment following it, then he should roll once on this chart and once on the Serious Injuries chart.

Territory: If the winning gang takes at least three enemy models out of action, and inflicts three times as many casualties out of action as it suffers itself, then it will gain the respect of the medical specialist they have come to seek aid from. The specialist will then agree to co-operate with the gang from now on. The gang gains the Friendly Doc territory – add this territory to the gang's roster.

EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

+D6 Survives: If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

+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 per wound.

+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.



INFECTION TABLE

1 **Catachan-Parasite Infestation.** The ganger is the host of a colony of blood-sucking parasites. He needs medical help fast. The ganger will suffer no negative effects during this battle, but may suffer a Serious Injury at the battle's end as described in the Scenario Special rules below.

2 **Tybolt's Delirium**. The ganger is physically drained, and may feel too weak to attend the battle. For this battle he counts as having an Old Battle Wound – roll to see if he turns up as normal. If he is present, then he will begin the battle with a flesh wound (if this would bring his WS or BS to 0 then he may not attend the battle). If the ganger does not receive treatment after this battle, then do not roll to see what Serious Injury he gains – he will automatically gain a permanent Old Battle Wound.

3 **Inefficient Limb Liveliness (ILL).** The ganger's limbs lack the strength to allow for too much physical exertion. He may not run. He may only use one arm – he cannot therefore use a two-handed weapon, or use two single- handed weapons at once. Furthermore, at the start of each player's turn, roll a D6 for each of the fighters of that player suffering from this disease. On a roll of a 1, the character goes Down (he may recover at the end of that turn, and in other turns, as normal).

4 **Mindrot.** The ganger walks along a dangerous precipice between sanity and madness. At the start of each player's turn, roll a D6 for each of the fighters of that player suffering from this disease. On a roll of a 1, his descent into insanity is complete – for now, and for the rest of the battle, the fighter acts as though under the influence of Hallucinogen Gas. Roll to see what delusions the fighter suffers from each turn. If the fighter rolls the Errrr... result, then there is still a chance he will suffer a Serious Injury at the end of the game, as described in the scenario special rules.

5 **Zombie Plague!** For now all is well. However, if he does not receive treatment at the end of the game, then do not roll on the Serious Injuries chart – roll on the chart for victims wounded by Scavvy Zombies as in the rules for Scavvy gangs. Any opponent that this fighter successfully wounds in close combat during the game will catch this contagion as well.

6 **Nurgle's Rot.** The ganger has caught one the nastiest diseases imaginable – a hideous plague that rots a man's flesh and innards, causing them to die an agonising death. It is also extremely contagious. At the start of every turn, fighters with this disease must roll equal to or under their Toughness to remain unaffected. If they fail to do so, then they immediately take D3 Strength 2 hits with no Armour Saves allowed. In addition, if the fighter comes within 2" of another un-infected model (friend or foe) then the fighter he approaches must take an immediate Toughness test as described above or contract the disease as well.

MUGGED!

by Michael Duxbury

Your gang has gotten lucky and stumbled upon a rare stash of potentially valuable merchandise, and have decided to make off with it. Unfortunately, other gangs want in on your fortune, and have set an ambush for you.

This is a modified Ambush scenario, in which your gang has to worry about keeping or capturing available loot whilst simultaneously fighting off your rivals.



SCENARIO SELECTION

Players may select this scenario during the pre-battle sequence as normal. The player that picked the scenario will be the attacker (the ambusher) and the other player is the defender (whose gang is about to be ambushed).

TERRAIN

Starting with the attacker, each player takes it in turns to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area of 4' x 4'.

GANGS

Before setting up his gang the defender splits his fighters into one or more groups each of two or more models. The defender must also decide how many Swag Counters he wishes his fighters to carry. He must select at least one Swag Counter, and can take up to one Counter per fighter in his gang. The player must note on his Roster which fighters will begin the game with Swag Counters (remember no fighter can carry more than one Swag Counter – see special rules below).

The defender chooses one group and places it in the approximate centre of the table. The attacker then sets up his entire gang. All the attacking gang fighters must set up in or behind cover and in hiding as described in the rules. They may not set up within 12" of a defending fighter, but otherwise may be placed anywhere you wish.

The defender then sets up the rest of his gang one group at a time. He nominates the group he wishes tosetupandrollsaD6. Onarollof1-5allthe fighters in that group must be set up within 4" of one defending model that has already been placed. On a roll of a 6 the group may be placed anywhere on the table – this enables them to set up in a position to ambush the ambushers!

Note that although attackers may not set up within 12" of a defender, this is not true of defending fighters who may set up within 1" of ambushers. They cannot set up in hand-to-hand combat.

STARTING THE GAME

Once all the fighters have been set-up, the defending player rolls a D6 for each group that he was allowed to place freely

(that he rolled a 6 for). On a total of 1-5 the attacking player gets the first turn. On a total of 6 or more the defender goes first.

ENDING THE GAME

If a gang fails a Bottle Roll, or one player voluntarily Bottles Out, then the game ends – the bottled out gang loses, and their opponents will win. The winner may claim any Swag Counters which are loose on the table when the game ends.



SCENARIO SPECIAL RULES

This scenario has the following special rules:

Swag Counter: At the beginning of the game, some or all defending fighters will be bearing Swag Counters. These represent sacks of valued produce that are potentially lucrative for the carrier. They are, however, heavy and burdensome, and require a free hand to carry. A fighter with a Swag Counter may not run. He may only use one arm – he cannot therefore use a two-handed weapon, or use two single-handed weapons at once. They also count as being Encumbered in combat, and suffer a -1 Attack Dice Modifier. No fighter may carry more than one Swag Counter at any time. Fighters who go out of action drop Loot Counters where they happen to be at the time. Remove the model but place a counter within 1" of where the model went Out of Action. Swag Counters may be picked up by any model that passes over them during its movement, but not if the model ran that turn. Fighters that take Out of Action an enemy that had been carrying a Swag Counter may pick up the Swag Counter freely if he wishes.

Fighters with Swag Counters can transfer them to other models in base-to-base contact during the shooting phase, providing neither model ran that turn. Neither model will then be able to shoot that turn.

Fighters may drop any Swag Counters they carry freely, in which case a Counter is placed within 1" of them as though they had gone Out of Action. This might be considered a good idea in tricky situations, when the best solution is to run away quickly!

SWAG: After the game is over each gang is allowed to cash in their swag. The income generated is added to the income from the gang's territory. Each Swag Counter is worth D6x5 credits.

EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

+D6 Survives: If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.
+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 per wound.
+2 Bag Man: If a fighter is carrying a Swag Counter at the end of the game he receives +2 experience points.



ENFANT PRODIGE

by Riccardo Parmeggiani

Rumors has it that a young unsanctioned psyker has been seen unleashed from a sector of Hive Primus. Immediately all authorities has been alerted, and will be given a reward for who will rescue the boy alive. But against all expectations no one has still captured the young wyrd and all rescue teams which tried to find him have never come back. Capturing an unwilling psyker it's not so easy, even if he's only a child.

Someone that you know has heard a rumor that someone else has found the wyrd's hideout. But all rumors spread too fast, and someone that someone else knows has got the same information. Now two gangs are hunting the young wyrd at the same moment, and only one of them will reclaim him...

SCENARIO SELECTION

Any gang that is allowed to select the scenario may select this scenario.

TERRAIN

Set up to represent the sector of the hive that the young wyrd has chosen as his hideout.

GANGS

Each player rolls a d6. The player that rolls highest must choose his side and set-up all of his fighters within 8" of that table edge. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way can/cannot be use din this scenario. After the gang deployment place the five "presence" tokens face down on the table, over 8" from each deployment zone and at least at 8" from each other. All tokens must be in cover (hidden to gang members LoS).

STARTING THE GAME

Once all the fighters have been set-up, each player rolls a D6. The player who rolls the highest goes first.

ENDING THE GAME

The game ends when the young wyrd exits from a table edge (accompanied by a ganger or not). Ignore standard Bottle test rules, the reward is too high to abandon it!

SCENARIO SPECIAL RULES

This scenario has the following special rules:

Young Wyrd: The young psyker has the following profile. He has no weapons but for his favourite toy...

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

Presence tokens: These five tokens represent the projections of himself that the young wyrd generates to set his hunt-



CONVICTION TABLE

Roll d6 and add the convicting model's LD, then +1 for every friendly model within 2" of the boy.

6-11 **Nice try, dude!** The conviction results a disaster: the only effect that the ganger reaches it's to provoke the young boy. Roll immediately on the Instinctive Psychic power table at the Appendix 3.

12 **What a stubborn boy!** The wyrd seems skeptical, and won't follow the ganger. Nothing happens, but during the end phase it's not considered unleashed.

If the ganger wants (but at his own risk) he can try to drag the boy kicking and screaming to the table edge. If he wants to do this, he must pass a Strength test at the start of every player's movement phase. If he passes the test, the boy will follow him for this turn only (but he can't run, hide and do anything else). If he fails roll immediately on the Instinct Psychic power table (Appendix 3), and during the end phase the wyrd is considered unleashed.

13+ **You're a good boy, follow me!** The gang convince the boy. See the Follow me! rules.

ers on the wrong track. Only one of the tokens should be marked 'Wyrd' - the rest are Fake!

Each token counts as an opposing model from what concern the LoS, but not fire and combat rules (the wyrd must be taken alive!!!). When a model ends his movement within 2" to a Presence token, you must reverse it. If it's a fake, remove the token from play, but if it shows the wyrd, you must substitute it with the wyrd model and resolve the "I found him!" rules.

I found him!: If there is a model (not an animal) within 2" to the wyrd base you can roll a D6 adding the result to his Ld and see the Wyrd conviction table shown at the Appendix 2. You can add 1 to the result for each friend model not down, pinned, fleeing or involved in h-t-h combat within 2" to the boy. Ignore this rule if the wyrd is still accompanied by an another model (friend or enemy).

Follow me!: A gang member that has convinced the young wyrd through the right table result will be followed by him for the rest of the game. In every place he ends his movement, the wyrd model will be placed at the base contact with him. If the model exits from his table edge the wyrd will exit too and the game ends (see "ending the game" paragraph). If the followed model goes down or out of action the wyrd will be considered "unleashed".

Psyker unleashed: If the wyrd hasn't been taken or there isn't any model (not down or fleeing) within 2" to him during the end phase, he will run through the nearest cover (or table edge) by 2D6". If you roll a double, instead to moving he will use an instinct psychic power rolled on the table shown at the Appendix 3.

EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

+D6 Survives: If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.
+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 per wound.
+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.
+10 Convincing the wyrd: If a fighter convince the wyrd then 10 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for convincing the wyrd.

REWARD

The gang that rescue the psyker gains a reward of 2D6x5 credits.



INSTINCTIVE PSYCHIC POWER

The young wyrd is a powerful psyker, but can't control his powers. He never roll for casting a power but must roll 2D6 anyway for the Perils of the Warp risk.

1 **Leave me alone!** The boy creates a wall of flames between him and the gangers. Place the 2"blast marker (the same of Scaly's scatter gun) under the boy. No one can neither pass through the wall nor trying to convince him and all the models covered by the area are moved 1" away from it. The wall remains until the next end phase, after that it will be automatically removed.

2 **Burn, bad man, burn!** A river of fire erupts from the boy's hands and cover the unfortunate ganger. The model suffer a S4 hit in the same way as a flamer attack (ignore ammo roll and malfunctions).

3 **Boo!** The boy transform himself into an horrible monster. It's only an illusion, but gangers don't know it. All models within 8" are automatically broken and must flee 2D6" to cover as described in the leadership section in the Necromunda rulebook. The next turn all models will recover automatically.

4 **Bye bye stupid!** The boy becomes invisible until the next end phase. While invisible he can pass through models (but not walls or obstacles) and is considered unleashed.

5 **Go away from me!** The boy takes the model and place him 3D6" away on a random direction. All friendly model within 4" from him must take a Ld test as if he has taken out of action.

6 **You really made me bad!** The boy's eyes become shining and flashing, then after few seconds a rain of sharp objects, nails and pebbles falls to the unfortunate ganger. The model takes immediately 2D3 S2 hits.

TO CATCH A CURATOR

by Ross Firth

In this scenario, your gang has learned of a recently commissioned expedition into the Underhive on behalf of one of the Noble Houses. They are sending a lone curator to look for an ancient piece of Archeotech that relates back to their Houses founding days and lies buried somewhere beneath the sprawling mass of Underhive domes. You have decided to pose as an ally to the curator in order to gain access to this treasure and seize it for yourself.

There was hardly any sound at all from the approaching figure, but Garrond had been waiting all day so was not taken at all by surprise.

'What's the news?' The gang leader looked up from his weapon to try and meet the gaze of the informant.

'He's come through The Wall, on his way to acquire provisions from the WPO.' The cloaked figure replied from the shadows with the obvious soft voice of a Delaque.

'Does anyone else know of his arrival?' Garrond couldn't see the Informant in the dark and so casually turned his attention back to his bolt pistol.

'I did see some other gangers in the area but I believe they were just there by chance. I can't see how anyone else would know of this...' The Delaque spread his palm as a small pouch of credits was thrown his way.

'We'll soon see.' The gang leader picked up his pistol and slammed in a clip, chambering a round.

'We'll soon see....'

SCENARIO SELECTION

Any non-outlaw House gang may choose this scenario. This scenario is designed for three or more players, but two can also play quite easily.

TERRAIN

Set up the terrain to represent closely knit buildings in an area roughly 4' x 4'. A long empty space should pass through the middle to represent the main street with one small building (the bunker from the Necromunda box should do fine) in the middle at one side of the street, representing the entrance to the WPO office.

GANGS

Each player must choose a maximum of ten fighters for this scenario as this event takes place on the busy streets of hive city and so no unwanted attention is needed by having such a large group of people. Also, no heavy or special weapons are allowed for this scenario and are left behind, however heavies themselves may attend.



Each player rolls a D6 and adds their gang leaders' initiative. The two players with the highest score have arrived first and are to set up in the marked areas of the street for a shoot-out (follow the shootout rules for this portion of the game).

The curator is placed just outside of the WPO building and counts as pinned.

Once the shoot-out has developed into normal game play, the remaining gangs turn up on a randomly determined table edge. Each remaining player rolls a D6 to see which edge they arrive on.

STARTING THE GAME

After the shoot-out has ended and once all remaining gangs are deployed, the game is played like a normal gang fight with the objective being to escort the curator off one of the board edges.

ENDING THE GAME

The game ends when one gang successfully escorts the curator off any board edge.

SCENARIO SPECIAL RULES

This scenario has the following special rules:

Low Profile: As mentioned above, the gangs are trying to go unnoticed in their abduction of the curator and so gangs are limited to a maximum of 10 members.

Also the use of anything bigger than a basic weapon is prohibited. As a result, no heavy or special weapons may be brought along, however the heavies themselves may attend if you wish.

The Curator: The curator begins the game pinned as mentioned earlier and cannot move until an escort has made contact. He has no weapons or equipment and cannot take part in the battle, however just to be a little more complete he has the same stat-line as a basic juve.

In order to make contact a fighter must finish their movement phase in base contact with the Curator who must be on his own. Once contact has been made, the two models move as one beginning in the players' following turn.

If an enemy is already escorting the Curator than they must be taken out in close combat before the escort can commence. While escorting the Curator you may not fight other than to defend yourself if charged in which case the Curator drops to the floor again until the escort can continue or another takes his place.

The Curator may not be harmed and as such no template attacks may be used on the escort. In the event of a misfire or similar incident where the Curator would be hit, place him outside of the template range to indicate he has been thrown clear by his escort.

EXPERIENCE

Fighters who take part in the scenario earn experience points as noted below:

+D6 Survives: If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.
+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit that 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 per wound.
+10 Winning Gang Leader: The winning Gang Leader earns an extra 10 experience points.
+10 Successful Escort: The fighter who successfully escorts the Curator over the board edge receives an additional 10 experience points.



THE ARCHEOTECH

The winning gang successfully convinces the Curator that they are his escort into the Underhive and so gain access to the treasure which he has been sent to find.

Roll a D6 and consult below:

1	On arriving at the site, you find some unknown party has taken the treasure long ago and as a result the chamber is completely empty save a few plague zombies! You manage to escape however d3 fighters have been injured. Randomly determine the fighters who each receive one serious injury.
2	On arriving at the site, you find some unknown party has taken the treasure long ago and as a result the chamber is completely empty.
3	On arrival you find the piece of archeotech in question however it has no apparent monetary value. The curator gives you D6 x 10 credits for your help and is off on his way back to the spire.
4	On arrival you find the piece of archeotech in question and it appears to be quite valuable. The Curator pays you 2D6 x 10 credits and is off on his way.
5	On arrival you find the site to contain not only the piece in question but various other artefacts as well. The Curator pays you 2D6 x 10 credits for the piece and leaves the rest behind for you to take earning an additional D6 x 10 credits.
6	On entering the site, the Curator unfortunately trips an stumbles onto your outstretched blade! What a pity... You empty the site of all it's contents earning you a whopping 5D6 x 10 credits.