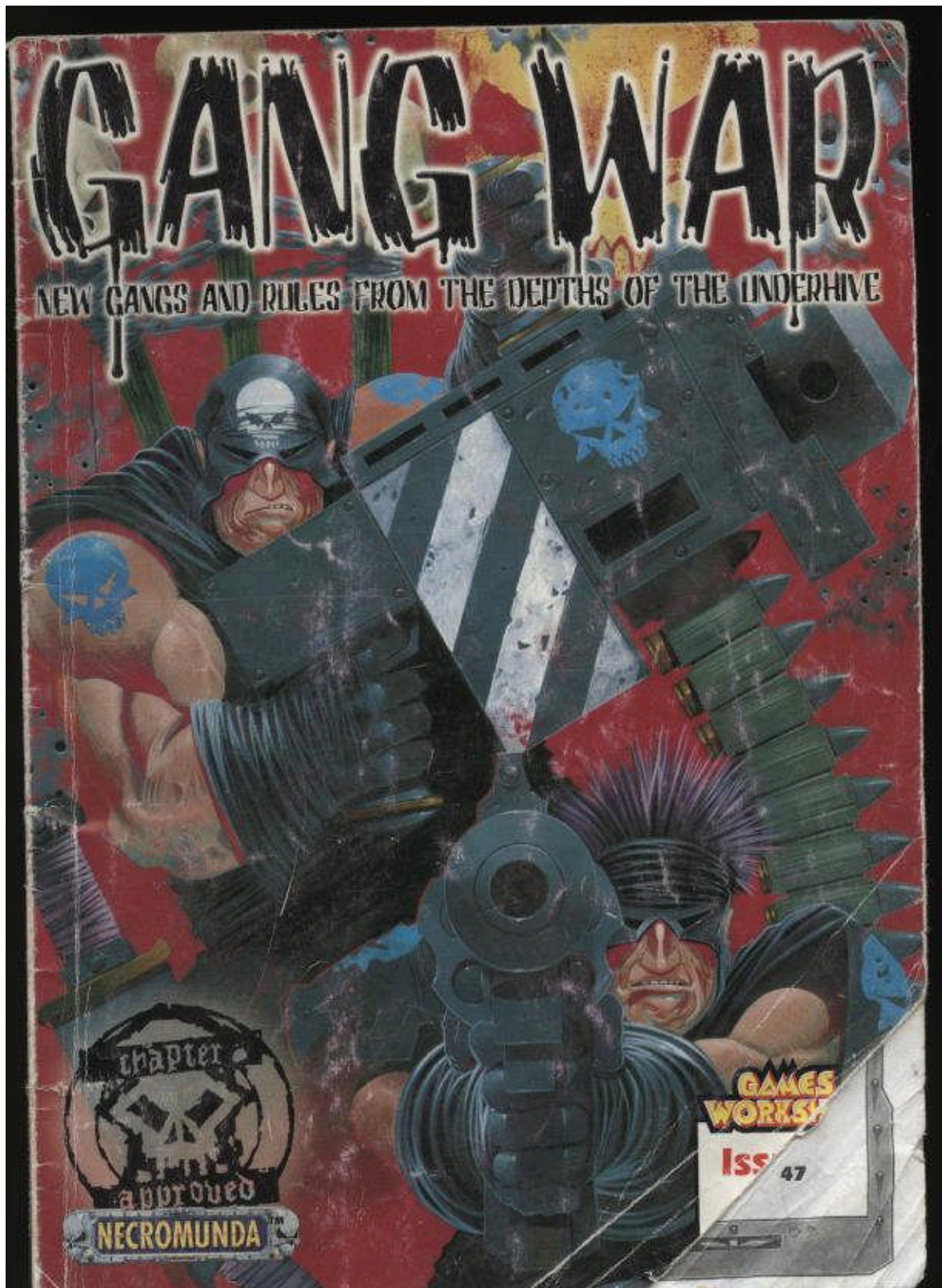
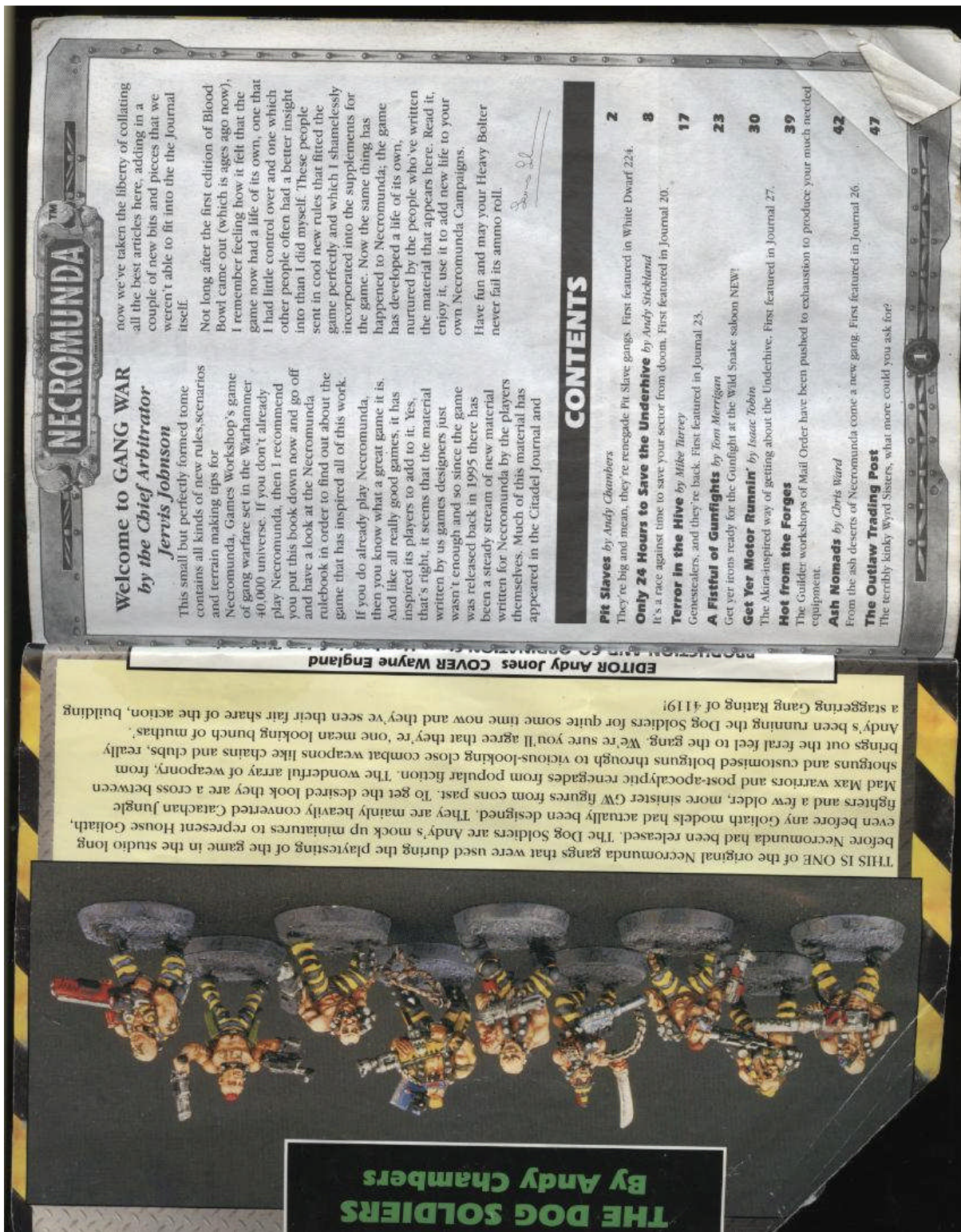






NECROMUNDA™

Welcome to GANG WAR by the Chief Arbitrator Jervis Johnson

This small but perfectly formed tome contains all kinds of new rules, scenarios and terrain making tips for Necromunda. Games Workshop's game of gang warfare set in the Warhammer 40,000 universe. If you don't already play Necromunda, then I recommend you put this book down now and go off and have a look at the Necromunda rulebook in order to find out about the game that has inspired all of this work.

If you do already play Necromunda, then you know what a great game it is. And like all really good games, it has inspired its players to add to it. Yes, that's right, it seems that the material written by us games designers just wasn't enough and so since the game was released back in 1995 there has been a steady stream of new material written for Necromunda by the players themselves. Much of this material has appeared in the Citadel Journal and

now we've taken the liberty of collating all the best articles here, adding in a couple of new bits and pieces that we weren't able to fit into the Journal itself.

Not long after the first edition of Blood Bowl came out (which is ages ago now), I remember feeling how it felt that the game now had a life of its own, one that I had little control over and one which other people often had a better insight into than I did myself. These people sent in cool new rules that fitted the game perfectly and which I shamelessly incorporated into the supplements for the game. Now the same thing has happened to Necromunda; the game has developed a life of its own, nurtured by the people who've written the material that appears here. Read it, enjoy it, use it to add new life to your own Necromunda Campaigns.

Have fun and may your Heavy Bolter never fail its ammo roll.

John Bl

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PIT SLAVES

By Andy Chambers

What follows are the rules for using the new Pit Slave gang in your games of Necromunda. This means that you can now wreak vengeance on the Guilders that incarcerated you for so many years...

Pit Slaves are gang fighters or hivers who have been captured by hive gangs or Guild-sanctioned Watchmen and sold to the Guilders. They are little more than property in

the Guilder's hands, doomed to work in the mines, fighting pits or on the pack trails for the rest of their lives. Most Pit Slaves are outlaws, thieves and renegades who have finally been brought to justice, but others are simply unlucky individuals who were captured and had nobody who would pay their ransom.

The Guilders usually 'modify' slaves for their new lives with crude implants and basic bionics – blades and saws for fighting or drills and hammers for work in mines and forges.

Plugs and connection points mark their flesh and they are pierced with steel rods and metal plates to strengthen their bodies. If a slave proves useful to the Guilders, their implants are progressively upgraded so that hardened pit fighters become inhuman caricatures of the warriors they once were.

The toughest and most determined Pit Slaves escape their incarceration. They may escape in ones or twos or in mass break-outs of dozens if a mine collapses or a caravan is attacked. The vast and chaotic wastes of the Underhive provide ample hiding places for these



A Pit Slave gang emerges from the low levels of the hive, to ambush a Delaque gang under contract from the Guild.



desperate souls and relatively few are recaptured by the Guilders or bounty hunters. Generally the Guild writes off its losses and buys up more slaves. Lone Pit Slaves commonly join up with gangs as hired guns, but groups of them band together for mutual support and run with the outlaw gangs at the edges of the badzones. They raid Guilder caravans and settlements for food, weapons and extra implants to upgrade or replace damaged parts. Closest to their hearts, of course, is causing the Guild as much trouble as possible.

Outlaws. Pit Slaves are an Outlaw gang and all of the Outlaw rules apply to them with the exceptions noted below.

Territory. Pit Slaves start with one piece of territory generated on the Outlaw Territory table. This is the slave's camp in the wastes and normally they cannot hold more than a single piece of territory at a time. The Pit Slaves 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 Outlaw Territory table immediately. If the Pit Slaves are fortunate enough to find a Power Cable Tap (a roll of 56 on the Outlaw Territory table) they can use it to recharge their implants, giving the whole gang +1 to their Initiative characteristic for the first turn of the game.

Captured Territories. Any additional territory captured from other gangs can either be taken as the Pit Slaves' new base camp (cross the old base camp off the roster) or looted and destroyed (see the Outlaw rules for details of looting).

Income. Pit Slaves collect income from their one piece of territory like any other Outlaw gang. Pit Slaves can also forage in the wastes, although they aren't very good at doing so (all those squeaky joints and clanking bionics scare off the wildlife) so Pit Slaves always deduct one from their foraging roll.

Trading. Pit Slaves roll on the Outlaw Trading chart.

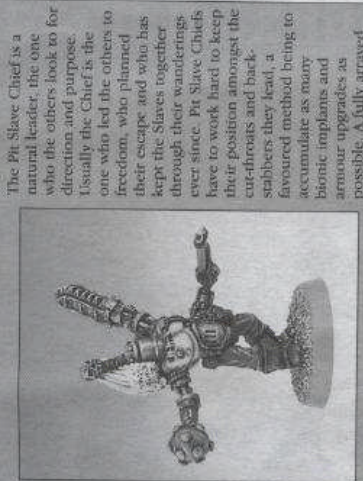
Hired guns. Pit Slaves can make use of any hired guns that they can afford, other than bounty hunters (for obvious reasons).

Starvation. Pit Slaves suffer the effects of starvation just like anybody else, however because they are partially made of metal they need less food to survive. Each Pit Slave only needs 2 credit's worth of food to avoid starvation.

Bounty. Escaped Pit Slaves are considered extremely troublesome by the Guilders, so they are worth a bounty equal to their total cost, just like any other Outlaw.

Capture. Their experience of absconding means Pit Slaves all count as having the Escape Artist skill, so they will always evade capture after a game. Gang fighters captured by Pit

PIT SLAVE CHIEF.....130 credits



many arms whirling and snapping uselessly. You can have one pit slave Chief in your gang.

Profile	M	WS	BS	S	T	W	I	A	Ld
Pit Slave Chief	4	4	4	3	3	1	4	1	8

Weapons

A Pit Slave Chief may be given weapons chosen from the Pit Slave, Close Combat, Pistol and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Pit Slaves lists.

Equipment

A Pit Slave Chief may be equipped with armour plates for 20 credits each.

SPECIAL RULES

Leadership. A Pit Slave Chief commands respect from his gang and they are emboldened by his presence. This means that any Pit Slaves within 6" of the Chief may use his Leadership value when they take Leadership tests. A Pit Slave Chief can always attempt to recover from being pinned even if there are no Pit Slaves within 2" of him.

Experienced. A Pit Slave Chief will already be hardened by his experiences, so he gets one roll on the Advance Roll table.

Many Arms. Pit Slave Chiefs commonly 'acquire' extra implants. Because of this a Pit Slave Chief may choose two Pit Slave weapons instead of one. A Chief with two weapons will gain an extra attack and may choose to resolve his in close combat using either of the weapons.

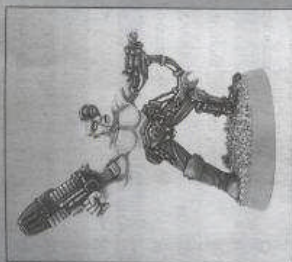
Slaves can be ransomed or sold as slaves. Some Pit Slave gangs will not sell prisoners into slavery on principle, but others have no qualms about casting others into the hell they have escaped from. It is left to the player to decide whether he wishes to be a crusading freedom fighter or an embittered renegade cyborg.

Scenarios. Pit Slaves roll on the Outlaw Scenario table. If the Pit Slaves can choose which scenario to play they can pick any of the ones from the Necromunda or Outlanders rules.

Bionics. If Pit Slaves capture a gang fighter who has any bionic parts they may remove them and re-attach them to any member of their gang (though the chief usually gets first pick). The gang must include a Pit Slave Techno in order to reattach bionics in this way.

Injuries. If a Pit Slave suffers a permanent injury to a location which has been replaced with a bionic implant or Pit Slave weapon, the implant or weapon is destroyed but no further harm is done. Destroyed weapons can be replaced at the standard cost, shown later. A gang which includes a Pit Slave Techno can repair damaged weapons and bionics on a D6 roll of 6. The Techno can only attempt to repair each damaged bionic or Pit Slave weapon once; if the roll is failed, the weapon or implant is damaged beyond repair.

PIT SLAVE TECHNO.....90 credits



Technos are charged with the upkeep and maintenance of Pit Slaves, whether it be as simple as oiling gears and tightening chains or as complex as transplanting new bionic limbs. Most Technos are members of House Van Saar who have been captured in the constant inter-house skirmishing and enslaved by the Guilders. When a gang of Pit Slaves makes a break for it, a wise Chief will ensure that they take a Techno with them to make repairs and keep the gang going.

You can have one Pit Slave Techno in your gang.

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

Weapons

A Pit Slave Techno may be given equipment chosen from the Close Combat, Pistol and Special Weapons, plus the Grenades and Shotgun Shells sections of the special Pit Slaves lists.

Equipment

A Pit Slave Techno may be equipped with a set of four plates for 20 credits each.



PIT SLAVE.....60 credits



Pit Slaves make up the rest of the gang, scarred halfmen with bitter memories of the normal life they used to enjoy. Outsiders often note that the more cybernetic parts a Slave is grafted to, the more their humanity seems to be leeched away. The most heavily modified Slaves can shut down for hours at a time, sitting motionless and staring into space. Nonetheless, Pit Slaves make frightening opponents in combat, hard-bitten and careless of their own wounds as they rend apart opponents with industrial-sized buzz saws or drills.

You can have any number of Pit Slaves in your gang.

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

Weapons

A Pit Slave may be given equipment chosen from the Pit Slave Weapons, Close Combat, Pistol, plus Grenades and Shotgun Shells sections of the special Pit Slaves lists.

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A Pit Slave may be equipped with armour plates for 20 credits each.

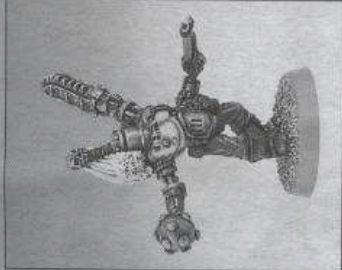
SPECIAL RULES

Experienced. Pit Slaves will have already gained more experience than most fighters, so they get one roll on the Advance Roll table when they are recruited.

PIT SLAVE CHIEF.....130 credits

The Pit Slave Chief is a natural leader, the one who the others look to for direction and purpose. Usually the Chief is the one who led the others to freedom, who planned their escape and who has kept the Slaves together through their wanderings ever since. Pit Slave Chiefs have to work hard to keep their position amongst the cut-throats and backstabbers they lead, a favoured method being to accumulate as many bionic implants and armour upgrades as possible. A fully arrayed Chief is terrifying, his many arms whirling and snapping uselessly.

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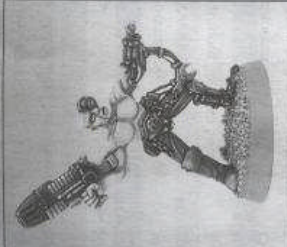
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A Pit Slave may be equipped with armour plates for 20 credits each.

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ONLY 24 HOURS TO SAVE THE UNDERHIVE

By Andrew Stickland

Andrew's latest Necromunda scenario is a tense race against time to save your gangs sector...

The three men seated around the table were among the most powerful in the whole sector. On the left was Publius Narrero, 'The Guild Father'. For many years he had served the local settlements, first as a Guild representative and then, after an accident which robbed him of his sight, as sage and lawmaker. Beside Narrero sat Kall-Kallid Masdalli, a slightly younger man, who served the local Guilders as an advisor on all technical matters such as building works, basic plumbing, irrigation and lighting. The third man was known simply as Cornelius. He was leader of the Van Saar gang, Double Helix, the largest and most powerful of the local gangs and the closest thing the Sector had to a law enforcement body. There was a fourth, empty seat at the head of the table.

After a few minutes of awkward silence, the door to the room was opened and a young woman hurried in. She motioned briefly to the three men to remain seated and took her place in the fourth seat. Her name was Sandar Po, and the badge of office hanging from her neck identified her as the Sector's Chief Guildler. She was tired.

'Masdalli, report,' she snapped as she sat down.

The technician sighed and shook his head.

'We've already tried everything we can think of but nothing we do seems to have any effect. The lightning strike hit the main body of the generator and damaged the cooling system and there's no way we can see to shut the thing down.'

He paused, unsure of whether to continue.

'And?' Po said.

'And,' continued Masdalli, 'unless we can come up with something very soon, an explosion is inevitable within the next twenty-four standard hours.'

'How big are we talking about?' Po asked.

Masdalli shrugged.

'Difficult to say. The longer it takes, the bigger the bang when it blows. My best guess is about two square kilometres at least.'

'Two kilometres! But that's most of the Sector!' Po shouted. 'Isn't there anything you can do?'

'Not now. It's beyond me and my boys. Only Ironheart knows enough about the generator to stand any chance of shutting it down now.'

Sandar Po turned to Cornelius.

'What's the latest on the search for Ironheart?'

The Watchman reached into one of the pockets in his body suit and brought out a crumpled piece of mnemonic paper.

Only 24 Hours to Save The Underhive

'This is a note we found at his homestead. I'll read it for you. "They're after me - I'm sure of it. I've seen them hanging around my workshops and following me whenever I go to the settlement. There are two of them and I'm sure they're some of Van Zap's hired thugs. Ever since I refused to make him that power field he's been trying to threaten me. Now it looks like he's become bored of waiting and just decided to finish me off. So I've decided to hide out for a while - until things calm down a bit. This note is for anyone who needs to find me urgently. I've hidden a map somewhere near my workshops about the area where I intend to hide out. I've made it deliberately vague so that Van Zap's cronies won't understand it if they come across it, but anyone from the Bridge of Size Settlement should be able to recognise the place without too much trouble." It's signed Metellus Ironheart. Precedence Inventor.'

'Balthazar Van Zap? That's all we need,' said Masdalli. 'If he's involved, we may as well just say goodbye to the Sector now. He'll never let Ironheart go.'

'But he may not have him yet. If we can find him first, there's still a chance. I've already got my deputies out searching the workshops, but nothing has turned up yet. There's so much junk over there and I don't have enough men to go through the whole lot in time. And we'll be needed back here soon if we're going to try and evacuate everyone to a safer place.'

Sandar Po raised her hand for silence and turned to Publius Narrero.

'Guild Father, you haven't said anything yet. What is your advice?'

Narrero was silent for a moment, still lost in his own thoughts. The others waited patiently for a reply, respecting his wisdom too much to try and hurry him. Eventually he spoke.

'If believe there is a simple solution to this problem, Cornelius, call your men back into the settlement. As you say, if we need to begin an evacuation we will need you here. As for the inventor, my thoughts are that he will be found most quickly if we leave it up to the gangs to search for him.'

'But Guild Father,' protested Cornelius. 'The gangs are little more than outlaws. Their only interest is in themselves. They don't care for the settlements.'

'Desperate times call for desperate measures, Cornelius. Offer a large enough reward and you will have an army of hundreds, perhaps even thousands, scouring through the inventor's workshops. They will find this map, and they will find Ironheart. Trust me.'

Cornelius wanted to disagree. He had fought in too many battles against the local gangs to trust them with something this important. But the old man was right, there were hundreds of them out there, and those from the Bridge of Size area would be in a much better position than his men to actually understand the map once it was found.

'Are we agreed then?' asked Po.

The others nodded.

'Then spread the word, Cornelius. I want all Guild representative informed of our decision within the hour, and I want runners sent to all the major gangs in the area. Time is running out, and we only have twenty-four hours to save the sector.'

THERE'S TROUBLE IN THE UNDERHIVE!

'Big Black' the Sector's main power generator has been badly damaged by a lightning strike during one of Necromunda's fierce electrical storms and its fuel rods are now building up a huge and uncontrollable electrical charge which could easily wipe the entire Sector off the map when it discharges. Only one person can safely deactivate the generator and save the Sector - the inventor, Metellus Ironheart, who designed and built it in the first place. But Ironheart disappeared from his workshops several days ago after narrowly escaping an assassination attempt by the infamous Balthazar Van Zap and has not been seen or heard from since.

In desperation, the Guilders have turned to the local gangs for help, offering a huge reward to anyone who can find and return Ironheart to them in time to shut down the generator and save the Sector. Speed is of the essence, and the race is on.

INTRODUCTION

Only twenty-four hours is a three-part mini-campaign for Necromunda in which two rival gangs race against each other, and time, in order to save their sector of the Underhive from disaster.

Although the campaign's three scenarios they are linked by a common storyline, each is played as a separate scenario, following all the standard rules as set out in the Necromunda and Outlanders Rulebooks. Because the entire adventure is supposed to take place during a single twenty-four hour period however, the post-battle sequence has been slightly modified as set out below.

POST - BATTLE SEQUENCE

Injuries: Determine all injuries as normal after each part of the adventure. Any fighter who suffers a major wound (21-26 on the Serious Injuries Chart) after either Part 1 or Part 2 is considered to be so badly hurt that he will not be fit to fight for several days or even weeks, and so may take no further part in the campaign.

A fighter who is captured may still be rescued, but the mission to find Ironheart is considered to be so important that his gang will not attempt a rescue mission until after the campaign is finished. Nor may any captured fighters be ransomed back, sold into slavery or exchanged until the gangs have had time to sit back and consider all their options (i.e. after the campaign) and so all captured fighters will remain as such and take no further part in the adventure.

Experience: Experience points are allocated and Advance rolls made after each of the scenarios as normal.

Territory: No territories will be re-allocated at any time during or after the campaign except as stated at the end of the final scenario.

Income: Income from territories is collected as normal, but only after the campaign is finished (i.e. after the third scenario). No income from territories may be collected after Parts 1 and 2.

Note: No roll may be made for players with a Settlement to see if a relative joins the gang except at the very end of the campaign.

If a gang with a lower rating wins the final scenario, the income bonus for winning will be determined using the difference in the gangs' ratings at the start of the third scenario.

Trading: No new fighters may be recruited, and no new equipment bought, except at the very beginning or very end of the campaign (i.e. before the first, or after the third scenario).

Note: The benefits of an auto-repairer can only be used during Part 1 of the campaign as no one will have sufficient spare time between the scenarios in which to use it.

Update Gang Roster: This is done after each scenario as normal.

Update Gang Roster: This is done after each scenario as normal.

PART 1: OPENING MOVES

Word has been reaching the local gangs all morning - the sector is in grave danger. The last big electrical storm has seriously damaged 'Big Black', the sector's main power generator, and it is now dangerously unstable. If it blows, it could well take a substantial portion of the Underhive with it.

Word has also reached the gangs that the Guilders have a plan which might just save the sector from total destruction. But they can't do it alone. They need the local gangs to help them, and are willing to pay handsomely for their aid.

In order to find out more, a few fighters from your gang decide to head out to the nearest settlement and talk to one of the Guilders in person. But you are not the only group with the same

idea as you arrive at the settlement, you catch sight of a handful of fighters from a rival gang approaching from the opposite direction. And neither group seems willing to back down and turn for home.

INTRODUCTION

Opening moves is a standard Shoot-out scenario and, except where stated below, is played in exactly the same way as is set out in the Necromunda rulebook.

The local Guilders dislike gangs that bring their battles into the settlements and are unlikely to look favourably on either gang here. However, the safety of the Sector is at risk as a result of the Guild representative is still prepared to discuss the Sector's crisis - but only with the victorious gang. The losers will have to find out for themselves, and this will obviously leave them at a serious disadvantage for the remainder of the adventure.

TERRAIN

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 4'x4' or thereabouts.

THE GANGS

Each player rolls a D6 to see how many of his gang are present at the Shoot-out. 1-2 = 2 fighters, 3-4 = 3 fighters, and 5-6 = 4 fighters. These fighters are randomly selected from the gang. However, in order to reflect the fact that the gang's leader would probably want to send along a specific trusted fighter to represent the gang when dealing with the Guilders, each player may replace one of the randomly selected fighters with a different one of his choice if he wishes, though not the leader!

ENDING THE GAME

The game ends if one side fails a Bottle Test or volunteers to bottle out as normal. As no income is collected after this fight, the loser may ignore the income and territory penalties which are normally imposed.

EXPERIENCE

Fighters earn experience in exactly the same way as they would for 'Shoot-out'.

SPECIAL

As neither gang is expecting there to be any trouble right at the heart of Guilder territory, no hired guns (Scum, Bounty Hunters or Raskin Scouts) may take part in this scenario. To compensate for this however, a player does not need to pay the hire fees for any hired guns in his gang at the end of this scenario.

Raskin Scouts may not be sent off to search for new territories at the end of this scenario.

PART 2: SEARCH AND DESTROY

With the information you now have, your gang can begin the search for Ironheart. You have been given the location of his workshops and the Guilders believe there is quite likely to be some clue to be found there which might point to Ironheart's current whereabouts - or at least help explain what may have happened to him.

But you are not the only group following up the same leads, and there is every likelihood that you will bump into some of your old enemies, either in or around the area of the workshops. A strong show of force is now needed if you intend to be the ones to uncover the clues which will lead to the eventual discovery of the inventor.

INTRODUCTION

Search and Destroy is based on the *Scavengers* scenario and is played in exactly the same way as stated in the *Necromunda* Rulebook except where specifically stated below.

TERRAIN

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 4x4' or thereabouts. Once you have placed the terrain you must place all six Loot counters on the table to represent various bits and pieces of equipment which can be found scattered about the abandoned workshops. Note: The player who does not choose which side to set up on (see below) places all the Loot counters. Loot counters must be placed more than 8" from the edge of the table and at least 4" away from each other.

THE GANGS

Both players may use as many of their fighters as they wish for this scenario. All hired guns may be used as normal.

STARTING THE GAME

Choosing sides and taking the first turn in this scenario will both depend on what the outcome of *Opening Moves* were.

The player whose fighters went for their guns second during the fast draw may choose which side of the table he wishes to set up on.

The player who won *Opening Moves* may set up second and will take the first turn.

THE MONSTER ROLL

No monster rolls should be made during this scenario.

SPECIAL

The Loot counters in this scenario represent various items or pieces of equipment which may hold the clue to Ironheart's disappearance. Each time a Loot counter is first picked up, the player whose fighter has picked up the loot rolls a D6 to see if the vital clue can be found hidden in that particular piece of equipment.

If the players rolls a 6, then he has found the vital clue to Iron heart's whereabouts and all Loot counters will subsequently be treated in the normal way. If no sixes are rolled for any of the first five Loot counters collected, the final counter will automatically be taken to contain the clue.

Note: The clue is actually a hastily scribbled map and it cannot be memorised during the heat of battle. Therefore, regardless of who actually discovers the clue, only the player whose fighter is holding that particular Loot counter at the end of the battle will receive the benefits of having found the clue.

ENDING THE GAME

The fight continues until one gang bottles out or until one gang has all the Loot counters in its possession and the fighters carrying them are all within 8" of their own table edge at the start of their turn.

The winner of the scenario may claim any Loot counters which are loose on the table when the game ends. If the clue has not been found at this point, the winning gang is assumed to have found it among the remaining loot.

EXPERIENCE

Fighters earn experience in exactly the same way as they would for *Scavengers*.

LOOT

All six Loot counters are treated in exactly the same way as normal and each one is worth D6 XP credits. However, gangs may not cash in their loot until the very end of the campaign.

PART 3: EXTRACTION

One gang now has the clue to Ironheart's disappearance. It is a scrap of paper on which the inventor has written a brief message saying he is being followed by some of Van Zep's hired guns and is in fear for his life. On the back of the note, Ironheart has drawn a quick and deliberately vague map of the area in which he intends to hide out until he feels it is safe to return to his workshops.

Armed with this information one of the gangs sets off to rescue the inventor and save the sector. For now, the rival gang can do nothing but follow, hoping to overpower their enemies and claim the reward for themselves once Ironheart has been discovered.

Now, more than ever, both gangs must work quickly. The fate of the Sector depends on it!

INTRODUCTION

In *Extraction*, the two gangs will finally catch up with the inventor and will attempt to return him safely to the Guilders. Of course, Ironheart is convinced someone is stalking him, and will be wary of anyone who approaches his hideout, preferring to stay where he is until he can be convinced that he is in no immediate danger.

TERRAIN

It is suggested that the terrain is set up within an area 4x4' or thereabouts. The tallest building available should be placed in the very centre of the table (to represent Ironheart's hideout) and then each player will take it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway.

A figure representing Ironheart should then be placed on the very top level of the central building. He will begin the game in hiding.

Note: Tunnels and Venis may not be used in this scenario.

THE GANGS

Both players may use as many of their fighters as they wish for this scenario. Fighters may not use the Infiltration skill in this scenario.

STARTING THE GAME

Each player must set up all his fighters within 8" of his table edge.

The player whose gang ended up with the map in *Search and Destroy* will obviously be at a huge advantage at the start of this scenario. In order to reflect this, he may choose which side of the table to set up on, may set up second, and will automatically take the first turn.

IRONHEART

It may be that, during the game, Ironheart is shot at by one or other of the gangs. This may happen by accident, (for example if a shot from a weapon using a blast template misses its intended target and scatters) or deliberately, (if a gang is prepared to suffer the consequences of shooting Ironheart in order to prevent the opposing gang from winning). In either case, all the following rules will apply.

Hits: If Ironheart is shot at, roll a hit using the firer's Ballistic Skill as normal. If the shot hits, roll to wound, taking Ironheart's toughness as 3. Ironheart cannot be pinned, so any hits which do not wound are ignored.

Ironheart is also equipped with a home-made forcefield which gives him a fixed 4+ save against all successful hits. Whenever a wound is inflicted against Ironheart, roll D6. On a 4-6 the inventor's force-field has stopped the shot and he is unharmed. On a 1-3 the shot finds its mark and Ironheart is automatically killed. As soon as Ironheart is killed, the game ends.

Reaction: If Ironheart is hit, but not killed, by a fighter from one gang, he will automatically accompany the first fighter from the opposing gang who comes into base-to-base contact with him. No Leadership or Strength roll is needed in order to determine whether or not the inventor has been successfully convinced.

Note: In this situation, a fighter from the gang who shot at Ironheart may still subsequently try and convince him as normal.

Fighters in Contact With Ironheart: Fighters in base-to-base contact with Ironheart may be shot at as normal and there will not be a 50/50 chance of hitting Ironheart as there is when shooting into hand-to-hand combat. However, if the shot misses and the 'to hit' roll was a 1, there is a chance that Ironheart may be hit accidentally. In this case, follow all the standard rules for Stray Shots from the Necromunda rulebook.

SPECIAL

The object of this scenario is to reach Ironheart before the other gang and then to bring him back with you to the Guilders.

Any fighter who is in base-to-base contact with Ironheart at the start of his turn, (and not also in base-to-base contact with an enemy figure), may try to convince the inventor to accompany him.

Persuasion: A fighter can try and persuade Ironheart to accompany him by telling him about the damage to the reactor. The fighter rolls 2D6 immediately. If the score is higher than the fighter's Leadership value, Ironheart refuses to leave and the fighter may do nothing for the remainder of his turn. If the score is equal to or lower than his Leadership value, the fighter has succeeded in convincing Ironheart to accompany him and may move as normal. Ironheart will automatically move with him and will always remain within 2" of him until the fighter is within 4" of his starting table edge (in which case the game is won).

Force: A fighter can try and force Ironheart to accompany him by dragging or carrying him. The fighter rolls D6 immediately. If the score is higher than the fighter's Strength value, Ironheart has put up a struggle and the fighter may do nothing for the remainder of his turn. If the score is equal to or lower than his Strength value, the fighter has taken hold of Ironheart and may move as normal. Ironheart will remain in base-to-base contact with the fighter until he is within 4" of his starting table edge (in which case the game is won).

Fighters accompanying Ironheart may not use the Sprint skill as the inventor cannot keep up.

If any fighter accompanying Ironheart goes down or out of action, Ironheart will remain where he is until another fighter from either gang has moved into base-to-base contact with him and succeeded in convincing him as above.

If a fighter accompanying Ironheart goes down but then subsequently recovers to Flesh Wound, the fighter must attempt to convince Ironheart all over again, before the inventor will continue to accompany him.

TIME IS RUNNING OUT...

It has now been several hours since you began your hunt for Ironheart, and 'Big Black' is becoming dangerously unstable. Unless the inventor can be found and brought back as soon as possible, all your efforts will have been in vain. For this reason, the length of *Extraction* is limited to 12 turns for each player. If neither side has achieved the objective by the end of the twelfth turn, the game automatically ends and penalties will be applied to both gangs (see below).

Note: The 12 turn limit is based on the assumption that the central building is three or four stories (9-12") high. For buildings over four stories, it may be necessary to extend the limit slightly.

ENDING THE GAME

If a player voluntarily bottles out, the game ends immediately and the opposing gang is considered to have found and retrieved Ironheart. However, as the fate of the Sector is at stake, both gangs will be determined and so need never take Bottle tests for losing over 25% of their fighters.

If a fighter ends his turn within 4" of his starting table edge and is accompanied by Ironheart, the game ends immediately.

If neither gang has succeeded in retrieving Ironheart by the end of the second player's twelfth turn, the game ends.

EXPERIENCE

Fighters who take part in *Extraction* 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.

+10 Winning Gang Leader. The gang leader of the winning side earns an extra 10 experience points. Note: If the game ends before either player has retrieved Ironheart, neither leader will receive this bonus.

+D6 Escort. A fighter who wins the game by escorting Ironheart off the table receives an extra D6 experience points.

POST-BATTLE SEQUENCE

The post-battle sequence is now carried out as usual. Income from territories may now be collected (if anyone has any gangers left uninjured!), new fighters can be recruited and new equipment bought.

There are also various extra benefits and penalties which will apply to the gangs now that the campaign has been completed. These are listed below.

REWARDS

One way or another, the fate of the Sector has now been decided, and whether the outcome is good or bad, both gangs have played their part in the crisis and must accept the consequences of their actions - for better or for worse. For some this could mean fame and fortune beyond their wildest expectations, but for others it could mean a one-way ticket to the Badzones!

CAMPAIGN REWARDS

In addition to all standard rewards, the following benefits and penalties will apply, depending on the outcome of this campaign:

If Ironheart was rescued: Any gang who returns Ironheart to the Guilders will receive 200 credits reward. This is added to the gang's income from its territories, not to its profit.

The Guilders will also entrust the protection of 'Big Black' to the victorious gang. It will become one of the gang's territories with the following rules:

Power Generator 2D6x10 credits

In return for protecting the generator, the Guilders have given you a license to sell off some of the Sector's power for your own profit from time to time. This power will bring in 2D6x10 credits. However, if you roll a double when re-allocating power, you have caused a power surge which results in much of the Sector losing its power for a day and all proceeds from the deal are used up in trying to repair the damage. No income is collected.

Ironheart will reward both gangs personally by giving each of them an item from his workshops. Roll D6 and consult the following table to determine what it is he has given you. The player who

Only 24 Hours to Save The Underhive

won *Extraction* may add 1 to the roll.

1. Streamers (one encounter)
2. Infra-Goggles
3. Gunsight. Roll a D6 (1-2: Red Dot Laser Sight, 3: Mono Sight, 4: Telescopic Sight, 5-6: Infra Red Sight)
4. Grav Chute
5. Bio-Scanner
6. Bionic Implant (player's choice)
7. Auto-Repairer

If Ironheart was not rescued: **KABOOM!!!** Time has run out. 'Big Black' explodes quite spectacularly, destroying not only itself but also a substantial portion of the surrounding Sector. Both gangs are forced to abandon some of their territories which were destroyed in the blast. Each player should roll D3 and lose that many territories (player's choice), though a gang will never be forced to give up its last territory.

Territories must be given up as soon as the game ends and income may not be collected from them first.

If Ironheart was killed: The power generator explodes as above and with the same results. Also, the gang which was responsible for killing Ironheart is automatically outlawed by the Guilders - even if the inventor's death was an accident - and must now abide by all rules for Outlaws as stated in the Outlanders rulebook.

Note: The decision to outlaw the gang is taken after all other business is concluded, so the gang may still collect income from all territories not lost in the explosion, and may visit the standard trading post one last time before heading out into the badzones.



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TERROR IN THE HIVE!

by Michael Turvey

My name is Michael Turvey, I'm fourteen and from Aldridge near Walsall. I've recently joined the North Birmingham Trollsayers, the best Warhammer club in the Midlands (all challenges welcome). I usually play Warhammer, the 'good guys', High Elves, Wood Elves, Bretonnians and Empire. I also occasionally fight with Eldar in 40K. After Outlanders came out I played in an Arbitrators Scenario that included Genestealers. My Cawdor gang the Doombringers received a sound thrashing and that made me want a Genestealer gang of my own.

The following rules were playtested with my mates. They could still stand some fine-tuning and any comments from other Necromunda players would be appreciated.

GENESTEALER SECRECY

The Genestealer Cult does not start out as an Outlander gang because, on the surface, it appears to be a normal gang. When rolling on the Outlaw Table the following additional modifiers apply:

- 1 for every Genestealer Purestrain or Hybrid or Magus (Wyrd) that took part in the game, if any of the opposing gang members survived.

- 4 if the Genestealer Patriarch (Mentor) took part in the game and any of the opposing gang survived.

- +1 per thousand or part thousand points in the Cult's rating, to represent its cultists establishing themselves in positions of authority. The Cult's power in the guild increases as the broods power increases, they can also impose an additional -1 on the outlaw table per thousand points, on enemy gangs to represent this corruption.

If a Genestealer Cult is discovered, it is not only outlawed but after each game roll a D6. On a roll of 1, a purge is declared by the Imperial authorities and the following troops will come to the aid of the next gang to fight the brood:

D3-1 Inquisitors

D3-1 Squads of Adeptus Arbites Arbitrators

Any Cawdor gangs or Redemptionists that are taking part in a campaign may lend a hand

TERRITORY

As for a normal gang but if the cult is uncovered it then loses all its territories with the exception of guildier contact, (because they will be cult members themselves). One territory may be retained as for normal Outlaw gangs.

INCOME

Only Brood Brothers and the Magus can work territories, to gain income.

TRADING

Only Brood Brothers may trade at the Trading Post. They are offered D3 items as for a normal gang leader and any additional brood brother sent along gains an extra +1 rare trade item.

Both the Magus and Brood Brothers can trade at the Outlaw Trading Post, because the outlaw traders are used to mutants and are more tolerant, whereas at the Trading Post the Magus would probably be killed or at the very least, the Cult would be exposed.

HIRED GUNS

Genestealer Cults cannot employ hired guns of any kind because non-Genestealers are likely to expose the Cult. They may only gain the services of the Genestealer Patriarch.

STARVATION

Purestrains must be fed or they can become utterly uncontrollable. If a Purestrain is not fed roll on the following table:

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- 1 The Purestrain leaves the cult and goes on a killing frenzy, rampaging through the hive never to be seen again by the cult!
- 2-5 The Stealer goes berserk with hunger and kills a random Brood Brother (if none are available count as 1). His weapons and equipment bar armour may be kept.
- 6 The Stealer suffers the rules for *frenzy* next game.

The rest of the cult uses the normal rules for starvation.

GENESTEALER BLOOD INTELLIGENCE

The entire brood shares a psychic link so it has no leader as such. The Magus appears to lead the Cult but receives his instructions from the Patriarch. He psychically relays these instructions to the Brood Brothers and Hybrids. To represent the brood intelligence any Hybrids or Brood Brothers on the table may re-take any *Ld* test at -2 on their basic value (this rule does not apply to *hated* which is amplified by the psi-link).

BOUNTY

Brood Brothers are worth nothing unless the Cult is exposed. Hybrids and the Magus are worth their normal bounty.

CAPTURE

Genestealer Purestrains because of their inhuman ferocity cannot be captured. If any Hybrids or Magi are captured, they will avoid capture on the D6 roll of 4+ because they combine human intelligence with Genestealer instincts. If a Hybrid is successfully captured by a non-outlaw gang, the Cult is automatically discovered and is outlawed. If the Cult captures an enemy gang member it must always kill or implant him to avoid discovery. If he is rescued on a 4+ on a D6 he will uncover the cult.

SCENARIOS

The Genestealer player may choose which table of roll on unity the cult is discovered.

RECRUITING FOR THE CULT

Genestealers depend on intelligent lifeforms in order to propagate their species. Human gangsters are recruited into the Genestealer Cult by being implanted with a Genestealer's genetic material. Once infected the new Cultist (Brood Brother) is controlled by the Brood

Intelligence and is one hundred per cent loyal to the Cult.

The infected Cultist retains all outward appearance but its offspring will be hideous hybrids. Subsequent generations will become either hybrids (who will appear more human-looking) or else massive six-limbed Purestrains, monstrous killing-machines who are unmistakably alien.

Each time a cultist reaches a level on the Experience Table indicated with an asterisk he must roll a D6. On a 4+ he or she has been called upon to do their duty, take a roll on the appropriate Generation Table (see below). A Magus does not have to test because he cannot evolve any further. Genestealer Purestrains do not contribute to the mating game but are responsible for infecting new recruits to the Cult. If a cultist gives birth to a new member then he or she must then take "maternity leave" and is removed from the gang roster.

Brood Brothers who leave the gang are replaced by a Hybrid. Hybrids will either be replaced by another Hybrid or a Purestrain.

The Cult may be chosen freely from the list below. New Purestrains & Hybrids cannot be recruited after the initial setup for obvious reasons but may be generated as a result of breeding (see Advance Tables).

BOTTLE ROLLS

The Genestealer Brood is so single minded in its attack it always takes bottle rolls on an unmodified leadership of 10. The Cult may still bottle out voluntarily as normal.

0-1 GENESTEALER MAGUS:

109 credits to recruit

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

WEAPONS: Any weapons from the close combat, pistols and grenades list.

BLOOD INTELLIGENCE: Cult members may re-roll their *Ld* tests any where on the board, because the cult shares a psychic link with the Magus.

PSYCHIC POWERS: The Magus may have 1 Wyrd major power and 3 Wyrd minor powers. EXPERIENCE: It begins (60 + D6) experience points.

IMPLANT: When an enemy ganger is captured both sides roll 2D6 and add their respective leaderships (the Magus and the captured model). If the Genestealer player gets the highest total the ganger is implanted and becomes part of the cult. He now suffers from *hated* of all non-Cultists and you must add 10 credits to his value. His weapons may be kept.

GENESTEALER PURESTRANS:

280 credits to recruit

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

WEAPONS: None - their razor sharp claws are enough!

PSYCHOLOGY: Genestealers are totally immune to psychology. NB: Genestealers aren't immune to *Ld* tests.

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

CHITINOUS ARMOUR: The Genestealers have thick Chitinous hides which give them an armour save of 5+ on a D6.

FEAR: Genestealers are frightening alien creatures which cause *fear* as described in the Necromunda rule book.

GENESTEALER NEOPHYTE HYBRIDS:

80 credits to recruit

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

WEAPONS: Any to be bought from the pistol and close combat section of the Genestealer cult lists.

MUTATIONS: They may have the mutations extra arm (5 credits) and claw (10 credits). Note that the points cost for Hybrids with the same mutation does not double up as it does the Scavies because the claw and extra arm mutation are not rare in a Genestealer brood.

GENESTEALER ACOLYTE HYBRIDS

90 credits to recruit

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

WEAPONS: Any to be bought from the pistol and close combat and basic weapons sections of the Genestealer cult lists.

MUTATIONS: They may have the mutations extra arm (5 credits) and claw (10 credits). Note that the points cost for Hybrids with the same mutation does not double up as it does for Scavies because the claw and extra arm mutation are not rare in a Genestealer brood.

PSYCHIC POWERS: On the roll of 5+ it has a single Wyrd minor power.

BROOD BROTHERS:

60 credits to recruit

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

WEAPONS: Brood Brothers may choose weapons from the basic, close combat, grenades and pistols grenades sections of the Genestealer cult lists and up to one may take a special weapon.

HATRED: Brood Brothers are fanatically loyal to the brood and *hate* all enemy fighters as described in the Necromunda rule book.

MAGUS ADVANCE TABLE

2D6	RESULT
2	New skill (any table)
3-4	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
10-11	New Wyrd power roll again
1-4	New minor power

12	5-6	New primary power
		New skill (any table)

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Ld
4	6	6	5	4	3	8	4	9

BROOD BROTHER ADVANCE TABLE

2D6	RESULT
2	New skill (any table)
3-4	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

10-11	New skill
12	New skill (any table)

MAXIMUM CHARACTERISTICS

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

GENESTEALER CULT WEAPONS LISTS

PISTOLS	
Autopistol	15 creds
Laspistol	15 creds
Bolt Pistol	20 creds
Plasma Pistol	25 creds
Hand Flamer	20 creds
Sub Gun	10 creds

HAND-TO-HAND WEAPONS

Sword	10 creds
Chainsword	25 creds
Club, Maul	10 creds
or Bludgeon	
Chain or Flail	10 creds
Additional Knife	5 creds
Massive Axe, Sword	15 creds
or Club	

BASIC WEAPONS

Autogun	20 creds
Shotgun	20 creds
Lasgun	25 creds
Bolter	35 creds

SPECIAL WEAPONS

Flamer	40 creds
Plasma Gun	70 creds
Melta Gun	95 creds
Grenade Launcher	130 creds
Frag grenades	30 creds
Krak grenades	50 creds
Missile Launcher	185 creds
Frag missiles	35 creds
Krak missiles	115 creds
Heavy Stubber	120 creds
Heavy Bolter	180 creds
Heavy Plasma Gun	285 creds
Autocannon	300 creds
Lascannon	400 creds

GRENADERS AND AMMO

Frag	30 creds
Krak	50 creds
Hothead	5 creds
Manstopper	5 creds
Bolt	5 creds
Dum-Dums	5 creds

GAINING EXPERIENCE

Exp. Points	Title
0-5	New spawn
6-10	Spawn
11-15	Spawn
16-20	Spawn
21-30	Brood Brother
31-40	Brood Brother
41-50	Brood Brother
51-60	Brood Brother
61-80	Brood Brother
81-100	Brood Brother
101-120	Brood Champion *
121-140	Brood Champion
141-160	Brood Champion
161-180	Brood Champion
181-200	Brood Champion
201-240	Cult Master *
241-280	Cult Master
281-320	Cult Master
321-360	Cult Master
361-400	Cult Master

1=starting level for Hybrids	
2=starting level for Brood Brothers	
3=starting level for Purestrains and Magus	
*=new generation on 4+	

7-8	Characteristic increase roll again
1-3	+1 Attacks
4-6	+1 Weapon skill

9	Characteristic increase roll again
1-3	+1 Toughness
4-6	+1 Wounds

10-11	New Skill
12	New Skill (any table)

MAXIMUM CHARACTERISTICS

PURESTRAINS	M	WS	BS	S	T	W	I	A	Ld
	6	10	0	7	5	3	10	7	10

NEOPHYTE	M	WS	BS	S	T	W	I	A	Ld
	4	7	5	5	4	3	8	4	10

GENESTEALER ACOLYTE HYBRID ADVANCE TABLE

2D6	Advance
2	New skill (any table)
3-4	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
10-11	New Wyrd minor power
12	New skill (any table)

2D6	Advance
2	New skill (any table)
3-4	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
10-11	New Wyrd minor power
12	New skill (any table)

2D6	Advance
2	New skill (any table)
3-4	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
10-11	New Wyrd minor power
12	New skill (any table)

2D6	Advance
2	New skill (any table)
3-4	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
10-11	New Wyrd minor power
12	New skill (any table)

2D6	Advance
2	New skill (any table)
3-4	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
10-11	New Wyrd minor power
12	New skill (any table)

2D6	Advance
2	New skill (any table)
3-4	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
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1-3	+1 Initiative
4-6	+1 Leadership
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1-3	+1 Weapon skill
4-6	+1 Ballistic skill
9	Characteristic increase roll again
1-3	+1 Wounds
4-6	+1 Toughness
10-11	New Wyrd minor power
12	New skill (any table)

2D6	Advance
2	New skill (any table)
3-4	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
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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
10-11	New Wyrd minor power
12	New skill (any table)

2D6	Advance
2	New skill (any table)
3-4	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
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1-3	+1 Wounds
4-6	+1 Toughness
10-11	New Wyrd minor power
12	New skill (any table)

2D6	Advance
2	New skill (any table)
3-4	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
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4-6	+1 Ballistic skill
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1-3	+1 Wounds
4-6	+1 Toughness
10-11	New Wyrd minor power
12	New skill (any table)

MAXIMUM CHARACTERISTICS

M	WS	BS	S	T	W	I	A	Id
4	6	6	5	4	3	8	4	10

GENESTEALER CULT SKILL TABLES

R. Brother/ Acolyte/ Pure- Magus
Neophyte- 1/2/3/4/5/6/7/8/9/10/11/12/13/14/15/16/17/18/19/20/21/22/23/24/25/26/27/28/29/30/31/32/33/34/35/36/37/38/39/40/41/42/43/44/45/46/47/48/49/50/51/52/53/54/55/56/57/58/59/60/61/62/63/64/65/66/67/68/69/70/71/72/73/74/75/76/77/78/79/80/81/82/83/84/85/86/87/88/89/90/91/92/93/94/95/96/97/98/99/100

Skill	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Agility	Y	Y	Y	Y	Y	Y	Y
Combat	Y	Y	Y	Y	Y	Y	Y
Ferocity	Y	Y	Y	Y	Y	Y	Y
Muscle	-	-	-	Y	-	-	-
Shooting	Y	-	-	-	NA	-	-
Stealth	Y	Y	Y	Y	Y	Y	Y
Techno	-	-	-	-	-	NA	-

GENERATION TABLE

Brood Brother:	1-4	Neophyte
Hybrid:	5-6	Acolyte
	1-3	Neophyte
	4	Acolyte
	5-6	Purestrain
Magus:	Doesn't generate	
Purestrain:	1-4	Purestrain
	5	2 Purestrains
	6	Magus

The Furor peered cautiously into the dimly lit ruins. The Caudor ganger had been lost in the underhive for several days now. His gang had been slaughtered in the night by an unseen, clawed horror. As he had laid awake that night, it seemed so long ago now, restlessly cradling his lasgun, he heard a quiet movement in the deserted hive dome where the gang had been scavenging that day.

He became alert, listening intently for another sound. He peered into the void of darkness surrounding him, but saw nothing. Then he heard another sound, a strange eerie growl, he stood up and checked the powerpack on his lasgun; it was fully charged. A chill of fear ran down his spine as he stood up.

Suddenly, from out of the still darkness, there came a chilling scream of terror and pain, that made the Furor cringe. There were shouts and the sound of a scuffle. More gonsbros and terrified screams rent the air. Filled with zeal, Furor raced towards the sounds of battle, lasgun primed.

The ganger tore into the derelict building only to discover a most gruesome scene: beauty mutilated corpses littered the floor, the blood of what had been his gang had fontained up the wall and pooled on the floor. Most of the corpses were torn apart beyond recognition. Then he heard a groan from a shadowy corner of the room. The Furor rushed over to where it had come from to find the lead Doombringer clutching a huge tear in his chest with one hand, blood streaming through his fingers, and holding his prized power sword limply in the other.

"Take this," said his leader weakly, feebly holding out the sword to him, "In the Emperor's name, kill the clawed scum that has killed me!" Grimly, he took the sword as the Doombringer leader groaned and died.

There was movement in the ruins. Something was scuttling about in the shadows. Then it emerged into the light streaming down through a hole in the ceiling of the ruined dome. It was a huge creature, agile and powerful. The six limbed, clawed monstrosity was awful to behold, with its malignant, very alien features. Its small beady eyes made contact with the Furor's. As the ganger sighted down the barrel of his lasgun at the Genestealer it grinned maliciously, showing all of its bright, glistening, razor sharp canine teeth.

Suddenly he heard a noise to his left and drew his power sword to meet the threat. In an instant it was upon him, lashing out with claws and talons. The ganger tried desperately to parry the onslaught of blows but a claw sunk deep into his side ripping through his soft flesh and tearing into his internal organs; it was the other Genestealer.....

NECROMUNDA

A Fistful of Gunfights...

A couple of wild scenarios
By Tom Merrigan, aided and abetted by
Luke Browne



Tom - 'The next Pomme
+ @!! that calls me Bruce is
gonna get stitched!'

Tom hails from Sydney, Australia, and amidst the marvels of blistering sunshine, terrible soap operas and shark attacks enjoys a few games of Necromunda for which he runs his Delaque gang - 'The Black Dragons'. Tom and his principle gaming partner Luke, his cousin, also indulge in games of Warhammer 40,000, Gorkamorka (fielding 'Da Road Warriors'), Epic 40,000 and Blood Bowl (coaching 'The Worlds Edge Slayers'). Now, you would have thought that this wouldn't leave much time for anything else, but you'd be quite wrong as Tom is also a keen modeller and amongst his achievements he has constructed a truly mammoth, fourteen storey Necromunda tower block that stands over four foot in height! This gargantuan beast of a battleground comes complete with cinema, bar and even an abandoned docking bay!

Hopefully, if Tom breaks under torture, we will discover a few of his secrets and may be able to bring you enough architectural details so that you may construct your very own Necromunda complex.

Tom and Luke spend much of their time writing and working up special rules and scenarios, and what follows are a couple of straightforward but interesting ones that they spent part of the summer playtesting.

So, without further ado:

'Tickle it, you wrigglers'.

SCENARIO 1: THE LAST STAND

When life becomes real hard for a gang they are often forced into common thievery or daring robberies to support themselves. Merchandise is often sold on the Black Market or kept to increase the gang's ability to survive in a scrap. The only problem, of course, is getting caught.

Whilst busily conducting themselves in activities of a rather dubious nature - seizing some loot from a rival gang - the gang fail to notice as a watchman sounds the alarm. Angered at the loss of valuable equipment the burgled gang is soon roused to pursue the

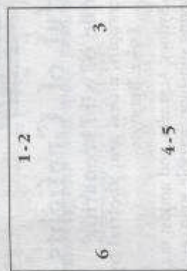
thieves. Taking refuge in a small outpost on the edge of the badzones, surrounded and outnumbered, the thieves decide to sell their lives dearly...

TERRAIN

In the centre of the table place the tower building or similar piece of terrain to represent the outpost that the defending gang is holed up in. Standing with the attacker, the players then take it in turns to place either a ruined building structure, connecting walkway, or a barricade. It is suggested that the terrain is set up within an area of 4' x 4' or thereabouts.

GANGS

In this scenario the player who chose the scenario takes the role of the defending gang. The other player is the attacking gang. The defender sets up first. They have 3+D5 members of their gang taking part in the fight. Models may be deployed anywhere within 4"



of the outpost building and may be formed up into groups of two or more models.

For each group roll a D6 to determine which table edge they are deployed onto (see map). Models may be deployed up to 4" onto the table.

STARTING THE GAME

The attacking gang has the first turn of the game as they close in on their intended victims.

AMMO

The defenders have very little ammo with them because they have travelled lightly in order to carry back more loot. Because of this, any defending model must make an ammo roll if they roll either a 1 or a 6 to hit when shooting.

THE LOOT

The defenders are carrying some type of stolen loot with them. To decide what type of loot that they have roll a D6 for each defending model.

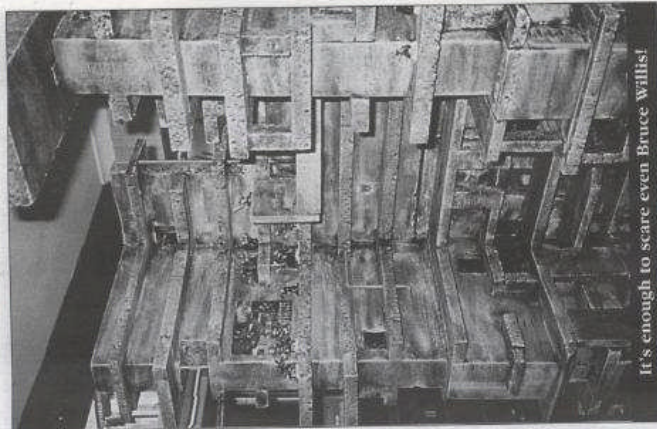
D6 Roll	Result
1-3	One counter.
4-6	One Crate counter (from the Heist).

Loot counters are only useful after the battle, but crates may be used during the battle. At any time a model carrying a crate can open it. All the normal rules for crates detailed in the *Heist* scenario apply except that gear crates should be rolled for immediately.

ENDING THE GAME

The game ends when one of the gangs *Bottles Out*. The defenders are fighting for their lives and so do not have to take a *Battle* test until they have suffered at least 50% casualties. The attackers

Tom's pride and joy - the Nakamura Plazal



It's enough to scare even Bruce Willis!

take *Battle Tests* after losing the usual 25%. The game also immediately ends if there are no defending models on the board left standing. The defender may move his models off of the board during his turn, movement permitting, which represents them escaping. Models that have moved off the board do not count as casualties in terms of taking *Battle Tests*.

EXPERIENCE

- +D6 for any fighter that survived.
- +5 per wounding hit.
- +3 for each defender that escapes.
- +1 for every turn after the second turn that a defender remains on the board and in action.
- +10 to the attacking leader if the attacking gang wins.

POST BATTLE

For every loot counter the defenders get away with the attacking gang must subtract the amount rolled from their income for that battle. Any Crate counters that they get back that are unopened they can roll for as normal. This is because they were part of a shipment of guns, ammo and the like that the attackers had stolen and had not yet opened.

It should be noted that if the attacker *Bottles Out* the defender gets any loot or crate counters still left on the battlefield and vice versa. When a gang *Bottles Out* each gang member holding a Crate or Loot counter must pass a Leadership test, otherwise they will drop it as they flee the battle field.

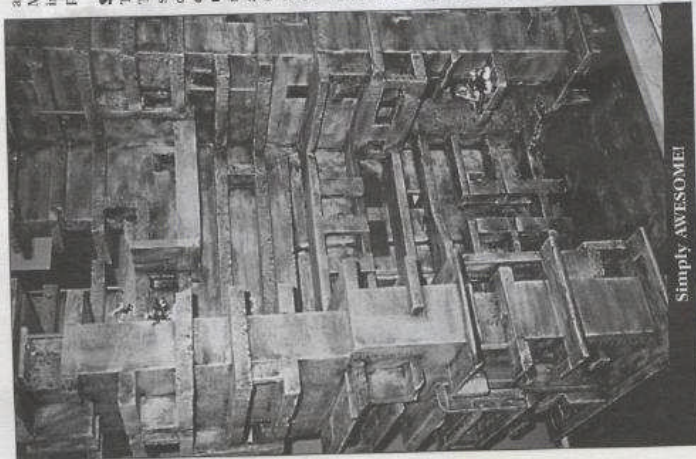
TERRAIN

In this scenario the player who chose the scenario is the attacker. The game is played on a standard 4' x 4' board. Before setting up the terrain both players should agree on a suitable piece of scenery to represent the drinking hole or bar. It should be about 6'-8" long by 6'-8" wide. There should be at least three ways of getting out of the bar and gang members should be able to move around inside (see the terrain modelling section later for more

an opposing gang when they least expect it. In this scenario the attacking gang has tailored their target carefully and plan to attack them when they are frequenting a local settlement or drinking-hole, relaxing and living-it-up. Fighting is the last thing on their minds...

SCENARIO 2: SHOW DOWN AT THE WILDSNAKE SALOON

The rivalries of the Underhive frequently explode into violence. This may be in the form of an ambitious gang's attempt to muscle in on another gang's territories or older more experienced gangs letting the 'newbies' know who is in charge. The crudest example is when the opposition tries to maim and injure



Simply AWESOME!

details). Once the bar has been placed, players should take it in turns, starting with the attacker, to place scenery in the usual manner.

THE GANGS

Before the game starts the defender splits his gang into two groups. The first group includes D5 scuties chosen from the gang roster. These scuties may be set up anywhere within 6' of the bar. The second group includes the rest of the defender's gang which must be set up inside the bar.

After the defender has set up, the attacker chooses up to 2D6 gang members from his roster and places them anywhere on the board, but at least 12' away from the bar or

any of the defender's scuties. Models in cover may be placed in *Hiding* and up to D3 may be placed on *Overwatch*.

STARTING THE GAME

The attacker has the first turn. The game is played exactly the same as the *Raid* scenario (i.e. only the scuties on the defender's gang can move until the alarm is sounded). All the normal rules for sounding the alarm apply for this scenario. Once the alarm is sounded the rest of the defender's gang may operate as normal.

ENDING THE GAME

The aim of this scenario is for the defenders to try to blast their way out of the bar and get off of the board. Therefore, the game ends immediately if there are no defending models left on the board. Models that are down do not count towards this. The defender is considered to have won arbitrarily if he gets at least half of his gang off of the board. He also wins if the attacker *Bottles Out*. Anything else is considered to be a victory to the attacker. The attacking player is determined, out for blood and attempting to prove his worth so does not have to take *Bottle Tests* until he has suffered 50% casualties. The defenders are very much fighting for their very lives so they will not *Bottle Out* voluntarily or otherwise.

EXPERIENCE

- +D6 For each gang member that survives.
- +5 Per wounding hit caused.
- +5 For each defender who escaped off the tabletop.
- +10 For the winning gang leader.

SPECIAL

If the defenders lose, then their status in the local area will be diminished. The effect of this is decided by rolling on the table below:

EXTRAS

Being the attacking gang in this scenario puts an additional -2 to the outlaw roll.

The saloon should include a variety of tables and chairs. It can also include a number of personalities such as a bar tender and various customers from drug-pushers to Underhive Scum. Such characters could act randomly or be controlled by either a third party or the defender if his rating is considerably lower than that of the attacker. This helps to create that sort of confused mayhem applicable to any wild-west bar shoot-out which it is supposed to resemble.

MODELLING THE BAR

The bar can be modelled in a variety of ways. The easiest method, being the very method that I first used, is to simply use some type of cardboard to represent the floor plan of the bar. I used card floor tiles from the Advanced Heroquest game, although you could easily use Quest floorplans. I also found the scenery from Milton Bradley's Heroquest very useful. There was a main bar, a guests quarter and a storage area for holding the Wild Snake.

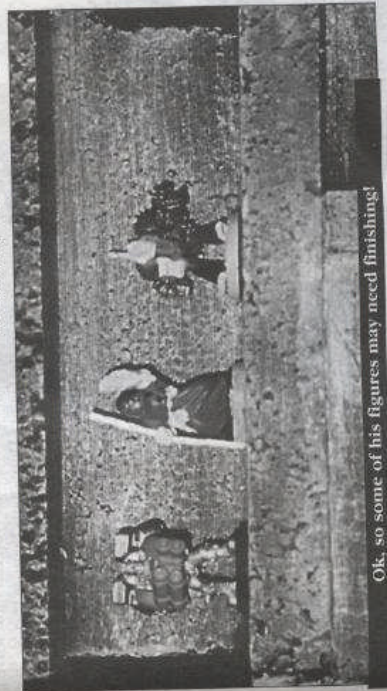
Alternatively, and what I am in the process of doing, is to actually model an authentic looking bar in the Necromunda genre with a removable roof so that you can move models around inside. This is, by far, the best option and something well worth considering.



Result

Roll 1D6
1-3 The attacking gang are able to extort money from one of the defender's territories while they are recovering from their bitter loss. This is equal to 50% of the defending gang's income which will be lost to the attacking gang.

4-6 The attacking gang are able to move in and take over a random territory of the defender's while they are counting the costs of their loss.



Ok, so some of his figures may need finishing!

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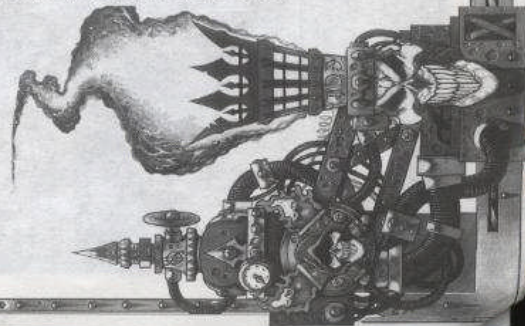
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Get Yer Motor Runnin'

Biker Gangs in Necromunda

by Isaac Tobin

(With a little help from Tjeepke Heertjia, Edvin Voskamp's Internet Mailing list and those kind enough to give some feedback.)

Isaac, who's a regular contributor to the Journal, is a seventeen year old High School Senior in Honolulu, Hawaii (GIT - Ed) and has been playing games since he was nine. He's a fanatical Warhammer 40,000 player with sizeable armies of Space Marines, Tyranids and Imperial Guard and also fields Redemptionists in Necromunda, the 'Pasty Boyz' in GorkaMorka and Imperial Space Marines in Epic 40K.

A while ago, Isaac was sitting watching the ultra-cool Japanese Manga action-animation, Akira, when in a blinding moment of clarity it came to him - he needed some popcorn to go with the movie! A short while later, when it had all sunk in, he was inspired to write and playtest an article for bad-ass outlaw bikers in Necromunda (God help us if he watches anything like 'Wicked City' then! - Ed)

OVERVIEW

The Underhive is a very strange place, with a bizarre mix of extremely advanced technology, primitive crossbows, and stone-age clubs. None of this technology was invented, all was imported from the rest of the Imperium. There are almost no means of transportation in the Underhive besides walking on foot (or being carried by your slaves). However, some unthinking individuals adapt old civilian bikes, or create new motorcycles from spare scrap metal.

Only a few of the Underlivers have the technical expertise to maintain these bikes, and fewer still are crazy enough, or stupid enough to ride these bikes.

Any gang type from any house may use bikes (except for Ratskins and Scavvies). Only Heavies may ride bikes, because they are the only ones with the mechanical expertise. Any Heavy may instead of buying a Heavy or Special Weapon buy a bike to ride on. A bike costs 120 points, and are not rare.

There are some who are even crazier. These speed-crazed outcasts of House gangs band together, forming gangs of Outlaw Bikers. These outlaws live nomadic lives, wandering from one outlaw trading post to the next, booting and pillaging on the way. The rules for

Outlaw Biker Gangs can be found at the end of this article.

Bikes have the following starting profile:

BIKE.....120 Credits				
M	T	W	S	SAVE
8	5	2		5+

MOVEMENT

The bike and rider are treated as one model for the purposes of movement. Bikes do not move normally - they do not charge or run either. Instead bikes move at three speeds. At the beginning of each turn you must declare what speed your bikes will be moving at (note that you can change from any speed to any speed - Necromundan bikers are very experienced):

Slow Speed: The bike moves normally, up to its M value. The bike may make up to four 90 degree turns (or eight 45 degree turns if you like). The rider may shoot any pistol weapons, or throw any grenades normally. He may also fight in hand-to-hand normally.

Cruisin': The bike moves up to twice its move (usually 16 inches). The bike may make up to three 45 degree turns. Any models shooting at the bike have a -1 to hit modifier.

Get Yer Motor Runnin'

Skid Brakes: A skilled biker can use a Skid Brake to bring his mount to a sudden halt. Although it is not without danger, this can be very useful. A Skid Turn can be used to take a bike down from any speedband to any other speed band. Roll on the Skid Turn Table for every speed band beyond the first. Example: a biker wants to go from Fast speed to a complete standstill. This brings him down three speed bands, so he has to roll twice on the Skid Turn Table.

HIT-AND-RUN ATTACKS

Models riding on bikes may not engage in hand-to-hand combat in the same way as normal models - they may not charge. However they may make *Hit-and-Run* attacks (the biker swerves in close to the enemy, holding out a bludgeon or other similar weapon). These attacks occur during the biker's Movement phase, when he moves into base to base contact with an enemy model. After the attack, the biker may continue with his movement. However, he may not shoot or engage in more hand-to-hand. You must declare *Hit-and-Runs* at the beginning of the turn, when you declare charges. *Hit-and-Runs* are moved before other models, at the same time as chargers.

The combat is worked out as normal, except each model rolls only one die, regardless of how many attacks and weapons they have. Also, the biker may not *Parry*, although his opponent may. The rider counts as Charging, so he gets +1 to his WS. In addition if he is moving at certain speeds his Strength may be increased.

After the *Hit-and-Run* you may move your bike until you are out of movement, but you may not shoot or engage in more *Hit-and-Runs*.

DRIVE-BY ATTACKS

Bikers often screech by their opponents, spray them with bullets, and zip back into cover. Models riding on bikes may choose not to shoot in their Shooting phase, and instead shoot in the middle of the Movement phase. A biker must be moving at Cruisin' speed or faster to make a *Drive-By*. In a *Drive-By* you may stop your movement at any point, and shoot with the biker (and his Juvie passenger if he has one). A *Drive-By* is a difficult

The rider may shoot any pistols, throw grenades at a -1 to hit modifier, and engage in his normal combat, except he adds +1 to his Str if he is using a hand weapon (NOT a pistol).

Fast: The bike may move up to three times its move (usually 24 inches), but it may only make a single 45 degree turn. Any models firing at the bike are at -2 to hit. The biker may shoot pistols, at -1 to hit. He may fight in Hand-to-Hand, in which case he adds +1 to his WS, and +2 to his Str.

Skid Turns: Bikers are highly skilled with their bikes, and are able to make daring high-speed manoeuvres. Skid turns are one such manoeuvre - the biker leans over while turning the bike, spinning the whole bike around, in a very dangerous display of skill. Any bike may make any number of skid turns while it is travelling at Cruisin' or Fast speeds, in addition to its normal turns. Each skid turn lets the bike turn 45 degrees. However, you must roll a D6 and consult the skid turn table below:

Speed/Score	Result
Cruisin'/Fast	

1 The bike crashes and is destroyed together with its rider (i.e. they both go out). The flaming wreck travels straight forward for the remainder of its maximum fast move, and then explodes with an area radius of 1" causing a strength 4 hit on any target within the effect area. If the bike hits something before its move is complete, work out normal collision damage and then the bike explodes.

2 The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. No weapons may be fired from the bike this turn, including any fired by a passenger. In the case of a skid brake, they cannot dismount either.

2-3 3-4 The biker skilfully guides his protesting machine in the desired direction, but is too preoccupied to do anything else this turn. The rider may not fire any weapons. In the case of a skid brake, he cannot dismount either. A passenger may shoot or dismount as normal.

4+ 5+ The biker successfully completes the manoeuvre.

D6 score	Result
1.	<i>Unrepairable</i> - it's dead!
2.	<i>Captured</i> - the bike has been captured by the enemy. The enemy may sell the bike to the Traders for 100+D6 credits, or the enemy may trade with your gang (treat the bike how you would a captured gang member - you could even attempt to rescue it during a daring raid!)
3.	<i>Damaged</i> , roll a D6.
1-3	frame damaged, -1 Toughness.
4-6	engine damaged, -1 Movement.

repairable, bike misses the next fight and makes a perfect recovery.

CalLED SHOTS

Bikes are very hard to damage with most basic weapons, and so a ganger facing a bike will often try to pick off the rider. This is very difficult to do, as the biker is usually ducking behind his handlebars, and swerving from side-to-side. Any model using a pistol or basic weapon may make a *CalLED Shot* on the biker. A *CalLED Shot* suffers a -2 to hit, in addition to speed and cover modifiers. A model with the *Crackshot* skill does not suffer the -2 to hit when making a *CalLED Shot*. If the model makes the *CalLED Shot*, then he automatically hits the rider.

DAMAGE TO BIKERS

When a rider is hit and wounded, his bike may go *Out-of-Control*, or *Waay-Out-of-Control*. If he is pinned, the bike goes *Out-of-Control* until he is no longer pinned. If the biker is downed, then his bike goes *Waay-Out-of-Control*, and he must take an Initiative test. If he fails the test he falls off the bike, and takes a hit with a Strength and save modifier as described below. If the biker goes out (or falls off his bike), then the bike will also go *Waay-Out-of-Control*.

A bike will continue going *Out-of-Control* or *Waay-Out-of-Control* until its rider is un-pinned/un-downed again.

If a model changes a bike successfully, it must attack the rider. Combat is worked as normal, except that the biker counts as encumbered, and so suffers a -1 to his combat score. If the rider is down or otherwise unable to fight (because of a Skid Turn for instance), the attacker must attack the bike instead. He will hit the bike once for each attack he has on his profile. Work out damage as normal.

DAMAGE TO BIKES

Whenever you hit a biker model, you must roll to see if you hit the bike or the rider. On a roll of 1-4 you hit the bike; on a 5-6 you hit the rider. When an area effect weapon (flamer, shotgun, etc) hits the biker and his bike, roll to see who is hit as you would normally. If the biker was hit, then the bike will also be hit on a 4+, and vice-versa. The same holds true if the bike model is only partly touched - roll to see if it is caught under the blast, and then see which part of the bike biker was hit, and then proceed as mentioned above.

When the bike has been reduced to 0 wounds it must roll on the Bike Damage table, just like a normal model. However, count the Biker injury results as follows:

Pinned: The bike is not harmed, but the rider must test to see if he ducks behind the handle bars. The rider must take an immediate Ld test or be pinned himself.

Flesh Wound: The bike is damaged, and swerves out of control. Roll a D6 - 1-2 turn the bike 45 degrees to the left, 3-4 leave it, and 5-6 turn it 45 degrees to the right. In addition the bike may only move at SLOW speed for the rest of the fight.

Down: The bike is badly damaged, and the rider must dismount. He will not leave his precious bike, however, because it may be restored to working order. The biker must stay within 1 inch of his bike, but he moves as a foot model. The bike may not do anything, if he wishes, the biker may work on the bike - he may not move or shoot or fight in hand-to-hand, but the bike may roll on the injury table in the recovery phase.

Out: The rider and the bike are taken out, and both must roll on their respective tables.

of the way, the third a +2 bonus, the fourth a +3 bonus, etc.

Models which fail to dive out of the way suffer a hit at the Strength of the bike, that does D4 wounds. The bike gets a hit with the gangers Toughness for each ganger hit in its path.

ATTACKING BIKES

A bike cannot be engaged in hand-to-hand combat as such, but a model may charge a bike in its movement phase, and attack it during the hand-to-hand combat phase. This is not a proper engagement, and does not restrict the movement of either the bike or the attacker in their subsequent movement phase. When a model charges a bike it runs the risk of being dragged down or run over. As soon as a model comes into base-to-base contact with a bike moving at speeds greater than 10", the model must roll under its Initiative on a D6 (a score of 6 always fails). If the model passes the test then it may proceed to attack. If the model fails its Initiative check then the model is hit by the bike and receives a hit with at the bike's strength causing D4 wounds.

If the bike moved 10" or less in its previous turn then the attacking model doesn't have to make an Initiative test and can attack, as described below.

manoeuvre: the biker suffers a -1 to hit. After you work out the shooting damage, continue moving as normal.

This may seem unfair and too powerful, but it is difficult to use a *Drive-by* to get back into cover, without performing a complex series of Skid Turns (since you can only make a *Drive-by* at Cruisin' or Fast speed).

OVERRUN ATTACKS

A bike can also attack gangers by running them down. This can occur because the bike is out of control or because the biker is making a deliberate attack against the enemy. If a bike is travelling at 10" or less per turn it will not harm creatures as they have ample time to step out of the way.

Gangers which are run over may attempt to dive out of the way of the oncoming bike by rolling equal to or under their Initiative value on a D6. A roll of 6 is always a failure. Gangers which pass the test may be moved up to 2" to represent them diving out of the way. If they fail the Initiative test, they will be hit by the bike.

Because gangers will be able to see the bike bearing down on them, the second ganger a bike attempts to overrun in the same turn will get a +1 bonus to its Initiative for diving out



A biker about to prove himself against the Redemption

CONTROL TABLES (D6):

Out-of-Control

- 1-2 Turn the bike 45 degrees to the left, and move the bike D6 inches per speed band it was moving (if it was moving slow it moves D6 inches, Cruisin' it moves 2D6, etc).
- 3-4 It keeps the same facing and moves D6 inches per speed band it was moving forward.
- 5-6 Turn the bike 45 degrees to the right, and move it D6 inches per speed band it was moving.

Waaay-Out-of-Control

- 1 Turn the bike 45 degrees to the left, and move the bike 2D6 inches per speed band it was moving.
- 2 The bike keeps the same facing and moves 2D6 inches forward for every speed band it was moving.
- 3 The bike 45 degrees to the right, and move it 2D6 inches for every speed band it was moving.
- 4 The bike spins around, faces a random direction, and then moves D6 inches.
- 5 The bike moves D6 inches directly to the left.
- 6 The bike moves D6 inches directly to the right.

Falling off a bike: Whenever a biker falls off of his bike there is a danger that he will be seriously hurt. The rider sustains a single hit at a Strength equivalent to half the bike's speed rounded down.

Jumping: Bikes may make a special jump move at any point in their move, if they wish to cross a gap. Bikes moving at Slow speed may not jump, bikes moving at Cruisin' speed may jump D6 inches, and bikes moving Fast may jump 2D4 inches. Note, however, that the distance you roll is deducted from your total Movement allowance. Move the bike the distance you roll over the gap, and if it makes it to the other side you may continue moving. Otherwise the bike falls straight down, until it lands. The bike takes damage as normal from falling, and if you fall 7 inches or more the rider will also take damage. Note that you are allowed to drive off the edges of buildings without jumping if you wish to risk the hit from the fall (a S3 hit is not too much to worry

about for a dead 'ard biker). However, when you do this (drive off the edge of a level) you must subtract the vertical distance you fall from your total movement allowance (the rider must recover from the fall, and the fall itself takes time).

Also, after landing, a biker must make a Leadership test to see if he keeps his bike under control. If this is failed the bike will swerve out of control.

Jumping Table

D6 Score	Result
1-2	Turn the bike 45 degrees to the left.
3-4	Leave it. The bike comes to an immediate halt.
5-6	Turn it 45 degrees to the right. The bike may finish its movement as normal (if it still has any movement left) in this new direction.

BIKER SKILLS

As a biker gains experience, he can also gain biker skills. These skills are only available to a Heavy that is in possession of a bike, or an Outlaw Biker (see Outlaw Biker rules). Biker skills are in addition to skills normally available or Heaves. Roll a D6 to generate a random skill.

1. **Veteran biker:** The biker is highly skilled in making skids. He can therefore add +1 to a single skid test once per turn.
2. **Sharpshooter:** This biker has great proficiency in shooting whilst riding a bike. He can ignore all to hit modifiers for bike speed.
3. **Gunner:** The biker has great skill in shooting basic weapons. As long as the bike is travelling at Cruisin' speed or less the biker can fire a basic weapon (rather than a pistol) at an additional -1 to hit modifier.
4. **Hit-and-Run Expert:** The biker has learned how to use the motion of the bike to gain extra impetus on Hit-and-Run style attacks. When he makes a Hit-and-Run attack add +1 to his combat score and +1 to his strength.
5. **Mechanic:** The biker has some knowledge of bike repair. Once per game, you may re-roll a result on the bike recovery table. You must accept the outcome of this new roll, even if it

is worse than the original roll. You may not re-roll a 'captured' result. Likewise, if the new roll indicates the bike is captured, roll again

Oooge Xhausts
Shiny Bits.....cost
20 credits

The owner of the bike has fitted some absolutely immense exhaust pipes. The Oooge Xhausts are specially customized to make as much noise as possible. The thumping noise they produce sounds like dozens of Heavy Bolters opening up, fooling the enemy into thinking they are under attack. Any enemy models on Overwatch that are within 12" of the bike must pass a Leadership test or lose Overwatch, just as if they'd been shot at.



Oooge Xhausts, Inverly!

until you get a different result.

6. **Tinkerer:** The biker is always tinkering with his bike, trying to improve it. Only bikers with the Tinkerer skill can purchase bike upgrades. After a fight, roll a D6. On a roll of 5+ the biker has built a bike upgrade, decide randomly what kind of upgrade (see below). Note that you must still pay for an upgrade (those parts aren't free, you know).

CUSTOM BIKES

Tinkers can build bike upgrades. These upgrades can take the form of a characteristics increase or some shiny bits. Roll a D6 to see what has been created:

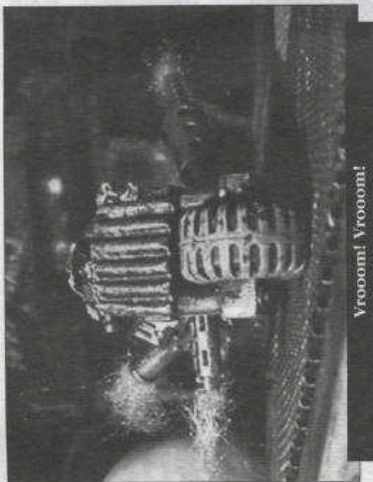
- 1-2. **Frame Parts, +1 Toughness,** up to a maximum of 7.
- 3-4. **Engine Parts, +1 movement,** up to a maximum of 10.
- 5-6. **Shiny Bits.**

If the dice roll indicates a characteristics increase that has 'maxed' out the roll is wasted.

Moto-X Shiny Bits.....cost 50 credits
The bike has great big knobbly tires so that it can cope with all types of terrain. The bike can travel up to Cruisin' speed across difficult ground.

In addition, the bike may attempt to cross linear obstacles that are no taller than the bike's front wheel. Roll a D6, on a 4-6 the obstacle is successfully crossed, on a 1-3 the bike collides as normal.

Spiked Hubs Shiny Bits.....cost 50 credits
This bike has sharp adamantium spikes protruding from the hubs of its wheels. The spikes can be deadly to an unwary opponent. When the bike makes a Hit-and-Run attack the spiked hubs make an additional attack which is resolved before the combat begins. The enemy model must roll under its Initiative on a D6 otherwise they will be automatically hit by the deadly whirlwind of spikes. The hub spikes have a strength of 5, a 2 saving throw modifier and cause D3 wounds. If the enemy model survives the spiked hubs then the Hit-and-Run combat may now be resolved.



Vrooom! Vrooom!

Big Smokey Shiny Bits.....cost 50 credits
This bike's engine produces black smoke which belches forth from its exhausts. This smoke lays down a smoke screen behind the bike which disrupts enemy fire. After the first move this bike makes, place the *Big Smokey* template (use the hand flamer template for Slow speed and the flamer template for Cruisin' speed or more) behind the bike. It will remain in play until the bike is stationary for a full turn or is destroyed. Models may not shoot through the *Big Smokey* template. Move the *Big Smokey* template with the bike as it moves. Any models that the template passes over will lose *Overwatch* as if they'd been shot at. Models in the cloud have the choice of moving randomly or standing still in their next turn until the thick black smoke clears from their eyes.

Rear Platforms

Bikes may mount rear platforms. Rear platforms can be anything from a slab of plaster nailed to the back of the bike above the rear wheel, to a complete rear facing seat. Only Juvies would suffer the indignity that comes from fighting from a rear platform, and most Gangers would weigh the bike down too much.

Juvs riding in Platforms are for all intents and purposes another rider. When you shoot at the bike, and roll a 4-6 you will hit the

closest bike rider. The Juve sits on the back of the bike, facing towards the back, unless his bike makes a *Hit-and-Run* (see below).

Juvs have a 90 Degree firing arc directly to the back of the bike. They may fire their weapons like a normal Biker.

A Juve may jump off the bike at any part of its move, although the Juve will suffer damage as normal.

When the bike makes a *Hit-and-Run* attack or is charged the Juve turns around and attempts to help out the biker, wildly swinging with his knife and firing his pistol. Both Juvs and Bikers may fight in hand-to-hand combat. A Juve may not *Parry* from a bike. A Juve who rolls a fumble has slipped and falls off of the bike, and takes damage as normal.

OUTLAW BIKER GANGS

Outlaw Bikers are Outlanders, and may never pay off their bounty. They scavenge as normal, but do not practice cannibalism. Bikers always select a new territory after each battle as they never stay in one place for very long.

LEADER OF THE PACK.....120 Credits

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

Bike: Leaders MUST ride a bike.

Weapons: A Leader may have any combination of weapons chosen from the close combat, pistols, basic, and shotgun shells and grenades lists.

Leader: All the normal leader rules apply.

Experience: The Leader of the Pack starts with 60+D6 experience.

BIKER.....60 Credits

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

Bike: Bikers may ride on a bike.

SKILL TABLE

Skill	Leader	Biker	Juve
Agility	N	N	N
Combat	Y	Y	Y
Ferocity	Y	N	N
Muscle	Y	N	N
Shooting	Y	N	N
Stealth	N	N	N
Techno	Y	Y	Y
Bike	Y	Y	Y

MISCELLANEOUS:

- Bikes may not use Vents or Tunnels to Infiltrate.
- Bikers may not use the *Stealth* skill to Infiltrate.
- Bikers may not pick up loot unless they dismount (this takes one turn).
- If a bike for some reason hits a solid object

Weapons: A biker may have any weapons chosen from the close combat, pistols, basic, and shotgun shells and grenades lists.

Bikers: At least half of all Outlaw Biker Gangs must be made up of Bikers mounted on Bikes. Therefore, a gang of 8 models must have 4 Bikers on bikes, 1 Leader of the Pack on a bike, and 3 Juvs on foot or riding in Rear Platforms.

Experience: Bikers start with 20+D6 experience

JUVE.....25 Credits

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

Bike: Juvs may ride on a rear platform.

Weapons: A Juve may have any weapons chosen from the close combat, pistols, and shotgun shells and grenades lists.

Experience: Juvs start with 0 experience.



Either this guy's got *Big Smokey Shiny Bits*, or he's on fire!

Get Yer Motor Runnin'

(if it goes out of control), then it will take a bit of a strength equal to the distance it moved divided by two, minus 1. So if a bike moves 12 inches, and hits a bulkhead, it will take a 5 5 hit ((12/2)-1).

• A biker may attempt to recover from pinning if he is within 4 inches of a friendly model, instead of the normal 2 inches.

MODELLING YOUR BIKERS

You will have to convert some models to use as bikes. There are basically two suitable bike miniatures – the Space Marine bikes, and the Squat bikes.

The Marine bikes are very cool looking, and look fast and maneuverable while being big and imposing. You can get your bike from GW Mail Order if you can't find any stores near you that stock them.

The Squat bikes are a little smaller, and look very different. They look a bit like 'Harleys', only a little more ramshackle (I prefer them to Marine bikes). You can also mail order these.

Now that you have your bike, you will need a rider. Your bits box should be overflowing with plastic Orlock and Goliath miniatures, which are very easy to convert into bike riders.

The Goliaths only need a little converting to fit into the bike seats, and the Orlocks just need a little more repositioning. You can also re-pose one of the rider's arms so that it's resting on the handle bars – the old plastic Imperial Guard arm sprues are perfect for this.

The Bikers of the other houses will need more converting. It is probably best to base your rider on a miniature that is not from your house – remember that plastic is a lot easier to convert.

For Orlocks, remove the head from the miniature with a saw, and then remove a head from a miniature of your preferred house (be careful not to damage the head), and glue the head to your biker's body. You may have some trouble with Delaque, Cawdor, and Eschers, because they have either collars, cloaks, or hair surrounding their necks. When you have attached one of these heads to your biker, it is a good idea to use some modelling putty and cover the neck joint. Then you can sculpt the putty into either a collar, a hood, or lots and lots of hair (depending on the house or your own mad desires). Enjoy!

Isaac Tobin / isaac@aloha.com

Da Roolz Boyz

Have you got a rules query? Do you want to know if we still have classic Citadel miniatures available? If the answer to both these questions is 'yes' or if you want to discuss any aspect of the Games Workshop hobby you should contact the Roolz Boyz, today!

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HOT FROM THE FORGES

The Guilders have contracted the ever-energetic Mail Order Troops to offer up some lucrative deals for budding Gang Leaders to haggle over. There's the new Pit Slaves, a variety of bikes and a few simple conversions for your Heavies. Phew...

Pit Slave Gangers

Pit Slave Chief 99060599067	Pit Slave Techno 99060599069	Pit Slave Body 4 9947059906811	Pit Slave Body 5 9947059906812	
Pit Slave 1 9947059904401	Pit Slave 2 9947059904402	Pit Slave 3 9947059904403	Pit Slave 4 9947059904404	Pit Slave 5 9947059904405
Rock Drill 9947059904404	Hammer 9947059904405	Chainsaw 9947059904406	Shears 9947059904407	

Converted Heavies £400 each



Note: Heavies are available with any Heavy weapon, just simply inform the Trolls of what weapon you want and they'll sort the rest.

HOT FROM THE FORGES MAIL ORDER DEALS

The Trolls have been hard at work in the forges to make war materials for your gangs. Here's a few special deals that they've put together which are exclusive to the readers of Gang War alone.

Pit Slaves

Pit Slave Chief body.....	£2.50
Techno (complete).....	£2.50
Pit Slave body.....	£1.75
Pit Slave arm.....	75p

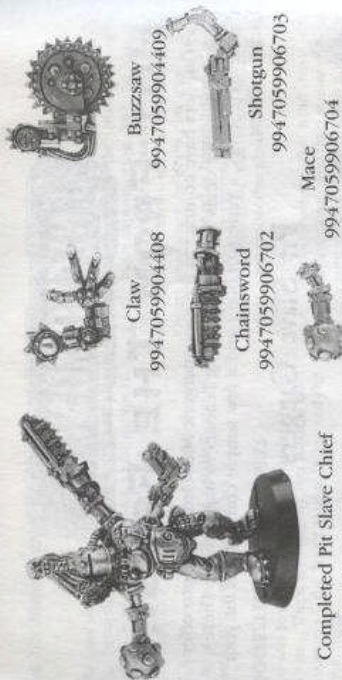
Bikers

Old Marine Bike (without rider).....	£4.25
Bike body.....	£3.50
Fairing.....	75p
Biker's Body.....	£1.50
Biker's Legs.....	£3.75
Squat Bike (without rider).....	£1.50
Bike chassis.....	£1.75
Trike chassis.....	75p each
Bolters/Headlights.....	75p
Bike Wheel.....	£1.00
Trike Wheel.....	£1.00
Bike Forks.....	£1.00

Hairy Biker Deal

Order £13.50 of bikes or bike bits and we'll send you a set of legs and either an Orlock or Goliath plastic ganger sprue which you can easily convert to use as your rider, for FREE!

UK Mail Order Hotline: 0115 91 40 000

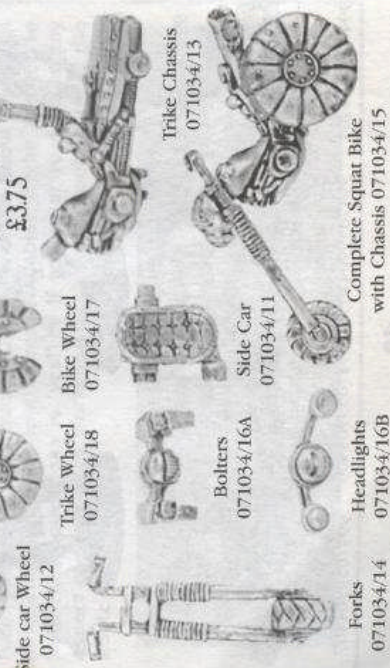


Bikes for Bad-ass bikers

Marine Bike £425



Squat Bike £375





Ash Nomads

NECROMUNDA GANG

By Chris Ward

Chris is a veteran gamer from Nottingham and has been playing for about six years. He has a huge Blood Angels army but is slowly building his Ork hordes because he just loves their crazy, unpredictable style! Apart from Warhammer 40,000 and obviously Necromunda (which he has been addicted to since its release) he plays Warhammer Quest, Blood Bowl, Epic 40,000 and Gorkamorka.

Chris was recently reading his back issues of White Dwarf when he came across the old Confrontation system, the forerunner to Necromunda, and stumbled across the original Ash Nomads. Being an obstinate sort, he simply had to make his own!

In the great Hive Cities of Necromunda, most people never see the outside world. They never see the sun, or breathe air that hasn't already been breathed by hundreds before them, and recycled over and over again. Of course, most people are happy living like this, or are at least aware that outside the Hives life is very different indeed. The whole surface of Necromunda is covered in a massive ash desert, full of toxins and corrosive chemicals. The sun is almost completely blocked out by a planet wide layer of toxic smog. However, for some people this is life. Where most Necromundans would die, the Ash Nomads traverse the ash dunes, up to hundreds of miles from Hive to Hive.

Ash Nomads survive in a variety of ways. From discovering and exploiting age-old Archotech in the ash deserts that can once more be sold back to the Hive Guilders as raw materials, to acting as middlemen between traders, a vital link between Hives. There is another way to make a living, though, and that is to raid the Hives. Many transport vehicles in the ash wastes disappear without trace after Ash Nomads attack. Hive walls are strong, but there is a myriad of ways in to be found by the quick, the cunning, and those with a missile launcher. So here are the rules for including these masters of survival in the bleakest of wildernesses.

STARTING AN ASH NOMAD GANG

SPECIAL RULES

Outlaws: Ash Nomads are not allowed inside the Hive at all. Many years since, their ancestors committed a crime and were expelled from the hive; to die. They are still being punished for that crime, but have learned to live with it. The Ash Nomads do not have a guild price.

Territory: Ash Nomads only have an Ash Wastes territory. They may work in a special way as detailed later. Other territories may be worked as usual. However, Guilders contacts are particularly valued, because Guilders use the Ash Nomads as inter-hive couriers. For this reason the *Guilders Contact* territory income is not halved, as other territory income is.

Income: Ash Nomads collect income from scavenging in their wastes as detailed later.

Trading: Ash Nomads roll on the Outlaw Trading Post as normal.

Hired Guns: Ash Nomads may hire any Hired Guns except for Bounty Hunters, but this is only for one game. After each game the Nomads retreat into the Ash Wastes, and the Hired Guns will not follow. New Hired Guns may be generated before each game.

Starvation: Nomads are a very hardy people; they wouldn't be able to survive in the Ash Wastes if they had to eat rat burgers on a

Ash Nomads

Weapons: The Nomad Leader may be given any equipment from all the Nomad lists except the heavy weapons list.

Initial Experience Points: 60+D6



Heavy

0-2 NOMAD HEAVIES 65 creds

Nomad Heavies specialise in armour busting. The Nomads need to break into the Hive and knock out transports to perform raids.

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

4	3	3	3	3	1	3	1	7
---	---	---	---	---	---	---	---	---

Weapons: The Nomad Heavy may be given any weapons from any of the Nomad weapons lists. However, at least one Nomad Heavy must be armed with either Krak grenades, Krak Missiles and a Missile Launcher, a Lascannon, Autocannon, Heavy Plasma Gun, or Melta Bombs. This means that you could not have two Heavies one with a Heavy Bolter and one with a Plasma Gun for example. However, if one of these Heavies had Krak grenades this would be fine. This is to allow access to the Hive even if it becomes sealed up.

Initial Experience Points: 60+D6

NOMADS

Every Nomad is an absolute master of survival, able to walk hundreds of miles across the poisonous ash desert, and only eat and drink once every 'blue moon'.

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

4	3	3	3	3	1	3	1	7
---	---	---	---	---	---	---	---	---

Weapons: Nomads may be equipped with any weapons from the basic, pistol, close combat and grenades and shells lists.

Initial Experience Points: 20+D6

regular basis. Ash Nomads only require 2 Credits each rather than the normal 3 in order to avoid starvation.

Bounty: The Ash Nomads are each worth a bounty equal to their total cost, just like any outlaw.

Capture: No special rules apply to Ash Nomads concerning capture.

Scenarios: Ash Nomads roll on the outlaw scenario table.

Ammo: It is difficult to keep and maintain some weapons in the ash wastes, so some Nomad weapons have different ammo rolls (See later).

Equipment: All Nomads have respirators (included in their cost). Without them they would certainly die outside the Hive.

Hardy: Ash Nomads only require two creds of food per game instead of the usual three.

Treachorous Conditions: Ash Nomads are not affected by any of the High Winds (p21-26), or Ash Layer (p64), as they have been brought up to cope in these conditions outside the Hive.



Leader

1 NOMAD LEADER 120 creds

The Nomad Leader is an inspirational character who has lived in the Ash Wastes all his life. To survive at all in these conditions is difficult, but to survive for as long as he has is legendary.

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

4	4	4	3	3	1	4	1	8
---	---	---	---	---	---	---	---	---

Leader: All the leader rules apply to the Nomad leader (pinning and Ld etc).

list shows who may take these skills. The new Nomad skills are detailed below.

As usual, when a Nomad Juve acquires 21 experience points he may gain Nomad skills (i.e. shooting skills), and he may have Nomad basic weapons bought for him.

NOMAD SKILLS

- | D6 Roll | Skill |
|---------|--|
| 1 | Loncer. May not be taken by the gang leader. This skill allows pinned models to attempt to escape from pinning even if there are no friendly models within 2", just like leaders. |
| 2 | Dealer. Nomads only. This skill means the Nomad adds +D3 race trades when he accompanies the leader to the trading post, instead of just +1. |
| 3 | Nerves of Steel. Exactly the same as the ferocity skill. |
| 4 | Steady. A model with this skill which does not move in its turn may not be pinned by enemy fire. |
| 5 | Explosives Expert. A model with this skill may plant any grenade where he stands in the shooting phase, instead of shooting. The grenade will then detonate in the shooting phase of a nominated turn, either your own or your opponents. |
| 6 | Resilient. A model with this skill can re-roll injuries just like Ratskins can. |

ASH NOMAD SKILL TABLE

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

THE ASH WASTES

The Ash Nomads move back to either outside of the Hive, or a section of the Hive where the outer wall is breached, and the ash deserts

Heavy Weapons Cost/Ammo Roll

Heavy Stubber.....	110 creds.....	5+
Missile Launcher.....	110 creds.....	auto
Lascannon.....	400 creds.....	4+
Heavy Plasma Gun.....	285 creds.....	4+
Autocannon.....	280 creds.....	5+

GAINING EXPERIENCE

Experience Points	Title
-------------------	-------

0-5	Nomad Juve	1
6-10	Nomad Juve	
11-20	Nomad Juve	2
21-30	Ash Nomad	
31-40	Ash Nomad	
41-50	Ash Nomad	
51-60	Ash Nomad	3
61-80	Survivor	
81-100	Survivor	
101-120	Survivor	
121-140	Survivor	
141-160	Survivor	
161-180	Survivor	
181-200	Survivor	
201-240	Survival Master	
241-280	Survival Master	
281-320	Survival Master	
321-360	Survival Master	
361-400	Survival Master	4
401+	Survival Expert	

1=Starting level for Juvies.

2=Starting level for Nomads.

3=Starting level for Nomad Leaders and Heavies.

4=Anyone reaching this level may not improve any further.

Nomad Advances: Nomads roll on the usual advance table, and their maximum values for characteristics are the same as standard, gang fighters. There is a new skill list available only to Nomads. The Nomad Skills

ASH NOMAD WEAPONS

In the toxic wastes that are the ash deserts of Necromunda ammunition is often hard to come by, especially rare ammo, and some weapons are completely worthless. For instance flamers are of little use in high wind. For these reasons Ash Nomads tend to use laser weapons and those which fire at a slower rate with more effect, so there is little waste as possible. The following weapons lists therefore include new ammo rolls for some weapons, and some are missing completely.

Close Combat Weapons Cost

Knife.....	free/5 creds
Sword.....	10 creds
Club/Maul/Bludgeon.....	10 creds
Massive Sword/Axe.....	15 creds
Chains/Flails.....	10 creds
Chainsword.....	25 creds

Pistol Weapons Cost Ammo Roll

Plasma Pistol.....	25 creds.....	4+
Stub Gun.....	10 creds.....	4+
Autopistol.....	12 creds.....	5+
Laspistol.....	15 creds.....	2+

Basic Weapons Cost Ammo Roll

Lasgun.....	25 creds.....	2+
Autogun.....	17 creds.....	5+
Shotgun.....	17 creds.....	5+
(solid & scatter)		

Special Weapons Cost Ammo Roll

Plasma Gun.....	70 creds.....	4+
Meltagun.....	95 creds.....	4+
Grenade Launcher.....	130 creds.....	auto
Bolter.....	35 creds.....	6+

Grenades and Shells Cost/Ammo Roll

Frag Grenades.....	30 creds.....	auto
Krak Grenades.....	30 creds.....	auto
Dum Dum Bullets.....	5 creds.....	auto
Krak Missiles.....	115 creds.....	auto
Frag Missiles.....	35 creds.....	auto



Ash Nomad

NOMAD JUVES

Although young and relatively inexperienced, every Nomad has to be a master of survival from the minute of birth. It is not long before these young Nomads either join the fight or die in the appalling conditions of Necromunda.

M	WS	BS	S	T	W	I	A	Id
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Weapons: Nomad Juvies may be armed with weapons from the pistol, close combat and grenades and shells lists.

Equipment: All Nomads have respirators (included in their cost above). Without them they would certainly die outside the Hive.

Initial Experience Points: 0



Juve

Ash Nomads

have blown in, after each fight, unless they decide to hold another territory that they capture. The Ash Wastes Territory has a varying effect after each game. Gangsters may be able to scavenge a variety of age-old waste products and mineral deposits; roll a D6 before determining income and consult the following table.

D6 Roll

1 The Nomads can find nothing much of value in the wastes. They can only scavenge as normal for D6 credits each.

2-4 There may be some mineral streaks under the ash sands. Each Nomad may scavenge as normal, but if a 6 is rolled then they find another D6 credits worth of 'stuff'. If a further 6 is rolled another D6 credits are found etc.

5 The Nomads find a colony of animals that have somehow survived, mutated and twisted in the ash desert. As well as scavenging for D6 credits the gang may eat the animals. This means that they don't have to spend 2 credits per model. However, on a roll of a 1 a randomly determined model must miss the next game through food poisoning.

6 The Nomads find a supply convoy and ambush it. No income may be earned by scavenging but the supplies from the convoy earn the gang 2D6 x 5 credits.

THE MODELS

By now it may well have occurred to you that the ideal models to represent the Nomads, who live in the Ash Deserts of Necromunda, are Tallarn Desert Raiders. These models, when painted up in a suitably grubby, unwashed manner, are ideal Nomads. The sergeant models make excellent close combat Gangsters, and are easy to convert. Also many Nomads use Lasguns, which most Tallarn Desert Raiders are armed with, and with the Necromunda weapons sprue you should have no problems fielding an Ash Nomad gang.

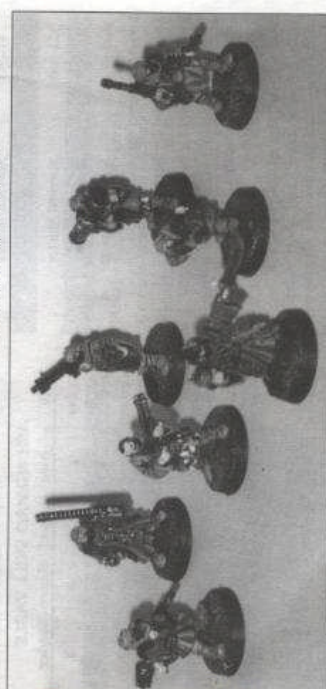
TIPS AND TACTICS

The Ash Nomads work similar to an Outlaw Delaqua gang, but with a few major differences. The Nomads aren't as agile as the Delaques, but, with the special Nomad skills, they can be used effectively on their own, (i.e. single Gangsters) and can take a lot of punishment before they are disabled. The Nomad skills should be carefully used, as they can provide many advantages.

The Ash Nomads may at first seem weak in close combat, but in fact can stop close combat gangs before they even get close. Using the *Explosives Expert* skill with gas grenades which stay in place can be particularly effective.

Finally, if you can, try to get a *Gullder Contact* Territory.

Good luck with your Ash Nomads, and may your bottle be forever full!



'The Waste Wanderers' - Ash Nomad Gang

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THE OUTLAW TRADING POST

The Wyrd Sisters

By Stuart 'Darkwing' Eagles

For reasons totally beyond our comprehension we thought that we'd give the superhero, 'Darkwing', late of Mail Order, a go at showing us what he's made of. After what can only be described as quite a harrowing experience we re-worded our first request. Darkwing then brought in his new Escher gang and after an hour or so of alternating threats, pleading and just a little sobbing we finally relented and agreed to show them!



Would you buy a used Escher gang from this man?

storage when you moved, and now it is being eaten by dog-trashed by small child or whatever at a relatives house.

So what do you do? Start a new gang of course. The first thing to do when starting a new gang (after you've chosen which gang house to take of course) is to decide on a fighting style. For Escher, this mainly consists of hand-to-hand combat. The first gangers that I painted for my gang weren't converted very much at all, apart from using the pistol weapon sprue to replace any sub-guns, with autopistols and laspistols. After the first gang fight, a severe lack of long range firepower was noticed - it is quite tricky getting into combat when you have ten Raskins on *Overwatch* with las-guns ready to puncture your favourite luv! Rather than painting up an entire new set of gangers, I decided to make use of the basic weapon sprue. Then came the first simple conversions, simply attaching the desired weapon to the back of the model via a short pin. A small painting tip here: if you're going

When the new hardback version of Necromunda came out, a few friends and I decided to start up another Necromunda campaign, set in a small disused part of one of the spires of a Necromundan Hive. String fungus proliferated everywhere, treacherous conditions abound, but it was worth the risks. In this long forgotten section of the Underhive Archotech hordes were common, the sooner you started searching the sooner you'd find something. There were four gang leaders about to start the hunt. Yannie Hutzak (Belgian) with his outlaw Raskin Recongade gang, Roberto Di Lecce (Italian) brought his Delaqua gang, Rob Wolters (Dutch) snuck up behind the lot of them with his Orlock gang and bringing up the rear (*as usual* - Ed) was me, with my lovely Escher gang. Hang on, where had they gone? It's one of those times any experienced gamer knows and dreads. You get all hyped up for an event when it hits you... you left your gang-army in

place. There you go, that's all you need to do. The Vindicare arm is a little large for the Escher gangster, so if you feel up to it, why not file down the arm a little and re-sculpt the muscle?

Metalina

Escher Leader with sword, autopistol and plasmagun. Simple one, just pin a plasma gun from the Ork weapon sprue on 'er back. (On 'er back... suits you sir!) *(Back in the padded cell, Darkwing! - Ed.)*

juve with sword and laspistol. Remove the stubgun and pick, replacing them with a sword (use the large knife from the combat weapons sprue) and a laspistol (again from the same sprue).

love with autopistol and pick. Just replace the stub gun with an autopistol from the basic weapons sprue.

Ganger with laspistol and needle sniper rifle. Another easy conversion here. Remove the right arm completely from the ganger with flail model. You'll also need to remove the pouch on the right hand side of her belt. Then take the hindcane sniper rifle arm 1 and pin in

Ganger with boltgun. Weird one this, simply cut down the barrel length of the Autogun, to get an Escher-style boltgun!

Ganger with laspistol and needle sniper rifle. Another easy conversion here. Remove the right arm completely from the ganger with flail model. You'll also need to remove the pouch on the right hand side of her belt. Then take the hindkare sniper rifle arm 1 and pin in

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