INQUISIMUNDA 2.0 RULES ADDENDUM FOR NECROMUNDA

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v24 - Based on 1.3 from Jeremy Olsen.

What is Inquisimunda?

Inquisimunda is a cross over between the GW skirmish game Necromunda and Inquisitor. It keeps the same game rules as necromunda but extends the number and type of gangs you can play. It also introduce an amazing armory, as well as major psychic powers compared to necromunda.

What do you need to play Inquisimunda?

Ideally, you will need a 120cm*120cm battlefield, with a high density of terrain. Use the vertical dimension as much as possible to increase the game intensity and strategy.

Here is an example of a battlefield:



Where can I get all the documents & ask questions?

Go to the Yaktribe Community here:
http://gaming.yaktribe.org/community/vault/categories/necromunda.2/

Download the latest NCE & OCE Rulebook as they will be used as the standard rules. Inquisimunda is an extension of those two books.

You will be able to find more & more scenarios/campaigns inside the Inquisimunda Vault here: http://gaming.yaktribe.org/community/vault/categories/inquisimunda.41/

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RULES ADDENDUM

Version 2.0

These are the changes to the regular Necromunda ruleset that are necessary for the Inquisimunda gameplay.

I. Maximum stats

The maximum values for ALL models are as follows:

10	7	7	7	7	6	8	6	10	

II. Movement

• Movement Moving – Floating

Some models possess special power, antigravity motors, and Warp powers which allow them to hover a few inches above the ground. These models are said to have the Float ability. Floating models are unaffected by terrain, though they may not end their movement over Impassable terrain. Additionally, Floating models may fall as normal, but never suffer damage from falling.

• Movement – Terrain

[Insert the following in NCE Rule Book]
Note that Warp Creatures are unaffected by Difficult and Very Difficult terrain. Warp Creatures must still follow the rules for Impassable terrain and moving up/down, as normal. Some beasts and species have special rules for terrain. These are explained under the particular entry.

III. Shooting

• Shooting – Closest Targets

[Insert the following after all rules]
The above rules are for models of Leadership 6 or less. Models of Leadership 78 may make a Leadership test at the beginning of the Shooting phase. If passed, they may target any model within LOS. If failed, they follow the above rules. Models of Leadership 9 or more, Warp Creatures, and Constructs may target any model they choose within LOS.

• Shooting – Injuries

[Insert the following after all rules]
Note that some species have their own Injury Chart. This is detailed on the applicable entry. Note that some weapons (i.e. those with the Toxic or Stun attributes, etc.) have their own special Injury Chart. This is always detailed under that weapons entry in the Expanded Armory section.

- **Shooting – Moving and Shooting**

[EDIT] Models which run or charge may not shoot, unless otherwise stated.

- **Shooting – Moving and Shooting**

[EDIT] Models which run or charge may not shoot, unless otherwise stated.

IV. Hand to Hand Combat

- **Hand to Hand Combat – The Parry**

[EDIT – Replace the following]
Fighters armed with swords are allowed to parry...
[with]
Fighters armed with a weapon with the Parry attribute are allowed to parry or...

V. Inquisition & Subversion Ratings

- **Investigation Rating**

A war band's Investigation Rating is a representation of how knowledgeable, efficient, and/or lucky a war band is at figuring out what is occurring during a scenario or a campaign. It represents how well the war band work thoroughly and systematically, as well as its ability to stay focused. This rating is represented on a scale of 1 through 10 – 1 being the lowest, and 10 the highest. Most average groups of Imperial citizens have an Investigation Rating of about 4, whilst high-ranking members of the Inquisition can have an Investigation Rating of 8 or more! This rating is used in different ways:

1. At the beginning of every scenario where selecting a deployment area is randomly chosen, roll 2D6 and add your warband's investigation rating. Then sort players from the highest score to the lowest one. The highest score is allowed to select his table edge, followed by the second highest result etc...

2. During every scenario, once per game and only during your own turn, you may declare that will perform an Investigation Action. This must be announced before the movement phase. First, you will perform an Investigation Test, roll 2D6. If the result is below or equal to your Investigation Rating, it is a success. If the result is higher, you have failed. The war band missed some clues or did not perform a deep analysis of the situation. The war band then has the right to declare an Investigation Action one more time during the same game with a -1 penalty on its war band's investigation rating. If it fails again, the war band was not focused enough during this mission.

If the roll was a success, then you may select one of the below bonus for that round:

- **Focus on the objectives:** One (1) fighter, of the war band, not carrying a loot counter, is granted the "Sprint" Skill.

- **Secure the objectives:** One (1) loot counter carried by a fighter of the war band can be transferred to another model in base-to-base contact, whenever you want during the movement phase. This action is performed without affecting movement or the ability to shoot or fight.

- **Grab the Objectives:** One (1) fighter, of the war band, not carrying a loot counter, is granted the "Juggernaut" Skill.

- **Knowledge is power:** The war band is granted a single reroll for any action during the turn. If you choose to use it, then you must accept the reroll result even if it is worse than the original dice result.
3. The GM may request from a war band to perform an Investigation Test to provide the war band players with some information, specific scenarios, or specific missions. Between scenarios, the GM may provide more detailed information about the upcoming scenarios or grant bonuses based on this rating.

- **Subversion Rating**

A war band's Subversion Rating is a representation of how cunning, subversive, or just plain destructive the war band is to its enemies. It represents how well the war band can undermine, overturn, or render ineffective the opposing war bands. This rating is represented on a scale of 1 through 10 – 1 being the lowest, and 10 the highest. An average group of Imperial citizens has a Subversion Rating of about 4, whilst some well-organized cults can have a Subversion Rating of 8 or more! This rating is used in different ways:

1. At the beginning of every scenario where selecting a starting player is randomly chosen, roll 2D6 and add your warband's Subversion rating. Then sort players from the highest score to the lowest one. The highest score then selects if he starts or not, followed by the second highest result etc... if no one else chooses to the lowest score must start, if playing a mutiplayer scenario repeat this process for selecting second, third, etc. players. The sentence on multiplayer scenarios is a bit redundant now that I changed the previous sentence.

2. During every scenario, once per game and only during your own turn, you may declare that will perform a Subversion Action. This must be announced before the movement phase.

First, perform a Subversion Test and roll 2D6. If the result is below or equal to your Subversion Rating, it is a success. If the result is higher, you have failed. The war band was not cunning or aggressive enough. The war band has the right to declare a Subversion Action one more time during the same game with a -1 penalty on its war band's Subversion rating. If it fails again, the war band was not focused enough during this mission.

If the roll was a success, then you may select one (1) of the below bonus for that round:

- **Take his head off! :** One (1) fighter, of the war band, not carrying a loot counter, is granted the "Berserk Charge" Skill.

- **Steal the objectives:** One (1) loot counter carried by an enemy fighter of the war band can be stolen by another model within 1" of the loot, whenever you want during the movement phase. This action is performed without affecting movement or the ability to shoot or fight.

- **Rampage:** One (1) fighter, of the war band, not carrying a loot counter, is granted the "Rapid Fire" Skill.

- **Rip them off!** : The war band is granted a single reroll for any action during the turn. If you choose to use it, then you must accept the reroll result even if it is worse than the original dice result.

3. The GM may request from a war band to perform a Subversion Test to provide the war band players with some information, or specific scenarios, or specific missions. Between scenarios, the GM may provide more detailed information about the upcoming scenarios or grant bonuses based on this rating.

VI. Summoning

Summoning is the process used to summon Daemonic Creatures before each scenario. Any warband whose listing says that they may perform a summoning may do so before the battle starts. The summoning player selects one Daemonic Creature to summon. Each warband has a list of Daemonic Creatures it can summon; their stats are within the bestiary.

The opposing player rolls a D66. The total amount is the total amount the summoning player must roll equal to or more then to successfully summon the Daemonic Creature. If the one warband is either an Ordo Malleus or a Chaos Coven, it may reroll one (1) of the dice, but must accept the second result.

The summoning player then rolls a D6 for each friendly model in its warband to a maximum of 14. Beasts, constructs, Daemons, allies, and Hired Guns do not count as a "friendly model" when making these rolls. Each D6 result is added together.

If this total is equal to or greater than the opposing players D66 amount, the summoning is successful – the Daemon may be setup as if it were a friendly model and functions as if it were an ally.

If the result is unsuccessful, the Daemon is not summoned this scenario. The summoning player may try again in the next scenario.

VII. Gang & Gang Recruitment

These sections are replaced by each Inquisimunda warband listing.

VIII. Experience Skill Tables

This section is replaced per each individual Inquisimunda warband listing.

NB: Juves (Nec Eq.) gain access to basic, equipement and armor once they reach the ganger status (Nec Eq.)

IX. Trading Posts

This section is replaced by the Inquisimunda Bazaar supplement.

X. Territories

This section is replaced by the Inquisimunda Territories below. It is only a fluff/flavor update. Rules remain unchanged for each territory.

- **11-12 Chemical Producer ! 2D6**

Your warband has the skills to produce valuable chemicals that can be sold for 2D6 Throne Gelt. The work is extremely hazardous. If you roll a double when working out your Throne Gelt, an accident has occurred. It has left the warband member horrifically scarred; their skin covered with blisters and with an appearance is so foul that from now on they cause fear. No income is collected.

- **13-16 Desperate times... ! 10**

Near every human (and xenos) settlement there is bound to be a place to dispose of accumulated waste. A warband member can sift through the trash and search for anything to sell to the local Guilders, Traders Union or Merchants for 10 Throne Gelt.

- **21-24 A small favor ! 15**

A member of your warband has done a small favor for a local businessman, which nets you a payment of 15 Throne Gelt.

- **25-26 Information broker ! D6x10**

Your warband has made contact with a local information broker. The broker pays you D6x10 Throne Gelt in exchange for any useful intelligence you come across.

- **31-34 Talent Recruiter ! 30**

The warband has aquired the services of a professional recruiter of some form or another. A fighter may assist the talent recruiter in canvassing for skilled workers, earning 30 Throne Gelt for the day's work. In addition there is a chance of the talent recruiter passing a promising applicant along to the warband. Roll a D6 after each battle. On a 6 you may recruit a Juve or equivalent member for free. He comes equipped with a knife, but you have to pay for any other weapons. The race of juve must be same as the majority of the warband, and it cannot have any mutation.

- **35-36 Prizefight Organiser ! D6x10**

One of your contacts has made it his business to pit the fiercest fighters in the galaxy against one another in deadly arena combat. You can send a member of your warband to be a sparring partner for one of his fighters, a thankless job that nonetheless pays D6x10 Throne Gelt. If you capture an enemy fighter you can make them "volunteer" for the fighting pits instead of selling them to slavers. Each captive volunteered in this way adds +1 to your D6 dice roll for income from the Prizefight Organizer.

- **41-42 Pickpockets / 10**

Your warband has established a mutually beneficial relationship with a rather unscrupulous band of local thieves. Their leader has agreed to teach you about the secret paths and hideaways his gang uses to get around unseen, as well as provide you with a cut of their weekly take. When the warband fights a battle they can use these hidden pathways to deploy up to three fighters anywhere on the battlefield at ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models. No more than 50% of the warbands initially deployable fighters can use Pickpockets and Surveillance Officer.

- **43-44 Surveillance Officer / 10**

A member of your warband has gained access to a network of security cameras. Using these cameras, your warband is able to pinpoint access ladders and ideal ambush sites throughout the area. When the warband fights a battle they can use this intel to deploy up to three fighters anywhere on the top surface level of any building on the battlefield. Models are set up at the end of the player's first turn and cannot be placed within 8" of an enemy. No more than 50% of the warbands initially deployable fighters can use Pickpockets and Surveillance Officer.

- **45-46 Tradesman / D6x10**

One of the warband members has made a deal with a local tradesman. The warband can visit the tradesman's workshop and bring back useful goods to sell at the trading post in return for a D6x10 Throne Gelt cut of the proceeds.

- **51-52 Bookie / D6x10**

Your warband has traded favours and protection with a local loan shark who runs a rigged gambling den, and the proprietor happily pays you a D6x10 protection fee to keep the establishment out of trouble. The gambling den also provides the warband with a convenient source of information and rumours. Roll a D6 after each battle. On a 6 your contacts overhear rumours about a rival warbands activity. You can add or subtract 1 from the Scenario Table roll next game.

- **53-54 Weaponsmith / D6x10**

Though long retired from active duty, this former soldier still retains the ability to maintain arms and ammunition, as well as an interest in collecting on the side. You can trade in captured weaponry in return for cheap repair work or cash. Visiting the workshop will earn you D6x10 Throne Gelt. Thanks to the smith's meticulous care, you can choose to ignore one failed Ammo roll during each battle.

- **55-56 Black Marketeer / D6x10**

The proprietor of a local black market establishment has offered you favourable rates in return for your business. As a result you are able to increase your income substantially. If you wish to deal with your Fence you gain an extra D6x10 Throne Gelt. If you recover loot during a Scavengers, The Hoard or a Package Run scenario then you can trade it in to your Fence contact. Each loot counter is worth an additional +5 Throne Gelt of income.

- **61 Disgruntled Bank Clerk / D6x10**

You have managed to infiltrate a local financial establishment. Using a clever scheme to skim small amounts of money off the top of every transaction made through the establishment's systems, you have created an almost fool-proof source of income. You may send a member of your warband to collect D6x10 Throne Gelt from your earnings. If a 6 is rolled, add a further D6x10 Throne Geld to your income.

- **62 Surgeon Construct / D6x10**

A member of your warband has acquired a very rare and valuable Surgeon Construct. These amazing artefacts are able to synthesise essential body fluids from almost any natural substance and these can be sold to local clinics and hospitals for D6x10 Throne Gelt. If a warband member rolls a Dead result on the Serious Injuries chart there is a chance that the Construct can patch him up before it's too late. Roll a D6. On a 5+ the injury roll is treated as a Multiple Injuries result instead. Note each Construct can only patch up a single fighter per battle.

- **63 An Old Friend / 2D6x10**

The leader of your warband has been contacted by a former acquaintance that they have not seen in a very long time. This old friend has made an offer you cannot refuse, one that will hopefully make both of you a lot of money. However, as always, there are risks involved. You can send a member of your warband to collect 2D6x10 Throne Gelt from your old friend, but if you roll any double, the amount rolled is subtracted from you income instead (eg. a double 4 means you lose 80 credits).
Note that losses are deducted from your income before making reductions for basic running costs. If a gang is unable to pay this sum out of its income then the difference must be made up from its stash. If this still isn't enough to cover the gang's debt then weapons or equipment must be sold off.

- **64 Medical Researcher / 2D6x10**

Your warband has contacts at a medical manufactorum. You can send a ganger to take part in drug trials and can be handsomely rewarded with 2D6x10 Throne Gelt. If you roll double 1 when taking part in the trial, it turns out that this trial is not above board and the ganger has suffered debilitating side effects that will require rest. The warband member will not be able to take part in future battles until he recovers by rolling a 4, 5 or 6 at the start of a game. Once recovered he may fight as normal.

- **65 Technologist / 2D6x10**

Your warband has made contact with a brilliant technologist, gone into hiding after an incident turned their former benefactors against them. They are willing to provide you with specialist equipment in return for protection. A warband member can collect unusual technical devices which can be sold for 2D6x10 Throne Gelt. So long as your warband is careful not to sell too many items at once, no one will question their origin. No risk is incurred by collecting 2D6x10 Throne Gelt. However, there is always the opportunity to reap bigger rewards, if you are willing to take the risk. A warband member can collect 3D6x10, 4D6x10, 5D6x10 or even 6D6x10 from the hoard, but if you roll any double they have aroused the suspicion of agents sent by the technologist's former employers. You still collect the income rolled, but the rogue has been discovered and captured. The contact turns into "Desperate times..."

• 66 Local Cells

Your agents have been contacted by a group who share the same mission and outlook as your own (or near enough that there is little difference) and have made a request to join you. You may choose any type of territory from the chart. The territory represents the vocation of the operatives or a discovery they hwave chanced across in their mission to establish their bona fides.

D66	Territory	Income
11-12	Chemical Producer	2D6
13-16	Desperate times...	10
21-24	A small favor	15
25-26	Information broker	D6x10
31-34	Talent Recruiter	30
35-36	Prizefight Organiser	D6x10
41-42	Pickpockets	10
43-44	Surveillance Officer	10
45-46	Tradesman	D6x10
51-52	Bookie	D6x10
53-54	Weaponsmith	D6x10
55-56	Black Marketeer	D6x10
61	Disgruntled Bank Clerk	D6x10
62	Surgeon Construct	D6x10
63	An Old Friend	2D6x10
64	Medical Researcher	2D6x10
65	Technologist	xD6x10
66	Local Cells	

SPECIES AND RACES

Version 2.0

In Inquisimunda you have access to many additional Species and Races compared to Necromunda.

- **Ab Human Ogryn:**

The Ogryn (Homo sapiens gigantus) are a huge and physically powerful Abhuman mutant subspecies of humans, often employed as shock troopers in the Imperial Guard by the Imperium of Man. Ogryns possess many traits prized by the Imperium; they are brutally strong and completely loyal, although extremely limited intellectually, which restricts their battlefield role to simple and direct assaults. They come from cold and barren planets in the galaxy with high gravity, such as Anark Zeta, which is why they appear larger, heavier and bulkier compared to baseline humans. An Ogryn's speech is much the same as an Ork's.

- **Ab Human Ratling:**

A Ratling (Homo sapiens minimus) is a member of a small, loud, hungry and lecherous Abhuman species. Ratlings are granted full Imperial citizenship despite their mutant status and in the past have often served in the Regiments of the Imperial Guard. However, they are still distrusted by the more Puritanical members of the Inquisition.

- **Ab Human Squat:**

The Squats (Homo sapiens rotundus) were short, stocky and physically hardy Abhumans who were adapted to the heavy gravity conditions that predominated on the worlds they had settled near the core of the Milky Way Galaxy. Of all the Abhuman types encountered by the Imperium, they most closely resembled baseline humans. Squats were the descendants of baseline humans who had colonised the worlds around the galactic core in the far distant past. These worlds are some of the oldest in the galaxy, formed when the galaxy's structure had not yet been fully stabilized. The Squat species was ultimately destroyed by the invasion of a Tyranid splinter Hive Fleet that consumed their homeworlds in the late 41st Millennium, though some survivors still serve in the Imperial Guard, hoping for revenge and to find a new beginning for the remnants of their race.

- **Ab Human Untouchable:**

An Untouchable and a Pariah, is a human who possesses the rare Pariah Gene that makes them generate no presence in the Warp, thus leaving them essentially soulless. Known also as "Blacksouls," "Psychic Nulls" and "the Soulless," a Blank is a living anathema for all psykers, regardless of species. A Blank is the direct antithesis of the force of Chaos as he or she possesses no presence within the Warp, and thus radiates a sense of unnatural "wrongness" that makes other living, intelligent creatures extremely uncomfortable and uneasy in their presence. A Blank's proximity to someone who possess even a modicum of psychic ability can be quite painful or even lethal, especially to extremely psychically sensitive beings such as the Eldar. It is currently believed by the Adeptus Mechanicus that the Pariah Gene was deliberately engineered into the genomes of the ancestors of Mankind by the Necrons millions of standard years ago during the War in Heaven. Blanks today are most often used by the Officio Assassinorum's Culexus Temple and as Acolytes by Inquisitors of the Ordo Hereticus who find them to be useful shields and weapons against the witch and unsanctioned psykers. On the Psyker Scale commonly employed by the Adeptus Astra Telepathica, Blanks occupy the nethermost levels, from Phi-plus to the extraordinarily rare Omega-minus level.

• **Ab Human Beastman:**
Beastmen (Homo sapiens variatus) are Abhumans descended from human stock who combine the physical appearances of humans and Terran animals, usually goats or rams. Beastmen do not necessarily look alike, and different animal traits can manifest themselves in each individual, but apart from this form of phonotypical variation they are a genetically stable human subspecies, and are considered to be a form of Abhuman rather than an actual mutant. The origin of Beastmen is unknown; though it is likely that they they are the result of experiments in genetic engineering stretching back to the Dark Age of Technology before the birth of the Imperium of Man who proceeded to breed true. Other Imperial savants claim that Beastmen are Abhumans whose unusual forms were the result of exposure to the influence of the Warp but that the subspecies somehow managed to maintain an unusual degree of genetic stability across generations.

• **Eldar - Craftworld:**
The Eldar are an ancient alien race whose vast empire once expanded the width and breadth of the known galaxy. Their empire was without equal, and they counted themselves masters of the stars. But millennia ago, their overweening pride and their fall into hedonistic practices led to a cataclysm that all but eradicated their kind and led to the birth of the Chaos God Slaanesh. Despite their boundless power, the heart of their civilization was torn out by this catastrophe of their own making, forcing the surviving Eldar to flee upon gigantic starships called Craftworlds. Now they cling to survival by a thread, fighting the horrors of the galaxy with ritualized discipline and consummate skill. Though highly advanced and feared across the galaxy, the Eldar are a dying race -- a shadow of their former glory -- their race teeters on the brink of annihilation.

• **Eldar - Commorrite (aka: Dark Eldar):**
The Dark Eldar or Eldarith Ynneas in the Eldar Lexicon are the forsaken and corrupt kindred of the Eldar, an ancient and highly advanced alien race of fey humanoids. Their armies, like their Eldar counterparts, usually have the advantages of mobility and advanced technology, though they are often lacking in resilience and numbers. The Dark Eldar revel in piracy, enslavement and torture, and are sadistic in the extreme. Dark Eldar armies make use of various anti-gravity skimmers such as Raiders and Ravagers to launch high speed attacks. They strike with little or no warning, using an interdimensional labyrinth known as the Webway to traverse the galaxy safely and far more quickly than most advanced races are able to wit their Warp jumps. The Dark Eldar are unique amongst the intelligent races of the Milky Way Galaxy because they do not live on a settled world or worlds, but rather the bulk of their population is concentrated in one foul city-state -- the Dark City of Commorragh -- that lies within the "ordered" Immaterium of the Eldar Webway. The Dark Eldar are mainly pirates and slavers who prey on targets across the galaxy to feed their unholy appetites for other sentient beings' souls, a terrible desire called the Thirst, though they are sometimes used as mercenaries by other species.

• **Orkoid Ork:**
The Orks, also called Greenskins, are a savage, warlike, green-skinned race of humanoids who are spread all across the Milky Way Galaxy. They share many features with Warhammer Fantasy Orcs (and were initially called "Space Orcs" to distinguish them). They are seen by their enemies (pretty much everyone else in the universe) as savage, warlike, and crude, but they are the most successful species in the whole galaxy, outnumbering possibly every other intelligent race, even Mankind (with the very plausible exception of the Tyranids). Greenskins are one of the most dangerous alien races to plague the galaxy. Numerous beyond belief and driven always to fight and conquer, the Orks threaten every single intelligent species of the galaxy. Orks are possibly the most warlike aliens in the 41st Millennium, and their number is beyond counting. Amid constant, seething tides of war and bloodshed, burgeoning Ork stellar empires rise and fall. Mercifully most are short-lived, soon destroying themselves in a maelstrom of violence and internecine conflict, but should the Orks ever truly unify, they would crush all opposition.

• **Orkoid Grot:**
Gretchin or Grotz are basically a smaller subspecies of Orks, who are more cowardly than normal Orks and are usually used as living shields, to clear mine fields, are stepped on to get through difficult terrain, and sometimes even as emergency rations. Gretchins are quite low in the strict hierarchy of Ork society because of their small size (the lowest Orkoids being the Snotlings) and are often used for the dirtiest jobs like scavenging and being used as the football when the bigger Orks get bored.

• **Tau:**
The Taus are a young, humanoid and technologically-advanced intelligent race native to the Eastern Fringes of the Milky Way Galaxy who are fighting to expand their interstellar empire and a philosophical concept they call the Greater Good. The Tau claim to be a peaceful race when possible, asking if others will join their cause voluntarily instead of fighting. However, if their peaceful overtures are refused, the Tau may well decide to conquer a planet and add it to their growing interstellar empire for the greater good, searing the flesh from the bones of anyone who stands against their benign expansions. Tau society is divided into a number of castes, each responsible for managing a specific aspect of their society. The Tau's central motivating ideal is that everyone in their empire regardless of their species will work for the collective betterment of everyone else, an almost mystical philosophy they call the Greater Good.

• **Xenos Kroot:**
The Kroot are a species of savage humanoids who are a member species of the Tau Empire who evolved from avian creatures. Kroot are tall aliens (a good half-meter taller than most humans), their avian ancestry giving them a bird-like beak and long quills protruding from their heads like hair. Smaller quills, possibly the evolutionary remnants of feathers, can be found scattered over their bodies. A unique feature of the Kroot is that they evolve by selecting traits of their defeated foes to absorb by eating them. Due to this, the many Kroot warbands across the galaxy often look radically different. Kroot leaders are known as Shapers; they are generally the Kroot with the best ability for recognizing desirable traits in defeated foes and tell his Kindred (the word for a Kroot clan) what to eat to suit the task at hand. For instance, a Shaper who wants his Kroot to gain muscle mass will take on campaigns against Orks to acquire the right DNA, while extensive feeding on flying predators will allow the Kroot to grow wings. This eating of their foes ties in with the religious beliefs of the Kroot: they believe that when a warrior of any race dies, his warrior spirit should be kept, and the only way to do this is by eating his flesh. The Kroot practice this in their "burial" customs, in which the body of the deceased is consumed by the kindred.

• **Xenos Vespid:**
The Vespid are a unique race of insect-like aliens who are members of the Tau Empire. In the Tau Lexicon, they are called "Mal'kor". This derives from the Tau words for insect, "Mal," and air, "Kor." The Vespids' homeworld is a gas giant also called Vespid, three light years to the galactic south of the Tau's D'yanoi Sept.

• **Xenos Nicassar:**
The Nicassar are a xenos species of powerful psykers who are allied with the Tau. The Nicassar are driven by an insatiable curiosity to explore and travel across the galaxy. It was this drive which led a flotilla of Nicassar Dhows to make contact with the Tau, resulting in the Nicassar becoming the first non-Tau race to become an addition to the fledgling Tau Empire. Their contribution to the Greater Good is the provision of starships for the Tau Navy, particularly vessels involved with reconnaissance and exploration duties, which are often crewed by the Nicassar themselves rather than the Tau Air Caste. The propulsion and navigation of all Nicassar vessels stems from the potent psychic powers that define the Nicassar species. For this reason, the Tau have been careful to prevent the Imperium of Man, which is known for its extreme persecution of psykers, from discovering the existence of the Nicassar within their empire. The Nicassar are utilised by the Tau only for spacefaring; their own limited mobility makes them highly ill-suited for ground combat.

• **Xenos Tarellian:**
Tarellians, more commonly known in the Imperium of Man as Tarellian Dog-Soldiers because of their snouts and their preference for working as mercenaries for other alien races, are a minor reptilian species of xenos found throughout the galaxy, but are of little consequence to its affairs. They most often are encountered as mercenaries for the Tau Empire, particularly when Tau forces face the Imperium because of the Tarellians' ancient grudge against Mankind as a species.

• **Xenos Loxatl:**
The Loxatl are a loathsome species of particularly vile and inhuman intelligent xenos that resemble slimy-skinned quadrupedal reptiles, somewhat larger than a human male, that run close to the ground on four crooked limbs ending in wickedly hooked claws. They have broad, fanged heads, with yellow eyes (some varieties have been encountered with red, pupilless eyes), and a flickering purple tongue that constantly tastes the air. By nature they are an aquatic race and out of the water their sight, hearing and sense of smell are impaired. Instead they rely on their uncanny sense of taste and touch to hunt on land. They can often be found working as mercenaries alongside pirates and Renegades. Sightings of them have occurred as far apart as the Maelstrom and the Jericho Reach, but they have been most commonly reported operating in the Sabbat Worlds region, in service of the armies of the Blood Pact. The location of the Loxatl homeworld remains unknown, as are any higher aspirations of the race beyond profit and bloodshed. The Loxatl are a vicious species that fulfil the Imperium's worst expectations of xenos. Ongoing efforts by the Ordo Xenos are continuously made to find the point of origin of these loathsome creatures so that they can be exterminated. All encounters between Loxatl and representatives of the Imperium have been bitterly hostile. To date, the Loxatl have shown no evidence of influence or corruption by the Ruinous Powers, but they willingly serve alongside the Chaos Gods' mortal followers and other enemies of Mankind.

• **Xenos Hrud:**
The Hrud (Troglydium hruddi) are an intelligent alien race of the Milky Way Galaxy who are prone in subterranean conditions and who possess an unknown biological ability, likely Warp-based, to dramatically accelerate the aging of any living being or to accelerate the slide towards entropy of an object that comes within their vicinity. They are considered a dangerous xenos species that threatens T ere is currently a dispute between Imperial scholars over the nature of the species, as two very different types of alien being have both been labelled as members of the Hrud species.

• **Xenos Sslyth:**
The Sslyth are a sentient race of reptilian creatures with a snake-like lower body and vaguely humanoid torso, though they sport multiple arms and a head more serpentine than human. As true Dark Eldar make rather dubious bodyguards due to their treacherous nature, instead, Archons employ these more reliable alien mercenaries. Of all the species to haunt Commorragh's satellite realms, most Dark Eldar Archons have found the Sslyth to be the most reliable –– and survivable –– bodyguard species available for hire. These four-armed, serpentine monstrosities hail from a world long lost to the caress of She Who Thirsts, yet their short-sighted and self-indulgent nature makes them safe enough for the Dark Eldar to exploit. All but inured to physical pain, and happy to be paid in slaves and sensory gratification, these warriors make excellent, if dull-witted bodyguards.

• **Xenos Joekaro:**
The Jokaero are an intelligent, psychically-powerful alien race who resemble the orange-furred great apes of Old Earth known as orangutans. They were created by the Old Ones during their war with the C'tan over 60 million Terran years ago for the purpose of aiding in their conflict with the Necrons, along with many other intelligent races of the Milky Way Galaxy such as the Eldar and the Krork, the ancestors of the Orks. The Jokaero's defining racial trait is their extraordinary and seemingly in-born skill at crafting extremely advanced technologies from even the most rudimentary parts, a skill which may be related to the similar trait often seen in the Orks. The difference is that Jokaero technology will work for a member of another species, whereas Greenskin technology often will only function when used by Orks.

• **Xenos Stryxis:**
The Stryxis are a sparse, nomadic xenos race with a reputation as untrustworthy traders, wanderers, and sometimes slavers and pirates. Encountered infrequently in the Koronus Expanse on the border of the Calixis Sector in the Segmentum Obscurus, their reputation is a dark one. The Stryxis are a truly hideous xenoform to look upon beneath swathes of ragged, bone-coloured cloth and trinkets, described variously by human onlookers as a gangling and multi-eyed creature that resembles a human-sized, skinned, dog embryo. Yet they communicate easily with willing humans through a common language of greed, curiosity, and self-interest. Scavengers and obsessive hoarders, they possess a wealth of technology stolen and bartered from countless races. They delight in trade, attaching worth only by perceived value and rarity of things they can grasp in their bony talons. They seem to care nothing for conquest or territory, abstract wealth, nor even their own species, but are driven instead by avarice and viperous petty intrigues. The Stryxis will trade with almost anyone, human or xenos, even the worshipers of the Ruinous Powers, but they despise the Eldar. They will kill them if they can, and avoid them otherwise.



													Attributes:	
Human	**Starting**	**4**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**6**			20	
	Max:	*4*	*6*	*6*	*4*	*4*	*3*	*6*	*3*	*9*				
Ab Human *Ogryn*	**Starting**	**5**	**3**	**2**	**5**	**5**	**2**	**2**	**2**	**5**			105	Fear, Simple Mind, Basic Weapons, Not a leader, Ripper Guns are always available to Ogryns
	Max:	*5*	*7*	*4*	*6*	*6*	*5*	*5*	*4*	*8*				
Ab Human *Ratling*	**Starting**	**3**	**2**	**3**	**2**	**2**	**1**	**4**	**1**	**6**			20	Small Target, Basic Weapons, Infiltration Skill, Not a leader
	Max:	*3*	*6*	*7*	*3*	*3*	*3*	*7*	*3*	*9*				
Ab Human *Squat*	**Starting**	**4**	**2**	**2**	**3**	**4**	**1**	**2**	**1**			**7**	35	Always access to Techno Skills but not Agility ones, Axe & Hammer Mastery
	Max:	*4*	*6*	*6*	*4*	*5*	*3*	*5*	*3*	*10*				
Ab Human *Untouchable*	**Starting**	**4**	**2**	**2**	**3**	**3**	**1**	**3**	**1**	**7**			50	Hollow, Not a leader, Not a Psyker
	Max:	*4*	*6*	*6*	*4*	*4*	*3*	*6*	*3*	*10*				
Ab Human *Beastman*	**Starting**	**5**	**2**	**2**	**4**	**3**	**1**	**3**	**1**	**6**			40	Always access to Ferocity Skills but not Techno ones
	Max:	*5*	*6*	*6*	*5*	*4*	*3*	*6*	*3*	*9*				
Xenos *Craftworld*	**Starting**	**5**	**2**	**3**	**3**	**3**	**1**	**4**	**1**	**7**			65	Acute Senses, Always access to Agility Skills but not Muscle ones
	Max:	*5*	*6*	*7*	*4*	*4*	*3*	*7*	*3*	*10*				
Xenos *Commorrite*	**Starting**	**5**	**3**	**2**	**3**	**3**	**1**	**4**	**1**	**7**			65	Night Vision, Always access to Agility Skills but not Muscle ones
	Max:	*5*	*7*	*6*	*4*	*4*	*3*	*7*	*3*	*10*				
Xenos *Ork*	**Starting**	**4**	**3**	**1**	**3**	**4**	**1**	**2**	**2**	**6**			35	Always access to Ferocity Skills, Choppa/Big Choppa Mastery
	Max:	*4*	*7*	*3*	*5*	*6*	*3*	*5*	*4*	*9*				
Xenos *Grot*	**Starting**	**4**	**1**	**2**	**2**	**2**	**1**	**3**	**1**	**5**			10	Small Target, Always access to Stealth Skills
	Max:	*4*	*4*	*4*	*3*	*3*	*2*	*6*	*3*	*8*				
Xenos *Tau*	**Starting**	**4**	**1**	**2**	**3**	**3**	**1**	**3**	**1**	**6**			25	Tau Cast, Drone User
	Max:			*4*	*3*	*7*	*4*	*4*	*3*	*6*	*3*	*9*		
Xenos *Kroot*	**Starting**	**5**	**2**	**2**	**3**	**3**	**1**	**4**	**1**	**7**			45	Fieldcraft, Feed
	Max:	*5*	*7*	*7*	*4*	*4*	*3*	*7*	*3*	*10*				
Xenos *Vespid*	**Starting**	**6**	**2**	**3**	**3**	**3**	**1**	**3**	**1**	**7**			85	Flying
	Max:	*6*	*6*	*7*	*4*	*4*	*3*	*6*	*3*	*10*				
Xenos *Nicassar*	**Starting**	**4**	**2**	**2**	**2**	**3**	**1**	**5**	**1**	**8**			50	Psyker, Limited to 1 per war band
	Max:	*4*	*6*	*6*		*3*	*4*	*3*	*8*	*3*	*10*			
Xenos *Tarellian*	**Starting**	**4**	**3**	**3**	**3**	**3**	**1**	**4**	**1**	**7**			60	Hatred: Humans
	Max:	*4*	*7*	*7*	*4*	*4*	*3*	*7*	*3*	*10*				
Xenos *Loxatl*	**Starting**	**5**	**3**	**2**	**3**	**3**	**1**	**4**	**1**	**7**			80	Wall Waker, Amphibious
	Max:	*5*	*7*		*6*	*4*	*4*	*3*	*7*	*3*	*10*			
Xenos *Hrud*	**Starting**	**4**	**2**	**2**	**3**	**3**	**1**	**4**	**1**	**6**			50	Acute Senses
	Max:	*4*	*6*		*6*	*4*	*4*	*3*	*7*	*3*	*9*			
Xenos *Sslyth*	**Starting**	**5**	**2**	**2**	**4**	**4**	**2**	**4**	**2**	**7**			115	Fear, Wall Walker
	Max:	*5*	*6*	*6*	*5*	*5*	*4*	*7*	*4*	*10*				
Xenos *Joekaro*	**Starting**	**4**	**1**	**2**	**3**	**3**	**1**	**3**	**1**	**8**			55	Weaponsmith Skill, Always access to Techno Skills, Not a leader
	Max:	*4*	*4*	*6*	*5*		*5*	*3*	*6*	*3*	*10*			
Xenos *Stryxis*	**Starting**	**5**	**2**	**2**	**3**	**3**	**1**	**4**	**1**	**5**			30	Slavers, Hatred: Eldars
	Max:	*5*	*6*	*6*	*4*	*4*	*3*		*7*	*3*	*8*			

Acute Senses:	Fighters with this Attribute Spot enemies faster and from really far . This is represented with the following rule, amend the spotting rule by: Their Initiative distance multiplied by 1D6 multiplied by 2.
Amphibious:	Fighters with this Attribute treat water based terrain as open ground.
Basic Weapons:	Fighters with this Attribute cannot have Special & Heavy Weapons.
Bulky:	Fighters with this Attribute are large, thus you get a +1 bonus To Hit them.
Drone User:	Fighters with this Attribute can use & buy Construct: Drones.
Fear:	Check Advanced Rules in NCE Rulebook.
Feed:	Fighters with this Attribute may not make a follow-up move if they take an enemy Out of Action in HtH combat, unless the enemy model was a Construct or Warp Creature. Enemies taken Out of Action in this way always roll on the Serious Injuries Chart.
Fieldcraft:	Fighters with this Attribute are not affected by Wilderness Treacherous Conditions. Additionally, they treat all terrain as being one level easier, except Impassable Ground.
Flying:	Check Advanced Rules in NCE Rulebook.
Frenzy:	Check Advanced Rules in NCE Rulebook.
Giant:	Fighters with this Attribute are very large , thus you get a +1 bonus To Hit them and they cannot hide.
Hatred:	Check Advanced Rules in NCE Rulebook.
Hollow:	Fighters with this Attribute may never be directly affected by Psychic powers. Any psychic power that touches a Hollow Fighter may be negated by the Untouchable only on a D6 roll of 3+.
Night Vision:	Fighters with this Attribute are unaffected by Low Light conditions.
Not a Leader:	Fighters with this Attribute cannot lead a war band.
Not a Psyker:	Fighters with this Attribute cannot have the Psyker/Psyker attribute.
Wall Walker:	Fighters with this Attribute may move up and down any vertical surface and do not need ladders or stairs
Stupidity:	Check Advanced Rules in NCE Rulebook.
Slavers:	Warbands containing a model with this attribute gain D6 bonus income when selling captured members to Slavers.
Small Target:	Fighters with this Attribute are small, thus you get a -1 malus To Hit them.
Terror:	Check Advanced Rules in NCE Rulebook.
Waaagh!:	A war band with a least one fighter with this Attribute can trigger a Waaagh once per game during his turn. During the turn in which a Waaagh is declared, any Orks in that war band gain the Berserk Charge skill.
Weapon Mastery:	Some fighters are masters of a specific weapon. In HtH, when using the specified weapon, ignore up to one fumble made by the model. When Shooting with the specified weapon, they may reroll a single roll of a 1 to hit per turn.
Floating:	Fighters with this Attribute are unaffected by terrain, though they may not end their movement over Impassable terrain. Additionally, Floating models may fall as normal, but never suffer damage from falling.

Simple Minded:	Fighters with this Attribute suffer from stupidity but can use the LD of any friendly model within 6" to pass the test if it is not a juve Nec Eq.
Tau Caste - Fire:	The Tau has +1 BS. The Tau may use any Human, Tau, and/or Kroot weaponry/equipment. They may not access any techno skills even if their career/warband allows it.
Tau Caste - Air:	The Tau is +1 Initiative and may always select Agility Skills but not Muscle ones, even if their career/warband does not allow it.
Tau Caste - Earth:	The Tau has the Inventor Skill, but has not access to Combat Skills even if their career/ warband allows it.
Tau Caste - Water:	The Tau adds 1 to their warband's Investigative skill. The Tau may never learn Ferocity Skills, even if their career/warband allows it.



Mutations & Wyrd Options

Mutants conform to all basic rules of their race, in addition to their mutations.

• **Wyrd Mutation** +10 TG (Lvl 1), +45 TG (Lvl 2), +80 TG (Lvl 3)

Wyrds are untrained, unsanctioned Psykers who have been overlooked by the Black Ships, they are generally unaware of their true talents or have very limited control of their powers, they burn brightly in the Warp and tend to attract many a hungry Daemon

-	-	-	-	-	-	-	-	-

Special Rules:

Psyker (Level I): Wyrds are Psykers and may select one Wyrd Minor power

Psyker (Level II): Wyrds are Psykers and may select one Wyrd Major Power and two Wyrd minor Powers.

Psyker (Level III): Wyrds are Psykers and may select two Wyrd Major Powers and two Wyrd minor Powers.

Suffer Not Thy Witch To Live: Wyrds may never be taken in the following warbands: Ecclesiarchal Delegations, Puritan Imperial warbands, Expurgator Squads.

• **Mutant Base Cost of Race + Variable**

Mutants are creatures – both human and Xenos – who have been changed either through a quirk of biology, exposure to toxins, or the corrupting influence of the Warp, many mutants are used as slave labor on worlds throughout the Imperium which has led to several uprisings over the millennia, hated and shunned, mutants are generally a selfish and jaded lot.

-	-	-	-	-	-	-	-	-

Special Rules:

Mutations: Mutants may select one mutation at the cost below, any subsequent mutations cost double the listed amount. No mutation may be taken more than once. Mutants may not select more than three mutations; unless they are Chaos Spawn (see Chaos Cultist entry).

- **Eyestalks (+20 TG):** The mutant gains a 180 fire/vision arc and may squeeze behind cover better, providing a -1 to hit modifier to any cover saves.

- **Claw (+5 TG):** The mutant gains +1 Strength in HtH combat but may not use more than 1 weapon in HtH combat.

-Claw (+5 TG): The mutant gains +1 Strength in HtH combat but may not use more than 1 weapon in HtH combat.

-Tentacle (+10 TG): The mutant may re-roll tests for falling and enemy models in HtH with the mutant lose 1 attack (to a minimum of 1).

-Two Heads (+15 TG): The mutant gains a 180 fire/vision arc and may fire 2 pistols in the same Shooting phase. However, the model suffers from Stupidity.

-Chitinous Skin (+20 TG): The mutant gains a 5+ armor save but may not wear any other type of armor.

-Extra Arm (+15 TG): The mutant may use 3 Pistol or HtH weapons (gaining +2 Attack dice), or use 1 Basic weapon and 2 Pistol/HtH weapons (gaining +1 Attack dice). Mutants with a Heavy Weapon and the Extra Arm mutation do not suffer from the encumbered modifier in HtH combat, but gain no Attack dice.

-Wings (+25 TG): The mutant can Fly.

-Chameleonic Skin (+10 TG): The mutant gains a -1 to hit modifier to any cover saves. This may not be combined with the Chitinous Skin mutation.

-Caustic Blood/Spikes (+30 TG): If injured in HtH combat, any enemy models in base contact immediately suffer a Strength 3 hit. Dodge and armor saves may be taken as normal.

-Snake Tail/Arachnid Legs (+10 TG): The mutant adds +1 to his Movement.

-Gaping Maw (+20 TG): The mutant gains +1 Attack dice but may not wear a

Respirator. **-Lithe Form (+5 TG):** The mutant gains +1 Initiative

BIG Mutie Base Cost of Race + 20 TG + Variable

-	+	1	-	1	+	1	+	1	+	1	-	1	+	1	-	1			

Rather Dull: Big Muties may never lead war-bands.

Mutations: Mutants may select one mutation at the cost below, any subsequent mutations cost double the listed amount. No mutation may be taken more than once. Mutants may not select more than three mutations; unless they are Chaos Spawn (see Chaos Cultist entry).

Hulking Form (+20 TG): The Big Mutie has the Bulging Biceps skill and is does not suf-fer the Encumbered HtH modifier if carrying a heavy weapon. The Big Mutie's Initiative is -1.

Regenerate (+20 TG): The Big Mutie can heal light injuries. If the Big Mutie is suffering a Flesh Wound at the beginning of its turn, roll a D6. If you roll under the Big Mutie's Toughness, one Flesh Wound is removed. This mutation may not be used if the Big Mutie is Down.

Implacable/Rotting Form (+15 TG): The Big Mutie has the True Grit skill.

CONSTRUCTS, BEASTS AND WARP CREATURES

Version 2.0

Constructs

• **Special:**

- Constructs may never lead warbands and may not use any type of equipment, unless stated otherwise.
- Constructs are never affected by Telepathic Psychic Powers.
- Constructs are never taken into account for Bottle Tests.
- Constructs are immune to Fear, Terror, and Hatred.
- Constructs never gain experience or skills.
- Constructs are immune to Nerve Tests and do not trigger nerve Tests if destroyed.
- Constructs cannot be detected using a Bio-Scanner.

I. Constructs Attributes

Simple Program: If there is not a friendly, non-Construct model within 6" at the beginning of the construct' s turn, it is affected per the Stupidity rules.

Advanced Program: If there is not a friendly, non-Construct model within 12" at the beginning of the construct's turn, it is affected per the Stupidity rules.

Cybernetic Construct: It grants 5+ Armor.

Psychic Link: Psyber-Familiars may only be selected by models with the Psyker ability. In addition, if the Psyber-Familiar is within 6" of an enemy model its linked model is shooting at, the linked model gains a +1 to hit modifier.

Combat Servitor						**Base +30 TG**		
4	2	2	3	3	1	2	1	7

Lobotomized, cybernetic constructs commonly used by the Adeptus Mechanicus for heavy labor services; may be adapted for close combat and fire support roles, many a Heretek has suffered the fate of becoming a Servitor for their crimes.

• **Attributes:** Simple Program / Cybernetic Construct

Choose of the below program upon creation:
- **Close Combat Program:** Servitors add +1 Weapon Skill and +1 Initiative. Additionally, they may select up to 2 Common/Uncommon HtH weapons at additional cost. These weapons are implanted and may not be disarmed. They may never be given additional weapons.
- **Ranged Combat Program:** Servitors add +1 Ballistic Skill and, due to their numerous power feeds and ammo hoppers, have the Weaponsmith skill. Additionally, they may select 1 Basic, Special, or Heavy Weapon. These weapons are implanted and may not be disarmed. They may never be given additional weapons.

Servo-Skull								15 TG + Variable
4	2	2	2	2	1	2	1	9

Servo-skulls are the fashioned from human crania (though some Radical Magos have fashioned them from the cranial bones of Xenos, though this is generally viewed as a per-version of the Omnissiah's form) and various devices or weaponry, Servo-skulls

- **Attributes:** Simple Program
- **Small:** Because of their size, Servo-skulls are Small Targets (-1 to hit).
- **Float:** Servo-skulls float and have the Dodge skill.

Choose of the below program upon creation and one owner:
- Function – Guardian + Field Cost: The Servo-skull contains a small force field generator. Select one Field from the expanded Armory. The Servo-skull must remain within 2" of its owner model for it to benefit from the force field. It is limited to one per warband. The Servo-skull will never fight in HtH combat.
- Function – Detection + 25 TG: The Servo-skull is treated as having a Bio-Scanner and Screamers. The Servo-skull will never fight in HtH combat.
- Function – Medicae + 25 TG: The Servo-skull is treated as having a Medikit. Additionally, the Servo-skull has the Medic ability, but this may only be used on the owner model. The Servo-skull may defend itself in HtH combat.
- Function – Combat + Weapon Cost: The Servo-skull is armed with either any one Common/Uncommon Pistol or HtH weapon at additional cost.

Psyber-Familiar								35 TG
5	2	2	2	2	1	2	1	8

Psyber-familiars are vat-grown cybernetic constructs which are psychically bonded to an individual, generally used by psychically-trained Inquisitors as scouts and weapon-bearers, Psyber-familiars usually come in two forms – a bird or other avian or Cherubim.

- **Attributes:** Psychic Link / Cybernetic Construct / Advanced Program
- **Bird/Avian-type – Prey sense:** Psyber-Familiar is treated as having a Bio-Scanner and Screamers, has the Fly Attribute, and the Dodge skill.
- **Cherubim-type – Weapon bearer:** The Psyber-Familiar may carry one Basic, Special, or heavy weapon for the linked model, so the linked model may gain its full Attack dice and may ignore the Encumbered modifier. They have the Float ability, and the Dodge skill. These weapons are implanted and may not be disarmed. They may never be given additional

Grapplehawk / Cyberhound	35* / 40** TG

5	3	2	3	2	1	3	1	8 (* for Arbites Only, ** for all others)

Basic armored cybernetic constructs using the brain of simple beasts, the Grapplehawk and Cyberhound are almost exclusively used by Arbitrators and very successful Bounty Hunters.

- **Attributes:** Cybernetic Construct / Advanced Program
- **Cyberhound:** Cyberhound's attacks have the Shock Attribute and Berserk Charge Skill, and they are treated as having a Bio-Scanner and Screamers.
- **Grapplehawk:** Grapplehawk may fly, have the Dodge skill and they are treated as having a Bio-Scanner and Screamers.

Drone	35 TG

5	2	3	3	3	1	2	1	7

Drones are utilized by the Tau in the same way the Imperium uses Servo-skulls. However, Drones possess a simple AI interface and are regarded as Silica Animus by the

- **Attributes:** Cybernetic Construct / Advanced Program
- **Small:** Drones are Small Targets (-1 to hit).
- **Float:** Drones float and have the Dodge skill.
- **Silica Animus:** The use of AI within the Imperium is strictly prohibited. Only the following may use drones: Radical Ordos, Xenos Teams, Radical AdMech, Rogue Traders, and Void Pirate warbands. Choose of the below program upon creation:

- **Gun-Drone:** The Drone is armed with a Pulse Carbine with the Rapid Fire ability.
- **Shield-Drone:** The Drone must remains within 2" of its owner model for it to benefit from a Refractor Field. It is limited to one per warband.

Gholam/Chimeric	90 TG

5	2	3	3	3	1	2	1	7

A Gholam is a nightmare creature fashioned via radical genetic engineering, sometimes using vile Xenos DNA, Chimerics are a post-version of the human form by grafting on bio-logical parts from beasts and Xenos, this type of genetic manipulation as forbidden by the Emperor himself and those who practice it are the most radical Magos Biologist or Heretek Gene-Sculptors.

- **Attributes:** Cybernetic Construct / Advanced Program
- **Implacable Monsters:** Gholams/Chimerics have the True Grit, Crushing Blow, and Hurl Opponent abilities. Gholams/Chimerics cause Fear.
- **Dangerous To Know:** Gholams/Chimerics may only be taken by the following warbands: Radical Adeptus Mechanicus, Radical Ordos Teams, Chaos Cultists, Pirate/Corsair bands. Non-Radical AdMech and Ecclesiarchal warbands fighting an enemy warband which includes Gholams/Chimerics are affected by Hatred.
- **Bio-Frenzy (Gholam Only):** Because of their unstable bestial nature, Gholams are driven mad with rage. They are subject to the rules for Frenzy.
- **Weapon Grafts (Chimeric Only):** You may choose up to two mutations, both at normal cost, for the Chimeric. The Chimeric is NOT considered a mutant.

Beasts

• **Special:**

- Beasts may never lead warbands and may not use any type of equipment, unless stated otherwise.
- Beasts are always affected by Telepathic Psychic Powers.
- Beasts are immune to Hatred.
- Beasts are never taken into account for Bottle Tests.
- Beasts never gain experience or skills.
- Beasts are immune to Nerve Tests and do not trigger nerve Tests if destroyed.
- The controlling fighter of the beast must have a control Collar (See Expanded Armory)) and/or the Beast-Whisperer skill

I. Beasts Attributes

Acute Senses: Beasts with this Attribute are unaffected by Low Light

conditions. **Chitin Armor:** It grants 5+ Armor.

Furious Charge: Beasts with this attribute have the Berserk Charge Skill.

Toxic Attack: Beasts with this attribute always wound in HtH on 4+ roll at the most, if their strength allows a better roll it is taken instead.

Wall Walker: Beasts with this attribute may move up and down any vertical surface and do not need ladders or stairs



II. Beasts Listing

Giant Spider									60 TG
6	3	2	3	3	2	3	1	5	

Giant arachnids are found throughout the Imperium, from the deadly Dreamweaver of Catachan to the Orb Spiders of Necromunda.

- **Attributes:** Acute Senses, Chitin Armor, Wall Walker, Toxic
- **Web:** Arachnids are considered armed with a Web Pistol (see Expanded Armory). Additionally, Arachnids may fall, but never suffer damage from doing so.

Giant Centipede									30 TG
4	3	-	2	3	1	3	1	4	

Giant centipedes are common to both Deathworlds and Hive Worlds. Some are the pro-duct of and some mutation, such as the Milliasaur of Necromunda and Scintilla. Giant centipedes always have a form of toxic sting or bite.

- **Attributes:** Chitin Armor, Wall Walker, Toxic

Clawed Fiends									70 TG
5	5	-	5	3	1	4	1	6	

These savage multi-limbed beasts are common in the Donorian sector and pats of the web-way. Their ferocity is favored by Dark Eldar beastmasters and are frequently encountered in the fighting pits of Commoragh.

- **Attributes:** Chitin Armor, Furious Charge

Razorwings									25 TG
Eldar									

Razorwing is a term for various genetically unrelated bird-like species with carnivorous appetites. They are one of the most popular terrors used by Dark

hunger for bone and are incredibly swift. They attack in flocks, surrounding their prey in a deadly hurricane of knife-like feathers and razor-sharp beaks that strip their victim's flesh from their bones.

- **Attributes:** Fly

Raptosaur									100 TG
6	4	-	4	5	2	4	2	6	

Large, flying reptiles are common to many jungles and Death Worlds. They are used as mounts by many Eldar Exodite worlds and are occasionally tamed by humans.

- **Attributes:** Fly, Chitin Armor, Bulky,

Megasaur									100 TG
6	5	-	5	5	2	4	2	6	

Called by different names on different worlds, the Megasaur is a giant reptilian beast capable of astounding ferocity when their ire is raised. They are used as mounts by many Eldar Exodite worlds and are occasionally tamed by humans.

- **Attributes:** Chitin Armor, Bulky, Furious Charge

Giant Rats									15 TG
5	3	-	3	2	1	3	1	6	

Giant rats are common on nearly every human-inhabited world within Imperial space. Rats are the ultimate survivors and stowaways, some vessels have to be regularly purged or the rat population could easily threaten the lives of crew.

- **Attributes:** Dodge Skill

Canine									15 TG
5	3	-	3	2	1	4	1	5	

Canines are indeed 'man's best friend', from the noble Mastiff of many frontier worlds to the ubiquitous Bulldog mascot of many Imperial Guard regiments. Canines come in hundreds of different breeds and are common throughout Imperial space.

- **Attributes:** Dodge Skill

Feline									10 TG
4	3	-	2	2	1	5	1	5	

Felines are the domesticated offshoots of many a feral cat. Felines come in hundreds of different breeds and are common throughout Imperial space, as well as several Eldar Craftworlds.

- **Attributes:** Cat fall Skill

Felynx									30 TG
5	3	-	3	3	1	5	1	6	

Felynx is the general term used to describe the feral, undomesticated breeds to the Feline species. They are generally larger and harder to tame then their cousins.

- **Attributes:** Cat fall Skill

Orkoid – Squig									20 TG
5	3	-	4	2	1	3	1	5	

Squigs are bulbous predators consisting of little more than a large maw and razor-sharp teeth. Squigs are a bestial form of Ork and are used as pets, beasts of burden, and a plentiful food source by larger Orks.

- **Attributes:** Furious Charge, Ork Only

Kroothound									25 TG
5	3	-	3	3	1	5	2	7	

Kroothounds are evolutionary off-shoots of the Kroot species who ingested the DNA of canine species and reached any evolutionary dead-end from which they could not evolve further. As such, they have a special relationship with the Kroot, something akin to valued companions rather than simple pets.

- **Attributes:** Impetuous Skill, Tau or Kroot Only

Warp Creatures

• **Special:**

- Warp Creatures may never lead warbands and may not use any type of weaponry/equipment, unless stated otherwise.
- Warp Creatures are never Pinned, immune to Psychology, immune to Telepathic and all Minor Wyrd psychic powers.
- Warp Creatures cause Fear in all non-Warp Creatures.
- Unless stated otherwise, Warp Creatures may only be mounted by other Warp Creatures.
- Warp Creatures never gain experience or skills.
- Warp Creatures are unaffected by flesh wounds and have a 4+ save against all damage, unless caused by Holy weapons, Force weapons, or Psychic powers.
- Warp Creatures are only ever controlled by the warband which summoned them.

I. Beasts Listing

Warp Predator								**100 TG**
6	3	3	3	3	1	6	1	10

Warp Predators are the sharks of the Immaterium – they live simply to feed on the souls of mortals before larger Daemons can come and feed. Warp Predators are little more than warp-based beasts and are not affiliated with any particular Chaos God.

• **Unaligned:** Warp Predators may be summoned by any warband, regardless of Marks Of Chaos.
• **Etheral:** Warp Predators are unaffected by Difficult and Very Difficult terrain and may move their full movement up or down without a ladder or lift.

Juggernaut								**500 TG**
7	3	-	5	5	3	2	2	10

Juggernauts are the lesser Daemons of the god Khorne, the god of war and blood. an unholy fusion of brass machinery and daemon-stuff, resembling a giant bull.

• **Deamon of Khorne:** Juggernaughts are Daemons and may not be summoned if any model in the s ummoning warband has a Mark Of Slaanesh or Mark of Tzeentch. They are considered both Beasts and Warp Creatures and may be mounted by one (1) model bearing a Mark of Khorne or Bloodletter model.
• **Bloodlust:** Juggernauts have the Berserk Charge ability.

Bloodletter								300 TG
4	5	5	4	4	1	6	2	10

Bloodletters are the lesser Daemons of the god Khorne, the god of war and blood. Bloodletters somewhat resemble Beastmen in general form however they have longer horns, a blood maw filled with sharp teeth, and carry a Daemon weapon known as a Hellblade.

- **Daemon of Khorne:** Bloodletters are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Slaanesh or Mark of Tzeentch.
- **Bloodlust:** Bloodletters have the Berserk Charge ability.
- **Daemon Weapon – Hellblade:** Hellblades may Parry, have a -3 armor save modifier, and cause D3 wounds.

Daemonette								300 TG
4	6	5	4	4	1	6	2	10

Daemonettes are the lesser Daemons of the Prince Of Pleasure Slaanesh. Daemonettes appear as beautiful humanoid women whose limbs end in claws and taloned hands. Daemonettes exude a powerful suporificate which clouds the minds of its victims, even as the Daemonette rips them limb from limb.

- **Daemon of Slaanesh:** Daemonettes are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne.
- **Pleasure Pheromones:** Daemonettes exude a powerful pheromone to cloud the minds of their victims. Enemy models in HtH combat with a Daemonette count their fumbles as double. Additionally, non-Construct models shooting at a Daemonette within 24” suffer a -1 to hit modifier.
- **Sharp Talons:** Daemonettes’ attacks have a -2 armor save modifier.

Steed of Slaanesh								250 TG
10	3	-	4	4	1	5	1	10

Seekers are two-legged Daemons used as cavalry by the servants of Slaanesh.

- **Daemon of Slaanesh:** Steeds are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne. They are considered both Beasts and Warp Creatures and may be mounted by one (1) model bearing a Mark of Slaanesh or Daemonette.
- **Musk:** HtH attacks made by a Steed of Slaanesh have the Toxic attribute.

Horror of Tzeentch								250 TG
are								

Horrors are a lesser Daemon of Tzeentch and resemble madly capering, multi-colored things. They have a small but limited repetoire of magical powers and

- **Daemon of Tzeentch:** Horrors are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne or Mark of Nurgle.
- **Magic Attacks:** Each Horror may choose one (1) Pyrokinetic or Telekinetic psychic power.

Disc of Tzeentch								150 TG
10	3	-	3	3	1	2	1	10

Discs of Tzeentch come in many shapes, sizes, and varieties but all are the bound essence of daemon that is used as a transport and conveyance for other servants of Tzeentch.

- **Daemon of Tzeentch:** Discs are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne or Mark of Nurgle. They are considered both Beasts and Warp Creatures and may be mounted by one (1) model bearing a Mark of Tzeentch, Flamer, or Horror model.
- **Floater:** Discs of Tzeentch always Float.

Flamer of Tzeentch								320 TG
6	3	5	3	4	2	4	1	10

Flamers are the lesser Daemons of Tzeentch, the god of change and forbidden knowledge. Flamers appear as lithe flowing forms with the heads of birds and abnormally long arms. Flamers shoot large gouts of crackling warp energy from their arms to devastate their enemies.

- **Daemon of Tzeentch:** Flamers are Daemons and may not be summoned if any model in the summoning warband has a Mark Of Khorne or Mark of Nurgle.
- **Bounding:** Flamers may move up or down their full Movement even without a ladder or lift. Additionally, Flamers may leap over intervening models and barriers without penalty.
- **Warp Flame:** Flamers shoot gouts of crackling warp energy. Warp Flame uses the flamer template, is Strength 3, and has a -2 armor save modifier. In close combat, the Flamer's attacks cause D3 wounds.

Plaguebearer						290 TG		
4	5	4	4	4	2	3	1	10

Plaguebearers are the favored lesser Daemons of the Plague God Nurgle. Plaguebearers appear as cyclopean, bloated wretches who wield swords dripping virulent toxic slime. Plaguebearers are also surrounded by clouds of fat black flies.

- **Daemon of Nurgle:** Plaguebearers are Daemons and may not be summoned if any model in the summoning warband has a Mark of Tzeentch.
- **lord of Flies:** Any model in HtH combat with a Plaguebearer subtracts 1 from their combat score, due to the distraction of the flies.
- **Daemon Weapon – Plaguebringer:** Plaguebringers may Parry, have a -2 save modifier, and cause D3 wounds.



BIZARRE BAZAAR

Version 2.0

[Intended to replace the Necromunda Trading Post section]

I. Spending your Throne Gelds

Even in the strictest, most patrolled worlds of the Imperium, there are black markets and hidden illegal bazaars filled with wonderful and terrifying things. As long as one has a full purse, anything is possible. As the saying goes Geld talks, groxshit walks.

Between scenarios, all warbands can do any of the following activities:
- Recruit new members
- Recruit new Hired Guns
- Purchase weapons & equipment from the bazaar
- Visit the Sawbones
- Sell to the Bazaar

II. Recruit new members

Unless specifically denied by the last scenario, a warband may attempt to recruit new members. There is no set limit to the amount of new members a warband may recruit during each postgame sequence, other than the amount of gelds it has and the limit of each type available to the warband.

New recruits are selected in the same way as new members were selected upon warband creation. New members may be equipped with weapons and equipment available in the warband s stash, so long as their type may use that weaponry or equipment.

Unless the warband are Void Pirates or Rogue Traders or Xenos Force or Ordo Xenos, any Xenos a warband wishes to recruit are difficult to find. If a warband wishes to recruit Xenos members, roll a D6. On a roll of 4+, the warband may recruit up to one (1) Xenos this postgame sequence.

III. Recruit new Hired Guns

Hired Guns may be recruited exactly as upon creation.

IV. Purchase from the Bazaar

Common items may be purchased at the cost listed at any time and in any quantity.

Uncommon items may only be purchased by rolling a D6. On a roll of 6, the market simply doesn't t have the goods available (maybe they ran out of stock, suffered a raid by the authorities, etc.).

Rare Items are difficult to find. To represent the scarcity of rare items each player must dedicate a Ganger (Nec Eq.) to look for rare Items. Make a dice roll at the start of the trading session to determine what goods are offered to him. To determine how many rare items are offered roll a D3 (ie, a D6 counting 1-2 as 1, 3-4 as 2 and 5-6 as 3). This is the number of items offered to the ganger by their dealer contacts, guilders and local merchants.A ganger who does this must not have gone out of action and cannot collect income from the gang's territory that turn; searching out rare items is an alternative to collecting income.

V. Visit The Sawbones

Bionics and Implant weaponry require advanced technical and biological knowledge that is not very wide-spread within the Imperium. Some warbands have the means and resources to fit and produce these parts (detailed below), but most do not. As such, to purchase any sort of bionic or implant weaponry, a warband must make sure the Bazaar has some sort of Doc, Genetor, or Heretek willing to fit the implants.

The player rolls a D6. Puritan warbands subtract 1 from the result.

On a roll of 1-2, the warband may not purchase implants and bionics this postgame sequence.

On a roll of 3+, the warband may purchase and equip bionics and implant weaponry as detailed above.

However, word spreads during the next battle, and that warband may automatically purchase bionics and implants in the subsequent postgame sequence, as the Doc catches up with them.

The following warbands may ALWAYS purchase implants and bionics:
- AdMech Explorators
- Inquisition Cells with a surviving TechAdept
- Nobilist Factions
- Void Pirates - Freebooterz

VI. Sell to the Bazaar

Some warbands may end up with excess equipment or weapons from dead members, captured opponents, or loot taken from scenarios. Any warband may sell as many items as it wishes each postgame sequence and the sold items are worth half their fixed value (i.e. an item worth 10+D6 Geld, may be sold for 5 Geld, etc...).

Items and weapons never have to be sold and may be hoarded in the warband s Stash for later use or sale.

VII. The Item Cost

The cost of each item is defined by a basic cost, used upon the creation of the warband, and the market cost to represent its bazaar's cost. The cost of each item is within the armory table in the expanded armory chapter.



Ammo	Bolt Shells	15	Common	NCE	
Ammo	Dum-dum Bullets	5	Common	NCE	
Ammo	Executioner Shell	15+D6	Rare	IMUNDA	
Ammo	Frag Missiles	35	Common	NCE	
Ammo	Hellfire Bolts	20+3D6	Rare	NCE	
Ammo	Hot Shot Shells	5	Common	NCE	
Ammo	Hotshot Laser Power Packs	15+2D6	Rare	NCE	
Ammo	Inferno Bolts	15+D6	Rare	IMUNDA	
Ammo	Krak Missiles	50	Common	NCE	
Ammo	Kraken Bolts	20+D6	Rare	IMUNDA	
Ammo	Manstopper Shells	5	Common	NCE	
Ammo	Metal Storm Bolts	15+D6	Rare	IMUNDA	
Ammo	Overcharge Cell	10+D6	Common	IMUNDA	
Ammo	Plasma Missile	40+D6	Rare	IMUNDA	
Ammo	Psycannon Bolts	20+D6	Rare	IMUNDA	
Armour	Cameoline	15+D6	Uncommon	IMUNDA	
Armour	Carapace Armour	60+3D6	Rare	NCE	
Armour	Carapace Armour (Enc)	70+3D6	Rare	NCE	
Armour	Conversion Field	150+2D6	Rare	IMUNDA	
Armour	Displacer Field	35+3D6	Rare	IMUNDA	
Armour	Flak Armour	10+2D6	Rare	NCE	
Armour	Force Field	100+4D6	Rare	NCE	
Armour	Ghosthelm	20+2D6	Rare	IMUNDA	Void Pirates & Eldars Only
Armour	Hexagrammic Wards	50+3D6	Rare	IMUNDA	
Armour	Holo-Field	30+2D6	Uncommon	IMUNDA	Eldar Only

Armour	Kustom Force Field	35+2D6	Uncommon	IMUNDA	Ork (Mek) Only
Armour	Mesh Armour	25+2D6	Rare	NCE	
Armour	Mesh Armour (Enc)	30+2D6	Rare	IMUNDA	
Armour	Power Armor	80+3D6	Rare	IMUNDA	Request a MIU
Armour	Power Armor (Enc)	90+3D6	Rare	IMUNDA	Request a MIU
Armour	Refractor Field	25+2D6	Uncommon	IMUNDA	
Bionics	Bionic Arm	80+3D6	Rare	NCE	
Bionics	Bionic Chest	50+3D6	Rare	NCE	
Bionics	Bionic Eye	50+3D6	Rare	NCE	
Bionics	Bionic Leg	80+3D6	Rare	NCE	
Bionics	Electoos	40+3D6	Rare	IMUNDA	Ad Mech Only
Bionics	Injector Rig/ Bio-Booster	10	Common	IMUNDA	
Bionics	Lobo-Chip	10	Common	IMUNDA	
Bionics	Mechadendrites/ Servo-Arm	45+D6	Uncommon	IMUNDA	Request a MIU
Bionics	MIU	10+D6	Uncommon	IMUNDA	
Bionics	Shoulder Rig	20+3D6	Rare	IMUNDA	Request a MIU
Bionics	Skull Chip	25+2D6	Uncommon	IMUNDA	
Grenades	Choke Grenades	15+2D6	Rare	NCE	
Grenades	Demo-Charge	50+2D6	Rare	IMUNDA	
Grenades	Fire Bomb	20+D6	Uncommon	IMUNDA	
Grenades	Frag Grenades	25	Common	NCE	
Grenades	Hallucinogen Grenades	40+4D6	Rare	NCE	
Grenades	Krak Grenades	40	Common	NCE	
Grenades	Melta Grenades	40+3D6	Rare	NCE	

Grenades	Photon Flash Flares	20+2D6	Rare	NCE	
Grenades	Plasma Grenades	35+3D6	Rare	NCE	
Grenades	Scare Grenades	20+2D6	Rare	NCE	
Grenades	Smoke Grenades	10+3D6	Rare	NCE	
Grenades	Tox Bomb	25+D6	Uncommon	IMUNDA	Mutants/Chaos Only
Miscellaneous	Auto-repairer	80+4D6	Rare	NCE	
Miscellaneous	Berserker Chip	25+3D6	Rare	NCE	
Miscellaneous	Bio-scanner	50+3D6	Rare	NCE	
Miscellaneous	Blade Venom	10+D6	Rare	OCE	
Miscellaneous	Blindsnake Pouch	30+2D6	Rare	OCE	
Miscellaneous	Bottle of Wildsnake	10+D6	Rare	OCE	
Miscellaneous	Charm	20+2D6	Uncommon	IMUNDA	
Miscellaneous	Clip Harness	10	Common	NCE	
Miscellaneous	Comm-Link/Microbead	5	Common	IMUNDA	
Miscellaneous	Concealed Blade	10+D6	Rare	NCE	
Miscellaneous	Control Collar	5	Common	IMUNDA	
Miscellaneous	Drum Magazine	15+2D6	Rare	NCE	
Miscellaneous	Filter Plugs	10	Common	NCE	
Miscellaneous	Flects	20+3D6	Rare	IMUNDA	
Miscellaneous	Frenzon	40+3D6	Rare	IMUNDA	
Miscellaneous	Grapnel	30+4D6	Rare	NCE	
Miscellaneous	Grav Chute	40+4D6	Rare	NCE	
Miscellaneous	Icrotic Slime	50+3D6	Rare	OCE	
Miscellaneous	Infra-red Goggles	30+3D6	Rare	NCE	
Miscellaneous	Isotropic Fuel Rod	50+4D6	Rare	NCE	
Miscellaneous	Kalma (per dose)	5+D6	Rare	OCE	

Miscellaneous	Lobo-chip	20	Common	NCE	
Miscellaneous	Local Map	D6x10	Rare	OCE	
Miscellaneous	Master-Crafted Weapon	Weapon ÷2	Rare	IMUNDA	
Miscellaneous	Medi-pack	80+4D6	Rare	NCE	
Miscellaneous	Mung Vase	D6x10	Rare	NCE	
Miscellaneous	Photo-Visor				
Miscellaneous	Respirator	15+2D6	Rare	NCE	
Miscellaneous	Screamers	10+3D6	Rare	NCE	
Miscellaneous	Silencer	10+2D6	Rare	NCE	
Miscellaneous	Skull Chip	30+3D6	Rare	NCE	
Miscellaneous	Slaught (per dose)	5+3D6	Rare	OCE	
Miscellaneous	Spur (per dose)	5+3D6	Rare	OCE	
Miscellaneous	Stinger Pouch	10+3D6	Rare	NCE	
Miscellaneous	Suspensor	50+3D6	Rare	NCE	
Miscellaneous	Weapon Reload	Weapon ÷2	Common	NCE	
Sight	Infra-red Sight	30+3D6	Rare	NCE	
Sight	Mono Sight	40+3D6	Rare	NCE	
Sight	Red-dot Laser Sight	40+3D6	Rare	NCE	
Sight	Telescopic Sight	30+3D6	Rare	NCE	

Basic	Assassin rifle	N	-	0-8	8-32	-	+1	3	1	-1	5+	Critical Shot	45	45	Common
Basic	Autogun	Y	-	0-12	12-24	+1	-	3	1	-	4+	-	20	20	Common
Basic	Blunderbuss / Scattergun	Y	-	0-8	8-16	+2	-	3	1	-	4+	-	10	10	Common
Basic	Boltgun	Y	-	0-12	12-24	+1	-	4	1	-1	6+	-	35	35	Common
Basic	Bow	N	-	0-8	8-12	-	-1	3	1	-	4+	Silent	5	5	Common
Basic	Discus/Throwing Axe	Y	-	S*2	S*3	-	-1	User	1	-	Auto	-	20	20	Common
Basic	Flechette Projector	N	Loxatl	0-12	12-24	-	+1	4	D3	-	4+	Pellets	70	70+3D6	Rare
Basic	Grot Blasta	N	Ork	0-6	6-12	+1	-	3	1	-	4+	-	10	10	Common
Basic	Hellgun	N	-	0-8	8-24	+1	-	4	1	-2	4+	-	40	40+2D6	Uncommon
Basic	Hunting Rifle	Y	-	0-8	8-32	-1	-	3	1	-	4+	Critical Shot	25	25	Common
Basic	Kroot Rifle	N	Kroot	0-12	12-24	+1	-	4	1	-1	4+	Count as Club in hth	25	25+2D6	Uncommon
Basic	Lasgun	Y	-	0-8	8-24	+1	-	3	1	-	2+	-	25	25	Common
Basic	Musket	Y	-	0-8	8-24	-1	-	3	1	-	4+	-	10	10	Common
Basic	Pulse Carbine	N	Tau	0-10	10-20	-	-	4	1	-1	3+	-	35	35+2D6	Uncommon
Basic	Pulse Rifle	N	Tau	0-10	10-20	-	-	5	1	-2	3+	-	40	40+2D6	Uncommon
Basic	Shoota	N	Ork	0-10	10-20	-	-1	4	1	-1	4+	-	25	25+1D6	Uncommon
Basic	Shotgun (Man Stopper Shells)	Y	-	0-4	4-18	+1	-	4	1	-	4+	Knock Back	25	25	Common
Basic	Shotgun (Scatter)	Y	-	0-4	4-18	+1	-1	3	1	-	4+	Pellets	20	20	Common
Basic	Shotgun (Solid)	Y	-	0-4	4-18	+1	-1	4	1	-	4+	Knock Back	20	20	Common
Basic	Shotgun (Bolt)	Y	-	0-4	4-24	+1	-	4	1	-	6+	-	20	20	Common
Basic	Shotgun (Hot Shot)	Y	-	0-4	4-18	+1	-	4	1	-	6+	Knock Back, Catch Fire 5+	25	25	Common
Basic	Shuriken Catapult	N	Eldar	0-10	10-20	+1	-	4	1	-1	4+	-	25	25+2D6	Uncommon
Basic	Splinter Rifle	N	Eldar	0-12	12-24	+1	-	1	1	-1	3+	Toxic	40		Uncommon
Special	Webber	N	-	0-10	10-20	+1	-1	Special	Special	Special	6+	Webbed Targets, Solvent, Capture	160		Rare

Grenade	Choke Grenades	Y	-	Grenade	Grenade	Grenade	Grenade	Special	Special	Special	Special	Gas Cloud, Choke	15	15+3D6	Rare
Grenade	Demo Charge	N	-	Grenade	Grenade	Grenade	Grenade	10		2D6	-5	-	Demolition, 1 use per game	40	40+3D6	Rare
Grenade	Fire bomb	N	-	Grenade	Grenade	Grenade	Grenade	3		1	-1	-	Blast, Catch Fire (5+)	20	20+3d6	Rare
Grenade	Frag Grenades	Y	-	Grenade	Grenade	Grenade	Grenade	3		1	-1	-	Gas Cloud,	25	25	Common
Grenade	Hallucinogen Grenades	Y	-	Grenade	Grenade	Grenade	Grenade	Special	Special	Special	Special	Gas Cloud, Hallucinogen		40	40+3D6	Rare
Grenade	Haywire / EMP Grenades	N	-	Grenade	Grenade	Grenade	Grenade		0	D3	-3	-	Gas Cloud	25	25+3d6	Rare
Grenade	Krak Grenades	Y	-	Grenade	Grenade	Grenade	Grenade		6	D6	-3	-	-1 to Hit, Demolition	40	40	Common
Grenade	Melta Bombs	Y	-	Grenade	Grenade	Grenade	Grenade	8		2D6	-5	-	Demolition, 1 use per game	40	40+3D6	Rare
Grenade	Photon Flash Flares	Y	-	Grenade	Grenade	Grenade	Grenade	Special	Special	Special	Special		Blast, Blind	20	20+3D6	Rare
Grenade	Plasma Grenades	Y	-	Grenade	Grenade	Grenade	Grenade		5	1	-2	-	Blast	35	35+3D6	Rare
Grenade	Scare Grenade	Y	-	Grenade	Grenade	Grenade	Grenade	Special	Special	Special	Special		Gas Cloud, Scare	20	20+3D6	Rare
Grenade	Smoke Bombs	Y	-	Grenade	Grenade	Grenade	Grenade	Special	Special	Special	Special		Gas Cloud, Somke	10	10+3D6	Rare
Grenade	Tox Bomb*	Y	-	Grenade	Grenade	Grenade	Grenade		4	1	-	-	Gas Cloud, Toxic, Ignore Armor	20	20+3D6	Rare
Heavy	Assault Cannon	N	-	0-20	20-40	-	-	7		D3	-2	4+	High Impact, Sustained Fire 1	240	240	Common
Heavy	Autocannon	N	-	0-20	20-72	-	-	8		D6	-5	4+	Sustained Fire 1, High Impact	260	260	Common
Heavy	Big Shoota	N	Ork	0-20	20-40	-	-	5		D3	-2	6+	Sustained Fire 2	180	180	Common
Heavy	Dark Lance	N	Eldar	0-20	20-60	-	-	9		2D6	-6	2+	High Impact	300	300	Common
Heavy	Deffgun	N	Ork	0-24	24-48	-	-	7		D3	-2	4+	High Impact, Sustained Fire 1	240	240	Common
Heavy	Gauss Cannon	N	Necron	0-18	18-36	-	-	9		D3	-4	6+	High Impact, Sudden Death	300	300	Common
Heavy	Heavy Bolter	Y	-	0-20	20-40	-	-	5		D3	-2	6+	Sustained Fire 2	180	180	Common
Heavy	Heavy Flamer	Y	-	Template	Template	Template	Template	5		D3	-3	3+	Flamer, Ammo Roll, Catch Fire 3+	80	80	Common

*: Common for mutants.

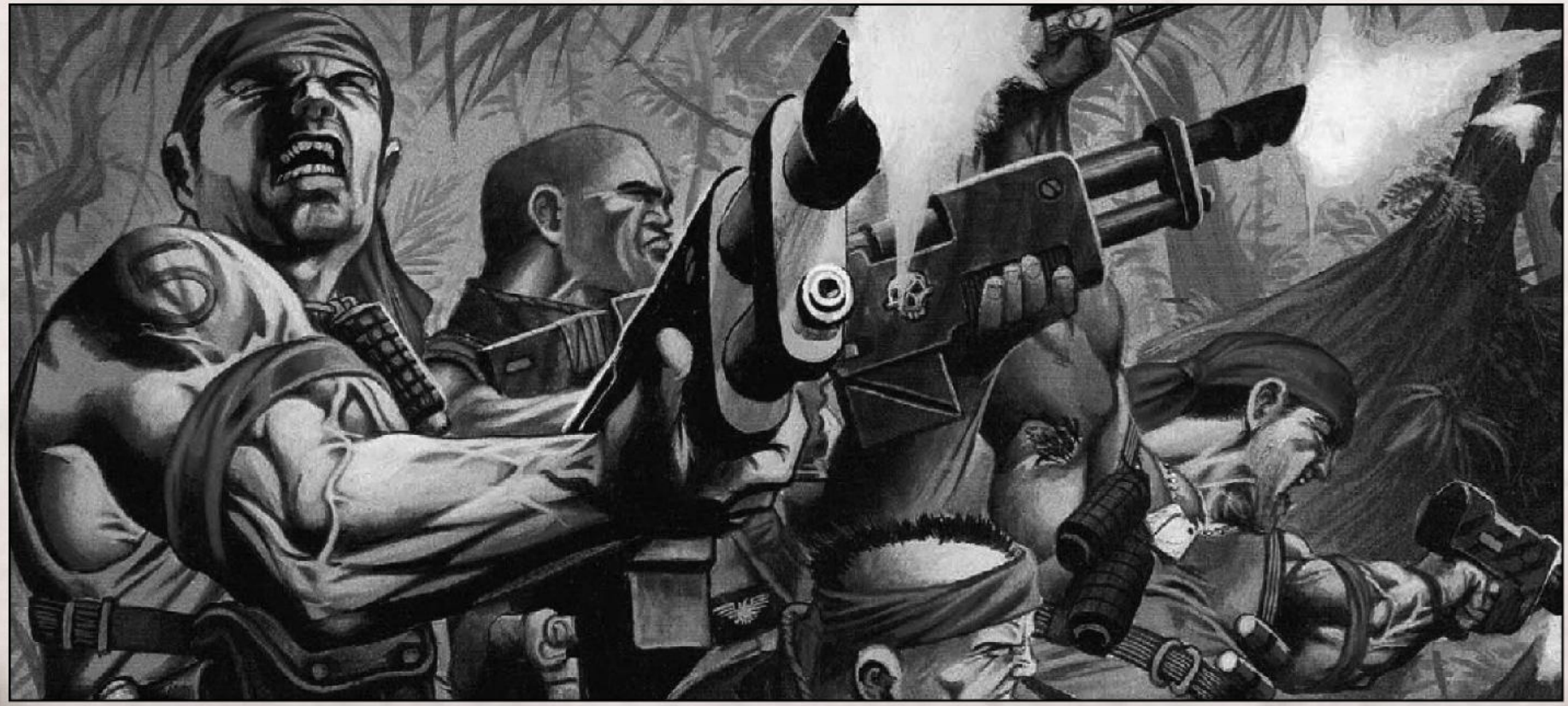
Heavy	Heavy Plasma Gun (High)	Y	-	0-20	20-72	-	-	8	D6	-5	6+	Gas Cloud, High Impact	240	240	Common
Heavy	Heavy Plasma Gun (Low)	Y	-	0-20	20-72	-	-	7	D3	-4	4+	Blast, High Impact	240	240	Common
Heavy	Heavy Stubber	Y	-	0-20	20-40	-	-	4	1	-1	4+	Sustained Fire 2	120	120	Common
Heavy	Lascannon	Y	-	0-20	20-60	-	-	9	2D6	-6	2+	High Impact	300	300	Common
Heavy	Missile Launcher (Frag)	Y	-	0-20	20-72	-	-	4	1	-2	4+	Gas Cloud	140	140	Common
Heavy	Missile Launcher (Krak)	Y	-	0-20	20-72	-	-	8	D6	-5	4+	High Impact	140	140	Common
Heavy	Multi-Laser	N	-	0-16	16-32	+1	-	6	1	-2	4+	Sustained Fire 2	170	170	Common
Heavy	Multi-Melta	N	-	0-12	12-24	-	-	10	2D6	-6	4+	High Impact, Melta	300	300	Common
Heavy	Reaper Launcher	N	Eldar	0-20	20-72	-	-	5	1	-2	4+	Blast	170	170	Common
Heavy	Rokkit Launcha	N	Ork	0-12	12-24	-	-1	7	1	-2	Auto	Move or Fire, Blast, Ork	100	100	Common
Heavy	RPG Launcher	N		-	0-24	24-48	+1	-	Special	Special	Special	Special	Buy a Grenade Type	110	110	Common
Heavy	Scatter Cannon	Y	-	0-8	8-16	+3	-1	4	1	-1	6+	Gas Cloud	50	50	Common
Heavy	Spear Gun	Y	-	0-12	12-24	+1	-	6	D3	-3	6+	-	50	50	Common
Heavy	Splinter Cannon	N	Eldar	0-18	18-36		+1	-	1	1	-1	3+	Toxic, Sustained Fire 2	220	220+2D6	Uncommon
HtH	Bonding Knife	N	Tau	-	-	-	-	User	1	SB	-	-	5	5	Common
HtH	Knive	Y	-	-	-	-	-	User	1	SB	-	First one is always free	5	5	Common
HtH	Stilletto/Dirk/ Punch Knife	N		-	-	-	-	-	User -1	1	SB	-	Nullify	5	5	Common
HtH	Throwing Knife	N		-	-	-	-	-	User -1	1	SB	-	-	5	5	Common
HtH	Chain & Flail	Y	-	-	-	-	-	-	User +1	1	SB	-	Nullify , Clumsy	10	10	Common
HtH	Choppa	N	Ork	-	-	-	-	-	User	1	SB	-	-	10	10	Common
HtH	Claw	Y	-	-	-	-	-	-	3	1	-	-	Implant	10	10+1D6	Uncommon
HtH	Club/Maul/ Bludgeon	Y	-	-	-	-	-	-	User +1	1	SB	-	-	10	10	Common
HtH	Hammer	Y	-		-	-	-	-	3	1	-	-	Implant		10	10+1D6 Uncommon
HtH	Shear	Y	-		-	-	-	-	4	1	-1	-	Implant		10	10+1D6 Uncommon

HtH	Axe (1 Handed)	N	-					User +1	1	SB	-	-	15	15	Common
HtH	Axe (2 Handed)	N						User +2	1	SB	-	Massive Weapon, Mighty Blow,	15	15	Common
HtH	Buzz Saw	Y						5	1	-2	-	Noisy, Implant	15	15+1D6	Uncommon
HtH	Chainsaw	Y	-	-	-	-	-	4	1	-1	-	Parry, Implant	15	15+3D6	Rare
HtH	Massive Axe, Sword or Club	Y	-	-	-	-	-	User +2	1	SB	-	Massive Weapon, Mighty Blow,	15	15	Common
HtH	Rock Drill	Y	-	-	-	-	-	4	D3	-3	-	Implant	15	15+1D6	Uncommon
HtH	Staff	N	-	-	-	-	-	User	1	SB	-	Parry	15	15	Common
HtH	Sword	Y	-	-	-	-	-	User	1	SB		Parry	15	15	Common
HtH	Web of Skulls	N	Eldar	-	-	-	-	User	1	SB	-	Nullify , Clumsy	15	15+3D6	Rare
HtH	Big Choppa	N	Ork	-	-	-	-	User +3	1	SB	-	Massive Weapon, Mighty Blow,	20	20	Common
HtH	Agonizer	N	Eldar	-	-	-	-	User	1	SB	-	Toxic	25	25+2D6	Uncommon
HtH	Chain Axe (1 Handed)	N	-	-			-	User +2	1	SB	-	Noisy	25	25+2D6	Uncommon
HtH	Chain Axe (2 Handed)	N	-	-				User +3	1	SB	-	Massive Weapon, Mighty Blow, Noisy	25	25+2D6	Uncommon
HtH	Chainsword	Y	-	-		-	-	4	1	-2		Parry , Noisy	25	25	Common
HtH	Diresword	N	Eldar	-	-	-	-	User	1	SB		Parry , Toxic	25	25+3D6	Rare
HtH	Harlequin's Kiss	N	Eldar	-				4	D3	SB		Fleshbane	25	25+3D6	Rare
HtH	Man-Catcher	N						User	1	SB	-	Shock , 2 Handed , Opponent -1A	25	25+3D6	Rare
HtH	Neural Whip	N	Eldar					User	1	SB	-	Nullify , Stun , Exotic	25	25+2D6	Uncommon
HtH	Razorflail	N	Eldar					User	1	SB	-	Parry , Nullify	25	25+2D6	Uncommon
HtH	Triskele	N	Eldar			-	-	5	1	-1	-	Power	25	25+3D6	Rare
HtH	Eviscerator	Y						6	1	-4		Massive Weapon, Unparriable , Mighty Blow , Noisy	30	30+3D6	Rare
HtH	Electro-Flail	N			-	-	-	User	D3	SB		Shock , Nullify	35	35+3D6	Rare
Axe HtH	Power (1 Handed)	Y-		-	-	-	-	User +3	1	SB	-	Power	35	35+3D6	Rare
HtH	Power Axe (2 Handed)	Y -		-	-	-	-	User +4	1 SB	-		Massive Weapon, Mighty Blow, Power		35 35+3D6	Rare

Pistols	Needle Pistol	Y	-	0-8	8-16	+2	-	3	1	-1	6+	Spec. Injuries,Silent (Check Nec Rule Book)	8 0	8 0 + 3 D 6	R a r e

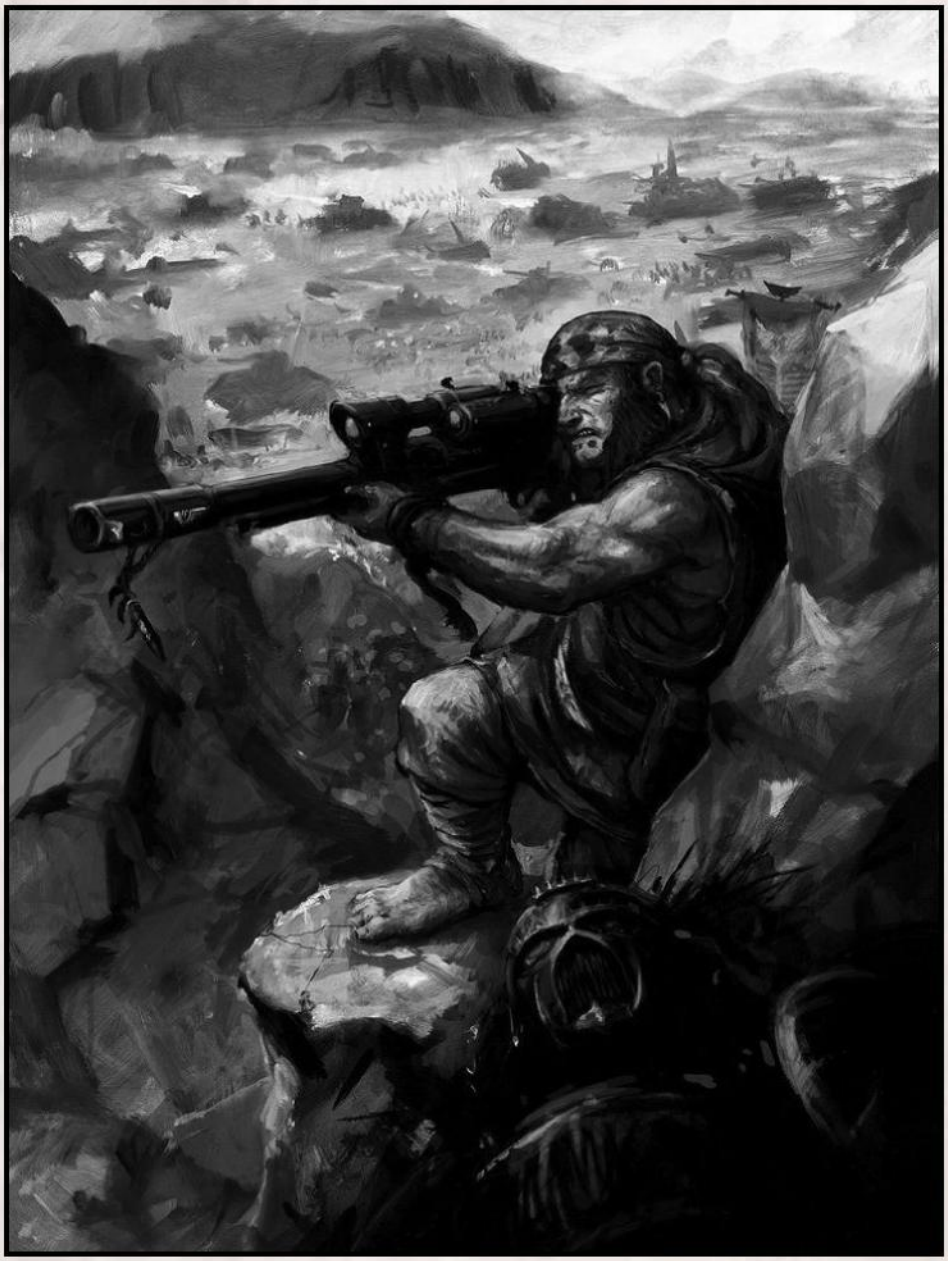
Special	Neutron Blaster N	Vespid	0-10	10-20	+1		-	5	1	-3	4+	-	70	70	Common

Special	Plasma Gun - High Energy	Y	-	0-12	12-24	+1	-	6	1	-3	6+	Gets Hot, Sustained Fire 1	80	80	Common
Special	Plasma Gun - Low Energy	Y	-	0-8	8-24	+1	-	5	1	-2	4+	-	80	80	Common
Special	Rad-Cleanser	N	-	Tem-plate	Tem-plate	Template	Template	4	1	-	Auto	Toxic / No Armor Save	60	60+3D6	Rare
Special	Rail Rifle	N	Tau	0-16	16-32	-	-	6	1	-	4+	Tau		100	100+2D6 Uncommon
Special	Ripper Gun	N	-	0-8	8-16	+1	-	4	1	-1	4+	Count as Club in HtH Combat, Sustained Fire 1		55	55+2D6 Uncommon
Special	Stake Cross-bow	N	-	0-12	12-24	-	-	3	1	-1	Auto	Toxic (Psyker) / Silent	80	80+3D6	Rare
Special	Storm Bolter	N	-	0-12	12-24	+1	-	4	1	-1	6+	Sustained Fire 1	45	45+3D6	Rare



Ammo Roll	Roll for Ammo after each shot.
Blast	Use the blast template
Blind	Any models that fail the Initiative test are blinded. Blinded fighters are unable to see so cannot do anything except stagger around in a haphazard manner. If they do decide to move then they do so at half speed and in a random direction. If engaged in hand-to-hand combat they can fight but their WS is reduced to 1.
Catch Fire	Target may catch fire on a specified roll.
Clumsy	Each flail will double one of your fumbles. For example, if a fighter uses two flails then the first two fumbles he rolls will each add +2 to your opponent's Combat Score.
Critical Shot	If a fighter shooting a rifle remained stationary that turn and rolled a to wound score of 6, then that wound will inflict D3 Damage.
Demolition	Item with that attribute can be affixed to any stationary structure as explained in the Attacking Terrain part of the Advanced Rules section. Note krak grenades allocated to a grenade launcher cannot be used in this way.
Flamer	Use the Tear Template.
Fleshbane	Reroll to wound on non construct target.
Focus Power	Spell difficulty is reduced by 1 when you carry such a weapon. Limited to one only !
Power Weapons	Power Weapons can only be parried by other Power Weapons & Force Weapons.
Force	As Power Weapons, but grant a +1 in Combat result if you pass a LD test.
Gas Cloud	Use the Gas Cloud Template
Gets Hot	NEC Rule Book
High Impact	When a fighter is hit by a high impact weapon they will go out of action on a roll of 5 or 6 on the injury chart rather than the normal 6.
Knock Back	The high impact of a shotgun is quite capable of knocking a man off balance or even off his feet. To represent this a target making a roll for falling over an edge as a result of a shotgun hit from a solid slug, manstopper or hot shot shell counts his Initiative with a -1 penalty.
Massive Weapon	It requires two hands to swing a massive weapon so it can never be used together with another weapon.Due to the ponderous lurching swing required to wield this weapon your opponent is likely to catch you on the upswing. If the combat ends in a draw then your Initiative is halved when working out which fighter wins.
Melta	TBD
Mighty Blow	The sheer mass of a massive weapon combined with the momentum of a charge makes it difficult to retaliate against such an onslaught. If you charged into combat that turn then your opponent rolls one less attack dice for the duration of the turn (to a minimum of 1).
Move or Fire	NEC Rule Book
Noisy	This weapon emits a loud and distinctive sound so must test to sound the alarm when used during scenarios such as The Raid.
Nullify	Each flail cancels out an opponent's parry. Note any parries that nullify each other take precedence. For example, a fighter equipped with a flail and a sword cannot parry against an opponent equipped with a sword.
Parry	NEC Rule Book
Pellets	When firing a scatter shot, disregard any cover modifiers for hitting the target – the hundreds of pellets saturate the area with shot and can catch partially concealed targets as if they were in the open.
Recharge	It takes a full turn to reload the weapon

Special	
Shock	NEC Rule Book
Silent	This weapon emits no noise so when fired doesn't test to sound the alarm during scenarios such as The Raid.
Stun	Treat it as Blind
Sustained Fire (X)	NEC Rule Book
Toxic	Always wound non Construct/non Warp targets on 4+ unless natural strength gives a better option.
Web	NEC Rule Book
Haywire	Always wound Construct targets on 4+ unless natural strength gives a better option.



I. AMMUNITIONS

- **BOLT SHELLS / Shotgun**

This is a small self-propelled missile. In fact it is a charge adapted from a boltgun round, and has similar properties including being somewhat temperamental.

- **DUM-DUM BULLETS / Pistols**

A stub gun can be loaded with dum-dum bullets. A supply of these powerful hand-made bullets costs extra, but they are more effective than standard ammunition adding +1 to the Strength of any hits (Strength 4 rather than 3). However, a stub gun firing dum-dums must test to see if it explodes on an Ammo roll of 1, 2 or 3 instead of just a roll of 1. Dum-dum bullets follow the usual ammo rules as explained in the Ammunition & Gunsights section.

- **EXECUTIONER SHELL / Shotgun**

Executioner shells are Exotic shells. They contain a small amount of propellant and a tiny guidance chip which locks unto the target. If a shot with an Executioner misses, the firing model may re-roll the to hit roll once.

- **FRAG MISSILES / Missile Launcher**

This missile scatters shrapnel over a wide area making it ideal for scything down groups of exposed fighters.

- **HELLFIRE BOLTS/ Bolt Weapons**

The core of hellfire bolts contains highly corrosive acids that inflict horrendous wounds on unprotected flesh. Poorly maintained hellfire bolts are notoriously explosive as any leaking acid can eat away at the bolt weapon's innards.

A hit from a bolt pistol or boltgun firing hellfire bolts inflicts D3 Damage. However, a gun firing hellfire bolts must test to see if it explodes on an Ammo roll of 1, 2 or 3 instead of just a roll of 1.

- **INFERNO BOLTS/ Bolt Weapons**

INFERNO Bolts are loaded with a small promethium charge. Models hit by an inferno bolt may Catch Fire, as if hit by a Hand Flamer (5+)

- **KRAK MISSILES / Missile Launcher**

This missile contains a powerful implosive charge designed to crack open heavy armored targets.

- **KRAKEN BOLTS/ Bolt Weapons**

A Kraken penetrator round is capable of piercing the toughest hide thanks to its adamantine core and improved propellant. They add +1 Strength and -2 Armor save modifier.

- **MANSTOPPER SHELLS / Shotgun**

This is a particularly heavy solid cartridge with a massive propellant charge. It is more powerful than a normal solid shot and more accurate over longer ranges. However, it is more expensive than an ordinary solid shot.

- **METAL STORM BOLTS / Bolt Weapons**

Metal storm bolts explode in proximity to the enemy, their fragmentation casing making pinpoint accuracy unnecessary. Shot done with such ammo always test for Stray Shots.

- **OVERCHARGE CELL / Laser Weapons**

Overcharge Cells negate any to hit penalties suffered by the weapon they are attached to, it adds +1 Strength and -1 Armor save modifier.

- **HOTSHOT SHELL / Shotgun**

Hot Shot shells are loaded with a small promethium charge. Models hit by a Hot Shot shell may Catch Fire, as if hit by a Hand Flamer.(5+)

- **PLASMA MISSILE / Missile Launcher**

This missile scatters plasma over a wide area making it ideal for scything down groups of exposed fighters.

- **PSYCANNON BOLTS**

Psycannon bolts are psychically charged Bolts which negate the powers of Warp creatures and other followers of Chaos. They add +1 Strength. Warp Creatures do not receive their 4+ save against Psycannon Bolts.

II. ARMOUR

Special: *Armor comes in two forms: regular and Enclosed. Enclosed armor is more expensive; however it fully protects the user from environmental dangers. As such, enclosed armor is considered to incorporate both a respirator and photo-contacts/visor.*

- **CAMELEOLINE**

Cameleoline is a special type of fabric or coating used to blend the wearer more naturally into their environment.
Cameleoline may be taken by itself (which represents its inclusion into the wearer's clothing) or with armor (representing its coating onto the armor's surface). Cameleoline gives the wearers an additional -1 cover save from shooting attacks (i.e. partial cover would be -2, etc.). If the owner does not have a save cover, then it is useless.

- **CARAPACE ARMOUR**

Carapace armor is made of rigid plates of armaplas moulded to fit parts of the body. A typical suit of carapace covers the vital chest region, with separate plates for the arms and legs. The armaplas plates offer quite good protection from low-powered weaponry but are rather heavy.
Armor Save: A fighter wearing carapace armor receives a 4+ armor saving throw.
Initiative: Because of its cumbersome weight a fighter wearing carapace armor suffers a -1 Initiative characteristic penalty.

- **CONVERSION FIELD**

A conversion field works by taking incoming kinetic energy, converting it into potential energy (hence the name), and then releasing that energy in the form of light. The Rosarius used by many members of the Ecclesiarchy incorporates a conversion field. A conversion field grants lowers the strength of all incoming Shooting attacks by 2. If the wearer is successfully hit by a weapon of Strength 5 or higher, treat the field as a photon flash grenade attack, centered on the equipped model. This has no effect on the wearer. Note a force field offers no protection against hits struck in hand-to-hand combat.

- **DISPLACER FIELD**

A rare and little understood device, a displacer field is similar to a refractor field however, if the field senses any failure, it will attempt to teleport the wearer several feet out of danger. Although, such sudden random displacement may have unintended consequences...
A displacer field lowers the strength of all incoming Shooting attacks by 3 and is considered Exotic.
Any weapon which scores 2 or more successive hits (usually via Sustained Fire) and/or with the High Impact attribute which is hits the wearer, may cause the displacer to activate. Roll a D3 and Scatter Dice. The model is immediately moved that many inches in the direction indicated. If this causes the model to not be placed on a horizontal surface, it suffers from Falling. If this places the model in impassable terrain or another model, it immediately suffers an automatic wound with no save possible. If the model is lucky enough to survive, place it within 1" of its original destination.

- **FLAK ARMOUR**

Flak armor is made from high-tensile padded fabric usually in the form of a sleeveless jacket which covers the upper torso. Flak is rather uncomfortable and not especially popular despite its low cost. It offers minimal protection against low powered weapons and is most useful against blasts and explosive impact from near-misses.
Armor Save: A fighter wearing flak armor has a basic D6 saving throw of 6 against a wound. This is increased to 5 or 6 against weapons which use a template as these are generally the low velocity weapons that flak is most effective against – flamers, blast weapons and Frag grenades, for example. The save modifiers for these weapons may reduce or cancel out this save in many cases.

- **FORCE FIELD**

Force fields are the simplest and most common form of protective energy shield used throughout the Imperium. Nevertheless, personal force fields are expensive and rare in the Underhive, only gangs with the right connections can ever hope to own one.
All ranged attacks made against a fighter protected by a force field suffer a -1 penalty to their Strength and Save Modifier. Note a force field offers no protection against hits struck in hand-to-hand combat.

- **GHOSTHELM**

A Ghosthelm is a psychically attuned helmet worn by Eldar psykers to boost their powers and protect them from the predations of the Warp. A Ghosthelm allows the wearer to reroll one Perils of The Warp result or Psychic power per scenario. A Ghosthelm is an Eldar weapon and is considered Exotic to all non Eldar races. A Ghosthelm grants the wearer the Focus power attribute.

- **HEXAGRAMMIC WARDS**

Hexagrammic Wards are the catchall term applied to etchings, incantations, or physical systems which protect the user from psychic powers, sorcery, and other Warpcraft. The ability to apply a ward is a largely forbidden lore within the Imperium as is considered Exotic to Humans. Hexagrammic Wards confer no saves against normal attacks. However, all direct attacks from Psychic/Wyrd powers, Force weapons, and Warp Creatures receive a special 4+ "Armor Save". If this test is passed, the power or attack is negated.

- **HOLO-FIELD**

A field of Eldar manufacture, this field places several holograms of the wearer around it, whenever the user moves rapidly.
A holo-field wearer is always considered to be in Partial Cover (1 to hit), if the wearer is in partial cover already it counts as being in Full Cover (2 to hit). Models shooting at the wearer from Overwatch suffer 2 to hit, rather than the normal 1 modifier. A Holo-Field is considered an Eldar weapon.

- **KUSTOM FORCE FIELD**

It is a strange array of energy-based shields utilized by the technologically-minded Orks known as Mekboyz. A Kustom Force Field lowers the strength of all incoming Shooting attacks against the user, and all Orkoid models within 3", by -2. A KFF is only usable by Ork models and only 1 may be included in a warband.

- **MESH ARMOUR**

Mesh armor is a fabric-like material made from tiny cells of bonded thermoplas. The resultant mesh is light but very strong and can be fashioned into garments or used as a protective lining. Mesh absorbs physical blows or heat energy by becoming momentarily solid, effectively absorbing the energy of an attack to switch from one morphic state to another. Repeated hits to the same area will tend to erode this effect and reduce the protective value of the mesh.
Armor Save: A fighter wearing mesh armor receives a 5+ armor saving throw.

- **POWER ARMOR**

Power armor is a set of full-body protective armors, which are servo-assisted and grant the wearer greater power. In many cases, a neural interface is included so the wearer does not suffer any lag-time between the controls and the armor's movement and fighting actions.
Armor Save: A fighter wearing power armor receives a 3+ armor saving throw. However, if the wearer is below Strength 5, it suffers -1 Initiative (Astartes and models equipped with an MIU ignore this penalty).

- **REFRACTOR FIELD**

A refractor field works by dispersing the energy of incoming attacks throughout the field. A refractor lowers the strength of all incoming Shooting attacks by -1 and, as it glows slightly, the wearer cannot hide.

II. BIONICS

- **Special:** Bionics may be selected upon recruitment or to replace a damaged limb or other body part if the model suffers such from the Serious In-juries chart (i.e. a bionic eye may replace a blinded eye, etc.). If used as a replacement, it cancels out the negative modifiers for that body part. Bionics may be damaged just as a body part can. If this happens, any positive effects provided by the bionic in question are cancelled and, if not replaced with another bionic, the model is affected just as if it was their normal "organic" body part. Once implanted, bionics may not be removed and transferred to another model.

- **BIONIC INJURY**

If a model suffers a serious injury to an area replaced with a bionic arm, eye, chest or leg then, roll a D6. On a roll of 4+ the bionic is repaired and the fighter suffers no lasting injury. On a roll of 1-3 the bionic is damaged and the fighter suffers from the serious injury following the usual rules.

- **BIONIC EYE**

A bionic eye's photosensitive cells offer protection against photon flash flares and enable the fighter to see in darkness and through smoke. A fighter that is Partially Blinded can be implanted with a bionic eye, in which case all serious injuries to a chosen eye are struck from the gang roster. A fighter implanted with a bionic eye counts as wearing a photo-visor and infra-red goggles. The model is also unaffected by smoke clouds, though any shots through the cloud suffer a -1 to hit penalty.

- **BIONIC LEG**

A bionic leg is very much stronger than an ordinary leg and affords the fighter the opportunity of making a devastating kick attack. A fighter suffering from a Leg Wound can be implanted with a bionic leg, in which case all Leg Wounds that a chosen leg suffers from are struck from the gang roster. A fighter implanted with a bionic leg gains +1 to his Attacks characteristic in hand-to-hand combat. In addition, if the fighter attempted to jump down from a ledge and the Initiative test is failed, roll a D6. On a roll of 4+ the bionic leg takes the brunt of the force. The fighter suffers no damage and may continue his move, just as if the Initiative test was passed.

- **BIONIC ARM**

A bionic arm is a particularly expensive device which offers greatly amplified strength, grip and dexterity compared to a normal arm. A fighter suffering from an Arm Wound or Hand Injury can be implanted with a bionic arm, in which case all Arm Wounds and Hand Injuries that a chosen arm suffers from are struck from the gang roster.

A fighter implanted with a bionic arm receives a +2 Strength bonus when using that arm. He also receives a +2 Initiative bonus during hand-to-hand combat or when testing to see if the fighter falls off a ledge.

- **BIONIC CHEST**

A bionic chest is a toughened membrane that sheathes the sternum and frontal rib cage. The material absorbs impact trauma and spreads the energy throughout the membrane thus reducing the chance of penetration. A fighter suffering from a Chest Wound can be implanted with a bionic chest, in which case all Chest Wounds are struck from the gang roster. A fighter implanted with a bionic chest counts as wearing a respirator and also receives a 6+ armor saving throw.

- **ELECTOOS**

Electoos are a series of sub-dermal capacitors and wiring which turn the bearer into a living spark plug. Rare outside the Adeptus Mechanicus, Electoos are common amongst the sect known as Electro-Priests who use these implants to provide power to machinery. They can also be used in close combat as a form of shock weapon, deadly to most foes, armored or not. Models with Electoos are considered armed with a Medi-pack when attempting to repair Constructs hit by EMP or haywire grenades. Additionally, the bearer may use the Electoos in HtH combat. If doing so, the player must declare the model is using Electoos before charging or before being charged. The model may then not use any other HtH or Pistol weapons. However, the model counts as being armed with 2 HtH weapons, adds +1 Strength to its attacks, and its Attacks have the Shock attribute.

- **INJECTOR RIG**

This can be a crude system of syringes linked to the user's bloodstream or an elegant augmetic installed sub dermally. Injector Rigs are used to infuse stimulants and other drugs directly into the user's bloodstream. An Injector Rig allows the model to use any drug it is equipped with at any time during its turn. Additionally, on the model's first Injury roll, the model may take one reroll. This may only be used on the first Injury roll a model takes. If the model chooses not to reroll the result, the rig cannot be used on any subsequent rolls.

- **LOBO CHIP**

A lobotomy chip is implanted directly into an organic brain and effectively anaesthetizes the user's excessive behavior. A lobo chip will cure a fighter of psychology tests associated with any serious head injury. Once implanted, the model does not have to test for Stupidity or Frenzy and its Initiative is reduced to 1.

- **MIU**

A Mind Impulse Unit is rarely seen outside the Adeptus Mechanicus. It is a neural uplink which allows the user to control Constructs and equipment via thought. A model with an MIU does not incur any penalties for wearing Power Armor and doubles the distance at which any selected Constructs may be controlled.

- **MECHADENDRITES/SERVO-ARM**

Technically not a bionic replacement, Mechadendrites are long metal 'tentacles' used by Techpriests to help repair equipment, perform sensory operations, or any number of myriad uses. A servo-arm is a crude version of the mechadendrite but is often seen mounted on the backpacks of many Astartes Techmarines.
A mechadendrite/servo-arm does not replace a limb. Only non-Construct models may select mechadendrite/ servo arms and only then if it has a MIU. No model may have more than their Toughness characteristic. Every mechadendrite/servo arm grants the following: the user is +1 Strength in HtH combat, does not suffer the encumbered modifier, and gains +1
Attack in HtH combat (ex: so a normal human with 2 Mechadendrites would have 3 Attacks at Strength 5 in HtH combat).

- **SKULL CHIP**

It is a small neural microchip which improves reaction time and memory. A model with a Skull Chip can reroll any Initiative based test, but must accept the second result, even if it is worse.

- **SHOULDER RIG**

Technically not a bionic, the shoulder rig is used to mount an independent weapon upon the wearer's shoulder, leaving his or her hands free. Shoulder Rigs may only be used by models with an MIU. A shoulder rig may be fitted with any basic weapon, at normal cost. During the shooting phase, a model with a shoulder rig may fire the shoulder rig at any enemy model within its forward 90° arc, even if firing another weapon at the same or another model, at 1 BS (in addition to any other To Hit modifiers).

IV. GRENADES

- **CHOKE GRENADES**

NCE rulebook.

- **DEMO-CHARGE**

A large, unwieldy bomb developed for the Imperial Guard. Demo Charges are unwieldy to throw and are -1 to hit, possess the High Impact and Blast attributes, and may be used for Demolition. Due to their inherent danger, Demo Charges are Exotic weapons.

- **FIRE BOMB**

The preferred weapon of rioters and recidivists, a fire bomb is a simple canister filled with flammable liquid which explodes into a fireball when it strikes. Fire Bombs have the Blast and victims may catch fire, as if hit with a hand flamer.

- **FRAG GRENADES**

NCE rulebook.

- **HALLUCINOGEN GRENADES**

NCE rulebook.

- **KRAK GRENADES**

NCE rulebook.

- **MELTA GRENADES**

NCE rulebook.

- **PHOTON FLASH GRENADES**

NCE rulebook.

- **PLASMA GRENADES**

NCE rulebook.

- **SCARE GRENADES**

NCE rulebook.

- **SMOKE GRENADES**

NCE rulebook.

- **TOX BOMB**

The standard grenade rules apply for throwing a tox bomb. Any models at least partially caught under the gas cloud template will be hit on a D6 roll of 4+, or 6 if they are wearing a respirator (filter plugs alone won't help), suffering a Strength 4 hit with no armor save allowed. Leave the tox marker in place for the rest of the game. Anyone who subsequently moves within range may be hit as above.
Once Per Fight: A fighter can only carry a single tox bomb each game so once thrown cannot throw another. Tox bombs are still replenished after each fight just like normal grenades.

V. MISCELLANEOUS EQUIPMENT

- **AUTO-REPAIRER**

NCE rulebook.

- **BERSERKER CHIP**

NCE rulebook.

- **BIO-SCANNER**

A bio-scanner detects life signs within the proximity of the user. The device is small, about the size of a pistol, and can be worn upon a belt or around the owner's neck. A fighter who carries such a device improves his chances of spotting enemy intruders. A model carrying a bio-scanner will automatically spot any hidden enemies within 16".

- **BIO-BOOSTER**

A bio-booster is a small chemical charge that fits into a wrist band or similar. The booster's bio-sensor is activated when the wearer is injured, administering a shot of booster chemical into the bloodstream by means of a pressure diffuser. The bio-booster is self-administering and completely automatic.
If a fighter wearing a bio-booster is required to roll on the injury chart then a roll of 1-3 counts as a flesh wound. Note this only applies to injury rolls made in the recovery phase – ie, not to rolls made when initially suffering a wounding hit.

- **BLADE VENOM**

Blade venom is brewed from a variety of natural poisons to produce a viscous purple substance which will kill a man in seconds. The only problem is that a clumsy fighter with a poisoned weapon is as great a danger to himself as anyone else. Doses of blade venom are kept in the gang's stash and distributed before the start of a game to fighters who will use them. A dose of blade venom will envenom one weapon for one game, after which the venom loses its potency. Blade venom can only be usefully applied to knives, Chains or Flails, Clubs, Mauls or Bludgeons, Massive Weapons and Swords. Any hits inflicted by a weapon coated in blade venom gains the TOXIC Attribute.

- **BOTTLE OF WILDSNAKE**

Wildsnake is rare and potent liquor brewed out in the bad zones where it commands a price to match. A cunning leader can use the Wildsnake to instill a bit of "Snake Courage" into their gang by giving it to them to drink before a game. The bottle of Wildsnake is used up and the whole gang can reroll any failed nerve tests and Bottle rolls. Sadly their inebriation also reduces their Initiative characteristic by -2 as well. Once the game is over the gang's characteristics are returned to normal with accompanying blistering headaches.

- **CLIP HARNESS**

Fighters who must constantly climb the sheer ruins and crumbling superstructure of the Underhive often choose to make use of a clip harness to save them from falling. The harness is nothing more than a safety line that is fastened round the body, with a strong steel clip or magnetic clasp which can be attached to a nearby object. If the wearer should fall the harness will save him and enable the fighter to scramble to safety. The end of the safety line must be fastened for it to work. A model can fasten a harness if it does not move in its movement phase. The fighter can still perform other actions in addition to fastening the harness, such as shoot or go onto overwatch. The harness is automatically unfastened when the model moves or enters a hand-to-hand combat.
If the model becomes pinned or goes down within 1" of an edge then he does not have to test to fall. The fastened harness prevents him from falling, just as if he had passed the Initiative test.

- **COMM-LINK/MICROBEAD**

Comm-links are small personal communications devices commonly worn over an ear. Comm-links allow fighters to remain in constant contact, heightening situational awareness. Warbands equipped with comm.-links may always user the leader's Ld characteristic when taking tests no matter how far away they are. However, friendly models within line of sight of another friendly model which goes down or Out of Action, must test for breaking, even if they are further than 2" away.

- **CHARM**

A charm can be anything from a lucky Aquila to a rat-bone necklace. A model with a charm can sometimes sense when danger is present. If a fighter equipped with a charm is shot at and hit from overwatch, roll a D6. On a roll of 5+, the model avoids the shot. If the model fails, he takes damage normally.

- **CONCEALED BLADE**

NCE rulebook.

- **CONTROL COLLAR**

A common misnomer for a control device and matching micro-processor inserted into the brainstem of a beast to control its actions. Beasts fitted with control collars function exactly as friendly fighters so long as they remain within 24" of a friendly non-Beast model with a Control Collar item. If, for any reason, the beast moves further than 24" away, it may do nothing else until another non-Beast model with a Control Collar item moves within 24". This requires only the beast to be equiped with 1 control collar.

• **DRUM MAGAZINE**
NCE rulebook.

• **FILTER PLUGS**
NCE rulebook.

• **FLECTS**
Flects are technically not a drug, though they function similarly. Flects are small slivers of glass which have been exposed to the Warp and, when a user looks into the glass, its mind is exposed to the Warp. 'Flects are a drug and can be consumed at any time during the equipped model's turn and its effects last until the end of the game. 'Flects may only be used by non-Construct models once per game and any subsequent drugs used have no effect. When a model uses a 'Flects, roll on the following chart and apply the effects immediately:

1: The user's mind is blasted by the full power of the Warp. The model must roll on the Perils of the Warp chart.
2-3: The user's mind and body are improved. The model may add D3 to any characteristic. This lasts until the end of the scenario.
4:The Flect opens up the user's mind. The user permanently gains either D3 to one characteristic or one skill of their choice.
5:The Flect opens a door in the user's mind but its body revolts. The user gains one minor Wyrd power until the end of the battle and one random minor mutation for ever.
6:The Warp corrupts the user's mind. The model immediately suffers 1 wound, with no armor or field saves allowed. If the user survives, it suffers from Stupidity until the end of the battle.
Roll a 2D6 after each battle the equipped model uses a Flects, on a roll of 2 or 12 the user is driven utterly insane and is either mercifully killed by its comrades or runs screaming into the night. The model, and all its weapons and equipment, is permanently lost.

• **FRENZON**
A combat drug typical to Penal legion units and Arco-Flagellants, Frenzon stimulates the user's adrenaline glands and hypothalamus, speeding up reaction time and slowing down outside actions. Frenzon is a drug and can be consumed at any time during the equipped model's turn and its effects last until the end of the game. Models without Injector Rigs may only use one type of drug per scenario.

Frenzon allows the user to immediately Frenzy. Roll a 2D6 after each battle the equipped model uses the drug; on a roll of 2 or 12 the user becomes addicted. Addicted models derive no further benefit from that drug and suffer -2 to their Initiative and Weapon Skill

• **GRAPNEL**
NCE rulebook.

• **GRAV CHUTE**
NCE rulebook.

• **ICROTIC SLIME**

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

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

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

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

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

If a fighter uses the icrotic slime, then at the start of the game roll a D6 on the table below for each of the user's characteristics except Wounds and Leadership.

Results:

1-The characteristic is unaffected.
2-3 Increase the characteristic by +1 points.
4-5 Increase the characteristic by +2 point.
6- Increase the characteristic by +3 points.

The model's Wounds and Leadership characteristics are both doubled up, to a maximum of 10 each.
In addition, the character is so deranged by the slime that he is never pinned by any hits.

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

Side-effects: Roll 2D6 at the end of the game. If the roll is a 2 the Icrotic slime encysted before the fighter's comrades could remove it, he dies screaming in agony. On the plus side you get to keep his equipment and all these valuable baby icrotic slimes are scooped up and sold on for 4D6 credits. On a 3-11 the slime is successfully removed. On a 12 the slime is removed plus the fighter gained some benefit from his slime time and has all of his serious injuries removed (including the good ones like scars). If he had no injuries the fighter gets a free roll on the Advance Table instead.

• **INFRA-RED GOGGLES**
NCE rulebook.

• **ISOTROPIC FUEL ROD**
NCE rulebook.

• **KALMA**
Kalma is the hive name for a general group of euphoric sedatives which lower the state of consciousness and induce a state of well-being. Such drugs are often ground up and used in small quantities in food. A tablet of kalma renders the individual docile and compliant. A 'kalmed' character can be led about and will remain passive while unattended. Models without Injector Rigs may only use one type of drug per scenario.

Effect: Kalma can be used in one of two ways. Kalma can be ingested by a downed fighter to alleviate pain, or it can be fed to a captured fighter if a rescue attempt is made.
If a down fighter consumes kalma then when he's required to roll on the Injury chart the Flesh Wound bracket is increased to 1-3. However, once the effects of the kalma have worn off the sudden overload of pain means he's automatically taken out of action.
If the kalma is fed to a captive then he is treated in the same way as a down model throughout the scenario (i.e. they are placed face down and can only move 2" per turn), though they don't make recovery rolls. In either case, the sedative effects of the kalma means that a fighter which consumes it has his Initiative reduced to 1 and follows the rules for stupidity until its effects wear off.

Duration: Roll 2D6 in each recovery phase and add the model's Toughness characteristic to the result. If the total is greater than 12 then the effects of the kalma wears off; if the total is 12 or less the fighter is still affected and grinning beatifically. Note if the kalma is fed to a captive then this test is only rolled once the captive is freed or the alarm is sounded.

Side-effects: There are no long-term side-effects to using kalma.
One Use: Once a dose of kalma has been used it must be struck from the gang roster.

• **LOBO-CHIP**
NCE rulebook.

• **LOCAL MAP**
NCE rulebook. (Ratskin Map)

• **MASTER-CRAFTED WEAPON**
A master-crafted weapon is the pinnacle of the Weapon smith's art and is made from the finest materials and is engineered with exacting engineering. A Master-crafted weapon automatically passes any Ammo Roll it is required to take. Weapons with the 'Auto" Ammo Roll will pass on a roll of 4+.

• **MEDI-PACK**
NCE rulebook.

• **PHOTO-VISOR**
NCE rulebook.

• **RELOADS**
NCE rulebook.

• **RESPIRATOR**
NCE rulebook.

• **SCREAMERS**
NCE rulebook.

• **SILENCER**
NCE rulebook.

• **SKULL CHIP**
NCE rulebook.

'• SLAUGHT
'Slaught is officially known as Onslaught and it is a crude combat drug made from a dangerous combination of mutant rat glands and a number of synthetic adrenalin compounds. 'Slaught enhances an individual's fighting abilities: increasing alertness and speed, apparently slowing down the world by increasing a person's mental awareness. If it weren't for its unfortunate side-effects it would be an ideal combat drug. Models without Injector Rigs may only use one type of drug per scenario

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

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

Side-effects: There are dangers associated with long-term use of 'slaught. Each time the 2D6 roll is made for duration there is a chance that the model will become addicted. On a roll of double 1 the model has become dependent upon it. A dependent character no longer derives any benefit from the drug but must continue taking it in the future or he will suffer detrimental effects.
If denied access to the drug a dependent character loses -D3 points from his Initiative and from his Weapon Skill until he receives his next dose. If either characteristic is reduced to 0 the model cannot fight. Long-term users of 'slaught are called 'slaughters. As 'slaughters get older they become 'slaughted, and gradually lose mental coherency if the drug is denied them. These drooling, jerky-limbed madmen roam the Underhive, no longer able to tell friend from foe or man from monster.

One Use: Once a dose of 'slaught has been used it must be struck from the gang roster.

• **SPOOK**

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

Over the millennia the decaying synthidiet was acted upon by the mutant fungi spores that made up an important component of it, turning the stuff into a potent and dangerous powdery green scum. This is drunk in a frothing liquid form by those foolish enough to use it. A tiny glass phial contains a standard dose. Spook enhances any latent psychic awareness in the human mind. Most spook-induced wyrds will be devoid of any inherent mental strength (otherwise latent wyrd powers would have developed and manifested themselves naturally). They are psychically vulnerable and consequently prone to daemonic attack in all. its forms, as indeed are many wyrds.

Models without Injector Rigs may only use one type of drug per scenario

Effect: A dose of spook will temporarily give a model a minor Wyrd power. Generate the power by rolling D66 on the Wyrd Minor Powers table at the start of the game. This may result in a power which is useless on its own, or indeed no power at all. If an Extra Primary Power result is rolled then you may choose which Primary Power table to roll on, or to control D3 pets following the usual Beastmaster rules. Taking spook is not what you’d call exact science. Even if the same model takes spook twice in a row it will not get the same power.

Duration: A single dose of spook lasts for the duration of the game.

Side-effects: Just like Wyrds, daemonic attacks can occur whenever the spooker uses their power following the Perils of the Warp rules found in the Wyrd section. However, to reflect that the spooker has no inherent mental defences, when attempting to use the power he must roll for Perils of the Warp if any double is rolled.

One Use: Once a dose of spook has been used it must be struck from the gang roster.

• **SPUR**

The name spur is given to a number of similar stimulants. Spur has some unusual side-effects which discourage most individuals from using it. Taking spur involves extra risks because not all spur is the same, and so the potency of any side-effect cannot be judged accurately. All types stimulate the nervous system, improving the senses, muscle reaction and speed of thought. However an old, adulterated or badly made batch may be ineffective. Models without Injector Rigs may only use one type of drug per scenario

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

Results:

1-The batch is old or bad and has no effect.
2-3 Increases Movement and Initiative by +D3.
4-5 Increases Movement and Initiative by +3 points,but sensitizes the character's nervous system so that a sudden physical shock may render him unconscious. To represent this the model's Toughness is reduced by -1 point as long as the spur lasts.
6-Increases the character's Initiative and Weapon Skill by +D6 points each, Ballistic Skill and Movement by +D3 points each. As a result of the character's hyperactive nervous condition, he goes down for one whole turn as soon as the drug wears off, after which he recovers automatically.

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

Side-effects: There are no long-term side-effects to using spur.

One Use: Once a dose of spur has been used it must be struck from the gang roster.

• **STINGER POUTCH**

Stinger mould is a rare and precious fungus that can only be found in areas where radioactive waste mixes with organic sewage at a certain temperature. The mould blooms in a matter of hours, swells and then explodes to scatter its dangerous poison spores into the air currents. The mould then shrivels and dies. If the mould is harvested before it matures its spores can be rendered into a curative paste which vastly stimulates a body's healing rate. The recuperative effects of stinger are renowned and are heavily harvested for use in The Spire and even off world.
A stinger mould patch can be used in one of two ways. It can be used to re-roll a result on the Serious Injury Chart. Alternatively it can heal an existing serious injury, but its restorative powers are no miracle cure. If the patch is used in this way then roll a D6. On a roll 3+ the injury is fully healed and is crossed from the roster. On any other roll the extent of the injury is too significant and the serious injury remains, but further attempts to heal it can still be made.
Stinger moulds are kept in the gang's stash until used, after which it's struck from the gang roster.

• **SUSPENSOR**

NCE rulebook.

VI. SIGHT

• **INFRA-RED SIGHT**
NCE rulebook.

• **MONO SIGHT**
NCE rulebook.

• **RED-DOT LASER SIGHT**
NCE rulebook.

• **TELESCOPIC SIGHT**
NCE rulebook.

TREACHEROUS CONDITIONS

Version 1.3

OPTIONAL Rules

The Treacherous Conditions chart represents the many dangers that can be encountered throughout the known galaxy. It is by no means an exhaustive list and players are recommended to either ignore these rules, either use them as written, either use them as a basis in their own campaigns. Some scenarios may specifically call for the usage of certain conditions and this will be listed in that individual scenario. If no conditions are specified, either player may roll on the following chart.

At the beginning of each player's turn, roll a

D6. 1: Roll a D66 and check the below tables.

2-6: Nothing happens.

11-16: Toxic Conditions

• 11 Rad Zone

Due to thermonuclear war, leaking fusion reactors, toxic waste or some other disaster, the area is bathed in harmful radiation. At the beginning of each player s turn, for every friendly model without Enclosed Armor, roll a D6. On a roll of 6, that model suffers Radiation Sickness and takes one Flesh Wound. Any model taken Out of Action due to radiation sickness MUST roll on the Serious Injuries chart.

• 12-13 Toxic Fumes

Recent volcanic activity, buried toxic waste, or local flora has released miasmal vapors into the area. Models without Enclosed armor or respirators start the game as if they were affected by Hallucinogen grenades. Once the effect wears off, that model is no longer affected by the Treacherous condition this scenario.

• 14 Firestorm!

A raging inferno, smallscale volcanic activity, or magical fires have caused fires to erupt throughout the area. At the beginning of every turn, roll a Scatter dice and 3D6. Starting from the direction on the scatter dice, measure the 3D6 from that table edge and place a small blast marker. Any model fully under the marker suffers one Strength 4 hit and may Catch Fire. Models partially under the marker are hit on a 3+. Models with the Mark of Tzeentch or a Pyro major Psyker power are unaffected by this condition.

• **15 Acid Rain**

Heavy contamination of the atmosphere causes corrosive rain to fall from the skies. Roll a D6 for any models out in the open at the start of the game. On a roll of 1, the model is burned by acid and must pass a Toughness or Leadership test or go Out of Action. Constructs must pass a Toughness test on a roll of 1 or 2. Any nonConstruct model which goes Out of Action due to failing this roll, automatically receives the Impressive Scars injury.

• **16 Biohazard Outbreak**

A contagion, biological weapon, or warpbased pestilence has blanketed the area in sickness and death. Models without Enclosed armor must roll on the Toxic effects chart (see Expanded Armory) on each players third turn. Nurglite models and Genestealer/Genestealer Cultist models may reroll this result once.

21-26: Atmospheric Conditions

• **21 Void Condition No Atmosphere**

The scenario takes place in the cold, forbidding void of space. Models without Enclosed armor or respirators and photovisors may not take part in this scenario. No other conditions apply as it is assumed all warbands take precautions to load the correct ammunition and equipment to operate in the void. Models may never Catch Fire

• **22 Void Condition Leaking Atmosphere**

The scenario takes place in a space station or starship which is venting atmosphere at an alarming rate. At the beginning of each player s turn, for every friendly model without Enclosed Armor or a respirator, roll a D6. On a roll of 6, that model suffers passes out from oxygen deprivation or is nearly sucked into the void and must hold on. It is Pinned until the end of this turn. This affects models which may be immune to normal Pinning. Void Pirates/Freebootas are unaffected by this condition on a roll of 4+ before the scenario begins.

• **23 Howling Winds!**

Due to heavy storms or other phenomena, the table is battered by heavy winds. Any model firing a weapon at long range suffers an additional 1 to hit modifier. If a model runs while on a walkway or uses Flying movement upwards, it must take an Initiative test to avoid falling at the end of its movement.

• **24 Fog Of War**

Heavy fog, gas clouds, or toxic fumes obscure the vision of all models. Vision range is reduced to a maximum of 20. As it is difficult to draw a bead on targets, the Fast Shot and Marksmen skills are useless.

•**25 Gas Pockets**

Leaking fuel fumes or natural gas have caused combustible pockets of gas to form throughout the area. Any model in cover who shoots and rolls a 1 triggers one of these pockets! Resolve the effects like a Frag grenade centered on the firing model.
Models in the open or more than 8 from the ground level will not trigger these pockets.

- **26 Heavy Rains**

Natural rain or leaking coolant pipes are causing a monsoon in the area. Vision range is reduced to 30 and models suffer a 2 to hit modifier when shooting from Overwatch. Models which Catch Fire may reroll a test to put out the flames.

31-36: Wilderness Conditions

- **31 Flooded Ground**

Recent rains, melting ice, or overflowing rivers have caused the area to become inundated with standing water. Models moving on the ground level, who don t float or fly, use their Strength characteristic to move instead of movement and treat all terrain as being one level worse than it is. Additionally, models which fall and land on the ground level may reroll damage from falling. Amphibious creatures and models not on the ground are unaffected by this condition.

- **32 Overgrown Foliage**

The area is covered in creeping vines, hanging moss, and other clinging flora. Models may move up and down any vertical surface without the aid of a ladder or stairway. As long as models remain in cover their entire move, models may run and hide without the Dive skill.

- **33 Dense Undergrowth**

The ground floor is covered with a thick layer of dead foliage and dense undergrowth. NonBeast models moving on the ground level treat all terrain as one level worse (open ground becomes difficult, etc.). Models with Cameoline have their hit modifier increased to 2. Models on walkways are unaffected.

- **34 Freezing Weather**

The area is buffeted by snow, ice, and freezing temperatures. At the end of each player s turn, any nonConstruct model out in the open and not within 1 of a structure, must take a Toughness test. If failed, that model suffers goes down and is considered Pinned, due to exposure and chilling winds. Models in Enclosed and Power armor may reroll this result but must accept the second result.

- **35 Dust Storm**

The area is scoured by a wild storm of sand, dust, or ash and fighters find it difficult to orient themselves in the disorder. All Open ground is treated as difficult and vision range is reduced to 36 . Models fighting in HtH combat treat all fumbles as double. At the end of each player s turn, roll a D6. On a roll of 4+, the storm clears and the fight continues as normal.

- **36 Earthquake**

The ground heaves in a giant earthquake, threatening to topple any structures and throwing models off their feet. Before the game begins, any models who are on a walkway or structure must pass an Initiative test. If failed, they fall as normal. Models which are more than 6 above ground level which pass the test are still considered Pinned. Models begin the game on the ground level must roll a D6, if they are within 1 (or under) of a structure or walkway. On a roll of 1, that model is struck by falling debris and takes D3 Strength 2 hits. Saves may be taken as normal.

41-46: Lighting Conditions

- **41 Pitch Black**

Nearly all light has been extinguished in the area, whether due to an eclipse, underground area, or loss of power. Vision range is reduced to 8 and models may not use the Fast Shot, Rapid Fire, or Marksman skills! All nonHrud and nonDark Eldar models must shoot the closest target, even if their Ld value would allow them to negate this rule.

- **42-43 Low Light**

Light in this area is very low, casting long shadows and many places to hide. Vision range is reduced to 24 and models wishing to shoot opposing models within 1 of a structure receive an additional 1 to hit modifier.

- **44-45 Bright Light**

Light in this area is so intense that it is nearly blinding and it is difficult to focus on targets without squinting. Models wishing to shoot targets over 30 away must pass a Ld test. If failed, they may not fire at that target but may choose another, if possible. Models wearing Enclosed armor and/or photovisors may reroll this Leadership roll. Photon Flash grenades (and similar abilities) have no effect when this condition is in effect.

- **46 Lightning Storm**

Light in the area is low but illuminated now and then by the flash of natural lightning, an arc of electricity, or the flash of explosions. Models wishing to shoot at a model at long range must roll a D6. On a roll of 13, the model cannot draw a bead and the shot is failed. On a roll of 46, the target is visible and the shooter rolls to hit as normal.
Additionally, models out in the open run the danger of being struck by the lighting effects. At the end of each player s turn, nominate one model farthest from another model and/or structure. If there are no valid targets, the model which is highest above the ground is struck. The struck model takes one (1) Strength 3 hit with a 1 save modifier.

51-56: Wildlife Conditions

- **51 Stampede!**

The sounds and smell of battle have agitated the local wildlife, who attempt to flee right through the battle! After the first player s turn, roll a D6 on every players turn. On a roll of 1 or 6, the stampede occurs. Every model on the ground level MUST take an Initaitive test or be trampled. If passed, the model moves 2 towards the nearest piece of terrain. If failed, the model takes one (1) Strength 4 hit, normal saves allowed. If the model takes damage in this way, it is Pinned. Once the stampede occurs, players no longer roll for this effect and the game continues as normal.

- **52 Too Much Prey**

There are simply too many prey animals in the area! All Beasts must roll a D6 at the start of their activation. On a roll of 13, they catch an unfortunate victim and spend the turn feeding on it. They may make no voluntary actions this turn but will defend themselves in HtH combat. On a roll of 46, they may act normally.

53-54 Infestation

The area is infested with all manner of insectoid life, making it difficult to impossible for some models to fight. NonBeast/Construct models suffer a 1 to hit modifier the entire game and all fumbles count double. Models with the Mark of Nurgle suffer no negative effects from these conditions.

- **55 Nesting Avians**

All the action throws local avian wildlife into frenzy. Models which move or shoot on any surface above ground level may disturb the nesting beasts. Roll a D6. On a roll of 1 or 6, the model has disturbed a flock and is considered Pinned. Any move or shot they were making is still resolved as normal.

- **56 Ambushing Predators**

The spilling of blood has drawn a pack of wily local predators. At the beginning of each player s turn, the opposing player may select one (1) non-Beast, non-Construct model which is farthest away from any other friendly model and no involved in HtH combat. Roll a D6. If a 1 or 6 is rolled, that model must pass an Initiative or Toughness test (controlling player s choice). If failed, it is taken Out of Action and must roll on the Serious Injury chart.

61-66: Special Conditions

- **61 Consecrated Ground**

The area is holy ground, whether some ancient Eldar ruins, Imperial shrine, or Old One temple. All Warp Creatures have their invulnerable save nullified here and Psykers may reroll one failed Perils of the Warp roll. Models with Holy Weapons cause Fear.

- **62 Webway**

The battle takes place in the shifting, strange nodes or tunnels of the Webway. All Eldar and Dark Eldar models add +1 to their Ld value. NonEldar/Dark Eldar models treat terrain as being one level worse than it is.

- **63 Bottomless Fathoms**

The battle takes place amongst the upper reaches of buildings, over a giant ravine, or on structures floating in the upper atmosphere.
Models can only be setup on structures and may only move between structures on walkways or gantries. Models which fly may move between structures, but must end their movement on a structure or walkway. Models which fall unto the ground level are considered Out of Action and must roll on the Serious Injury chart. Models with the float ability are unaffected by this condition.

• 64 Civil Disorders

The battle takes place during a riot, mass retreat, or other confused mob of people. Shots can be spoiled, so all models receive the equivalent of a 6+ Field Save from shooting. Models standing on walkways or within 1 of a vertical edge may be pushed off. If a model ends its turn within 1 of a vertical edge, it must pass an Initiative test to avoid falling. Because of the press of bodies, models may not use the Dodge, Dive, or Evade skills. Arbites models are unaffected by this condition.



• 65 Evacuate!

The area is going to suffer some sort of impending doom catastrophic meltdown, atmospheric burnup, etc. and the teams must complete their mission before it's too late! Models which break and are within 6 of any table edge will automatically flee from the battle. They are considered Out of Action but never have to roll on the Serious Injuries chart. At the end of each player's turn, roll a D6. On a roll of 56, the battle is abandoned and all warbands flee the battle. IG Kill Teams and Xenos Strike Forces may attempt to force the opposing player to play one further turn. The forcing player rerolls the D6. If passed, an additional turn is played. If this occurs all models left at the end of the scenario MUST roll on the Serious Injuries chart!

• 66 Warp Rift

This part of real space is very thin and the Immaterium seeps through easily. Warbands with Summoning may add or subtract 1 to their total. All Warp creatures have their invulnerable saves increased to 3+. Effects, equipment, or weapons which allow a model to reroll a Peril of the Warp roll may not be used.

D66	Treacherous Conditions
11	Rad Zone
12-13	Toxic Fumers
14	Firestorm!
15	Acid Rain
16	Biohazard Outbreak
21	Void Condition No Atmoshpere
22	Void Condition Leaking Atmoshpere
23	Howling Winds!
24	Fog of War
25	Gas Pockets
26	Heavy Rains
31	Flooded Ground
32	Overgrown Foliage
33	Dense Undergrowth
34	Freezing Weather
35	Dust Storm
36	Earthquacke
41	Pitch Black
42-43	Low Light
44-45	Bright Light
46	Lightning Storm
51	Stampede!
52	Too Much Prey
53-54	Infestation
55	Nesting Avians
56	Ambushing Predators
61	Consecrated Ground
62	Webway
63	Bottomless Fathoms
64	Civil Desorders
65	Evacuate!
66	Warp Rift

PSYCHIC POWERS

Version 2.0

I. Using Psychic Powers

It requires intense focus and concentration to summon and control psychic powers. To represent this, a Psyker who wishes to use one of its powers may take a Leadership test, also known as a Psychic Test, at the beginning of its turn. Roll a 2D6 and consult the Psyker's Leadership (Ld) characteristic. If the result is higher than its Ld value, the test is failed. The Psyker may end its turn as normal; with no restrictions (unless it suffers a Peril of the Warp attack or the power it attempts to use has a negative effect, see below). If this test is passed, the Psyker may not shoot this turn but its chosen power is used as described. A psychic power can be triggered whenever during the player's turn, but it requires so much from the Wyrd that he cannot use a power and shoot during the same turn.

II. Psychic-Focus

Certain charms, magical devices, and force weapons have the ability to soothe and hence focus a Psyker's sub-consciousness, so he may more easily use his powers. Multiple instances of Focus Power are NOT cumulative. If a Psyker possesses a weapon or piece of equipment with the Focus Power attribute, the Psyker may reroll one dice of its Psychic Test. The second result MUST be accepted, even if it is worse or leads to a Perils of the Warp attack. Psychic-Foci do open doors within the mind but not all of them are good...

III. Perils Of The Warp

Being untrained and untested, most Psykers have no idea how to truly control their power and what danger they are truly in. Untrained Psykers glow brightly within the warp, attracting all manner of lesser and greater warp predators and daemons. When they use their powers, the barrier between the warp and the material universe diminishes and it is much easier for those warp denizens to hurt the Psyker or others around him.

To represent this, if a Psyker rolls a natural 2 or 12 (double 1s or double 6s) when it takes its psychic test, he must roll on the Perils of the Warp chart to represent the chance that a daemon may attack the Psyker.

1: Shadow Of The Warp: The Psyker, and all models within 2 , must take a Ld test. If passed, all models may act normally (though the Psyker may not use his power this turn). If failed, no model may make any voluntary actions this round.

2-3: Attacked: A warp predator or raw power of the Warp sears into the Psyker s mind. The Psyker suffers one automatic hit at D6 Strength, with no saves allowed.

4-5: Possessed: The Psyker takes an immediate Ld test. If he succeeds he manages to ward off the daemon's attack, but can do nothing more this turn other than defend itself in HtH combat. If he fails, he suffers from the effects of Possession (see below).

6: Drawn into the Warp: unless the Psyker can successfully pass an Initiative test, he is drawn screaming into the Warp! Remove the model from play. It is immediately considered killed. If there are other models (both friend and foe) within 1'', they must also take an Initiative test or suffer the same fate.

IV. Possession

Possessed models are taken over completely by the daemon within them and will attempt to cause as much destruction and death as possible, before their time in the material realm runs out. Once a Psyker is possessed, the controlling player loses his or her control over the model and the Psyker is subject to the following rules:

- The model will no longer use any weapons or equipment carried by the model, other than non-field armor. - The model now causes Fear (this fear is considered to be the same as one caused by a Daemon model). - The model is never pinned and is not affected by flesh wounds or down results. (Though it does help to banish them, see below).
- The model has WS, Strength, Toughness, and Attacks all doubled!

At the start of each turn, before either player resumes play, roll a scatter die and 2D6. The possessed model moves the total number of inches on each dice, in the direction indicated by the scatter dice. If this takes it into base contact with another model, it stops moving and is considered to be in HtH combat with that model, as if it had charged. If the possessed model remains unengaged at the end of its movement, it will unleash a blast of warp energy at the nearest model (those in LOS will be targeted first). This attack is a shooting attack, hitting on 2+, and causing D3 Strength 5 hits, with no normal armor save allowed.

Hexagrammic Wards and Field saves may be used as normal.

At the end of each player s turn, roll a D6. On a result of 6 or more, the Psyker s physical body finally succumbs and the daemon is banished. Add the following modifiers, if applicable:

+1 for each Flesh Wound the possessed model has.
+2 if the possessed model suffered a Down result (this effect is not cumulative).
+3 if the possessed model has been possessed for 4 or more player turns.

Any model which takes a possessed model Out Of Action immediately receives 20 Experience points. If the fighter is a Redemptionist or Puritan member of the Inquisition or Ecclesiarchy, it earns 30 Experience points. These points may be earned in addition to any others, per the scenario rules.

V. Example:

Irik Jones is a Wyrd lvl 2, that implies, he must select one Wyrd Major Power and two Wyrd minor Powers.

To Select the Minor Powers: Roll D66 two times in the Wyrd Minor Powers, then roll one D6 to select the Major Power Type (Biomancy, etc...), then roll an additional D6 to select randomly the power within the Major Power Type Table.

Ex:
First Roll = 46 / **46 Healing Hands**
Second Roll = 52 / **52 Walk Through Walls** Third Roll = 3 / **Telekinesis**
Fourth Roll = 5 / **Psychic Weapon**

V. Minor Psychic Powers (Roll D66)

- **11-16 Cursed Luck:** The Psyker may re-roll any one roll it makes this turn (NOT the Psychic Test used to take this power though!). However, the opposing player may also force the Psyker to re-roll any one roll this turn! The second result of both re-rolls must be accepted.

- **21 Tragic Suggestion:** The Psyker may target any model within 16 and 1'' of a ledge or gap. The unfortunate victim believes they can fly until they realize they can't. The model suffers damage as normal from falling.

- **22 Levitate:** Until the end of the turn, the Psyker floats a foot above the ground, ignoring difficult terrain. It may fall, but does not suffer damage from falling, while this power is in effect.

- **23 Deus Ex Machina:** Until the next turn, any model making a ranged attack specifically targeting the Psyker must make an Ammo Roll.

- **24 Beastmaster:** The Psyker can control beasts without the use of a control collar. If there is a neutral or enemy beast within 6'', the Psyker may attempt to control it. Roll D3 and add the Psyker's Ld. If the result is higher than the beast s Ld, the Psyker may control the beast as if it were a friendly model.

- **25 Sunder Veil:** The Psyker attempts to break down the barriers between the material world and the Warp. If successful, all models (excluding the Psyker) of Ld 6'' of less within 6'' must pass a Ld test or be Pinned. During the subsequent turn, any Psychic tests suffer a Peril of the Warp attack on a natural roll of 2, 3, 11'', or 12''

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- **26 Ground Swell:** Any time the Psyker is charged by an enemy model, that model must pass an Initiative test. If passed, it may charge as normal. If failed, it ends its move 2''from the Psyker s base and is pinned. This power has no effect on Daemons or Large models. This power is Persistent - a psychic test does not need to be taken to use this power.

- **31 Distracting Sound:** If passed, any models within 24 in Overwatch are immediately removed from Overwatch. Affected models may attempt to negate this effect by passing an Initiative test.

- **32 Fearful Aura:** The Psyker causes Fear until its next activation. If the Psyker already causes Fear (without the help of this power), it instead causes Terror.

- **33 Trigger Spasm:** The Psyker may force one enemy model within 24'' and LOS to make one ranged attack with a weapon of the controller s choice at the nearest enemy model in LOS. If the target is out of range, a to hit roll must still be made to determine if an Ammo Roll must be made.

- **34 Sixth Sense:** The Psyker can sense the presence of any models within 12'', even if he could not normally detect them. This power is Persistent a Psychic Test does not need to be taken to use this power.

- **35 Wall Walker:** The Psyker may move up and down vertical surfaces at its normal movement rate, even if there is no ladder or stairs available.

- **36 Unerring Aim:** The Psyker may make one normal shooting attack with one of its ranged weapons this turn at one target within LOS and range. This attack automatically hits.

- **41 Cast Glow:** If in Low Light Conditions, the Psyker immediately negates the conditions for the remainder of the scenario. If in normal conditions, the Psyker changes this to Blinding Conditions.

- **42 Bend Shadows:** The Psyker is considered to possess powers equivalent to Cameoline. This power is Persistent – a psychic test does not need to be taken to use this power.

- **43 Doppelganger:** At the end of HtH combat, if the Psyker wishes, he may move out of HtH combat, up to 2 away. This power is Persistent - a psychic test does not need to be taken to use this power.

- **44 Embolden:** The Psyker may attempt to stoke the courage of one non-Construct, non-Beast friendly model in LOS. The targeted model may immediately test to recover from Pinning.

- **45 Riddle Me This!:** The Psyker fills the mind of one enemy model with several conflicting thoughts. The targeted enemy model must be within 24 and LOS. The enemy model immediately takes a Ld test. If passed, the power has no effect. If failed, the model is subject to Stupidity until its next activation.

- **46 Healing Hands:** The Psyker may use this power if it moves into base contact with another friendly model. That model makes a Recovery roll with a -2 modifier. If this roll is failed, and the friendly model goes Out of Action, the Psyker may not use this power again in this scenario!

- **51 Stigmata:** The Psyker suffers terrible wounds to outside observers, much like a famous saint (or sinner). The Psyker has +1 Toughness until its next activation.

- **52 Walk Through Walls:** The Psyker may walk through ANY intervening terrain 1 wide or less during this movement with no penalties.

- **53 Distort Perception:** The Psyker causes one enemy model within 24 (it does NOT have to be within LOS) to suffer a -2 to hit modifier on its next ranged attack. This is in addition to any other negative modifiers.

- **54 Freeze Time:** The Psyker uses his powers to momentarily step out of normal space-time and enemies believe he is moving incredibly fast. The Psyker adds D6 to its move and +1 Initiative in HtH combat this turn.

- **55 Inner Calm:** The Psyker naturally possesses the Focus Power attribute. This power is Persistent - a psychic test does not need to be taken to use this power.

- **56 Resist Possession:** If the Psyker were to suffer a possessed result due to a Peril of The Warp roll, the Psyker may re-roll that result. The second result must be accepted. This power is Persistent - a psychic test does not need to be taken to use this power.

- **61 Terrify:** The Psyker may target one enemy model within 24” and LOS. That model takes an immediate Break test using its own Ld. If failed; the victim is broken and flees 2D6. The victim recovers automatically on its next turn.

- **62-65 Well Of Power:** The Psyker may roll an additional D3 minor psychic powers. If the Psyker rolls this power again, it has no further effect.

- **66 Warp Tap:** The Psyker may select one additional major psychic power at random out of one Major Area. Make a note of which major power is taken. When taking a Psychic Test for this power, the Psyker will suffer a Peril of the Warp on a natural roll of 2, 11, or 12. If the Psyker rolls this power again, it has no further effect.

D66	Minor Psychic Power
11-16	Cursed Luck
21	Tragic Suggestion
22	Levitate
23	Deus Ex Machina
24	Beastmaster
25	Sunder Veil
26	Ground Well
31	Distracting Sound
32	Fearful Aura
33	trigger Spasm
34	Sixth Sense
35	wall Walker
36	Unerring Aim
41	Cast Glow
42	Bend Shadows
43	Doppelganger
44	Embolden
45	Riddle Me This!
46	Healing Hands
51	Stigmata
52	Walk Through Walls
53	Distort Perception
54	Freeze Time
55	Inner Calm
56	Resist Possession
61	Terrify
62-65	Well of Power
66	Warp Tap

VI. Major Psychic Powers

To select major psychic powers, first roll D6. This roll represents the major area of power the Psyker possesses. Note that some Psykers do not have to make this roll and may choose their area of power; however they must still roll within the major power chart to see what powers they actually possess. Once the Psyker has its major area of power, it again rolls D6 and consults the powers under that major power chart.

In each major area, the last power cannot be selected by lvl-1 Psykers, re-roll the result. Major Psychic Power can always be rerolled once, but the second result must be kept.

1 - Divination (Roll D6)

- **1 Precognition:** The Psyker can see the near future and attempt to avoid danger. After setup, take a Psychic Test. If failed, nothing happens. If passed, the Psyker s controller may re-deploy D3 friendly models anywhere within their deployment zone.

- **2 Guide:** The Psyker may guide the shots of one friendly model in 12''. If the model is in Overwatch, it does not suffer the to hit penalty when it takes its shot. If it shoots this turn, it may re-roll one failed to hit roll.

- **3 Righteous Cause** The Psyker and two friendly models within 6 are +1 Initiative and +1 Ld until the end of the scenario. The effects of this power are not cumulative.

- **4 Preternatural Awareness:** The Psyker strikes first in HtH combat and all enemy models in HtH combat count Fumbles double. This power lasts until the Psyker s next activation. This power cannot be used against Warp Creatures.

- **5 Augury:** The Psyker may force all opposing warbands to reroll any Subversion Rating for setup purposes before each scenario begins. The second result must be accepted. This power is Persistent - a psychic test does not need to be taken to use this power.

- **6 Sense Danger:** The Psyker can sense where his opponents' shots may come from. The Psyker cannot be targeted by models in Overwatch. This power is Persistent - a psychic test does not need to be taken to use this power.

2 - Telepathy (Roll D6)

- **1 Dominate:** The Psyker may attempt to use this power at any point during the enemy's turn. If the Psychic Test is passed, he may try to take over the mind of one enemy model within 24 and LOS. The victim takes a Ld test. If passed, this power has no effect but the model is considered Pinned. If failed, the Psyker may control the actions of the victim until the end of the turn. The victim may NOT act suicidal (I.e. it may not shoot itself, jump off a high ledge, etc.).

- **2 Impending Doom:** This power may be used once per scenario. Target one non-Leader enemy model within 24 of Ld 9 or less within LOS. That model must pass a Ld test using its own Ld or immediately leave play. If this occurs, the model does NOT roll on the Injury chart, collects experience as applicable, and MAY participate in the next battle (even if it wouldn't normally be able to).

- **3 Cloud Mind:** The Psyker may target the closest enemy model within 24" within LOS. That model may not target the Psyker or any friendly model until the next turn, unless it first passes a Ld test. If the victim is in HtH combat with a friendly model, its WS is halved.

- **4 Hallucinate:** Target one enemy model within 36" and within LOS. The victim suffers the same effects of a Hallucinogen grenade attack.

- **5 Mind War:** The Psyker and his target fight a furious battle within the victim's mind. Target one enemy model within 18" within LOS. Both the Psyker and the victim roll D6 and add their unmodified Ld value. Whichever model has the higher total is the winner. The loser suffers one automatic wound, with no saves allowed. If the enemy model loses and is not taken Out of Action, it is affected by Hatred towards the Psyker.

- **6 Astral Projection:** This is the pinnacle of the Telepath's power, where the Psyker s spirit leaves its physical body to do events elsewhere. This power may never be used if the Psyker is engaged in HtH combat or is within LOS of any enemy model when the test is made. If successful, the Psyker may add any of its characteristic values to any one friendly model until the end of the turn. The Psyker may do this any number of times. If the Psyker is attacked while using this power, the Enemy receives one automatic hit in HtH combat. If the Psyker survives, it immediately returns to its body, this power is cancelled, and may defend itself as normal.

3 - Telekinesis (Roll D6)

- **1 Catch Bullets:** The Psyker can stop incoming solid projectiles before they hit him. If passed, non-energy based ranged attacks made against the Psyker have no effect. The firing model must still roll to see if an Ammo Roll is necessary. This power has no effect against energy-based shots or psychic powers. This power lasts until the Psyker s next turn.

- **2 Psychic Shove:** The Psyker may target D3 enemy models within 24'' and LOS. Roll to hit. Each hit target may be moved D6 in any direction. If this takes a victim into contact with a vertical surface, the movement stops and the victim suffers one Strength 3 hit. If this takes a victim into contact with another model, both suffer one Strength 3 hit and are pinned. If a victim ends its movement not on a flat surface, it suffers damage from falling, if applicable. If the Psyker fails its Psychic Test to use this power, it is pinned.

- **3 Crush:** Probably the most brutal of all the telekinetic powers; The Psyker attempts to physically crush its victim. Target the closest enemy model within 18'' and within LOS. The victim rolls D6 and adds its Strength. The Psyker rolls 2D6 and compares totals. If the Psyker has a higher total, the difference is the number of wounds the victim suffers. If the victim s total is higher by 3 or more points, the Psyker is broken and flees 2D6''. He may recover next turn.

- **4 Debris Field:** The Psyker takes any detritus in the area and makes its whirl around him like a force field. The Psyker and any models within 2 receive a Field saving throw of 5+ from any ranged attacks. Any models who model into HtH combat with models inside the debrid field suffer one Strength 2 hit. This power may not be used if the Psyker is in HtH combat.

- **5 Psychic Weapon:** The Psyker forms a blade of pure psychic energy. The Psyker adds +2 WS, +1 Attack, and this weapon acts as a Force weapon. While this power is in effect, the Psyker may use no other weapons (though he may use armor, equipment, and grenades). The psychic weapon is considered a two-handed weapon in HtH combat. This power lasts until the Psyker s next turn.

- **6 Teleport:** Known as the Gate Of Eternity to Astartes Librarians, this power allows the Psyker or one friendly model within 12 and LOS of the Psyker to immediately move 3D6 in any direction, ignoring intervening terrain. The affected model may not end its move in impassable terrain or beyond the table edge. Eldar and Dark Eldar models using this power may open a stable portal into the web way, this allows them (and any models within 1'') to move up to 36''in one direction of their choosing, ignoring intervening terrain. The affected model(s) may not end its move in impassable terrain or beyond the table edge.

4 - Pyromancy (Roll D6)

- **1 Molten Body:** The Psyker's body is consumed in flames or covered in tough, lava-like scales. The Psyker is immune to attacks caused by Flame and Melta weapons and receives a 3+ save against any Pyromancy attacks it is targeted by. The Psyker also receives an unmodified save of 4+ against any other type of normal attack, except those made by Force weapons. Any model in HtH combat with the Psyker takes an automatic Strength 6 hit at the start of each HtH round.

- **2 Spontaneous Combustion:** Target one model within 12 and LOS. The victim must take an immediate Ld test. If passed, the victim is unscathed but must take a Break Test. If failed, the victim suffers D3 Strength 4 hits with no armor save.

- **3 Thermal Agitation:** The Psyker may attempt to agitate the atoms of a small area within 24 and LOS. If the Psychic Test is passed, the Psyker can lay the small blast template anywhere within 24 and LOS. Any models fully under the template suffer a Strength 4 hit and may Catch Fire. Any models partially under the template are hit on a 4+ and suffer a Strength 3 hit. If the Psychic Test is passed and the Psyker rolls doubles (i.e. two 2s, etc.), the Psyker may use the Large blast template. This power may not be used in Void Conditions.

- **4 Wall Of Fire:** The Psyker produces a searing wall of flame to shield itself and its companions. Select and mark two spots within 8 of the Psyker. These point may not be more than 16 away from each other. The Wall Of Fire is produced on a straight line between these two points (it may be represented by a string or custom-made template). This barrier and its effects last until the Psyker s next activation or until the Psyker go Out Of Action. Models within the line of the wall when it forms are immediately moved 1 away. No model may cross the Wall Of Fire, unless it possesses Power Armor or Hexagrammic Wards. Models wishing to shoot though it have a -4 to hit modifier. Flame weapons may not shoot through the Wall.

- **5 Flame Burst:** The Psyker creates a burst of flame, exactly as if the model were armed with a Flamer. No Ammo Roll is ever made for this power and it does not malfunction. The Psyker may place the firing end of the flamer template anywhere with 2" of its base. This power may NOT be used while engaged in HtH combat.

- **6 Holocaust:** Only the strongest Psykers have the power and the will needed to summon this soul-searing flame. As such, this power may only be taken by Level 3 Psykers or above. If successful, the Psyker places the large blast template centered over its base. The Psyker itself takes one automatic Strength 3 hit, with no save allowed. All other models fully under the template suffer D3 Strength 4 hits, with no armor save allowed. Warp Creatures do not receive their 4+ invulnerable save from Holocaust. Models touched by the template are hit on a 4+ and suffer one Strength 4 hit. This power MAY be used while the Psyker is engaged in HtH combat.

5 - Biomancy (Roll D6)

- **1 Regenerate:** If the Psyker is suffering a Flesh Wound when using this power, roll a D6. If he rolls under his unmodified Toughness, one Flesh Wound is removed.

- **2 Boil Blood:** The Psyker may target the closest enemy model within 12 (the victim does not have to be in LOS). Roll 2D6, subtracting -1 for every 2 the victim is closer to the Psyker. If the total is less than the victim s unmodified Toughness, the victim suffers one automatic wound, with no save allowed. This power has no effect on Warp Creatures or Constructs.

- **3 Cellular Control:** If the Psyker passes its Psychic Test for this power, it adds +2 to its Toughness, +1 to its Strength, and is immune to the effects of Toxic and Stun weapons (though he may still suffer damage from them). These effects last until the Psyker s next activation. If the Psyker fails its Psychic Test to use this power, it is Pinned.

- **4 Hammerhand:** If the Psyker passes its Psychic Test for this power, it adds +1 to its Attacks, +1 to its WS, and strikes at double Strength in HtH combat, with a -3 armor save modifier. The Psyker is considered armed with two hand weapons but may not use any other weapon in HtH combat, while this power is in effect. These effects last until the Psyker s next activation. If the Psyker fails its Psychic Test to use this power, it is Pinned.

- **5 Destructor:** When used, this power has one of two effects, depending on whether the Psyker is in HtH combat or not. If the Psyker is currently engaged in HtH combat, all models in base contact with the Psyker receive one Strength 5 hit, with a -2 armor save modifier. If the Psyker is not in HtH combat, he may target the closest enemy model in 12 . This hit uses one Sustained Fire dice, though no Ammo Roll is ever made. Any hits are at Strength 4, with a -1 armor save modifier.

- **6 Knit Flesh:** The pinnacle of the biomancer s power, the Psyker gains a host of natural weapons and defenses. If passed, the Psyker gains the following: +1 Move, +2 WS, -1 BS, +1 Strength, +2 Toughness, +1 Attack, +1 Initiative. It may use none of its weapons while this power is in effect (though it may use any equipment and armor). The Psyker is considered to be armed with two Toxic hand weapons and has a 4+ armor save while this power is in effect. These effects last until the Psyker s next activation. If the Psyker fails its Psychic Test to use this power, it suffers one automatic wound.

6 Shamanism (Roll D6)

- **1 Call Tempest:** Target one piece of terrain within 30 and within LOS of the Psyker. Any models within 1 of the terrain are Pinned and are knocked out of Overwatch, if applicable. ANY model (even those unaffected by psychic powers) treat the terrain piece as one level worse (i.e. open becomes difficult, etc.) than it already is until the start of the next turn.

- **2 Fault Line:** Pick one spot within 18 and within LOS of the Psyker and describe a straight line starting from the Psyker and ending at the chosen point. Any models bases on this line must make an immediate Initiative test. If passed, they are unaffected. If failed, they take one Strength 6 hit and are Pinned. If the Psyker fails its Psychic Test to use this power, it is pinned. This power has no effect on models that Hover or Fly Models with the Wings mutation may re-roll their Initiative Test, if they fail. The second result must be accepted.

- **3 Control Environs:** The Psyker may choose to cancel or re-instate (after cancelling via this power) the Environmental Conditions for the entire board until its next activation.

- **4 Tar Heels:** Target one enemy model within 24" within LOS. That model halves its movement on its next activation. If the victim is in difficult terrain when affected by this power, it may instead make no move on its next activation.

- **5 Hail Storm:** Target one enemy model within 24 and within LOS and place the Large blast template centered over this model. Roll the scatter die and D6. The template is moved that number of inches in the direction indicated. Any models fully under the template suffer D3 Strength 3 hits. Any model partially under the template is hit on a roll of 5+ and will suffer one Strength 3 hit. All models wounded in this way are broken and will flee 2D6 . They may recover next turn, if applicable.

- **6 Toxic Gas Cloud:** Target one enemy model within 24 and within LOS, place the Large blast template centered over this model. Roll the scatter die and D6. The template is moved that number of inches in the direction indicated. Any models fully under the template suffer one Strength 4 hit. Any model partially under the template is hit on a roll of 4+ and will suffer one Strength 3 hit. Any models (whether fully or partially under the template) without a respirator, enclosed armor, and/or Power Armor suffer an additional Strength 3 hit with the Toxic attribute. If these models manage to survive this hit, they are Pinned.
If the Psychic Test for this power is failed, the Psyker is Pinned.

WARBANDS

Version 2.0

- **AdMech Explorators**
- **Arbites/Expurgators**
- **Chaos Covens**
- **Ecclesiarchal Delegations**
- **Eldar Strike Force**
- **Imperial Guard Kill Teams**
- **Inquisition Cells**
- **Mutant Mobs**
- **Nobilist Factions**
- **Ork Gang**
- **Rogue Traders**
- **Underworld Elements**
- **Void Pirates**

ADEPTUS MECHANIUS EXPLORATORS

Version 2.0

• **Initial Resources**:
You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 5 models.

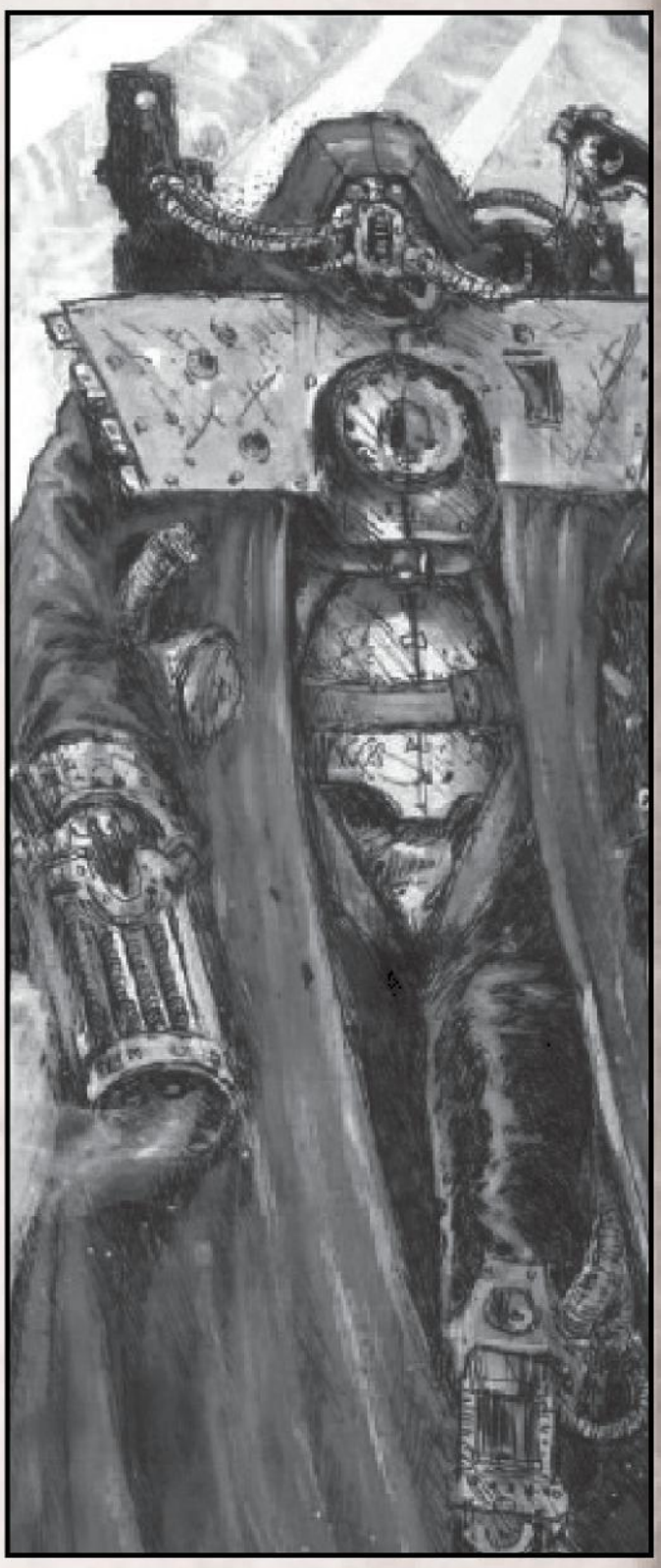
• **Hired Guns**:
AdMech war bands may recruit up to 3 Hired Guns.

• **Starting Experience & Skills**:
All fighters start with the following experience point totals. All non-Construct AdMech members gain experience as normal. AdMech gain the Underdog Bonus as normal.

Unit Type	NEC eq	XP
Magos/Genetor	Leader	60+D6
Enginseer	Heavy	60+D6
Electro-Priest	Ganger	20+D6
Skiitari	Ganger	20+D6
Sicarian	Heavy	60+D6
Menials	Juve	D3

• **Territory & Income:**
AdMech war bands select territories and collect income exactly as described in the Necromunda rulebook. They receive the 'Giant Killer Bonus' as listed.

Subversion Rating: 6
Investigation Rating: 8



- **Special Rules:**

All Admech war bands may select Comm-links/Micro-beads at +2 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Construct Bodyguards: Magos/Genetor may purchase 1 construct bodyguard if they are equipped with a MIU. There can be only 1 Construct Bodyguard per war band at any time. The construct is bound to the War Band leader.

Amesa Thallax Bodyguard									175 TG
4	2	4	4	3	2	2	2	8	

- **Species**: Construct
- **Weapons:** Amesa Thallax is equipped with an Autoslugger and a knife.
- **Equipment:** Amesa Thallax is equipped with a heavy armor granting it 4+ armor.
- **Special:** Floating, Extra Clip.

- *The Amesa Thallax was developed from the Astartes Power Armour, though in the case of the Thallax this protection only covers organs, nervous systems, and brain. The skeleton and limbs of Thallax warriors are replaced entirely with mechanical weapons and servo's powered by an internal reactor. The agony of this process, along with the replacement of most human sensory organs, leaves Thallax warriors notoriously cold and calculating killing machines. The Amesa Thallax bodyguard is a less refined version of the Lorica Thal-lax that was seen in the Dark Ages of the Heresy.*

Scyllax Bodyguard									150 TG
5	4	2	4	3	2	2	2	8	

- **Species**: Construct
- **Weapons:** Scyllax is equipped with Mechadendrite Combat Array.
- **Equipment:** Scyllax is equipped with a heavy armor granting it 4+.
- **Special:** Rad Furnace.

- *Deployed onto the battlefield as elite shock troops or the bodyguards of their magos overseers, Mechanicum Scyllax Guardian-automata have been adapted with a wide variety of mechadendrites and servo-arms for dissecting living matter with murderous speed. With an armoured carapace as durable as Legiones Astartes battle plate and powered by a rad furnace which can vent debilitating radiation at will, the Scyllax Guardian-automata are a force to be truly feared on the battlefield.*

Rad Furnace: All models locked in combat with one Scyllax suffer -1 to their Toughness characteristic for the duration of the combat. Scyllax models are themselves immune to this effect.

Extra Clip: Ignore the first Failed Ammo Roll per game.

Additionally, Admech war bands may select one (1) of the following factions upon creation. This faction may not be changed or removed once selected. Please note that some factions may have adverse effects when facing certain opposing war bands.

- **Puritan:** (Magos Leader) The war band follows the strict Universal Laws laid down by the Ommnisiah. The war band may not be equipped with any Xenos weaponry or equipment and will never employ non-human Hired Guns. When facing any war bands possessing Xenos weaponry or equipment or Radical Admech war bands or including a Xenos, the entire war band may choose to be affected by Hatred when the scenario begins. The Magos and Enginseers/Secutors may select 1 servo-skull each, at normal cost.

- **Radical:** (Genetor Leader) The war band seeks to extend its knowledge regardless of the consequences. The war band may be equipped with Xenos weaponry and equipment and may hire non-Human Hired Guns. The Genetor and Enginseers/Secutors may select 1 servo-skull or Drone each, at normal cost. War bands led by a Genetor may replace their Sicarian allowance with 0-3 Gholams or Chimerics (Check the constructs entries)



Recruitment

1 Magos	Base +110 TG

-	+ 2	+ 2	-	-	+ 1	+ 1	-	+ 2	

OR

1 Genetor	Base +110 TG

-	+ 2	+ 2	-	+ 1	-	+ 1	-	+ 2	

- **Species**: Human only.
- **Weapons:** Magos/Genetor may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** Magos/Genetor may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** Magos/Genetor always counts as having a friend within 2". Additionally, friendly models within 6" of the leader may use its Leadership when taking any Leadership test.

0-2 Electro-Priest	Base +40 TG

-	+ 1	-	-	-	-	+ 1	-	+ 1	

- **Species:** Human only.
- **Weapons:** Electro-Priests may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Electro-Priests may select any equipment from the Equipment lists.
- **Special:** Electro-Priests have Electoos and may never wear armor.

0+ Skiitari	Base +30 TG

-	+ 1	+ 1	-	-	-	-	-	+ 1	

- **Species:** Any non-Astartes Human or Abhuman.
- **Weapons:** Skiitari may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Skiitari may select any equipment from the Armor, Gunsights, and Equipment lists.



0-3 Enginseer	Base +50 TG

-	+ 1	+	1	-	-	-	+ 1	-	+ 1

- **Species:** Human only.
- **Weapons:** Enginseers may select weapons from the HtH, Basic, Pistols, Special, Heavy, and Grenades lists.
- **Equipment:** Enginseers may select any equipment from the Armor, Gunsights, and Equipment lists.

0+ Menials	Base +20 TG

-	+1	-	-	-	-	-	-	+1

- **Species:** Any non-Astartes Human or Abhuman.
- **Weapons:** Menials may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Menials may select any equipment from the Equipment list.

0-2 Sicarian Inflitrators								Base +100 TG
+ 1	+ 1	+ 1	+ 1	-	+ 1	-	-	+ 1

- **Species:** Human only.
- **Weapons:** Sicarians may select weapons from the HtH, Pistols and Grenades list.
- **Equipment:** Sicarians may select any equipment from the Gunsights and Equipment.
- **Special:** Infiltration Skill. (If the fighter gets it once more, reroll the result). Sicarians have an included 5+ armor save than cannot be upgraded.

0-4 Servitors								Base
-	-	-	-	-	-	-	-	-

- **Species:** Species: Servitors, Gun-/Combat-Servitors.
- **Weapons:** Weapons: Gun-/Combat-Servitors may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** None.

0-2 Praetorian								Base +140 TG
-	+ 1	+ 1	+ 1	+ 1	+ 1	- 1	+ 1	-

- **Species:** Human only.
- **Weapons:** Praetorian may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.
- **Equipment:** Praetorian may select any equipment from the Equipment lists.
- **Special:** Praetorian have a 4+ armor save. Praetorian have the bulky or giant attribute depending on the model.
Bulky models may have up to 2 Implant Weapons, and Giant models may have up to 3 Implant Weapons.
Slow and purposeful: Counts as being equipped with suspensors and may never run or climb ladders.



Weapons & Equipment Lists

All costs are included within the armory

•Hand-to-

Knife
Stilleto, Dirk
Throwing Knife
Sword*
Club, Maul, Bludgeon
Chain, Flail
Massive Weapon
Chainsword[1]
Chain-Axe[1]
Power Sword[2]
Power Axe[2]
Power Fist[2]
Shock Maul[1]
Buzzsaw†
Chainsaw†
Pneumatic Hammer†
Rock Drill/Breacher†
Shears†

•Pistols

Autopistol
Stubber
Hand Cannon[1]
Bolt Pistol[1]
Laspistol
Hellpistol[1]
Hand Flamer
Plasma Pistol[1]
Inferno Pistol[2]

•Basic

Autogun
Lasgun
Las Carbine
Hellgun
Bolt Carbine
Bolter
Shotgun (Solid/Scatter)
Shotgun (Solid/Scatter)

•Specia

Flamer
Melta-Gun
Melta-Lance
Grenade Launcher
Plasma Gun
Long Las
Storm Bolter***
Ripper Gun
Rad-Cleanser

•Heav

Autocannon
Assault Cannon
Heavy Stubber
Heavy Bolter
Heavy Plasma Gun
Lascannon
Missile Launcher
Multi-Melta
Multi-Laser

•Grenade & Ammo

Frag Grenades
Krak Grenades
Melta-Bomb[1]
Photon Flash
Grenades[1] Frag Missile
Krak Missile
Dum-Dums
Man-Stoppers
Metal Storm[3]
Inferno[3]
Kraken[3]
Overcharge Cell[1]
Overcharge Cell

•Armo

Flak Armor

Flak Armor (Enclosed)

Carapace Armor1

Carapace Armor (Enclosed)[1]

Mesh Armor[1]

Mesh Armor (Enclosed)[1]

Power Armor[2]

Power Armor (Enclosed)[2]

Refractor Field[3]

Conversion Field[3]

Displacer Field[3]

•Gun-

Red-Dot Laser

Telescopic Sight

Mono-Sight

IR-Sight

•Equipment

Bio-Scanner (1/warband)[1]

Clip Harness

MIU[2]

Mechadendrites/Servo-Arm[2]

Photo-Contacts/Visor

Respirator

Weapon Reloads

Shoulder Rig[2]

Skull Chip[1]

Silencer



1. Not available to Menials
2. Not available to Menials or Skiitari
3. Magos/Genetors Only
4. Only available to Servitors or models with Bionics

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Menials	X	-	-	X	-	X	-
Skiitari	-	X	-	X	X	X	-
Electropriest	-	X	X	X	-	-	X
Sicarian	-	X	-	X	X	X	X
Enginseer	-	X	X	X	X	-	X
Magos	X	X	-	X	X	X	X
Genetor	X	X	X	X	X	X	X

ARBITES/EXPURGATORS

Version 2.0

• **Initial Resources**:
You have 1000 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 3 models.

• **Starting Experience & Skills**:
All fighters start with the following experience point totals. All non-Construct members gain experience as normal. Arbites/Expurgators gain the 'Underdog' Bonus as normal.

Unit Type	NEC eq	XP
Marshal/Leader	Boss	60+D6
Proctors/Specialists	Heavy	40+D6
Detective	Ganger	30+D6
Arbitrators/Troopers	Ganger	20+D6
Wardens	Heavy	D6
Penal Legionnaires	Juve	D6
Recruits	Juve	D3
The Judge/The Executor	Heavy	70+D6

• **Hired Guns**:
Arbites Squads may recruit up to 2 Hired Guns. These may not be Xenos. Expurgator Squads may NEVER employ Hired Guns.

• **Territory & Income:**

-Arbites warbands select territories (their 'Precinct') and collect income (through tithes and "walking the beat") exactly as described in the Necromunda rulebook. They receive the 'Giant Killer Bonus' as listed.
-Expurgator warbands receive D6+3 Throne Geld per model after every scenario. Expurgators never own territory. They receive half (rounded up) of the 'Giant Killer Bonus' as listed.

Subversion Rating: 6
Investigation Rating: 8



• Special Rules:

All Arbites/Expurgators warbands may select Comm-links/Micro-beads at +2 TG per fighter. If selected, all fighters must be equipped in this way.
There can be only 2 Psykers/Wyrds per warband. Maximum level of 2.

Law Enforcement Armory Access: Arbites / Expurgators benefit from the access to the best armories of the underworld. To reflect that Arbites/Expurgators war bands add +1 to the result of the Number of Rare Items they can get to a maximum of 3 during the trading sequence.

Recruitment Process: Arbites / Expurgators that suffer from a Dead result in the Serious Injuries chart must roll a D6. Do not apply this rule if the dead fighter is the leader.
1.2.3.4 = Administrative documents are sent to the local precinct to replace the casualty and nothing happens. His team members will perform his last rituals.
5.6 = Administrative documents are sent to the local precinct to replace the casualty. Luckily the local precinct just finished training new recruits. Replace the dead fighter with a new one of the same Unit Type for free. You can buy him Weapons & Equipment as if you just recruited him.

• Arbites Warband Special Rules:

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

Riot Shield: Arbites & Wardens Only
Cost : 30 TG
Arbites armed with a riot shield receive a +2 save modifier against any attack that originates on the 90 degree forward arc of the model using it. In addition, a riot shield counts as a close combat weapon with a Strength of 3 and a save modifier of -1. High Impact weapons disable the force field of the shield cancelling its armor bonus. The riot shield is genetically bound to its bearer thus no other war band type may possess a Riot Shield.

Arbites warbands add +1 to their Investigation Rating.

• Expurgators Warband Special Rules :

Expurgators are mind-scrubbed, highly-trained teams of killers under the direct authority of the High Lords of Terra. Their uniforms carry no insignia or markings and their weapons are of the highest quality available. Expurgators may not select the Detective, Wardens, and/or Legionnaire unit type and are limited to a total of 2 Recruits at all times. They may never be captured and any Capture roll means the fighter is killed and his equipment permanently lost.
Expurgators may never employ any Hired Guns and may never select weaponry or equipment outside of their lists below.
If a Telepathic psychic power targets an Ex purgator model, the fighter rolls D6. On a roll of 4+ the power is negated and has no effect.
Expurgators may never be Wyrds.

Expurgators warbands add +1 to their Subversion Rating.

Recruitment

1 Marshal/Leader	Base +100 TG

-	+ 2	+ 2	-	-	-	+ 1	-	+ 2

- **Species**: Human, Abhuman-Untouchable, Human Wyrd (Level I or II only)
- **Weapons:** The leader may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The leader may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The leader always counts as having a friend within 2". Additionally, friendly models within 6" of the leader may use its Leadership when taking any Leadership test.

A Marshal/Leader may select one (1) Servo-Skull or Psyber-Familiar, at normal cost.



0-3 Proctors/Specialists	Base +40 TG

-	+	1	+ 1	-	-	-	-	+ 1

- **Species:** Human, Abhuman-Untouchable
- **Weapons:** Proctors may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.
- **Equipment:** Proctors may select equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** If a Proctor/Specialist is not armed with a Heavy weapon, it may select (1) one Cyberhound or Grapplehawk, at normal cost.

0-2 Detectives	Base +40 TG

-	+ 1	+ 1	-	-	-	-	+ 1	

- **Species:** Human, Abhuman-Untouchable, Human Wyrd (Level I or II only)
- **Weapons:** Detectives may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Detectives may select equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** Detectives have the Infiltration Skill. If a Detective rolls this skill again, re-roll the result.

2+ Arbitrators/Troopers	Base +30 TG

-	+	1	+ 1	-	-	-	-	+ 1

- **Species:** Human, Abhuman-Ogryn,
- **Weapons:** Arbitrators may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Arbitrators may select equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** At least 50% of a warband must be made up of Arbitrators/Troopers. If this number ever falls below 50%, you may recruit no further non-Arbitrator models until this number is over 50%.

0-3 Wardens	Base +15 TG

-	+1	-	-	-	-	-	-	+1

- **Species:** Human, Abhuman - Ogryn, Abhuman-Untouchable
- **Weapons:** Custodians may select weapons from the HtH, Pistols, and Basic lists.
- **Equipment:** Custodians may select equipment from the Armor and Equipment lists.
- **Special**: Custodians may only be selected if at least one (1) Penal Legionnaire is part of the war-band. If there are no Legionnaires in an Arbites warband, the Custodian will not fight until more Legionnaires are hired.

0+ Penal Legionnaires	Base +5 TG

-	+1	-	-	-	-	-	-	-

- **Species:** Human or Abhuman, Human - Mutant
- **Weapons:** Legionnaires may select weapons from the HtH, Pistols, and Basic lists.
- **Equipment:** Legionnaires may select equipment from the Equipment lists.
- **Special:** If a Legionnaire goes Down or Out of Action within 2" of any other friendly model, that model does not need to test for breaking.

While Legionnaires may earn experience, gain new skills, etc, they may never advance in rank beyond that of Legionnaire.

0+ Recruits	Base +15 TG

-	+1	-	-	-	-	-	-	-

- **Species:** Human or Abhuman
- **Weapons:** Recruits may select weapons from the HtH, Pistols, and Basic lists.
- **Equipment:** Recruits may select equipment from the Armor and Equipment lists.

0-1 The Judge (Arbites) or The Executor (Expurgators)	Base +70 TG

-	+ 2	+ 2	-	-	-	-	+ 1	

- **Species:** Human, Abhuman-Untouchable
- **Weapons:** The Judge/ The Executor may select weaponsfrom the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** The Judge/ The Executor may select equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The Judge/ The Executor has the Killer Reputation Skill. If the Judge rolls this skill again, re-roll the result.

I am the Law! (Arbites) / You are my Target ! (Expurgators): Before any game begins, select an enemy fighter from the opposing War Band. This fighter is sentenced to death. The Judge/The Executor hates the selected fighter. If the Judge/executor takes the target out of action, he receives 2D3 Xp bonus.



Weapons & Equipment Lists

All costs are included within the armory

•Hand-to-

Knife
Stilleto, Dirk[5]
Throwing Knife[5]
Sword
Club, Maul, Bludgeon
Chainsword[1]
Chain-Axe[1]
Shock Maul (Arbites Only)[1]
Power Sword[3]
Electro-Flail[2]
Shock Maul[2]
Power Sword[3]
Force Staff[4]

•Pistol

Autopistol
Stubber
Hand Cannon
Bolt Pistol[1]
Laspistol
Hellpistol[1]
Needle Pistol[5]
Hand Flamer[1]
Plasma Pistol[2]
Web Pistol (Arbites only)

•Basic

Autogun
Lasgun
Hellgun[1]
Bolter[1]
Shotgun (Solid/Scatter)
Hunting Rifle[2]
Bolter[2]
Shotgun (Solid/Scatter)

•Specia

Flamer
Melta-Gun[5]
Ripper Gun (Ogryn Only)
Grenade Launcher
Plasma Gun
Long Las
Needle Rifle[5]
Storm Bolter[3]
Webber (Arbites only)

•Heav

Heavy Stubber
Heavy Bolter
Heavy Plasma Gun[5]
Missile Launcher
Multi-Laser
Multi-Melta[5]
Heavy Flamer[5]
Heavy Webber (Arbites Only)

•Grenade & Ammo

Frag Grenades
Krak Grenades
Photon Flash Grenades
Melta-Bombs[1]
Scare Gas Grenades[1]
Choke Gas Grenades[1]
Smoke Grenades
Hallucinogen Grenades[1 5]
Frag Missile
Krak Missile
Dum-Dums
Man-Stoppers
Hot Shot Shells
Executioner Shells
Overcharge Cell

•Armo

Flak Armor
Flak Armor (Enclosed)
Carapace Armor1
Carapace Armor (Enclosed)[1]
Mesh Armor[1]
Mesh Armor (Enclosed)[1]
Hexagrammic Wards[6]
Refractor Field[3]
Conversion Field[2]

•Gun-

Red-Dot Laser
IR Sight
Telescopic Sight[2]

•Equipmen

Bio-Scanner (1/warband)[6]
Blade Venom (One Use)[5]
Charm (Arbites Only)
Clip Harness
Frenzon[4]
Injector Rig[4]
Kalma[4]
IR Goggles[5]
Photo-Contacts/Visor
Respirator
Reloads[2]
Silencer[5]
Spur[4]
Stummers (One Use)[5]

1. Not available to Recruits/Legionnaires
2. Not available to Recruits, Legionnaires, Custodians, or Arbitrators
3. Marshal/Leader only
4. Legionnaires only
5. Detective, Legionnaire, and/or Expurgators only
6. Expurgator Leader/Specialist only

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Recruits	X	-	-	X	X	-	-
Legionnaire	X	-	X	X	-	X	-
Custodians	-	X	X	X	X	-	-
Arbitrator	X	X	-	X	X	-	-
Detectives	X	X	-	X	X	X	X
Proctors	X	X	X	X	X	-	X
Marshals	X	X	X	X	X	X	X
The Judge / The Executor	-	X	X	X	X	-	-

CHAOS COVENS

Version 2.0

• **Initial Resources**:
You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 4 models.

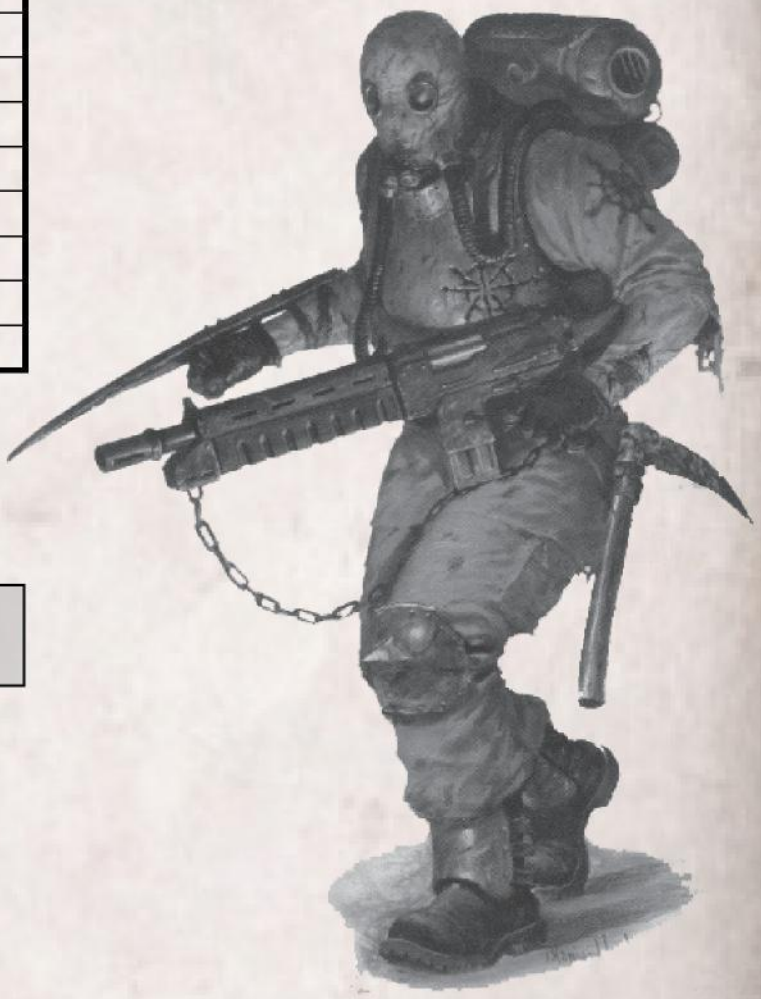
• **Hired Guns**:
Chaos war bands may recruit up to 3 Hired Guns.

• **Starting Experience & Skills**:
All fighters start with the following experience point totals. All non-Construct Coven members gain experience as normal. Chaos Covens gain the Underdog Bonus as normal.

Unit Type	NEC eq	XP
Magus	Leader	60+D6
Acolytes	Heavy	60+D6
Cultists	Ganger	20+D6
Noviciates	Juve	D3
Deamonhost	Heavy	60+D6
Beastman	Heavy	60+D6
Rogue Psykers	Heavy	60+D6
Chaos Zealots	Ganger	40+D6

Subversion Rating: 9
Investigation Rating: 5

• **Territory & Income:**
Chaos Coven war bands select territories and collect income exactly as described in the Necromunda rulebook. They receive the Giant Killer Bonus as listed.



• Special Rules:

All Coven war bands may select Comm-links/Micro-beads at +5 Throne Geld per fighter. If selected, all non-Daemon fighters must be equipped in this way.

All Puritan war bands fighting Chaos Covens are subject to Hatred.

Summoning: Before each game begins, Chaos Coven player may try to summon a Daemon. Adjust the War band's rating accordingly.

Captured Fighter: War Band fighters captured by a Chaos Coven have two choices: convert or die. War Bands can get back captured members by playing a Rescue and fighters will still be exchanged if both War Bands have captured models, but Chaos Coven will never pay or ask for ransom demands from Puritan war bands.
If the enemy War Band doesn't attempt a rescue mission or fails it, then the Magus can try to convert the prisoner to the Dark Gods. The Chaos Coven player rolls 2D6 and adds the Magus Leadership characteristic to the score; the opposing player rolls 2D6 and adds the captured model's Leadership to the score. Any Member of Ecclesiarchal Delegations or Inquisition Cells add s 2 to his result. Any mutant type prisoner will reduce his result by 2.
If the Magus scores higher than the prisoner, the prisoner becomes a faithful Cultist.. Copy his profile, skills, experience, etc, onto the Chaos Coven roster. Note the fighter is now classed as a Cultist, meaning he may lose access to skill sets, weaponry and special abilities. All of the cultist's equipment is also destroyed to cleanse his new dark path, but he will keep implanted bionic equipment.
If the prisoner equals or beats the Magus's score then he resists and refuses to convert to the Dark Gods. .
If a prisoner will not devote himself to the dark gods, cannot be rescued by his war band or cannot be traded back then he is cannibalized. Their tainted equipment is thrown away.

Chaos Marks: To reward their dedication and obedience, Chaos Gods may mark an individual with a physical mark or item. This may take many forms; from oddly shifting tattoos to a ring that burns, or an archaic item that should not exist in the material world. All Coven war bands may select one fighter to bear the mark of his God. The Mark must be aligned with the Covens God. There can be only one (1) Mark per Warband. The selected fighter cannot be the leader of the ward band except for undivided Warband. The selected fighter must have more than 20 Experience point.
The Mark may never be destroyed, traded away, or sold. Hired guns cannot bear a mark. If the bearer dies, a new mark can be bought. The stat boost given by the Marks can lead to go above his maximum species's stats but never above the overall game stats maximum. If the fighter gains a skill he has already acquired with his mark again, reroll the result.

Additionally, Chaos Covens must select one (1) of the following dedication upon creation. This specialty may not be changed or removed once selected.



Chaos Undivided:

The war band is dedicated to Chaos in all its forms. Undivided war bands receive an additional D6 worth of income after every scenario, win or lose; and may have a maximum of 4 Hired Guns. Undivided war bands may only summon Warp Predators.

Undivided Chaos' Mark: 30 TG
Grant +2 Subversion & +1 Investigation, and can only be given to the leader.



Khorne:

Khorne is the Blood God, Lord of Rage, Taker of Skulls. He is wrath incarnate, the embodiment of a never-ending lust to dominate and destroy. It is his sole desire to drown the galaxy in a tide of slaughter, to conquer and kill every living thing until there is nothing left but spilt blood and shattered bone.

Khornate war bands despise the use of sorcery and psychic powers and, as such, no psychic powers or Wyrds may be selected for this war bands fighters (they may not even employ Psyker Hired Guns). Instead of Rogue Psykers, Khornate war bands may select 0-3 Beastmen, who may be armed similarly and begin with the same starting experience and skill tables (replace Stealth with Muscle) as Rogue Psykers. The Chain Axe is a favored weapon among the Khornate War bands; Khornate fighters are experts in wielding such weapon. A Khornate fighter equipped with a Chain Axe and using it in HtH combat gains the parry attribute. The cost of Chain Axes is reduced by 5TG. Khornate war bands may only ever summon Bloodletters and Juggernauts.

Khorne's Mark: 20 TG
The fighter gains permanently +1 Attack and +1 Weapon Skill and the Frenzy rule.
At the end of each game during which the fighter did not take out an opponent in HtH combat, and that he is not down or out of combat, his blood lust makes him loose his mind. Roll 2D6 to test his Ld. If the test fails, the fighter falls into madness. Roll D6.
1.2.3 = Select randomly 1 fighter within the chaos coven war band, initiate an HtH to combat, the fight last until one of them is taken out of action. Khorne's Mark Bearer receives the 'Charge' Bonus. Apply serious injuries roll for the looser.
4.5.6 = The fighter turns his weapon on himself and chops his head off. Remove him from the roster.



Nurgle:

Nurgle is the Great Lord of Decay and the Master of Plague and Pestilence. All things, no matter how solid and permanent they seem, are liable to eventual corruption and death. Even the process of creation is but the precursor to destruction and decay. The bastion of today is tomorrow's ruin, the maiden of the morning is the crone of the night, and the hope of a moment is but the foundation of regret. Though he is the creator of every infection and epidemic to have ever swept the universe, Nurgle is not a morose purveyor of despair and gloom, but a vibrant god of life and laughter. In death, there is life.

Each Nurglite warband receives a Tox Bomb for free upon creation. Nurglite weaponry is unreliable, old, and of generally low quality. As such, all members must take an Ammo Roll if they roll a natural 1 or 6 on their to Hit roll. This does not apply to the Magus & Acolytes & Daemonhost. Because of this, the cost for all Ranged weaponry is reduced by -5 Throne Geld upon creation (to a minimum of 5). Nurglite war bands may only ever summon Warp Predators & Plaguebearers.

Nurgle's Mark: 20 TG

The fighter gains permanently +1 Toughness and +1 Wound and the True Grit skill.

vAt the end of each game during which the fighter did not score two wounding hits in combat, and that he is not down or out of

combat, his blood lust makes him loose his mind. Roll 2D6 to test his Ld. If the test fails, the fighter falls into madness. Roll D6.

1.2.3 = Select randomly 1 fighter within the chaos coven war band, initiate an HtH to combat, the fight last until one of them is taken out of action. Nurgle's Mark Bearer receives the 'Charge' Bonus. Apply serious injuries roll for the looser.

4.5.6 = The fighter turns his weapon on himself and kills himself. Remove him from the roster.





Tzeentch:

Tzeentch, also known as the Changer of Ways, is the Chaos God of Change, Evolution, Intrigue and Sorcery, he who weaves the threads that connect every action, plot and subtle intrigue in a galaxy-wide game of manipulation and subterfuge. At the end of each of these threads lies the ensnared soul of a human puppet; those of his servants and agents who believe they serve the Lord of Sorcery in mutually beneficial pacts.

Tzeentchian warbands with Mutants do not pay double for the second mutation as listed in the Mutant profile of Species and Races. The first mutation any member selects costs -10 Geld (to a minimum of 5).Tzeentchian war bands subtract -1 from their Subversion Rating and add +1 to their Investigation Rating. Rogue Psykers unit is modified to 2-4. Daemonhosts only requires only 2 Cultists instead of 3. Tzeentchian war bands may summon ANY Warp Creature!

Tzeentch's Mark: 20 TG

The fighter gains permanently +1 Ld and +1 BS and the Ambush skill.

At the end of each game during which the fighter did not take out an opponent using psychic powers, and that he is not down or out of combat, his blood lust makes him loose his mind. Roll 2D6 to test his Ld. If the test fails, the fighter falls into madness. Roll D6.

1.2.3 = Select randomly 1 fighter within the chaos coven war band. Tzeentch's Mark Bearer initiates a psychic fight. Make a Ld Test for both of them. The highest result wins. Apply serious injuries roll for the looser. 4.5.6 = The fighter starts to mutate quickly into a chaos spawn. He is lost to the coven. Remove him from the roster.





Slannesh:

Slaanesh, also known as the Dark Prince, the Prince of Pleasure and even the Prince of Chaos in the Imperium of Man, is the Chaos God of Pleasure, Passion, and Decadence. Lust, pride and self-indulgence are the hallmarks of all who follow him. He is the youngest of the Chaos Gods, having come to full sentience within the Immaterium only during the 30th Millennium. While generally referred to as a "he" by humans and as a female by the Eldar, Slaanesh is actually neither gender, combining characteristics of both.

Slaaneshi war bands may select and pay for one Pitslave(Outlanders Extension) or one Beastmaster (Outlanders Extension) upon creation. The selected model is considered a member of the war band from this point onward, but may only ever use the ‚Cultists' skill table. Slaaneshi warbands increase their Subversion Rating by +1. Slaaneshi warbands may only ever summon Warp Predators & Steeds & Daemonettes. Slaaneshi warbands get a 25% discount to buy drugs, but adjust the rating with the normal price. Slaaneshi fighters may take up to two drugs without using an Injector Rig. Slaaneshi warbands take pleasure in pain, for each flesh wound a fighter has, he gains +1A & +1Ld.

Slannesh's Mark: 20 TG

The fighter gains permanently +1 Movement and +1 Initiative and the Leap skill.

At the end of each game during which the fighter did not score two wounding hits, and that he is not down or out of combat, his blood lust makes him loose his mind. Roll 2D6 to test his Ld. If the test fails, the fighter falls into madness. Roll D6.

1.2.3 = Select randomly 1 fighter within the chaos coven war band, initiate an HtH to combat, the fight last until one of them is taken out of action. Slaanesh's Mark Bearer receives the 'Charge' Bonus. Apply serious injuries roll for the looser.

4.5.6 = The fighter turns his weapon on himself and kills himself. Remove him from the roster.



Recruitment

1 Magus	Base +110 TG

-	+ 2	+ 2	-	-	-	+ 1	-	+ 2

- **Species**: Any non-Astartes Human, Wyrd, or Mutant.
- **Weapons:** The magus may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The magus may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The magus always counts as having a friend within 2". Additionally, friendly models within 6" of the leader may use its Leadership when taking any Leadership test.
- **Coven:** Upon creation select a below option aligned with the Coven type:

Nurgle: The leader gains +1T.
Tzeentch: The leader gains +1 Ld.
Khorne: The leader gains +1A.
Slaanesh: The leader gains +1M.
Undivided: Select randomly one of the above stat boost and apply.

1-3 Acolytes	Base +40 TG

-	+ 1	+ 1	-	-	-	-	+ 1	

- **Species:** Any non-Astartes Human, Mutant, or Big Mutie
- **Weapons:** Acolytes may select weapons from the HtH, Pistols, Special, Heavy, and Grenades list.
- **Equipment:** Acolytes may select equipment from the Armor and Equipment lists.



0-3 Rogue Psykers	Base +30 TG

-	-	-	-	-	-	+	1	-	+ 2

- **Species:** Any non-Astartes Human Wyrd Only
- **Weapons:** Weapons: Rogue Psykers may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Rogue Psykers may select equipment from the Armor and Equipment lists.

0-2 Chaos Zealots	Base +35 TG

-	+ 1	-	-	-	+	1	-	-	+ 1

- **Species**: Any non-Astartes Human, Mutant.
- **Weapons:** Zealots may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Zealots may select any equipment from the Equipment lists.
- **Special:** Zealots are subject to the rules for Frenzy. Zealots May never wear Armor.



2+ Cultists	Base +20 TG

-	+ 1	-	-	-	-	+1	-	-

- **Species:** Any non-Astartes Human, Wyrd (level-I), Mutant, Big Mutie or Abhuman - Ogryn (Max:2).
- **Weapons:** Cultists may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Cultists may select equipment from the Equipment list.

0+ Noviciates	Base +5 TG

-	-	-	-	-	-	-	-	-

- **Species:** Any non-Astartes Human, Wyrd (level-I), Mutant, or Big Mutie.
- **Weapons:** Noviciates may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** None

0-2 Daemonhosts	Base +40 + Mutations/ Powers TG

-	-	-	+ 1	+	1	-	-	+ 1	+ 1

- **Species**: Any non-Astartes Human.
- **Weapons:** None.
- **Equipment:** None.
- **Special:** For every 3 Cultists the coven has, it may select one (1) Daemonhost. Daemonhosts may select up to 100pts of mutations and/or psychic powers at normal cost upon creation. Daemonhosts may never be captured. Re-roll this result.

Daemonhosts are considered Daemons (though they never have to be summoned) and have all the special rules as detailed under the 'Warp Creatures' entry of the Bestiary.

Weapons & Equipment Lists

All costs are included within the armory

•Hand-to-

Knife
Stilleto, Dirk[1]
Throwing Knife
Sword[1]
Club, Maul, Bludgeon
Chain, Flail
Massive Weapon
Chainsword[2]
Chain-Axe[2]
Man-Catcher[2]
Electro-Flail[3]
Wych Blade[5]
Agonizer[5]

•Pistol

Hand Bow
Autopistol
Stubber
Hand Cannon[1]
Laspistol
Hellpistol[3]
Hand Flamer[1]
Web Pistol[3]
Splinter Pistol[5]

•Basic

Bow
Musket
Scatter Gun
Autogun
Lasgun
Las Carbine
Bolt Carbine[2]
Shotgun (Solid/Scatter)
Hunting Rifle

•Specia

Flamer
Grenade Launcher
Ripper Gun
Scatter Cannon
Spear Gun
Webber
Splinter Rifle[5]

•Heav

Heavy Stubber
RPG Launcher
Multi-Laser
Heavy Flamer



•Grenade & Ammo

Frag Grenades[1]
Krak Grenades[2]
Smoke Grenade[1]
Fire Bomb
Tox Bomb
Dum-Dums
Man-Stoppers
Bolt Shell
Hotshot Shell
Overcharge Cell

•Armo

Flak Armor
Flak Armor (Enclosed)
Carapace Armor
Carapace Armor
(Enclosed) Mesh Armor
Mesh Armor (Enclosed)

•Equipmen

Charm
Clip Harness
Liquid Courage (One Use)
Photo-Contacts/Visor
Respirator
Silencer[4]

1. Not available to Initiates.
2. Only available to Heavies & Bosses.
3. Only available to Bosses.
4. Only available to Slaaneshi warbands.



	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Noviciates	X	-	X	-	-	X	-
Daemonhosts	X	X	X	X	-	-	-
Cultists	X	X	X	X	-	X	-
Rogue Psykers	X	X	X	-	-	X	-
Acolytes	X	X	X	X	X	X	-
Magus	X	X	X	X	X	X	X

ECCLESIARCHAL DELEGATIONS

Version 2.0

• **Initial Resources**:
You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 5 models.

• **Hired Guns**:
Ecclesiarchal Delegation war bands may recruit up to 3 Hired Guns.

• **Starting Experience & Skills**:
All fighters start with the following experience point totals. All non-Construct Ecclesiarchal Delegations members gain experience as normal. Ecclesiarchal Delegations gain the Underdog Bonus as normal.

Unit Type	NEC eq	XP
Confessor Militant	Leader	60+D6
Archdeacon	Heavy	60+D6
Templars	Ganger	20+D6
Preacher	Heavy	60+D6
Zealots	Ganger	20+D6
Sages	Ganger	20+D6
Militia	Juve	D3
Sister Repentia	Heavy	70+D6

• **Territory & Income:**
Ecclesiarchal Delegation war bands select territories and collect income exactly as described in the

Subversion Rating: 7
Investigation Rating: 7



- **Special Rules:**

All Ecclesiarchal Delegation war bands may select Comm-links/Micro-beads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

"I find your lack of faith disturbing": Ecclesiarchal Delegations that must pass a bottle test may choose instead of rolling dices, to perform a sacrifice of one of their own. This will increase the fervor of their troops. If the Confessor Militant is not down or out of action, select a fighter within his line of sight that is not down. The confessor militant urges the selected fighter to prove his faith! The selected fighter starts to spill inflammable liquid on his clothes and sets himself on fire! Remove from the game the selected fighter; you will perform a Serious Injuries roll at the end of the game for him. The Bottle test is passed automatically. This action can be performed only once per game.

"Pure Blood and Pure thoughts": Ecclesiarchal Delegations cannot hire any Xenos or mutant or Wyrds/ Psykers Hired Guns or members. Ecclesiarchal Delegations may never use combat drugs, Flects, or Liquid Courage.

Additionally, Delegation war bands must select one of the following Orders upon creation. This specialty may not be changed or removed once selected. Please note that some specialties may have adverse effects when facing certain opposing war bands.

- **Ecclesiarchy (Puritan):** The war band is part of the Ecclesiarchy and adheres to all common tenets. The war band increases its Investigation Rating by +1 and lowers its Subversion Rating by -1. The war band has access to 0-6 Zealots.

- **Temple Tendency Cult (Radical):** The war band is part of the now heretical Temple of The Savior Emperor and adheres to all its common tenets. Declared apostates after the Age of Apostasy, the war band increases its Subversion Rating by +1 and lowers its Investigation Rating by -1.The war band has access to 0-2 Sister Repentia and 0-3 Preachers but not to Sages.

- **Cult of The Red Redemption (Radical):** The war band is part of the underground Redemptionist Cult and adheres to all its common tenets. The war band raises its Subversion Rating by +2 but lowers its Investigation Rating by -2. Redemptionist war bands lower the cost for ALL flame weaponry & Fire Bombs by 5 points. Additionally, all war band members automatically suffer from Hatred when facing an opposing Radical. The war band has access to 0-2 Preachers but not to Sages.

Captured Fighter: War Band fighters captured by an Ecclesiarchal Delegation have two choices: convert or die. Follow the below steps:

1. If both war bands hold captives then they must be exchanged on a one for one basis with their gear, starting with models of the highest value. If there are some remaining captured fighters, move on to step 2.

2. The enemy war band must decide to attempt a rescue mission or not.

2. A. If the enemy war band wants to play the rescue mission, the captured fighter is held in the Ecclesiarchal Delegation 'cells until the rescue mission is done.

2. B. If the enemy war band does not want to play the rescue mission or if the rescue mission is a failure, the captured fighter can convert or die.

3. The Ecclesiarchal Delegation player rolls 2D6 and adds the Leader Leadership characteristic to the score; the opposing player rolls 2D6 and adds the captured model's leadership to the score. Any Member of Chaos Coven or Inquisition Cells adds 2 to his result.

3. A. If the Leader scores higher than the prisoner, the prisoner becomes a cultist. Copy his profile, skills, experience, etc, onto the Ecclesiarchal Delegation roster. Note the fighter is now classed as a Militia unit type meaning he may lose access to skill sets, weaponry and special abilities. All of the fighter's equipment is also destroyed to fully embrace his new life, but he will keep implanted bionic equipment.

3. B. If the prisoner equals or beats the Leader's score then he resists and refuses to convert. If a prisoner will not convert, cannot be rescued by his war band or cannot be traded back then he is set on fire for purification with its tainted equipment.



Recruitment

1+ Confessor Militant	Base +100 TG

-	+ 2	+ 2	-	-	-	+ 1	-	+ 2

- **Species**: Human or Abhuman-Untouchable.
- **Weapons:** The Confessor Militant may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The Confessor Militant may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The Confessor Militant always counts as having a friend within 2. Additionally, friendly models within 6 of the leader may use its Leadership when taking any Leadership test.

0-3 Archdeacon	Base +40 TG

-	+ 1	+ 1	-	-	-	-	+ 1	

- **Species:** Human only.
- **Weapons:** Archdeacons may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.
- **Equipment:** Archdeacons may select any equipment from the Armor, Gunsights, and Equipment lists.

1+ Templars	Base +30 TG

-	+ 1	-	+ 1	-	-	-	+ 1	

- **Species:** Human only.
- **Weapons:** Templars may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Templars may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** Templars may select one Bionic and/ or Implant weapon upon creation, at normal cost.

0-1 Preacher	Base +55 TG

-	+ 1	-	-	+ 1	-	-	+ 2	

- **Species:** Human only.
- **Weapons:** Preachers may select weapons from the HtH, Pistols, Basic and Grenades list.
- **Equipment:** Preachers may select any equipment from the Armor and Equipment lists.
- **Special:** Preachers always counts as having a friend within 2. Additionally, friendly models within 4 of the Preacher may use its Leadership when taking any Leadership test.

0-3 Zealots	Base +35 TG

-	+ 1	-	+ 1	-	-	-	+ 1	

- **Species:** Human (only, if Puritan or Redemptionist), Abhuman.
- **Weapons:** Zealots may select weapons from the HtH, Pistols, Special, and Grenades list.
- **Equipment:** Zealots may select any equipment from the Equipment lists.
- **Special:** Zealots are subject to the rules for Frenzy. Zealots may never wear Armor. Zealots may only select Flame or Melta weaponry from the Special list, upon creation.

0-2 Sages	Base +15 TG

-	-	+1	-	-	-	-	-	-

- **Species:** Human, Abhuman-Squats.
- **Weapons:** Sages may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Sages may select any equipment from the Equipment lists.
- **Special:** Each Sage adds +1 to the war band's Investigation Rating.

0+ Militia	Base +5 TG

-	-	-	-	-	-	-	-	-

- **Species:** Human, Abhuman-Squats, Abhuman-Ogryn (Max: 1)
- **Weapons:** Recruits may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** None
- **Special:** Militia may never make up more than 50% of the war band's total models. If there is ever more than 50%, no more Militia may be hired until they make up less than this.

0-1 Sister Repentia	Base +45 TG

-	+1	-	-	-	+1	-	-	-

- **Species:** Human Female
- **Weapons:** Sister Repentia may select weapons from the HtH and Grenades list.
- **Equipment:** Sister Repentia may select any equipment from the Equipment lists.
- **Special:** Sister Repentia may never wear Armor. Sister Repentia has the 'Juggernault' Skill. If a Sister Repentia rolls this skill again, re-roll the result. The Sista Repentia is subject to the rules for Frenzy

- **Martyrdom:** Once per game, if a Sista Repentia wins a HtH Combat, she may trigger a bomb vest. The Sista Repentia loses all of her attacks & Roll 1D6.



1= The bomb vest got damaged during the fight. Nothing happens. The martyrdom skill cannot be used again during this game.

2-6 = The Bomb Vest explodes.
Center the small blast template on the Sista repentia. Treat it as a frag grenade with Strength 4. The Sista Repentia is removed from the game, roll on the serious injuries chart at the end of the game.

Weapons & Equipment Lists

All costs are included within the armory

- **Hand-to-**

Knife
Stilleto, Dirk
Throwing Knife
Sword
Club, Maul, Bludgeon
Chain, Flail
Massive Weapon
Chainsword[3]
Chain-Axe[3]
Eviscerator[3]
Electro-Flail[3]
Shock Maul[3]
Man-Catcher[3]
Power Sword[2]
Power Axe[2]
Poser Fist[2]
Force Weapon[6]
Thunder Hammer[2/2]

- **Pistol**

Hand-bow
Autopistol
Stubber
Hand Cannon
Dueling Pistol[3]
Laspistol
Hellpistol[3]
Hand Flamer
Plasma Pistol[2]
Inferno Pistol[2]

- **Basi**

Bow
Musket
Scatter Gun
Autogun
Lasgun
Las Carbine
Hellgun[2/3]
Bolt Carbine[2/3]
Bolter[2/3]
Shotgun (Solid/Scatter)
Exterminator Cartridge

- **Specia**

Flamer
Melta-Gun
Grenade Launcher
Plasma Gun[2]
Long Las
Storm Bolter[2]
Stake-crossbow[2]
Webber[2]

- **Heav**

Heavy Stubber
Heavy Bolter
Missile Launcher
Multi-Laser
Heavy Flamer

•Grenade & Ammo

Frag Grenades
Krak Grenades
Photon Flash Grenades
Choke/Scare Gas Grenades[1]
Fire Bomb
Tox Bomb
Frag Missile
Krak Missile
Dum-Dums
Man-Stoppers
Overcharge Cell
Psycannon Bolts[3/4]

•Armo

Flak Armor
Flak Armor (Enclosed)
Mesh Armor[1]
Mesh Armor (Enclosed)[1]
Carapace Armor[1]
Carapace Armor (Enclosed)[1]
Power Armor[3]
Power Armor (Enclosed)[3]
Refractor Field[3/4]
Conversion Field[3/4]
Hexagrammic Wards[5]

•Equipmen

Bio-Scanner (1/warband)
Charm
Clip Harness
MIU[3/4]
IR Goggles
Photo-Contacts/Visor
Respirator
Realoads
Silencer
Shoulder Rig[35]

•Gun-Sights

Red-Dot Laser
Telescopic Sight
Mono-Sight

1. Not available to Militia/Sages
2. Only available to Clerics/Zealots
3. Only available to Templars/Confessor-Militant
4. Only available to Arch-Deacons/Confessor Militant
5. Only available to Confessor-Militant
6. Only available to non-Militia psykers (never available to Puritan or Redemptionist warbands)

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Confessor Militant	X	X	X	X	-	-	X
Archdeacon	X	X	X	X	X	-	X
Templars	X	X	X	X	X	-	-
Preacher	X	X	X	X	X	-	-
Zealots	X	X	X	X	-	-	-
Sages	X	-	-	-	X	X	-
Militia	X	X	X	-	-	-	-
Sister Repentia	X	X		X	-	-	-

ELDAR STRIKE FORCE

Version 2.0

• **Initial Resources**:
You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 4 models.

• **Hired Guns**:
Eldars Strike force war bands may recruit up to 2 other Hired Guns, which must be Eldar.

• **Starting Experience & Skills**:
All fighters start with the following experience point totals. All non-Construct Eldars members gain experience as normal. Eldars Strike forces gain the Underdog Bonus as normal

Unit Type	NEC eq	XP
Leader	Leader	60+D6
Warlock	Heavy	60+D6
Specialist	Heavy	60+D6
Aspect Warrior	Heavy	60+D6
Ranger	Ganger	20+D6
Warrior	Ganger	20+D6
Recruit	Juve	D3

• **Territory & Income:**
Eldars Strike force war bands select territories and collect income exactly as described in the Necromunda rulebook. They receive the Giant Killer & Underdog Bonus as listed.

Subversion Rating: 6
Investigation Rating: 8



• Special Rules:

All Eldars Strike force war bands may select Commlinks/Microbeads at +4 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

• Specific Items:

Death Spinner (Special Weapon) – Cost: 45 TG
The Death Spinner emits a cloud of deadly monofilament wire, slicing the target apart unless they somehow manage to avoid its entangling strands.
Range: Tear/Drop Template, Strength Special, DMG 1, S/M -, Ammo 4+
Special: Monofilament - Roll 1D6 for each model fully or partially covered by the template. If the roll is higher than the model's Initiative, the model has been hit and must make a successful armor save or take a Wound. On a roll of 6 the target is hit automatically regardless of Initiative, and an Ammo Roll must be made.

Shuriken Cannon (Heavy Weapon) – Cost: 190 TG
Short 0-16', long 16-32', S5, DMG 1, S/M -2, 2d3 Sustained Fire, 4+ ammo, Move or Fire

Aspect Armor (Armor) – Cost: 60 TG
The armor worn by Aspect Warriors is moulded to perfection from a psycho-sensitive material, providing unparalleled flexibility as well as superior protection.
Aspect Armor grants an Eldar wearer a 4+ Armor Save.



Recruitment

Each Eldar warband may choose 0-5: Specialists, Aspect Warriors or Rangers.

1 Leader	Base +100 TG

M	W	S	B	S	S	T	W	I	A	L	d
-	+ 2		+ 1		-	-	+	1	-	+ 2	

- **Species:** Eldar Craftworld Only.
- **Weapons:** The leader may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The leader may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The leader always counts as having a friend within 2". Additionally, friendly models within 6" of the leader may use its Leadership when taking any Leadership test.

- **Path of the Warrior -** The Leader may choose the path of an Aspect Warrior. If he does, choose one Aspect (Warp Spider, Dire Avenger, Swooping Hawk, Dark Reaper, Fire Dragon, Howling Banshee, and Striking Scorpion) and pay the points cost indicated below. The Leader does not gain any additional characteristic increases, but inherits all weapon and equipment restrictions/permissions and all special rules from that Aspect.

Points cost for Aspect upgrade: Warp Spider - 40 points Dark Reaper - 20 points
Dire Avenger - 5 points
Swooping Hawk - 70 points
Fire Dragon – 10 points
Howling Banshee - 10 points
Striking Scorpion -10 points

0-1 Warlock	Base +50 TG

M	W	S	B	S	S	T	W	I	A	L	d
-	+ 1		+ 1		-	-	+	1	-	+ 1	

- **Species:** Eldar Craftworld Only and Wyrd (Lvl 1-3).
- **Weapons:** Warlocks may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Warlocks may select any equipment from the Armor and Equipment lists.



0-5 Specialists	Base +30 TG

M	W	S	B	S	S	T	W	I	A	L	d
-	+	1	+	1	-	-	-	-	-	+	1

- **Species:** Eldar Craftworld Only.
- **Weapons:** Specialists may select weapons from the HtH, Pistols, Special, and Grenades list.
- **Equipment:** Specialists may select any equipment from the Armor and Equipment lists.

Aspect Warriors:

0-5 Warp Spiders	Base +70 TG

M	W	S	B S	S	T	W	I	A	L	d
-	+	1	+ 1	-	-	-	-	-	+	1



- **Species:** Eldar Craftworld Only.
- **Weapons:** Must purchase a Deathspinner. May select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Must purchase Aspect Armor.
- **Warp Jump:** A Warp Spider may choose to make a Warp Jump in the movement phase instead of moving normally. This does not prevent the model from shooting in the Shooting phase. To make a Warp Jump, roll 2D6+2 and move the model up to that many inches in any direction, ignoring terrain, models and other obstacles. A model making a Warp Jump cannot be seen at any point during the Jump except at the final position. If a double one is rolled for the Warp Jump, the model is lost in the warp and immediately killed.

0-5 Dark Reaper	Base +50 TG

M	W	S	B S	S	T	W	I	A	L	d
-	+	1	+ 1	-	-	-	-	-	+	1



- **Species:** Eldar Craftworld Only.
- **Weapons:** Must Purchase 1 Heavy Weapon. May select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Must purchase Aspect Armor.
- **Special:** Reaper Rangefinder - Unless they are being charged, Dark Reapers ignore the To Hit penalty from firing Overwatch.

Aspect Warriors:



0-5 Dire Avenger										Base +35 TG
-	+	1	+	1	-	-	-	-	-	+ 1

- **Species:** Eldar Craftworld Only.
- **Weapons:** Must Purchase 1 HtH weapon and Shuriken Pistol OR Shuriken Catapult with Mono-sight. May select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Must purchase Aspect Armor.
- **Special:** Combat Discipline - Dire Avengers always get the +1 combat score modifier for charging in the first round of combat, even if they have been charged.



0-5 Swooping Hawk										Base +100 TG
-	+	1	+	1	-	-	-	-	-	+ 1

- **Species:** Eldar Craftworld Only.
- **Weapons:** Must purchase Lasgun OR Lascarbine. May select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Must purchase Aspect Armor.
- **Special:** Flight.

0-5 Fire Dragon										Base +40 TG
-	+	1	+	1	-	-	-	-	-	+ 1

- **Species:** Eldar Craftworld Only.
- **Weapons:** Must purchase 1 Melta OR Flamer weapon. May select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Must purchase Aspect Armor.
- **Special:** Deadly Accuracy - Fire Dragons firing Melta weapons add +1 when rolling on the Injury Chart. Note that since Melta weapons are High Impact weapons, this means that an opponent will be taken out of action on a 4+.

Aspect Warriors:

0-5 Banshee	Base +40 TG

M	W	S	B S	S	T	W	I	A	L	d
-	+	2	-	-	-	-	-	-	+	1

- **Species:** Eldar Craftworld Only.
- **Weapons:** Must purchase a Power HtH weapon and Shuriken Pistol. May select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Must purchase Aspect Armor.
- **Special:** Banshee's Howl - A Howling Banshee does not trigger Overwatch during a Charge move, and causes Fear in Hand-to-hand combat.



0-5 Scorpion	Base +40 TG

M	W	S	B S	S	T	W	I	A	L	d
-	+	2	-	-	-	-	-	-	+	1

- **Species:** Eldar Craftworld Only.
- **Weapons:** Must purchase a Chain HtH weapon and Shuriken Pistol. May select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Must purchase Aspect Armor and Holo-Field.
- **Special:** Mandiblasters - These deadly face-mounted weapons grant the Striking Scorpion a +1 combat score modifier.





0+ Rangers								Base +20 TG
-	+	1	-	-	-	-	-	+1

- **Species:** Eldar Craftworld Only.
- **Weapons:** Rangers may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Rangers may select any equipment from the Armor and Equipment lists.
- **Special:** Rangers may purchase a Needle Rifle at recruitment.

0+ Warriors								Base +20 TG
-	+1	-	-	-	-	-	-	+1

- **Species:** Eldar Craftworld Only.
- **Weapons:** Warriors may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** None.

0+ Recruit								Base +5 TG
-	-	-	-	-	-	-	-	-

- **Species:** Eldar Craftworld Only.
- **Weapons:** Recruits may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** None.
- **Special:** Choosing a path - once a Recruit reaches the XP level needed to attain Ganger status, they must choose the Path of the Warrior or the Path of the Outcast. This choice determines which skill tables they will have access to; either those of the Warrior or those of the Ranger. A Recruit on the Path of the Outcast also gains the ability to use a Needle Rifle, should they ever find one.

Weapons & Equipment Lists

All costs are included within the armory

•Hand-to-

Knife

Stiletto, Dirk

Throwing Knife

Sword

Club, Maul,

Bludgeon Chain, Flail

Massive Weapon

Chainsword

Chain-Axe

Power Sword[1]

Power Axe[1]

Power Fist[1]

Force Staff[2]

Dire Sword[3]

Witchblade[2]

Singing Spear[2]

Triskele[4]

Web of Skulls[5]

•Pistol

Shuriken Pistol

Laspistol

Hand flamer

Plasma Pistol

Needle Pistol[1]

Fusion Pistol[1]

•Basic

Shuriken Pistol

Lasgun

Las Carbine

•Specia

Flamer

Melta-Gun

Melta-Lance[6]

Fusion Gun[6]

Long Las

Plasma Gun

Death Spinner[7]

Needle Rifle[8]

•Heav

Reaper Launcher

Shuriken Cannon

Missile Launcher

•Grenade & Ammo

Frag Grenades

Haywire Grenades

Krak Grenades

Plasma Grenades

Smoke Grenades

Photon Flash

Melta Bombs

Frag Missile

Krak Missile

Plasma Missile

•Armor

Flak Armor

Flak Armor (Enclosed)

Mesh Armor

Mesh Armor (Enclosed)

Carpace Armor

Carapace Armor (Enclosed)

Ghost Helm[2]

Aspect Armor[9]

Holo-Field[10]

•Gun-

Telescopic Sight

Mono-Sight

•Equipmen

Bio-Scanner (1/warband)

Charm

Clip Harness

Photo-Contacts/Visor

Respirator

Suspensor

1. Not usable by Recruits
2. Warlock only
3. Dire Avengers only
4. Howling Banshee only
5. Dark Reaper only
6. Fire Dragons only
7. Warp Spiders only
8. Rangers only
9. Aspect Warrior only
10. Leader, Striking Scorpions and Rangers only



	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Leader	X	X	X	-	X	X	X
Warlock	X	X	X	-	-	X	-
Specialist	X	X	-	-	X	X	X
Spider	X	X	X	-	X	X	-
Hawk	X	X	X	-	X	X	-
Reaper	X	X	X	-	X	X	-
Dragon	X	X	X	-	X	X	-
Avenger	X	X	-	-	X	X	-
Banshee	X	X	X	-	-	X	-
Scorpion	X	X	X	-	-	X	-
Ranger	X	-	-	-	X	X	X
Warrior	X	X	-	-	X	X	-
Recruit	X	-	-	-	X	X	-

IMPERIAL GUARD KILL TEAM

Version 2.0

• **Initial Resources**:
You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 3 models.

• **Hired Guns**:
IG Kill Team war bands may recruit up to 4 other Hired Guns.

• **Starting Experience & Skills**:
All fighters start with the following experience point totals. All non-Construct members gain experience as normal. IG Kill Team gain the Underdog Bonus as normal.

Unit Type	NEC eq	XP
Sergeant	Leader	60+D6
Gunner	Heavy	60+D6
Troopers	Ganger	20+D6
FNG	Juve	D3

• **Territory & Income:**
IG Kill Team war bands select territories and collect income exactly as described in the Necromunda rulebook. They receive the Giant Killer Bonus as listed.

Subversion Rating: 6
Investigation Rating: 8



- **Special Rules:**

All IG Kill Team war bands may select Commlinks/Microbeads at +2 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Upon creation, the Kill Team may select **one** of the following doctrines:

- **Penal Legion:** This upgrade must be taken by every non-sergeant fighter, and the gang may not select any member with the Gunner rank. All non-sergeant fighters are fitted with the Correction Collar item at +5TG which cannot be removed.
Correction Collars allow all equipped models to re-roll failed nerve tests, including those caused by fear, terror, hatred and frenzy, however any model with a Correction Collar that fails a nerve test is immediately removed as a casualty and must roll for a serious injury.

- **Chem-dogs:** This upgrade gives all members of the warband except the sergeant access to an injector rig filled with Slaught, Kalma, and Frenzon at +25 Throne Geld per fighter. Fighters with this upgrade may not select Heavy Weapons or any Heavy armor.

- **Drop Troops:** This upgrade costs +35 TG per fighter and the entire Kill Team MUST select these upgrades. all kill team members are equipped with a grav chute and the kill team may set up models using the special deployment rules given by possession of a single ‘surveillance officer’ territory (referred to as vents in nce). They always benefit from the special deployment rules granted by a single ‘surveillance officer’ territory, no matter what territory they actually hold.



• **Deathworld Veterans:** This upgrade costs +2 TG per fighter and the entire warband MUST select these upgrades. Upon creation, select one non-Void category from the Treacherous Conditions table. Any scenario where Treacherous Conditions are used for that category, the conditions have no effect upon Kill Team members. Treacherous Conditions affect Hired Gun models normally.

• **Xenos Fighters:** This warband has fought for many long bitter years against a particular Xenos race. This upgrade costs +2 TG per fighter and the entire warband MUST select this upgrade. Upon creation, the warband may select one Xenos species type from the Species list. All models in the warband gain the Hatred special rule against this race. Note that warbands selecting Orkoid gain this against ALL Orkoid models and if selecting Eldar gain this against both Eldar and Dark Eldar models.

• **Subs:** This warband is from a planet where mutation is rife and the mutant underclass is conscripted to fight in battle. This upgrade costs nothing; the entire warband MUST select these upgrades and this doctrine also includes Deathworld Veterans as described above. Gunners, Troopers and FNG's replace their species option with the following: Abhuman, Human Mutant, or Big Mutie.

The Kill Team lowers its Investigation Rating by -1 and increases its Subversion Rating by +1.



Recruitment

1 Sergeant	Base +100 TG

-	+ 2	+ 2	-	-	-	+ 1	-	+ 2

- **Species**: Any non-Astartes Human.
- **Weapons:** The Sergeant may select weapons from the HtH, Pistols, Basic, Special, and Grenades lists.
- **Equipment:** The Sergeant may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The Sergeant always counts as having a friend within 2" for the purposes of recovering from pinning. Additionally, friendly models within 6" of the Sergeant may use the Sergeant's Leadership characteristic when taking any Leadership-based test.

0-4 Gunners	Base +40 TG

-	+ 1	+ 1	-	-	-	-	+ 1	

- **Species:** Any non-Astartes Human or Abhuman.
- **Weapons:** Gunners may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.
- **Equipment:** Gunners may select equipment from the Armor, Gunsights, and Equipment lists.

2+ Troopers	Base +30 TG

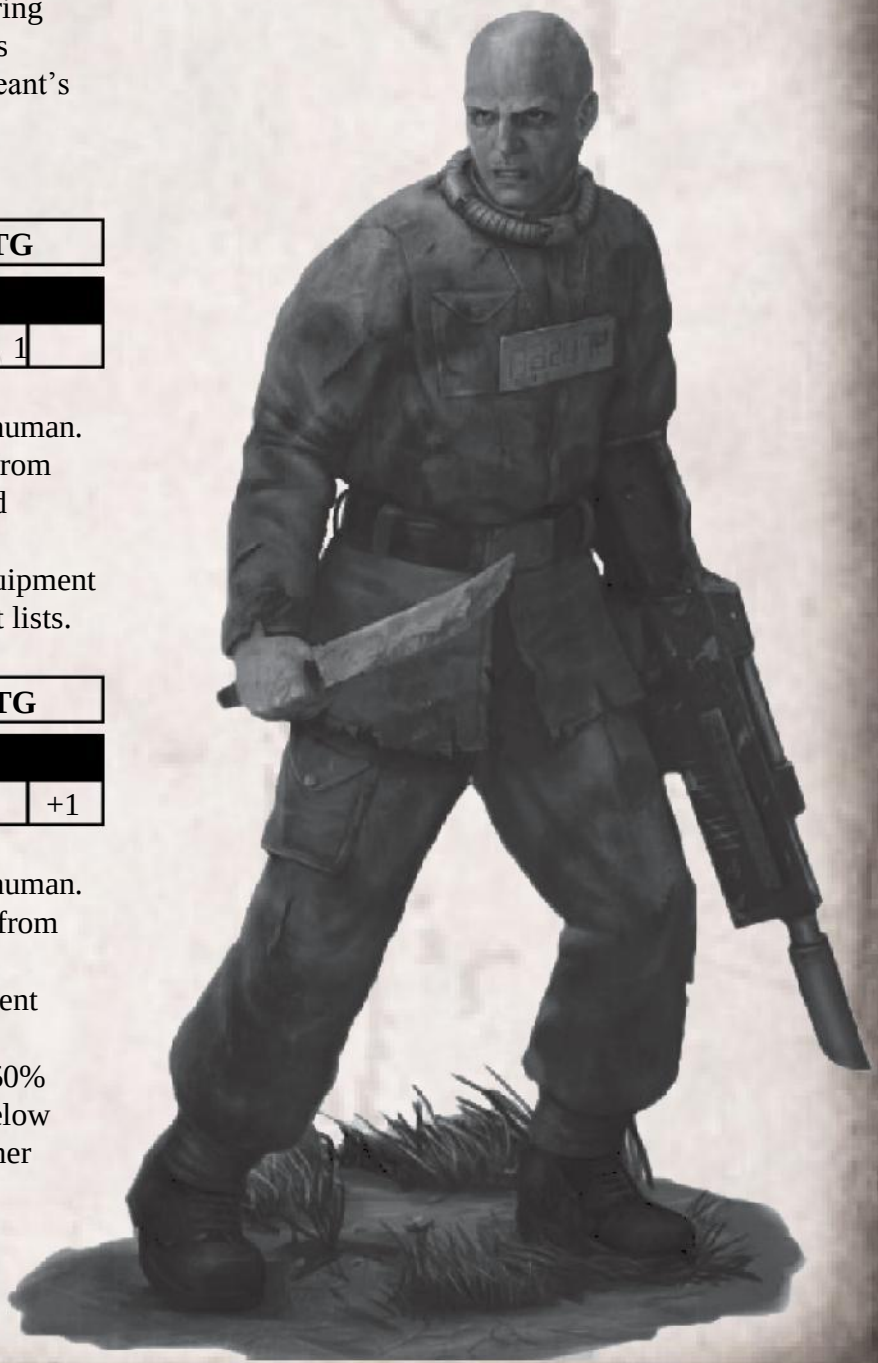
-	+1	+1	-	-	-	-	-	+1

- **Species:** Any non-Astartes Human or Abhuman.
- **Weapons:** Troopers may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Troopers may select equipment from the Armor and Equipment lists.
- **Special:** Kill Teams must be made up of 50% Troopers. If the warband roster ever falls below this amount, the warband may recruit no other non-Trooper models until it reaches 50%.

0+ FNG	Base +15 TG

-	-	+1	-	-	-	-	-	-

- **Species:** Any non-Astartes Human or Abhuman.
- **Weapons:** FNGs may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** FNGs may select equipment from the Armor and Equipment lists.



Weapons & Equipment Lists

All costs are included within the armory

•Hand-to-

Knife

Stiletto, Dirk

Throwing Knife

Sword

Club, Maul, Bludgeon

Chain, Flail

Massive Weapon

Chainsword

Chain-Axe

Electro-Flail

Shock Maul

Power Sword

Power Axe

Power Fist

•Pistol

Dueling Pistol

Autopistol

Stubber

Hand Cannon

Bolt Pistol

Laspistol

Hellpistol

Hand Flamer

Plasma Pistol

•Basic

Musket

Autogun

Lasgun

Las Carbine

Hellgun

Bolt Carbine

Bolter

Shotgun (Solid/Scatter)

Hunting Rifle

•Specia

Flamer

Melta-Gun

Ripper Gun (Ogryn Only)

Grenade Launcher

Plasma Gun

Long Las

Storm Bolter

•Heav

Autocannon

Heavy Stubber

Heavy Bolter

Heavy Plasma Gun

Lascannon

Missile Launcher

RPG Launcher

Multi-Laser

Heavy Flamer

•Grenade & Ammo

Frag Grenades

Krak Grenades

Photon Flash Grenades

Fire Bomb

Tox Bomb

Melta-Bombs

Demo-Charge

Frag Missile

Krak Missile

Dum-Dums

Man-Stoppers

Hot Shot Shells

Overcharge Cell

•Armo

Flak Armor
Flak Armor (Enclosed)
Mesh Armor
Mesh Armor (Enclosed)
Carapace Armor
Carapace Armor (Enclosed)

•Gun-

Red-Dot Laser
Telescopic Sight
Mono-Sight
IR-Sight

•Equipmen

Bio-Scanner (1/warband)
Blade Venom (One use) Charm
Clip Harness
Liquid Courage (One Use)
Medi-Pack (1/warband)
Photo-Contacts/Visor
Respirator
Reloads
Silencer

1. Not available to FNGs
2. Not available to Troopers & FNGs
3. Sergeant only
4. Gunners only

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Sergeant	X	X	X	X	X	X	X
Gunners	-	X	X	X	X	X	X
Troopers	-	X	X	-	X	X	-
FNG	-	X	-	-	X	-	-



INQUISITION CELLS

Version 2.0

• **Initial Resources**:
You have 1000 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 5 models.

Subversion Rating: 5
Investigation Rating: 9

• **Hired Guns**:
Inquisition warbands may recruit up to 5 Hired Guns.



• **Starting Experience & Skills**:
All fighters start with the following experience point totals. All non-Construct Cell members gain experience as normal. Inquisition Cells gain the Underdog Bonus as normal.

Unit Type	NEC eq	XP
Interrogator	Leader	60+D6
Acolyte	Ganger	30+D6
Disciple	Heavy	60+D3
Assassin/Scum	Ganger	20+D6
Tech-Adept	Heavy	60+D6
Cleric/Zealot	Ganger	20+D6
Sage	Ganger	20+D6
Recruit	Juve	D3

• **Territory & Income:**
Inquisition Cells select territories and collect income exactly as described in the Necromunda rulebook. This represents the Ordos agents working the territories for information and gaining resources from their Conclave based on such information. Only Acolytes, Assassins/Scum and Sages may work territory. They receive the 'Giant Killer Bonus' as listed.

- **Special Rules:**

All Inquisition Cell warbands may select Comm-links/Micro-beads at +2 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Well-Equipped: Inquisition Cells may purchase bionics and drugs from the bazaar at any time when purchasing items is normally allowed.

Crusader Shield
Cost : 20 TG
A fighter armed with a Crusader shield receives a +1 save modifier against any attack that originates on the 90 degree forward arc of the model using it. In addition, a crusader shield counts as a close combat weapon with a Strength of 3 and a save modifier of -1. High Impact weapons will disable the shield cancelling its armor bonus.

Ordos: Additionally, Inquisition Cell warbands must select one (1) of the following Ordos upon creation. This specialty may not be changed or removed once selected. Please not that some specialties may have adverse effects when facing opposing warbands.

- **Ordo Hereticus (Radical):** The warband is part of the Ordo Hereticus but adheres to radical tenets. The warband may select any non-Exotic (Xenos), non-Implant weaponry from the Bazaar at base price at creation and one non-Recruit model may take the Weaponsmith skill upon creation. The warband increases its Subversion Rating by +2 and lowers its Investigation Rating by -1. Due to the ease of access to unsanctioned psykers for the Ordo Hereticus, Radical Ordo Hereticus Wyrds may reroll one of their Wyrd powers during recruitment, but must accept the second result, even if it less favorable.

- **Ordo Hereticus (Puritan):** The warband is part of the Ordo Hereticus and adheres to all common tenets. The warband lowers its Subversion Rating by -2 but increases its Investigation Rating by +1. The warband may never hire any Xenos, Abhuman, or Mutant Hired Guns or members (this includes Psykers!). Puritan Ordo Hereticus Interrogators, Acolytes, and Priests/Zealots have hatred of any Mutant or Wyrd (even those in other Puritan bands!).
This warband may recruit up to two (2) Priests/Zealots.



• **Ordo Malleus (Radical):** The warband is part of the Ordo Malleus but adheres to radical tenets. The warband increases its Subversion and Investigation Rating by +1.

Daemonhost Posession: During Warband creation, you may create up to 3 Daemonhost templates (selected without choosing a race). These Daemonhost templates represent Daemons which your warband has made pacts with and should be named as such. When the Daemonhost profile is made, generate wyrd powers as normal. These powers are permanent and are not generated each time the Daemonhost is summoned. You must pay the cost for the templates as normal to represent the resources spent in making the pact. These templates do not count towards your warband rating unless you have successfully summoned them. If you attempt to summon a Daemonhost (while Radical Malleus Warbands can summon, they can only summon Daemonhosts), choose a friendly model that you wish to possess (you may also use a captive model whose gang has failed to rescue or ransom back from you). If you succeed your Summoning Roll, choose one of your warband's Daemons and apply that template to your chosen model, overlaying its current stats and gaining the Daemon's abilities. This model loses all of its equipment and counts as fighting with a Knife in HtH. No more than one Daemonhost may be in the warband at any given time. Increase the warband's rating by the cost of the template for this scenario and treat the daemonhost as an ordinary gang fighter for the purposes of deployment and gameplay.

At the end of the game in which a Daemonhost was summoned, the warband's Interrogator may attempt to bind the Daemonhost by making a LD test on 3D6. If successful, the Daemonhost is permanently added to warbands roster. If the test is failed, the Daemon leaves the host, and the host model is killed and struck from the gang roster. The template is kept on the roster, no longer counts toward the warband rating, and cannot be summoned again until D3 games have passed. If a Daemonhost is ever taken out of action in a game, the Daemon will leave its host, and the possessed model will die, exactly as if the warband leader had failed the binding roll, detailed above.

• **Ordo Malleus (Puritan):** The warband is part of the Ordo Malleus and adheres to all common tenets. The warband increases its Investigation Rating by +1.
The warband may never hire any Xenos or Mutant Hired Guns or members (but may select Psykers).
The Ordo Malleus is incredibly well-equipped and as such may add +3 to their search for rare items in the post-game sequence as opposed to +1.
The members of this warband may reroll any failed Fear save caused by Daemons.

• **Ordos Xenos (Radical):** The warband is part of the Ordo Xenos but adheres to radical tenets, such as consorting with xenos and/or using their technology. The warband increases its Subversion Rating by +1. In addition to their normal equipment, all non-Recruit members may purchase non-Rare Xenos weaponry and any drugs from the Bazaar at base cost upon creation. One Acolyte model may be selected from a Xenos species. The warband may select Xenos Hired Guns.

• **Ordo Xenos (Puritan):** The warband is part of the Ordo Xenos and adheres to all common tenets. The warband increases its Investigation Rating by +1.
The warband may never hire any Xenos Hired Guns or members. Ordos Xenos Puritan Interrogators and Acolytes are subject to hatred when fighting Xenos, In addition they may purchase implant weaponry from the Bazaar at any time.

Recruitment

1 Interrogator	Base +100 TG

-	+ 2	+ 2	-	-	-	+ 1	-	+ 2

- **Species**: Human (only, if Puritan), Abhuman Untouchable, or Wyrd
- **Weapons:** The Interrogator may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The Interrogator may select any equipment from the Armor, Gun sights and Equipment lists. The Interrogator may have one (1) Construct. Choose between: Psyber Familiar or Servo Skull
- **Special:** The Interrogator always counts as having a friend within 2“. Additionally, friendly models within 6 of the leader may use its Leadership when taking any Leadership test. The Interrogator may select one Exotic weapon upon creation, at normal cost.



2+ Acolytes	Base +40 TG

-	+ 1	+ 1	-	-	-	-	-	+ 1

- **Species:** Human (only, if Puritan), Abhuman Squat, Abhuman - Untouchable, Wyrd (lvl I-II), (Mutant allowed for Radical Cells)
- **Weapons:** Acolytes may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Acolytes may select any equipment from the Armor, Gun sights, and Equipment lists.
- **Special:** Acolytes are given a random roll for an upgrade.

0-2 Disciples	Base +40 TG

-	+ 1	+ 1	-	-	-	-	-	+ 1

- **Species:** Human (only, if Puritan), Abhuman Squat, Abhuman - Untouchable, Wyrd, (Mutant allowed for Radical Cells)
- **Weapons:** Disciples may select weapons from the HtH, Pistols, Basic, Special, Heavies and Grenades list.
- **Equipment:** Discipless may select any equipment from the Armor, Gun sights, and Equipment lists.

0-3 Assassins/Scum	Base +40 TG

-	+ 1	+ 1	-	-	-	-	+ 1	

- **Species:** Any non-Astartes Human or Abhuman, Wyrd (Lvl-I), (Mutant allowed for Radical Cells)
- **Weapons:** Assassins/Scum may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Assassins/Scum may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** Assassins automatically receive the Sneak Up skill upon creation. Scums automatically receive the Gunfighter skill upon creation.

0-1 Tech-Adept	Base +30 TG

-	-	+ 1	-	+ 1	-	-	-	+ 1

- **Species:** Any non-Astartes Human, Abhuman Squat, Abhuman Untouchable
- **Weapons:** Tech-Adepts may select weapons from the HtH, Pistols, Special, and Grenades list.
- **Equipment:** Tech-Adepts may select any equipment from the Armor, Gun sights, and Equipment lists.
- **Special**: Tech-Adepts automatically receive one (1) Bionic upon creation. Tech-Adepts may select up to two (2) Constructs at any time, purchased at normal cost.

0-1 Cleric/Zealot	Base +40 TG

-	+ 1	-	-	-	+	1	-	-	+ 1	

- **Species:** Any non-Astartes Human
- **Weapons:** Clerics/Zealots may select weapons from the HtH, Pistols, Special, and Grenades list.
- **Equipment:** Clerics/Zealots may select any equipment from the Equipment lists.
- **Special:** Clerics/Zealots may only select flame or melta weaponry from the Special list, upon creation. Clerics may re-roll one failed Fear test per scenario. Zealots are subject to the rules for Frenzy.

0-2 Sages	Base +20 TG

-	-	-	-	-	-	-	-	+1

- **Species**: any non-Astartes Human, Abhuman Squat, Abhuman - Ratling, Wyrd, (Mutant allowed for Radical Cells)
- **Weapons:** Sages may select weapons from the HtH, Pistols, Basic and Grenades list.
- **Equipment:** Sages may select any equipment from the Equipment lists.
- **Special:** Each Sage adds +1 to the war band's Investigation Rating.

0+ Recruits	Base TG

-	-	-	-	-	-	-	-	-

- **Species:** Any non-Astartes Human or Abhuman, (Mutant allowed for Radical Cells)
- **Weapons:** Recruits may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Recruits may select equipment from the Armor and Equipment lists.
- **Special:** Recruits may never make up more than 25% of the war band's total models. If there is ever more than 25%, no more Recruits may be hired until they make up less than this.



Weapons & Equipment Lists

All costs are included within the armory

•Hand-to-
Knife
Stiletto, Dirk
Throwing Knife
Sword
Club, Maul, Bludgeon
Chain, Flail
Massive Weapon
Chainsword[1]
Chain-Axe[1]
Eviscerator[1]
Electro-Flail[1]
Shock Maul[1]
Man-Catcher[1]
Power Sword[1]
Power Axe[4]
Power Fist[4]
Force Weapon[6]
Thunder Hammer[5]



•Pistol
Hand-bow
Autopistol
Stubber
Hand Cannon
Bolt Pistol
Laspistol
Hellpistol[1]
Hand Flamer
Plasma Pistol[1]
Needle Pistol[2]
Web Pistol[4]

•Basi
Bow
Musket
Scatter Gun
Autogun
Lasgun
Las Carbine
Hellgun[1]
Bolt Carbine[1]
Bolter[1]
Shotgun (Solid/Scatter)
Hunting Rifle[2]
Exterminator Cartridge

•Special
Flamer
Melta-Gun
Ripper Gun (Ogryn Only)
Grenade Launcher
Plasma Gun
Long Las
Storm Bolter
Stake-crossbow[5]
Webber
Needle Rifle[2]

•Heav
Autocannon
Heavy Stubber
Heavy Bolter
Heavy Plasma Gun
Lascannon
Missile Launcher
RPG Launcher
Multi-Laser
Heavy Flamer

•Grenade & Ammo

- Frag Grenades
- Krak Grenades
- Photon Flash Grenades
- Choke/Scare Gas Grenades[1]
- Hallucinogen Grenades[4]
- Fire Bomb
- Tox Bomb
- Melta-Bombs[1]
- Frag Missile
- Krak Missile
- Dum-Dums
- Man-Stoppers
- Overcharge Cell
- Psycannon Bolts[4]

•Armo

- Flak Armor (Enclosed or not)
- Mesh Armor
- Mesh Armor (Enclosed)
- Carapace Armor[1]
- Carapace Armor (Enclosed)[1]
- Power Armor[1]
- Power Armor (Enclosed)[3]

•Gun-

- Red-Dot Laser
- Telescopic Sight
- Mono-Sight

•Equipmen

- Bio-Scanner (1/warband)
- Blade Venom (1 use)[2]
- Charm
- Clip Harness
- Liquid Courage (One Use)
- IR Goggles
- MIU[3] [4]
- Mechadendrites/Servo-Arm[3]
- Photo-Contacts/Visor
- Respirator
- Reloads
- Silencer
- Shoulder Rig[3] [5]

Minor Daemonic Weapon (Ordo Malleus Interrogator only) :
- S: User +2
- Dmg: 1
Attribute : Parry and Grants its bearer +1
A Cost 60 TG

1. Not available to Recruits
2. Only available to Assassins
3. Only available to Tech-Adepts
4. Only available to Acolytes/Interrogator
5. Only available to Interrogators
6. Only available to non-Recruit psykers

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Recruits	X	X	-	-	-	X	-
Sage	X	-	-	-	X	X	-
Cleric / Zealot	-	X	X	-	X	X	-
Tech-Adept	-	X	-	X	X	-	X
Assassin/ Scum	X	X	X	-	-	-	-
Acolyte	X	X	X	X	X	X	-
Interrogator	X	X	X	X	X	X	X
Disciple	-	X	X	X	X	X	X

MUTANT MOBS

Version 2.0

• **Initial Resources**:
You have 1000 Throne Geld to spend on recruiting and arming your warband. You must have a minimum of 3 models.

• **Hired Guns**:
Mutant Mob warbands may recruit up to 3 Hired Guns.

• **Starting Experience & Skills**:
All fighters start with the following experience point totals. All non-Construct Mutant Mob members gain experience as normal. Mutant Mobs gain Underdog Bonuses as detailed in the Necromunda Community Edition Rulebook.

Unit Type	NEC eq	XP
Boss	Leader	50+D6
Blaster	Heavy	40+D6
Masher	Heavy	40+D6
Spook	Heavy	20+D6
Dreg	Ganger	10+D3
Sub	Juve	0

• **Territory & Income:**
Mutant Mob warbands select territories and collect income exactly as described in the Necromunda rulebook. They receive the 'Giant Killer Bonus' as listed.

Subversion Rating: 9
Investigation Rating: 5



- **Special Rules:**

Poorly Equipped: Mutant weaponry is unreliable, old, and of generally low quality. As such, Mutant Mob members with the rank of Spook, Dreg or Sub must take an Ammo Roll if they roll a natural 1 or 6 on their to Hit roll.

Shallow end of the Gene Pool: All mutations for Mutant Mobs cost -5 Geld each (to a minimum of 5 Geld).

One Foot On The Slippery Slope: Mutant Mobs may use Summoning. If so, they are considered a Radical warband. Mutant Mobs can only ever summon Warp Predators or Daemons of Tzeentch.

Bunch of Animals: Mutants tend to attract various "pets" wherever they go. To represent this, a mutant mob may purchase up to 150pts worth of Beasts. All Beasts selected in this way must be represented by a suitable model and must be controlled with a character with a control collar.



Recruitment

1 Boss	Base +85 TG

-	+ 2	+ 1	-	-	-	+ 1	-	+ 2

- **Species**: Any non-Astartes Human, abhuman - Beastman, Wyrd, or Mutant.
- **Weapons:** The Boss may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The Boss may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The Boss always counts as having a friend within 2" for the purposes of recovering from pinning. Additionally, friendly models within 6" of the Boss may use the Boss' Leadership characteristic when taking any Leadership-based test.



0-2 Blasters	Base +40 TG

-	+ 1	+ 1	-	-	+ 1	-	-	+ 1

- **Species:** Human, Abhuman – Squat, abhuman - Beastman, or Mutant.
- **Weapons:** Blasters may select weapons from the HtH, Pistols, Special, Heavy, and Grenades list.
- **Equipment:** Blasters may select equipment from the Armor and Equipment lists.

0-2 Mashers	Base +40 TG

-	+ 1	-	-	-	+ 1	-	+ 1	+ 1

- **Species:** Abhuman - Ogryn, or Big Mutie.
- **Weapons:** Mashers may select weapons from the HtH or Grenades & Ammo list.
- **Equipment:** Mashers have access to the Armor and Equipment lists.
- **Special:** Each Masher may select one Special weapon from the following list:

-Ripper Gun
-Scatter Cannon
-Spear Gun

This is subject to the normal limitations in their species listing.

0-4 Spooks	Base +20 TG

-	+1	-	-	-	-	-	-	+1

- **Species:** Any non-astartes human, abhuman - Squat, abhuman - Ratling, abhuman - Beastman, or mutant.
- **Weapons:** Spooks may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Spooks may select equipment from the Armor and Equipment lists.
- **Special:** Spooks must purchase a level 1, 2 or 3 Wyrd upgrade on recruitment.

0+ Subs						Base +5 TG		
-	-	-	-	-	-	-	-	-

- **Species:** Any non-Astartes Human, abhuman – Squat, abhuman – Ratling, abhuman - Beastman or Mutant.
- **Weapons:** Subs may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** None.

2+ Dregs						Base +15 TG		
-	+1	-	-	-	-	-	-	-

- **Species:** Any non-Astartes Human, Abhuman – Squat, Abhuman – Ratling, abhuman - Beastman or Mutant.
- **Weapons:** Dregs may select weapons from the HtH, Pistols, Basic, and Grenades list.



Weapons & Equipment Lists

All costs are included within the armory

•Hand-to-

Knife

Stilleto, Dirk[5]

Throwing Knife

Sword1

Club, Maul, Bludgeon

Chain, Flail

Massive Weapon

Chainsword[5]

Chain-Axe[5]

Man-Catcher[5]

Electro-Flail[3]

Force Staff[4] (Max. 2)

•Pistol

Hand Bow

Autopistol

Stub Gun

Hand Cannon[5]

Laspistol

Hellpistol[3]

Hand Flamer[5]

Web Pistol[3]

Plasma Pistol[2]

Web Pistol

•Basic

[5]Bow

Musket

Scatter Gun

Autogun

Lasgun

Las Carbine

Bolt Carbine[5]

Bolter[3]

Shotgun (Solid/Scatter)

Hunting Rifle

•Special[5]

Flamer

Autoslugger

Grenade Launcher

Ripper Gun

Scatter Cannon

Spear Gun

Webber[3]

Scatter Cannon

Pistol Sword[4]

Webber

Needle Rifle[4]

•Heavy[5]

Heavy Stubber

RPG Launcher

Multi-Laser

Heavy Flamer

•Grenade & Ammo

Frag Grenades[5]

Krak Grenades[5]

Smoke Grenades[5]

Fire Bomb

Tox Bomb

Dum-Dums

Man-Stoppers

Bolt Shell

Hotshot Shell

Overcharge Cell

•Armo

Light Armor

Flak Armor

Mesh Armor[5]

Carapace Armor[5]

•Gun-

Red-Dot Laser

Telescopic Sight

•Equipmen

Charm

Clip Harness

Control Collar

Liquid Courage (One Use)

Photo-Contacts/Visor

Respirator

1. Not available to Subs
2. Only available to Heavies & Bosses
3. Only available to Bosses
4. Only available to Wyrds

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Subs	X	-	X	X	-	-	-
Dregs	X	X	X	X	-	X	-
Spooks	X	X	X	-	-	X	-
Masher	-	X	X	X	-	X	-
Blaster	-	X	X	X	-	X	X
Boss	X	X	X	X	X	X	X

NOBILIST FACTIONS

Version 2.0

• **Initial Resources**:
You have 1050 Throne Geld to spend on recruiting and arming your warband (higher than other warbands due to the Nobilist's wealth). You must have a minimum of 3 models.

• **Hired Guns**:
Nobilist warbands may recruit up to 2 Hired Guns.

• **Starting Experience & Skills**:
All fighters start with the following experience point totals. All non-Construct Nobilist members gain experience as normal. Nobilist Elements gain the 'Underdog' Bonus as normal

Unit Type	NEC eq	XP
Duke/Duchess	Leader	60 + D6
Noble	Heavy	60 + D6
Custodian	Ganger	20 + D6
Footman	Ganger	20 + D6
Retainer	Ganger	20 + D6
Slave	Juve	D3

• **Territory & Income:**
Nobilist Factions collect income from territory as normal. Because of their extensive connections and wealth, Nobilist Factions never need to pay the cost for upkeep or to avoid starvation. They receive the 'Giant Killer Bonus' as listed.

Subversion Rating: 6
Investigation Rating: 8



- **Special Rules:**

All Nobilist warbands may select Comm-links/Micro-beads at +4 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Information network: Nobilist Factions have extensive networks of spies and contacts in all levels of society. To represent this awareness, all Nobilist Factions warbands may choose to re-roll one (1) Investigation or one (1) Subversion Test during each game.

Additionally, Nobilist warbands must select **one** of the following specialties upon creation. This specialty may not be changed or removed once selected. Please note that some specialties may have adverse effects when facing certain opposing warbands.

- **Interstellar Commerce Guild:** The warband is part of a vast commercial organization dealing in nearly any trade item. The warband receives an additional 3D6 income after every scenario. In the Bazaar, the Guild always reduces the cost of Uncommon and Rare items by 1D6 TG. However, the Guild's Investigation and Subversion Rating is lowered by -1.

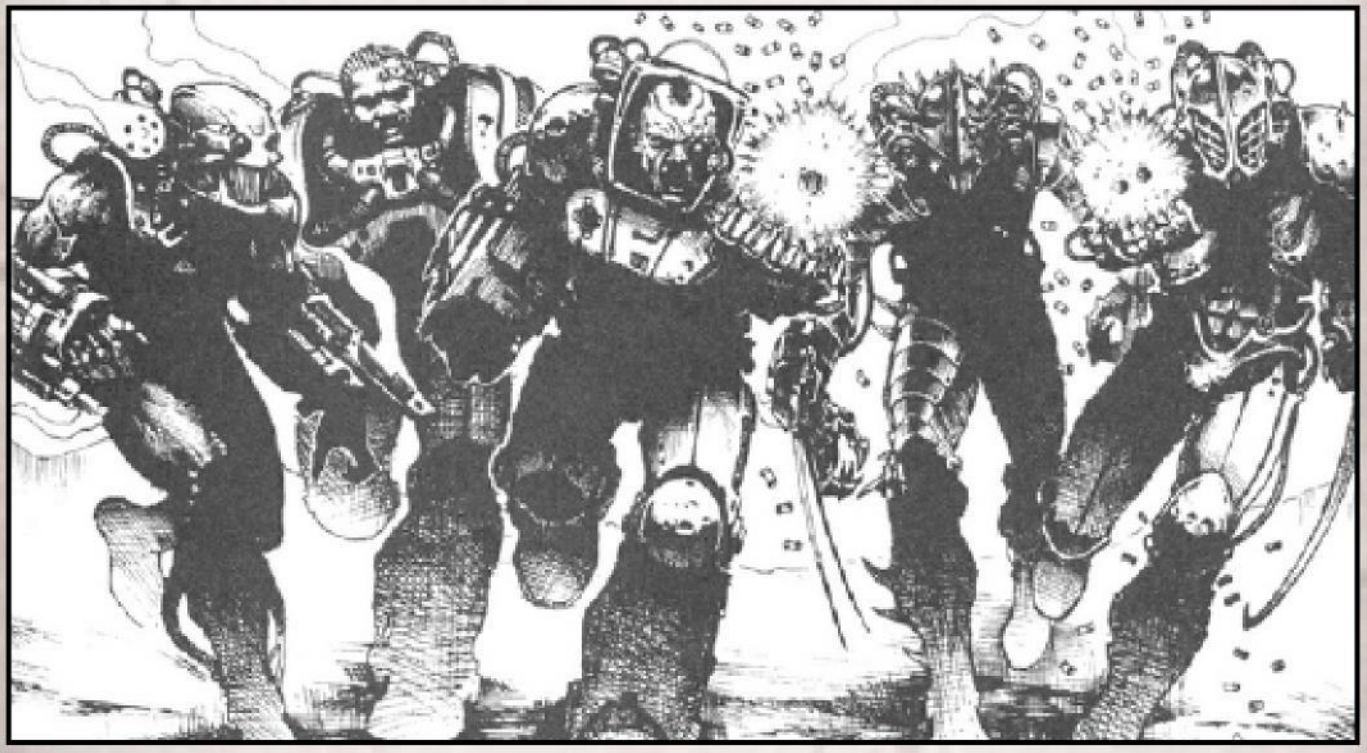
- **Planetary Governor's Court (Puritan):** The warband consists of the Imperial Governor and his court, rulers of an entire world within the Imperium. The Court lowers its Subversion Rating by -1 but increases its Investigation Rating by +2. The warband may never hire any Xenos members or Hired Guns and may not include any non-Human model (except Psykers) above the rank of Footman. The Court is the only specialty with access to the Custodian rank (see recruitment below).

- **Safari beyond the Imperium:** The warband travels beyond the boundaries of the Imperium in search of lost human colonies, STC technology, riches, and more. The warband increases its Investigation Rating by +1 and lowers its Subversion Rating by -1. A Safari warband may take Xenos models in the Footman, Retainer and Slave ranks and may hire Xenos Hired Guns. Up to two (2) Nobles may select weapons from the Heavy Weapons list. Models may use any non-Rare weapons from both the Xenos and Human weapon lists (so long as their rank allows it). However, Puritan factions view the warband with suspicion: When battling Puritan warbands, the Safari's Subversion Rating is lowered by -1 for each opposing Puritan faction.

- **Ancient lineage:** The warband is led by a family as old as Humanity's expansion into the stars, perhaps even older. A warband of Ancient Lineage increases its Investigation rating by +1. Being around for a considerable amount of time has allowed the Ancient Lineage warbands to establish strong links with several population levels, they get an additional +1D6 TG income when working the following territories: 11-12 (Chemical Producer), 21-24 (A small favor), 25-26 (Information broker), 45-46 (Tradesman), 53-54 (Weaponsmith), 66 (Local Cells).
The Duke/Duchess may be of Specie 'Abhuman – Squat' and if so, all Nobles, Footmen and Retainers must also be 'Abhuman – Squat': the warband is an ancient Squat Household that somehow survived their race's extinction.

• **Tainted Bloodlines (Radical):** The warband is part of an ancient and genetically twisted lineage; its history filled with whispers of insanity and decadence. The warband's Investigation Rating is lowered by -2 but its Subversion Rating is increased by +2. The cost for mutations for all models is decreased by -5 Geld (to a minimum of 5 Geld), the cost for all Abhumans and Wyrds is lowered by -5 to their base cost (to a minimum of 10 Geld). The warband may take mutants in all ranks and Big Muties in the Retainers and Footman ranks. However, the cost for any normal Human models is increased by +5 Geld per model and the warband may never hire any model of the Ecclesiarchy or Redemption. Moreover, Human Hired Guns cost +5 Geld for each game. A warband with Tainted Bloodlines may use Summoning but may only summon Warp Predators. Puritan warbands fighting against Tainted Bloodlines are subject to Hatred.

• **Hunting Rig Expedition (Radical):** The most commonly encountered Nobilist warband throughout the galaxy, the Hunting Rig Expedition consists of a few high-ranking nobles armed and armored in specialized suits of powered armor of mysterious, non-Mechanicus origin.
Hunting Rig Expeditions do not follow this warband list description; instead they conform to the Spyrer Hunters warband list from the Outlaws Community Edition book in all aspects except for Investigation and Subversion ratings.



Recruitment

1 Duke/Duchess	Base +110 TG

-	+ 2	+ 2	-	-	+ 1	+ 1	-	+ 2	

- **Species**: Non-Astartes Human, Abhuman – Untouchable, Wyrd.
- **Weapons:** The Duke/Duchess may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The Duke /Duchess may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The Duke /Duchess always counts as having a friend within 2". Additionally, friendly models within 6" of the Duke/Duchess may use its Leadership when taking any Leadership test. The Duke /Duchess may select one (1) Beast or Construct model.

The Duke /Duchess must always have a total cost of 180 Geld or more (Base cost, Rank cost, weapons, & equipment). If its cost ever falls below 180 Geld, it may not participate in any scenario until its total cost is above 180 Geld.

2+ Nobles	Base +40 TG

-	+ 1	+ 1	-	-	-	+ 1	-	+ 1	

- **Species:** Non-Astartes Human, Abhuman – Untouchable, Wyrd.
- **Weapons:** Nobles may select weapons from the HtH, Pistols, Basic and Grenades list.
- **Equipment:** Nobles may select equipment from the Armor, Gunsights and Equipment lists.
- **Special:** Each Noble may select one (1) Beast or Construct model.

Up to three (3) Nobles may select weapons from the Special list.

Each Noble must always have a total cost of 80 Geld or more (Base cost, Rank cost, weapons, & equipment). If its cost ever falls below 80 Geld, it may not participate in any scenario until its total cost is above 80 Geld.

0-4 Custodians	Base +30 TG

-	+ 1	+ 1	-	-	-	-	-	+ 1	

- **Species:** Human, Abhuman – Ogryn, Human Wyrd.
- **Weapons:** Custodians may select weapons from the HtH, Pistols, Basic, Special, Heavy and Grenades list.
- **Equipment:** Custodians may select equipment from the Armor, Gunsights and Equipment lists.
- **Special:** Custodians may only be selected as part of a **Planetary Governor's Court.**



0+ Footmen	Base +30 TG

-	+ 1	-	-	-	-	+ 1	-	+ 1	

- **Species:** Any non-Astartes Human or Abhuman, Wyrd.
- **Weapons:** Footmen may select weapons from the HtH, Pistols, Basic, Heavy and Grenades list.
- **Equipment:** Footmen may select any equipment from the Equipment lists.
- **Special:** Footmen of a **Planetary Governor's Court** cannot select weapons from the Heavy list.

0+ Retainers	Base +30 TG

-	+ 1	+ 1	+	1	-	-	-	-	-

- **Species:** Any non-Astartes Human or Abhuman, Wyrd.
- **Weapons:** Retainers may select weapons from the HtH, Pistols, Basic and Grenades list.
- **Equipment:** Retainers may select any equipment from the Equipment lists.

0+ Slaves	Base TG

-	-	-	-	-	-	-	-	-

- **Species**: Any non-Astartes Human or Abhuman, Mutant, Big Mutie, Wyrd.
- **Weapons:** Slaves may select weapons from the HtH, Pistols and Grenades list.
- **Equipment:** None.



Weapons & Equipment Lists

All costs are included within the armory

- **Hand-to-**

Knife
Stiletto, Dirk
Throwing Knife
Sword
Club, Maul, Bludgeon
Chain, Flail
Massive Weapon
Chainsword*
Chain-Axe[2]
Electro-Flail[3]
Shock Maul[3]
Power Sword[4]
Power Axe[4]
Power Fist[3]
Force Weapon[4]

- **Pistol**

Autopistol
Stubber
Hand Cannon[2]
Dueling Pistol[3]
Bolt Pistol[2]
Laspistol
Hellpistol[2]
Hand Flamer[2]
Plasma Pistol[2]
Web Pistol

- **Basi**

Musket
Scatter Gun
Autogun
Lasgun
Las Carbine
Hellgun[3]
Bolt Carbine[3]
Bolter[3]
Shotgun (Solid/Scatter)
Hunting Rifle[3]

- **Special**

Flamer
Melta-Gun
Ripper Gun (Ogryn Only)
Grenade Launcher
Plasma Gun
Long Las
Storm Bolter
Scatter Cannon
Pistol Sword[4]
Webber
Needle Rifle[4]

- **Heav**

Autocannon
Assault Cannon
Heavy Stubber
Heavy Bolter
Heavy Plasma Gun
Lascannon
Missile Launcher
RPG Launcher
Multi-Melta
Multi-Laser
Heavy Flamer

•Grenade & Ammo

- Frag Grenades[1]
- Krak Grenades[2]
- Melta-Bomb[3]
- Photon Flash Grenades[2]
- Choke/Scare Gas Grenades[3]
- Smoke Grenades[2]
- Fire Bomb
- Tox Bomb
- Frag Missile[3]
- Krak Missile[3]
- Dum-Dums
- Man-Stoppers[1]
- Overcharge Cell[1]
- Hotshot Shell[1]
- Man-stopper Shell[1]
- Bolt Shell[1]

•Armo

- Light Armor
- Flak Armor
- Flak Armor (Enclosed)
- Medium Armor[2]
- Medium Armor (Enclosed)[2]
- Heavy Armor[3]
- Heavy Armor (Enclosed)[3]
- Power Armor[4]
- Power Armor (Enclosed)[4]
- Hexagrammic Wards[5]
- Refractor Field[3]
- Conversion Field[3]

•Gun-

- Red-Dot Laser
- Telescopic Sight
- Mono-Sight

•Equipmen

- Bio-Scanner (1/warband)[2]
- Injector Rig
- (1/warband) Charm
- Clip Harness
- Control Collar
- Liquid Courage (One Use)
- Lobo-Chip
- Master-crafter Weapon[3]
- Kalma
- MIU
- Photo-Contacts/Visor
- Respirator
- Reloads[2]
- Slaught

1. Not available to Slaves
2. Not available to Slaves/Retainers
3. Only available toCustodians/Nobles/Duke
4. Only available to Duke/Duchess
5. Only available to Custodians

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Slave	X	-	-	X	-	-	-
Footman	X	-	X	X	-	-	-
Retainer	X	-	X	X	-	X	X
Enforcer	X	X	X	X	X	-	X
Noble	X	X	X	X	X	X	-
Duke	X	X	X	X	X	X	-

ORK GANG

Version 2.0

• **Initial Resources**:
You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 5 models.

• **Hired Guns**:
Orks may not take non-ork hired guns

• **Starting Experience & Skills**:
All fighters start with the following experience point totals. All non-Construct members gain experience as normal. Ork Gang gain the Underdog Bonus as normal.

Unit Type	NEC eq	XP
Nob	Leader	60+D6
Oddboyz	Heavy	60+D6
Boys	Ganger	20+D6
Yoofs	Ganger	20+D6
Grots	Juve	D3

• **Territory & Income:**
Orks take starting territories as normal for gangs. Oddboys or models substituted by specialists may not scavenge.

Subversion Rating: 8
Investigation Rating: 6



• **Special Rules:**

Waaagh!: Once per game for 1 turn models with this rule gain the berserk charge skill, models that have this rule already gain +1 attack (this can take number of attacks above maximum).

Oi get up!: An ork roling 1 in the recovery phase is placed upright and can act normal on the orks next turn.

Feral: During recruitment Orks with this rule subtract -1 from their Bs and add +1 to their Ws, may not be taken by models that start with Bs1, Yoofs may make this change when they reach the level of boyz.

Upon creation an ork gang may become a clan; a clan follows **one** of the 6 clan types:



• **Goff:** *These are the biggest and most violent Orks they love shouting at smaller orks and kicking them around.*

Goff's make take 0-3 skarboyz.
May not take kommando's.
May take 1 extra Nob, this nob is not the gang leader and will never challenge for leadership, however should the leader ever be killed this model will automatically become the leader regardless of other models leadership. A 2nd Nob may be recruited if there is only ever 1.



• **Deathskulls:** *These orks will steal anything that is not bolted down and will steal the bolts of anything that is; they are known for having a great number of loota's.*

Make take 0-3 'Eavy's.
'Eavys may take Deffguns.
May re-roll 1 failed ammo check each game.



• **Snakebites:** *These orks prefer the old ork ways and shun technology, They are happy with simple weapons.*

Make take 0-2 Weird Boyz.
Make take 0-2 Runtherds.
Boys may take the feral special rule.



• **Bad Moons:** *These are the richest of all the Ork clans. Bad Moons mobs are always well equipped, at least by Ork standards.*

May take any armour from the ork armour list . Each Member cost an additional 5 TG and you get +1 to all ammo rolls, except those that are auto.
May take snazzguns.
Make take 1 extra grot per runtherd.



• **Bloodaxes:** *These are the sneakiest of all the orks; they regularly come into contact with umies and are happy to work for them given the right price.*

Make take Kommado's in place of boyz.
May take weapons from the imperial weapons list. May Take 0-2 Oddboyz.



• **Evil Sunz:** *These are the obsessed with their love for fast vehicles, they are known for their large number of meks in the clan.*

May take 0-3 Meks.
May take 0-3 Stormboyz.
Nob may become a bigmek and gains access to the mek and big mek weapons.



Recruitment

Each Ork warband may choose 0-4 Oddboyz.

1 Nob	Base +85 TG

-	+ 2	+ 1	+ 1	-	-	-	+ 1	+ 2

- **Species**: Ork only.
- **Weapons:** Nobz may select weapons from the CC, Pistols, and basic weapons and any other weapons marked Nobz.
- **Equipment:** The Sergeant may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special: Waaaagh!**

Oi get up!

1+ Boyz	Base +30 TG

-	+ 1	+ 1	-	-	-	-	+ 1	

- **Species:** Ork only.
- **Weapons:** Boys may take weapons from the CC, Pistols and basic weapons.
- **Equipment:** Boys may select equipment from the Armor list.
- **Special:** Orks gang must be made up of 50% boys. If the warband roster ever falls below this amount, the warband may recruit no other non-boys models until it reaches 50%.

Waaaagh!

Oi get up!

0+ Yoof's	Base +5 TG

-	-	-	-	-	-	-	-	-

- **Species:** Ork only.
- **Weapons:** Yoof's may only take weapons from the CC and Pistol list.
- **Equipment:** None.
- **Special: Waaaagh!**

Oi get up!

0-5 Grots	Base TG

-	-	-	-	-	-	-	-	-

Grots must have a runtherd

- **Species:** Grot only.
- **Weapons:** Grots may only take weapons marked grot only.
- **Equipment:** None.
- **Special:** Grots have no impact on Orks if they die or flee.



Oddboyz:

0-2 'Eavy's	Base +40 TG

-	+ 1	+ 1	-	-	-	-	-	+ 1	

- **Species**: Ork only.
- **Weapons:** 'Eavy's may select weapons from the CC, Pistols, and basic weapons.
- **Equipment:** 'Eavy's may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special: Waaaagh!**

Oi get up!

'Eavy: An 'Eavy has access to the ork heavy weapons list, also orks love to bash people around the head with something "gud n 'eavy" orks carrying heavy weapons are not classed and being encumbered. 'Eavy's gain access to shooting skills.



0-1 Runtherd	Base +30 TG

-	+ 1	+ 1	-	-	-	-	+ 1	

- **Species:** Ork only.
- **Weapons:** Runtherds may take weapons from the CC, Pistols and basic weapons.
- **Equipment:** Runtherds may select equipment from the Armor list.
- **Special: Waaaagh!**

Oi get up!

Runtherds: Allows 0-5 grots, should the runtheard be removed as casualty no more grots make be taken until one is included in the gang, remove 1 grot as a casualty after each game when you play without them.

0-2 Skarboyz	Base +60 TG

-	+ 1	+ 1	+	1	-	+ 1	-	-	+ 1

- **Species**: Ork only.
- **Weapons:** Skarboyz may select weapons from the CC, Pistols, and basic weapons.
- **Equipment:** Skarboyz may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special: Waaaagh!**

Oi get up!

'Ard Case: This ork has been there and seen it twice, he will not be affected by an ork going down within 2" of him, and also the ork has the Iron jaw skill (and often will have an iron jaw).

0-1 Weirdboy	Base +30 TG

-	-	-	-	-	-	-	-	+2

- **Species:** Ork only & Wyrd.
- **Weapons:** Wairdboyz may take weapons from the CC, Pistols and basic weapons.
- **Equipment:** Weirdboyz may select equipment from the Armor list.
- **Special: Waaaagh!**

Oi get up!

Weirdboy (Lvl cost as Wyrd cost): Weirdboys may not take any armour.

Oddboyz:

0-1 Burna	Base +20 TG

-	-	+1	-	-	-	-	-	+1

- **Species**: Ork only.
- **Weapons:** Burna may select weapons from the CC, Pistols, and basic weapons.
- **Equipment:** Burna may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special: Waaaagh!**

Oi get up!

Burna: A Burna may take Burna's and Skorcha Weapons. Add +1 to the result to see if a ork using a burner/skorcha is set on fire when hit with a flame weapon.

0-1 Painboy	Base +40 TG

-	-	+1	-	-	-	-	-	+1

- **Species:** Ork only.
- **Weapons:** Painboyz may take weapons from the CC, Pistols and basic weapons.
- **Equipment:** Painboyz may select equipment from the Armor list.
- **Special: Waaaagh!**

Oi get up!

Painboy: A Painboy may attempt to "fix" orks that are wounded, in the shooting phase a down ork with a painboy in base contact may become healed. Roll a d6, on a 5+ the ork is healed and is returned to his feet but may not act this round, on the roll of a 1 the ork goes out of action. A Dok's assistant allows a re-reoll. A Painboy counts as having the medic skill.



Oddboyz:

0-1 Mekboy	Base +40 TG

-	-	+1	-	-	-	-	-	+1

- **Species**: Ork only.
- **Weapons:** Mekboy may select weapons from the CC, Pistols, and basic weapons.
- **Equipment:** Mekboy may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special: Waaaagh!**

Oi get up!

Mekboy: A mekboy automatically counts as having the armourer and inventor skills and selects weapons from that are mekboy only.

0-1 Kommando	Base +50 TG

-	+ 1	+ 1	-	-	-	+	1	-	+ 1

- **Species**: Ork only.
- **Weapons:** Kommando may select weapons from the CC, Pistols, and basic weapons.
- **Equipment:** Kommando may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special: Waaaagh!**

Oi get up!

Kommando: A Kommando gains access to the stealth skill table. Kommando's may not take any armour other than 'Ardhat.

0-1 Stormboy	Base +80 TG

-	+	1	+	1	-	-	-	-	-	+	1

- **Species:** Ork only.
- **Weapons:** Stormboyz may take weapons from the CC, Pistols and basic weapons.
- **Equipment:** Stormboyz may select equipment from the Armor list.
- **Special: Waaaagh!**

Oi get up!

Stormboy: A stormboy come equipped with a rokkit pack.



Weapons & Equipment Lists

All costs are included within the armory

•Hand-to-

Knife
Stiletto, Dirk
Throwing Knife
Sword[1]
Club, Maul, Bludgeon
Chain, Flail
Massive Weapon[1]
Chainsword[1]
Chain-Axe[1]
Electro-Flail[3]
Shock Maul[3]
Power Sword[2]
Power Axe[2]
Power Fist[3]

•Pistol

Dueling Pistol[3]
Autopistol
Stubber
Hand Cannon
Bolt Pistol[1]
Laspistol
Hellpistol[1]
Hand Flamer[1]
Plasma Pistol[2]

•Basic

Musket
Autogun
Lasgun
Las Carbine
Hellgun[1]
Bolt Carbine[2]
Bolter[2]
Shotgun (Solid/Scatter)
Hunting Rifle[1]

•Specia

Flamer
Melta-Gun
Ripper Gun (Ogryn Only)
Grenade Launcher
Plasma Gun[4]
Long Las[4]
Storm Bolter[3]

•Heav

Autocannon
Heavy Stubber
Heavy Bolter
Heavy Plasma Gun
Lascannon
Missile Launcher
RPG Launcher
Multi-Laser
Heavy Flamer

•Grenade & Ammo

Frag Grenades
Krak Grenades[1]
Photon Flash Grenades[1]
Fire Bomb
Tox Bomb
Melta-Bombs[1]
Demo-Charge[2]
Frag Missile
Krak Missile
Dum-Dums
Man-Stoppers
Hot Shot Shells
Overcharge Cell[1]

•Armo
Light Armor
Flak Armor
Flak Armor (Enclosed)
Medium Armor
Medium Armor (Enclosed)
Heavy Armor
Heavy Armor (Enclosed)

•Gun-
Red-Dot Laser
Telescopic Sight
Mono-Sight
IR-Sight

•Equipmen
Bio-Scanner (1/warband)
Blade Venom (One use) Charm
Clip Harness
Liquid Courage (One Use)
Medi-Pack (1/warband)
Photo-Contacts/Visor
Respirator
Reloads
Silencer

1. Not available to FNGs
2. Not available to Troopers & FNGs
3. Sergeant only
4. Gunners only



Ork Special Equipment:

Rokkit Pack :
A Rokkit pack allows the wearer to fly though the air performing acrobatics only an ork would appreciate. A model with a rokkit pack may use it rather than moving. To use a rokkit pack 1st select a direction, then roll 2D6 and add the models movement the ork must move this full distance. If a double 1 is rolled the pack explodes, centre a 3" blast marker on the ork all models even partially touched by the template are affected with a str3 hit. If the roll is a double 6 the ork may choose the distance moved to a minimum of 8 as he has total control (for once) of his pack. A rokkit pack can be used to move models up and down levels much as there is movement to do so.

Should this bring a ork into contact with an enemy its classed as a charge move.

If an ork using a pack moves so fast they may only be affected by overwatch at the start and end of the move.

Example: An Ork selects a direction then rolls 5 on the D6 giving him a movement of 13. He MUST move 13" directly forward but if there is one land on a platform to a maximum on 13" high.

Grot Companion:
These grots will be assigned to an ork before the fight and must attempt to stay within 2” of them.
These grots are not given any weapons other than a knife.
If an ork falls it is assumed the grot follows him down, place the grot on the same level as the ork. If the ork goes out of action remove the grot also.
A grot with an ammo box will let the ork automatically pass its ammo role unless the fail is automatic, If the fail is automatic the roll passes on a 4+. Once this ability has been used remove the grot.

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Nobz	-	X	X	X	-	-	-
Boyz	-	X	X	X	-	-	-
Yoof	-	X	X	X	-	-	-
Grot	-	-	-	-	X	X	-
Oddboyz	-	X	X	X	-	-	-
Kommando	-	X	X	X	-	X	-
'Eavy	-	X	X	X	X	-	-
Mek	-	-	X	-	-	-	X

Orks are not known for their willingness to learn new things, they already know everything they need to. Orks may never select a skill from a different table above for their type unless it is listed on their profile.

Example: A painboy has the medic skill at selection, he may never roll on the Techo skill chart ever, even though he has a skill from this group already.



ROGUE TRADERS

Version 2.0

• **Initial Resources**:
You have 1000 Throne Geld to spend on recruiting and arming your Warband. You must have a minimum of 4 models.

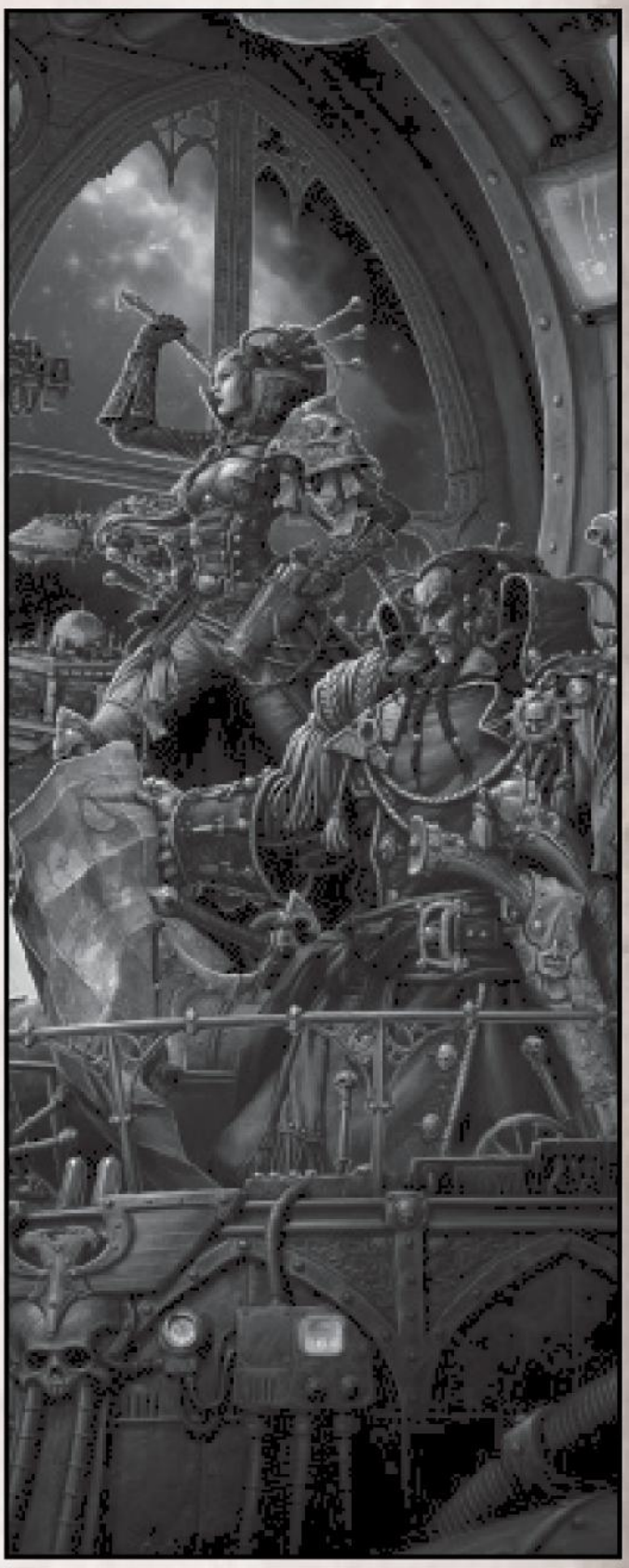
• **Hired Guns**:
Rogue Trader warbands may recruit up to 3 Hired Guns.

• **Starting Experience & Skills**:
All fighters start with the following experience point totals. All non-Construct Rogue Traders members gain experience as normal. Rogue Traders gain the Underdog Bonus as normal.

Unit Type	NEC eq	XP
Rogue Trader	Leader	60+D6
Representative	Heavy	60+D6
Arch Militant	Heavy	60+D6
Navigator	Ganger	20+D6
Crewmen	Ganger	20+D6
Rating	Juve	D3

• **Territory & Income:**
Rogue Traders select territories and collect income exactly as described in the Necromunda rulebook. They receive the 'Giant Killer Bonus' as listed.

Subversion Rating: 7
Investigation Rating: 7



Rogue Traders are unique and powerful individuals who serve as a combination freelance explorer, conquistador and interstellar merchant for the Imperium of Man. They are hereditary Imperial servants and nobles, given a starship, a crew, and sometimes troops of the Imperial Guard and carte blanche to roam those worlds of the galaxy that still lie beyond Imperial control or knowledge. In their task of exploring and exploiting the still-uncharted regions of the galaxy for Mankind, Rogue Traders might come across worlds harboring long-forgotten human civilizations which will be later incorporated into the Imperium by official Adeptus Mechanicus Explorator fleets and expeditions of the Imperial Navy and Imperial Guard. Other times they find empty or alien-dominated planets ripe for colonization, conquest or exploitation by the Imperium and themselves.

- **Special Rules:**

All Rogue Trader Warbands may select Commlinks/Microbeads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Xenos Friendly: While strictly forbidden by the Imperium, many Rogue traders allow Xenos members to become part of their crew. Any Rogue Trader warband may start with up to 1 Xenos in any of the following ranks: Arch-Militant, Crewman. That model may select weapons appropriate to its rank and race from the Xenos weapons lists, at maximum cost.

Traders: In a campaign setup, the Rogue Trader might use his Warrant of Trade with other players, thus he can trade at the end of each game with other players to buy and sell what is in their stash. The price of goods traded is up to the players involved in the negotiation, but the rating increase is adjusted by the standard bazaar price

Pirate's scums: Rogue traders present an inviting target for pirates and are constantly under threat of pirate raiding parties. As such, non-Construct Rogue Trader warband members suffer from hatred when fighting members of a Void Pirate warband.

Profit Factor: The prestige and pedigree of a Rogue Trader's Warrant of Trade is measured in terms of raw profit and influence. Most Rogue Trader dynasties control vast amounts of capital, from hard currency like Thrones to large networks of agents, contacts, and investments across a dozen worlds. These resources are all tied to the Rogue Trader's Warrant of Trade, the priceless document that grants him his authority and provides almost endless opportunities for success. Each charter (see below for further details) has its own profit factor:

Charter of Commerce: After each game the warband gains an additional 2D6 TG income.
Charter of Exploration: After each game the warband gains an additional 3D6 TG income.
Unknown Charter: After each game the warband gains an additional 1D6 TG income, add +1 to the result of the Number of Rare Items they can get to a maximum of 3 during the trading sequence.
Xenos Trader: After each game the warband gains an additional 2D6 TG income.

Rogue Trader Warbands **must** select one of the following specialties upon creation. This specialty may not be changed or removed once selected. Please note that some specialties may have adverse effects when facing certain opposing Warbands.

- **Charter of Commerce:** The Warband is part of a vast commercial organization dealing in nearly any trade item. It reduces the price of all rare items in the bazaar by 1D6. (Ex: Carapace Armor's cost is 60+3D6; it will pay only 60+ 2D6 and no additional cost on uncommon items).

- **Charter of Exploration:** The Warband travels beyond the boundaries of the Imperium in search of lost human colonies, STC technology, and more. The Warband fighters may use weapons from both the Xenos and human weapon lists (so long as their rank allows it).

  The warband's Subversion Rating is lowered by -1 but its Investigation Rating is increased by +1.

  The warband must include one (1) Ad Mech Enginseer to reflect its focus on lost STC Technology. Check the Ad Mech Warband list for further information. Charter of Exploration has access only to 0-2 Arch Militants if it selects one Enginseer.

- **Unknown Charter:** The Rogue Trader's family line was given a charter when the Emperor walked among men and its details have been lost over time. One of the Rogue Trader's weapons (Pistols & Basic weapons only) receives the Master Crafted upgrade for free upon creation and adjust the warband rating with its actual cost (Weapons 1/2 Value). Its Investigation and Subversion Rating are increased by 1.

- **Xenos Trader:** The Rogue trader is a freelance trader. His focus is to create new commercial agreements for his own profit. The warband must include up to 40% of Xenos Models including its leader and it cannot recruit any non Xenos as long as this percentage is not respected. The fighters may use weapons from both the Xenos and human weapon lists as long as their rank and species allow it and suffer no penalty to access them. The warband's Subversion Rating is lowered by -2 but its Investigation Rating is increased by +2 to reflect the cultural melting pot of the crew. In the recruitment tables below, for all entries, add in the Species "Xenos".

Recruitment

1 Rogue Trader	Base +100 TG

-	+ 2	+ 2	-	-	-	+ 1	-	+ 2

- **Species**: any non-Astartes Human or Abhuman
- **Weapons:** Rogue Traders may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** Rogue Traders may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The Rogue Trader always counts as having a friend within 2''. Additionally, friendly models within 6''of the Trader may use its Leadership when taking any Leadership test. Rogue Traders may select one (1) Beast or Construct model.

1 Navigator	Base +25 TG

-	-	-	-	-	-	+1	-	+1

- **Species:** Human Wyrd Only!
- **Weapons:** Navigators may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Equipment: Navigators may select any equipment from the Armor and Equipment lists.
- **Special:** Once each scenario, a Navigator may reroll one Perils of the Warp result.



0-1 Representative	Base +40 TG

-	+ 1	+	1	-	-	+ 1	-	+ 1

- **Species:** any non-Astartes Human or Abhuman
- **Weapons:** Representative may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Equipment: Representative may select any equipment from the Armor and Equipment lists.
- **Special:** Representative has the "Ambush" and "Escape Artist" skills. If a representative rolls this skill again, re-roll the result.

1+ Crewmen	Base +20 TG

-	+ 1	+	1	-	-	-	-	-

- **Species:** any non-Astartes Human or Abhuman, Mutant
- **Weapons:** Crewmen may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Crewmen may select any equipment from the Equipment lists.

0+ Rating	Base +5 TG

-	-	-	-	-	-	-	-	-

- **Species:** any non-Astartes Human or Abhuman, Mutant
- **Weapons: Weapons:** Crewmen may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** Crewmen may select any equipment from the Equipment lists.
- **Special:** Ratings may never make up more than 25% of the Warband s total models. If Ratings make up more than 25% of the total model count for the Warband, no further Ratings may be hired.

0-3 Arch-Militants	Base +40 TG

-	+ 1	+ 1	-	-	-	-	+ 1	

- **Species:** any non-Astartes Human or Abhuman, Mutant
- **Weapons:** Arch-Militants may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.
- **Equipment:** Arch-Militants may select equipment from the Armor, Gunsights, and Equipment lists.



Weapons & Equipment Lists

All costs are included within the armory

- **Hand-to-**

Knife
Stiletto, Dirk
Throwing Knife
Sword
Club, Maul, Bludgeon
Chain, Flail
Massive Weapon
Chainsword[1]
Chain-Axe[1]
Electro-Flail[2]
Shock Maul[2]
Power Sword[3]
Force Staff[4]

- **Pistol**

Dueling Pistol[2]
Autopistol
Stubber
Hand Cannon
Bolt Pistol[1]
Laspistol
Hellpistol[1]
Hand Flamer
Plasma Pistol[1]

- **Basic**

Scatter Gun
Autogun
Lasgun
Las Carbine
Hellgun[2]
Bolt Carbine[2]
Bolter[2]
Shotgun (Solid/Scatter)

- **Specia**

Flamer
Melta-Gun
Ripper Gun (Ogryn Only)
Grenade Launcher
Plasma Gun
Storm Bolter[2]
Scatter Gun
Pistol Sword[3]

- **Heav**

Heavy Stubber
Heavy Bolter
Heavy Plasma Gun
Missile Launcher
RPG Launcher
Multi-Laser
Heavy Flamer
Multi-Meta

- **Grenade &**

Ammo Frag
Grenades[1] Krak
Photon Flash Grenades[1]
Fire Bomb
Tox Bomb
Melta-Bomb[2]
Scare Gas Grenades[2]
Smoke Grenades[1]
Frag Missile[2]
Krak Missile[2]
Dum-Dums
Man-Stoppers
Overcharge Cell[1]

•Armo

- Light Armor
- Flak Armor
- Flak Armor (Enclosed)
- Medium Armor[1]
- Medium Armor (Enclosed)[1]
- Heavy Armor[2]
- Heavy Armor (Enclosed)[2]
- Hexagrammic Wards[4]
- Refractor Field[2]
- Conversion Field

•Equipmen

- Injector Rig (1/warband)[2]
- Bio-Scanner (1/warband)[2]
- Charm
- Clip Harness
- Control Collar
- Liquid Courage (One Use)
- Kalma
- Photo-Contacts/Visor
- Respirator
- Reloads

•Gun-

- Red-Dot Laser
- Telescopic Sight
- Mono-Sight

1. Not available to Ratings
2. Only available to Arch-Militants, Navigators, & Rogue Trader
3. Only available to Rogue Trader
4. Only available to Navigator

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Rogue Trader	X	X	X	X	X	X	X
Representative	X	-	X	-	X	X	-
Arch Militant	X	-	X	-	X	-	-
Navigator	X	-	X	-	-	X	X
Crewmen	X	X	X	X	-	X	-
Rating	X	X	X	X	-	-	-



UNDERWORLD ELEMENTS

Version 2.0

• **Initial Resources**:
You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 6 models.

• **Hired Guns**:
Underworld Element war bands may recruit up to 4 other Hired Guns.

• **Starting Experience & Skills**:
All fighters start with the following experience point totals. All nonConstruct Underworld members gain experience as normal. Underworld Elements gain the Underdog Bonus as normal.

Unit Type	NEC eq	XP
Leader	Leader	60+D6
Heavies	Heavy	60+D6
Gangers	Ganger	20+D6
Juves	Juve	D3

• **Territory & Income:**
Underworld Element war bands select territories and collect income exactly as described in the Necromunda rulebook. They receive the Giant Killer Bonus as listed.

Subversion Rating: 7
Investigation Rating: 7



• **Special Rules:**

All Underworld Element war bands may select Commlinks/Microbeads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Underworld Connections: Underworld Element war bands get a 20% discount on the hire fee of Hired Guns. Do not take into account this cost's reduction to calculate the Rating Increase (Hiring Fee*5). Underworld Element war bands have access to all types & species of Hired Guns. Underworld Element war bands add +1 to the result of the Number of Rare Items they can get to a maximum of 3 during the trading sequence.

Additionally, Underworld Element war bands **must** select one of the following specialties upon creation. This specialty may not be changed or removed once selected. Please note that some specialties may have adverse effects when facing certain opposing war bands.

• **Smugglers:** *The war band is part of a smuggling ring which specializes in illegal, heretical, or Xenos weapons, equipment, and substances.*

The war band increases its Subversion Rating by +1. In addition to their normal equipment, Gangers, Heavies, and Leaders may select nonExotic Xenos weaponry and any drugs upon creation. One nonJuve model may be selected from a Xenos species. During the creation of the war band, one nonJuve and non leader model may take the Killer Reputation skill, increase the recruitment's cost of the selected fighter by 10 TG.

• **Pit Fighting Suppliers:** *The war band works to provide slaves, beasts, and equipment for the underground pit fights of its home world.*

In addition to their normal equipment, Juves may select Bionics, Implant Weaponry, and drugs at any time. The war band may also include up to 3 Beasts or Constructs at normal cost. During the creation of the war band, one nonJuve and nonleader model may take the Combat Master skill, increase the recruitment's cost of the selected fighter by 10 TG.

• **Mercenaries:** *The war band hires out its services to the highest bidder upon nearly any battlefield.*

The war band may select any nonExotic, nonImplant weaponry from the Expanded Armory. All Juves start with +1 BS or +1 WS. Mercenaries Juves costs + 10TG upon recruitment. During the creation of the war band, one nonJuve and nonleader model may take the Weaponsmith skill; increase the recruitment's cost of the selected fighter by 10 TG.

• **Bounty Hunters:** *The war band is a wellknown Bounty Hunter group.*

The war band increases its Investigation Rating by +1. The Bounty Hunter War Band may never hire or get a Bounty Hunter Hired Gun. Only Bounty hunters war band fighters possess the ability to capture enemy fighters, it does not extend to their Hired Guns. Constructs & Daemons cannot be captured. Bounty Hunters War Band may select "Web" weapons, and may have up to 1 "Web" weapon per 5 fighters within the war band. (*Ex: A bounty Hunter war band has 11 Members, thus it has the right to own 2 Web weapons*)...

... They are three ways to get captured a fighter:
a) A roll on the Serious Injuries chart,
b) A captured result in a HtH combat,
c) A 'webbed' fighter at the end of a game that the bounty hunters won.

If a fighter from the Bounty Hunters war band takes out of action an enemy in a HtH fight, roll D6.
On a 14 nothing special happens. Follow the standard rules.
On a 56 the enemy fighter is considered tied up. Place a loot counter on the table where he was taken out of action to represent the captured fighter. Any fighter from the Bounty Hunters may carry the loot. Follow the standard loot rules. If at the end of the game, the loot counter is carried by a Bounty Hunter fighter, and then the enemy model is considered captured. In all other cases, follow standard rules for the enemy fighter taken out of action.

At the end of a game,
1. If both war bands hold captives then they must be exchanged on a one for one basis with their gear, starting with models of the highest value.
2. If there is no exchange, you can start negotiations, and thus ransom the captured fighters. There is no fixed value for ransoms, it's up to the players to negotiate deals on captives, their gear and how they are paid – either with TG, equipment, etc. If the players do not reach an agreement, the enemy war band must decide to attempt a rescue mission or not.
If yes, the captured fighter is held in the bounty hunter cells until the rescue mission is done.
If not, roll D6.

1.2. = The captured fighter is sold to Slavers.
The bounty hunters sell the captured fighter into slavery. The bounty Hunters add to their stash: (D6*5) Throne Gelds as well as the equipment. Remove the Captured fighter from the enemy roster.

3.4.5.6 = The Captured fighter is an Outlaw, and he is delivered to the Local Law Enforcement.
The bounty hunters bring the captured fighter in front of the law. The bounty Hunters add to their stash: (Total Xp of the captured fighter +D6*5) Throne Gelds.

NB: Captured fighters from Arbites/Expurgators as well as Puritan war bands are always sold to Slavers.

To find out what happens to a fighter who is turned over to the Local Law Enforcement roll a D6.

1. Sold into Slavery: The fighter disappears forever.
2. Fined: The fine value is set to his value in TG including the value of his weapons and equipment. His equipment is confiscated. His War band may free the fighter by paying his value in TG including the value of his weapons and equipment. All of his weapons and any equipment that is not physically part of him (bionics/lobo chip etc) are confiscated by the Enforcers/Arbites.
3. Fined: His value in TG including the value of his weapons and equipment. His War band may free the fighter together with his weapons and equipment by paying his fine.
4. Fined: D6x10 TG. His War band may free the fighter by paying his fine as above.
5. Fined or Sentenced: The War band may choose to free the fighter for D6x5 TG or let him serve his sentence in the pit, in which case he misses the next game.
6. Insufficient Evidence: Released immediately.

Fines must be paid out of the War band's stash before the War band's next game. If a player is unable or unwilling to pay the fine the fighter is sold to the slavers and never seen again. Only in the case of a 'Fined or Sentenced' result does the War band have the choice of paying or missing a game.

Recruitment

1 Leader	Base +100 TG

-	+ 2	+ 2	-	-	-	+ 1	-	+ 2	

- **Species**: : Human, Abhuman Squat, Abhuman Untouchable, or Wyrd
- **Weapons:** The leader may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The leader may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The leader always counts as having a friend within 2. Additionally, friendly models within 6 of the leader may use its Leadership when taking any Leadership test.

0-3 Heavies	Base +40 TG

-	+ 1	+ 1	-	-	-	-	+ 1	

- **Species: :** any non-Astartes Human or Abhuman, Wyrd, Mutant
- **Weapons:** Heavies may select weapons from the HtH, Pistols, Basic, Special, Heavy, and Grenades list.
- **Equipment:** Heavies may select any equipment from the Armor, Gunsights, and Equipment lists.



2+ Gangers	Base +30 TG

M	W	S	B	S	S	T	W	I	A	L	d
-	+	1	+	1	-	-	-	-	-	+	1

- **Species:** any non-Astartes Human or Abhuman, Wyrd, Mutant
- **Weapons:** Gangers may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Gangers may select any equipment from the Equipment lists.
- **Special:** An Underworld Element war band must be made up of 50% Gangers. If the war band roster ever falls below this amount, the war band may recruit no other non-Ganger models until it reaches 50%.

0+ Juves	Base +5 TG

M	W	S	B	S	S	T	W	I	A	L	d
-	-	-	-	-	-	-	-	-	-	-	-

- **Species:** any non-Astartes Human or Abhuman (except Ogryns), Wyrd, Mutant
- **Weapons:** Juves may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** None.



Weapons & Equipment Lists

All costs are included within the armory

•Hand-to-

Knife

Stiletto, Dirk

Throwing Knife

Sword

Club, Maul, Bludgeon

Chain, Flail

Massive Weapon

Chainsword[1]

Chain-Axe[1]

•Pistol

Autopistol

Stubber

Hand Cannon

Bolt Pistol[1]

Laspistol

Hellpistol[1]

Hand Flamer

Plasma Pistol[1]

•Basic[1]

Scatter Gun

Autogun

Lasgun

Las Carbine

Hellgun

Bolt Carbine

Bolter

Shotgun (Solid/Scatter)

Hunting Rifle

•Special[1]

Flamer

Melta-Gun

Grenade Launcher

Plasma Gun

Long Las

Storm Bolter[2]

•Heav

Autocannon

Heavy Stubber

Heavy Bolter

Heavy Plasma Gun

Lascannon

Missile Launcher

RPG Launcher

Multi-Laser

•Grenade & Ammo

Frag Grenades

Krak Grenades

Photon Flash Grenades

Fire Bomb

Tox Bomb

Frag Missile

Krak Missile

Dum-Dums

Man-Stoppers

Overcharge Cell

•Armo

Light Armor

Flak Armor

Flak Armor (Enclosed)

Medium Armor[1]

Medium Armor (Enclosed)[1]

Heavy Armor[1]

Heavy Armor (Enclosed)[1]

•Gun-

Red-Dot Laser

Telescopic Sight

Mono-Sight

IR Sight

•Equipme

Charm

Clip Harness

Liquid Courage (One Use)

Photo-Contacts/Visor

Respirator

1. Not available to Juves
2. Only available to Leaders



	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Leader	X	X	X	X	X	X	X
Gangers	X	X	X	X	X	X	-
Heavies	-	X	X	X	X	-	X
Juves	X	X	-	-	X	X	-

VOID PIRATES

Version 2.0



• **Initial Resources**:
You have 1000 Throne Geld to spend on recruiting and arming your war band. You must have a minimum of 3 models

• **Hired Guns**:
Void Pirate war bands may recruit up to 4 Hired Guns.

• **Starting Experience & Skills**:
All fighters start with the following experience point totals. All non-Construct Void Pirates gain experience as normal. Void Pirates gain the Underdog Bonus as normal.

Unit Type	NEC eq	XP
Captain	Leader	60+D6
Quarter Master	Ganger	20+D6
Void Master	Ganger	20+D6
Master Gunner	Heavy	60+D6
Bosuns	Heavy	60+D6
Crew Members	Ganger	20+D6
Swabies	Juve	D3
Slaves	Juve	0

• **Territory & Income:**
Void Pirates war bands select territories and collect income exactly as described in the Necromunda rulebook. They receive the Giant Killer Bonus as listed.

Subversion Rating: 8
Investigation Rating: 6

- **Special Rules:**

Void Pirates have no qualms about mixing human and Xenos races, so long as everyone does their job and performs well in battle. As such, upon creation, Void Pirates may select humans and Xenos models as listed.

All Void Pirates war bands (except Orkoid) may select Commlinks/Microbeads at +5 Throne Geld per fighter. If selected, all fighters must be equipped in this way.

Plunder: If a Void pirate war band wins a scenario, it triggers additional 2D6 TG profit.

Captured Fighter: War Band fighters captured by Void Pirates have three choices: convert or be sold to slavers or be traded back. Follow the below steps:

1. If both war bands hold captives then they must be exchanged on a one for one basis with their gear, starting with models of the highest value. If there are some remaining captured fighters, move on to step 2.

2. If there is no exchange possible, you can start negotiations, and thus ransom the captured fighters. There is no fixed value for ransoms, it's up to the players to negotiate deals on captives, their gear and how they are paid – either with TG, equipment, etc. If the players do not reach an agreement, the enemy war band must decide to attempt a rescue mission or not.

2. A. If the captured fighter owning player wants to play the rescue mission, the captured fighter is held in the pirates' cells until the rescue mission is done.

2. B. If the captured fighter owning player does not want to play the rescue mission or if the rescue mission is a failure, the captured fighter can convert to piracy or be sold to Slavers.

3. The Void Pirates player rolls 2D6 and adds the Captain Leadership characteristic to the score; the opposing player rolls 2D6 and adds the captured model's leadership to the score. Any Member of Ecclesiarchal Delegation or Inquisition Cells adds 2 to his result.

3. A. If the Captain scores higher than the prisoner, the prisoner becomes a pirate. Copy his profile, skills, experience, etc, onto the Void Pirates roster. Note the fighter is now classed as a crew member unit type if it is a Mixed Races war band, or a slave if it is an Eldar/Orkoid war band meaning he may lose access to skill sets, weaponry and special abilities. All of the fighter's equipment is also destroyed to fully embrace his new life, but he will keep implanted bionic equipment.

3. B. If the prisoner equals or beats the Captain's score then he resists and refuses to convert to piracy. If a prisoner will not convert, cannot be rescued by his war band or cannot be traded back then he is sold to Slavers for D6*5 profit. His equipment is kept by the pirates.

- **Eldar:**

Sometimes the rigid constraints of the Eldar Path are intolerable even for an Eldar to bear; such individuals leave their Craftworlds and become known as Outcasts. There are many bands of so-called Corsairs scattered across the galaxy, and all are savage and deadly raiders. Outcasts from the strict confines of the Craftworlds, the Corsairs live in self-imposed exile, seeking to explore the galaxy and experience the full gamut of emotion and sensation accessible to the Eldar's sensitive psyche. Most are young and adventurous Eldar who will eventually return to their homes older, wiser and tempered by warfare. Some, however, embrace the raider's life completely and fall further still, becoming ever more bloodthirsty and psychotic, indulging their darkest impulses and eventually seeking out the infamous Dark City. It is known that sometimes foolish and wealthy Humans are known to hire the services of Corsairs who demand an extortionate price for their cooperation. In battle, Corsairs emphasize speed and surprise over firepower and armor.

If a player selects Eldar Corsairs, the war band must consist entirely of Eldars and Slaves. Eldar Corsairs war bands may not hire any Swabies, this is slave's work! Replace the Swabies with the Slaves entry. Hired Guns of different races may be used as normal. Eldar Corsairs war bands add 1 to their Subversion rating and subtract 1 from the Investigation rating. Eldars Corsairs war bands consider "Grav Chute" as a common equipment not rare, to reflect their fighting style, thus take out the 4D6 price add on if you buy it. Eldar Corsairs may select Eldar and/or Human Weapons/Equipment. Eldar Corsairs do not have access to Carapace and Power Armor.



- **Orkoid (Freebooterz):**

Freebooterz are Orks who have separated themselves from their clan (by choice or through being exiled) and go off to live the life of pirates and mercenaries. The composition of Freebooter bands can vary greatly depending on their origin and history; some are the remnants of shattered war bands, others are eccentrics or fugitives from Ork society. Freebooterz forsake their previous Clan and tribal allegiances and usually wear a distinctive style of dress to emphasize this, often decorating themselves with ear and nose rings, Jolly Ork symbols and flamboyant clothing. As Freebooterz often don't have access to Painboyz or Mekboyz; their injuries frequently have to be patched up in a temporary manner, thus many Freebooterz sport eye patches, peg-legs or hook hands. Freebooter bands are often led by a Kaptin, these individuals are even tougher, more ruthless and foul tempered than the rest of their brethren and are usually even more ostentatiously attired, frequently favoring large hats and voluminous coats in which they conceal numerous weapons and flasks of fungus rum. The universal symbol of the Freebooterz is the Jolly Ork - an Ork Skull and Crossbones motif which often adorns their clothes, banners and vehicles.

If a player selects Orkoid, the war band must consist entirely of Orkoids. Orkoid war bands add 2 to their Subversion rating and subtract 2 from the Investigation rating. Replace the Swabies with the Slaves entry. Slaves bought in an Orkoid war band must be from the Grot Species. Orkoid war band have always access to the Saw Bones. Orkoid war band may select Ork and/or Human Weapons/Equipment.



• **Mixed Races:**

Usually dwelling in isolated regions of space, these areas naturally attract renegades, exiles, and mercenaries. Without the guidance of the Emperor, this drudge of humanity often falls to the powers of Chaos. However many do not, instead opting for a life of plunder. Hiding away on fringe worlds, moons, or in asteroid belts these men form pirate fleets. Their ranks are filled with deserters from the Imperial Guard and Imperial Navy as well as those fleeing from the Adeptus Arbites. Many are also anti-Imperial insurgents, who see themselves as freedom fighters against the tyranny of the Adeptus Terra. Pirate bases act as safe havens for every criminal, miscreant, heretic, and rebel throughout the Imperium. Such bases are a constant bane to the Imperium, often serving as epicenters for raiding outposts and isolated colonies. However most pirates survive by living off the plunder acquired through raiding Imperial Merchant Fleets. Such is the level of piracy in the Imperium's space lanes that one of the prime duties of the Imperial Navy is to hunt down pirate bases and keep shipping lanes safe for Merchant ships.

If a player selects Mixed Races, the war band must not have more than 40% of a single species in its rank. Mixed Races do not have access to Slaves. Thanks to their diversity and the pool of knowledge it induces, Mixed Races war bands are able to efficiently combine their members' strengths. Mixed Races war bands increase their Investigation rating by +1. Each member counts all common Xenos weaponry as if they were a member of that species so long as the gang contains a member of that species.(ex: The crew contains a single Ork so all crew members can purchase and use common Ork weapons as if they were an Ork. If the crew also contains an Eldar, the Ork can have a Shuriken Catapult if he wants.)
The void pirates have two Sub Types and you must select one upon creation.

• **Privateer:** *A privateer is a private person or ship authorized by a government by letters of marque to attack foreign vessels during wartime. Privateering is a way of mobilizing armed ships and sailors without having vessels be commissioned into regular service as warships.*

Privateers add 1 to the Investigation rating.

"Government's Support": If a war band fighter rolls a Dead result on the Serious Injuries chart then there is a chance the Governmental doc can patch him up before it's too late. Roll a D6. On a 5+ the injury roll is treated as a Multiple Injuries result instead. This rule can only be used once per battle and on a single fighter.

• **Buccaneers:** *Buccaneers are law less scums driven by a single purpose, plunder! Every merchant/rogue trader ship is a prey. Law enforcement tries to bring them down at all costs.*

Buccaneers add 1 to the Subversion rating.

Having seen so many of their companions taken out by law enforcement, Buccaneers suffer from Hatred when facing an Arbites war band.

"Wolf Packs": When the gang fights a battle they can deploy up to three fighters anywhere on the battlefield at ground level. Models are set up at the end of the player's first turn and cannot be placed within 8" of enemy models or within 8" of objectives/loot counters. No more than 50% of the gang's initially deployable fighters can use this ruse. If a scenario prevent the use of the tunnels or vents special rule, then "Wolf Packs" cannot be used neither.

Recruitment

1 Captain									Base +100 TG
-	+ 2	+ 2	-	-	-	+ 1	-	+ 2	

- **Species**: any non-Astartes Human or Ab-Human or Xenos, Wyrd (Lvl: 1-2)
- **Weapons:** The captain may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The captain may select any equipment from the Armor, Gunsights, and Equipment lists. The captain may have one Construct/ Beast
- **Special:** The captain always counts as having a friend within 2. Additionally, friendly models within 6 of the captain may use its leadership when taking any leadership test.

1 Quarter Master									Base +40 TG
-	+ 1	+ 1	-	-	-	-	-	+ 1	

- **Species: :** any non-Astartes Human or Ab-Human or Xenos, Wyrd (Lvl: 1), Mutant
- **Weapons:** The Quarter Master may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** The Quarter Master may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** If the captain gets down or OOA, then all friendly models within 6" of the Quarter Master may use its leadership when taking any leadership test. If the captain is removed from the roster during a campaign, the quarter is automatically promoted to Captain and gains the leader Nec eq. and has access to the leader skill's set.

1 Void Master									Base +30 TG
-	+ 1	+ 1	-	-	-	-	-	+ 1	

- **Species:** any non-Astartes Human or Ab-Human or Xenos, Mutant and **must be a Wyrd** (Lvl: 2-3),
- **Weapons:** The Void Master may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** The Void Master may select any equipment from the Armor, Gunsights, and Equipment lists.

1 Master Gunner									Base +50 TG
-	+ 1	+ 1	-	-	-	-	-	+ 1	

- **Species:** any non-Astartes Human or Ab-Human or Xenos, Mutant)
- **Weapons:** The Master Gunner may select weapons from the HtH, Pistols, Basic, Special, Heavy and Grenades list.
- **Equipment:** The Master Gunner may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The Master Gunner has the "Armourer" skill. If a Master Gunner rolls this skill again, re-roll the result.

0-2 Bosuns									Base +40 TG
-	+ 1	+ 1	-	-	-	-	-	+ 1	

- **Species:** any non-Astartes Human or Ab-Human or Xenos, Mutant
- **Weapons:** Bosuns may select weapons from the HtH, Pistols, Special, Heavy, and Grenades list.
- **Equipment**: Bosuns may select any equipment from the Armor and Equipment lists.

2+ Crew Member	Base +30 TG

-	+ 1	+ 1	-	-	-	-	+ 1	

- **Species:** any non-Astartes Human or Ab-Human or Xenos, Mutant
- **Weapons:** Crew Members may select weapons from the HtH, Pistols, Basic, and Grenades list.
- **Equipment:** Crew Members may select any equipment from the Equipment lists.

0+ Swabies	Base +5 TG

-	-	-	-	-	-	-	-	-

- **Species**: any non-Astartes Human or Ab-Human or Xenos, Mutant
- **Weapons:** Recruits may select weapons from the HtH, Pistols, and Grenades list.
- **Equipment:** None.

0+ Slaves	Base -5 TG

-	-	-	-	-	-	-	-	-

- **Species:** any non-Astartes Human or Ab-Human or Xenos, Mutant
- **Weapons:** Slaves may select weapons from the HtH only.
- **Equipment:** None.
- **Special:** Slaves cannot progress in rank and they will remain slaves.



Weapons & Equipment Lists

All costs are included within the armory

- **Hand-to-**

Knife
Stiletto, Dirk
Throwing Knife
Sword[1]
Club, Maul, Bludgeon
Chain, Flail
Massive Weapon[1]
Chainsword[1]
Chain-Axe[1]
Electro-Flail[1]
Shock Maul
Power Sword
Force Staff
Choppa
Big Choppa[1]
Power Klaw[4]
Dire Sword[1]
Harlequin's Kiss[1]
Witchblade[2]
Singing Spear[2]
Web of Skulls (Eldar Only)[1]
Wych Blade[1]
Agonizer[1]

- **Pistol**

Autopistol
Stubber
Hand Cannon
Bolt Pistol[1]
Laspistol
Hand Flamer[1]
Plasma Pistol[1]
Slugga
Shuriken Pistol[1]
Splinter Pistol[1]
Shredder (D.Eldar Only)[1]
Pulse Pistol[1]
Nailer

- **Basic**[1]

Scatter Gun
Autogun
Lasgun
Las Carbine
Bolt Carbine
Bolter
Shotgun (Solid/Scatter)
Shoota
Grot Blasta (Grots Only)
Shuriken Catapult
Splinter Rifle
Pulse Carbine
Pulse Rifle
Kroot Rifle

- **Special**[1]

Flamer
Melta-Gun
Grenade Launcher
Plasma Gun
Storm Bolter
Ripper Gun
Scattter Cannon
Spear Gun
Kustom Megablasta
Burna
Rokkit Launcha
Fusion Gun
Neutron Blaster
Hrud Fusil (Hrud Only)

•Heav

Heavy Stubber
Heavy Bolter
Heavy Plasma Gun
RPG Launcher
Multi-Laser
Deff Gun
Reaper Launcher (Eldar Only)
Splinter Cannon
Dark Lance (D. Eldar Only)

•Grenade & Ammo

Frag Grenades
EMP Grenades
Haywire Grenades
Cristalline Sphere
Krak Grenades
Plasma Grenades
Smoke Grenades
Photon Flash
Fire Bomb
Tox Bomb
Dum-Dums
Man-Stoppers
Hotshot Shell
Bolt Shell

•Armo

Light Armor
Flak Armor
Flak Armor (Enclosed)
Medium Armor[1]
Medium Armor (Enclosed)[2]
Heavy Armor[1]
Heavy Armor (Enclosed)[2]
Ghosthelm (Eldar Only)[5]
Holo-Field (Eldar Only)[3]
Kustom Forcefield (Orks Only)[2]

•Gun-Sights

Red-Dot Laser
Mono-Sight

•Equipmen

Bio-Scanner (1/warband)
Charm[1]
Clip Harness
Control Collar
Liquid Courage (One Use)
Photo-Contacts/Visor
Respirator

1. Not available to Recruits
2. Only available to Bosuns & Captains
3. Only available to Captains
4. Only available to Freeboota Kaptins
5. Seers Only

	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Captain	X	X	X	X	X	X	X
Quarter Master	X	X	X	X	X	X	-
Void Master	X	X	X	-	X	X	-
Master Gunner	-	X	X	X	X	-	X
Bosuns	X	X	X	X	X	-	-
Crew Members	X	X	X	X	X	X	-
Swabies	-	X	X	-	X	X	-
Slaves	-	X	X	-	X	-	-

How to use the Warband creation system?

1/ Select a warband. (Ex: Rogue Traders)

2/ Select a sub type within the warband. (Ex: Rogue Traders / Charter of

Commerce) 3/ Select profiles:

Each Profile has the below form:

1 Rogue Trader									Base +100 TG
-	+ 2	+ 2	-	-	+	1	+	2	

- **Species**: any non-Astartes Human or Abhuman
- **Weapons:** Rogue Traders may select weapons from the HtH, Pistols, Basic, Special, and Grenades list.
- **Equipment:** Rogue Traders may select any equipment from the Armor, Gunsights, and Equipment lists.
- **Special:** The Rogue Trader always counts as having a friend within 2''. Additionally, friendly models within 6''of the Trader may use its Leadership when taking any Leadership test. Rogue Traders may select one (1) Beast or Construct model.

A. Quantity

The number in front of the profile represents the number compulsory or allowed within the warband.

1 = One profile like this is mandatory all the time during the life of the warband. Thus, upon creation it is compulsory to take it, and then during the lifetime of the warband, if it dies, you will need to hire one more. This rule applies for non-leader profiles only. For the death of a leader, please follow the Necromunda NCE rule.

0-3 = You can have up to 3 of this profile, but it is not a mandatory one.

2+ = Upon creation, you will need take two of those profiles, and then, it is unlimited.

B. Profile Base + XXX TG

The Base cost is related to the species. You need to select one within the Races & Species table that is allowed per the selected profile

C. Weapons & Equipment

Upon creation, you will need to stick to the weapons & equipment list provided within the warband list. The cost of each item is within the armory, and upon creation, it is the base cost of those items that must be taken into account.

D. Special

This area represents the special rules added to the selected profile, in the above example, the leader skill.

E. Example

For example, I want to play a rogue trader warband. Profiles in 1 are compulsory profiles, usually leaders. In the rogue trader warband, it is a Rogue Trader. Thus, I need to select a species: human and add its cost and profile. Basic Human cost is 20 & Rogue Trader Profile is 100, thus a Human Rogue Trader cost is 120 with no equipment. Its profile will be a merge of profiles, the human one, and the Rogue Trader one, giving this as a final picture:

Human Basic Stats:

4	2	2	3	3	1	3	1	6	

Rogue Trader Profile:

-	+ 2	+ 2	-	-	-	+ 1	-	+ 2	

Final Picture:

4	4	4	3	3	1	4	1	8	

Then, select its equipment according to the weapons & equipment list of the warband and the profile, and look for the cost of each item within the armory. I want him to start with a plasma pistol, a power sword, some frag grenades, a charm and a Mesh Armor.

Weapons:
Plasma Pistol cost: 30
Power Sword cost: 40
Frag Grenades cost: 25
Total Weapons cost: 95

Equipment:
Mesh Armor cost: 25
Total Equipment cost: 25

Total Profile & weapons & equipment cost = 120+95+25=240 TG

Then, I want an Eldar Arch Militant:

Eldar Base Cost: 65
Arch Militant Base Cost:
40 Weapons: Flamer 40
Equipment: None
Total Cost: 65+40+40 =145

And go on, until you use your starting gang amount of TG.

Have fun list building!



Gallery

With its small scale, his background and his campaign play style Inquisimunda is the perfect game for conversion. Each band should be unique and the result of the hard work of his maker. Here's some examples to show you how a band or a party can look like.



Matelocco's pirate warband features a lot of conversion with bits coming from Arlequin, Empire or Imperial guard kits.



The warband contains a good amount of xenos: an eldar, an ork, a hrud and even a squat.





On the other hand this ecclesiarcal delegation uses necromunda models as they are. Letting the paint job do its works



And this chaos warband is composed of forgeworld and Dark Vengeance cultists. Most of the models actually comes from Mat's 40k main army.



Jonbo's warband features a larg range of freaks...



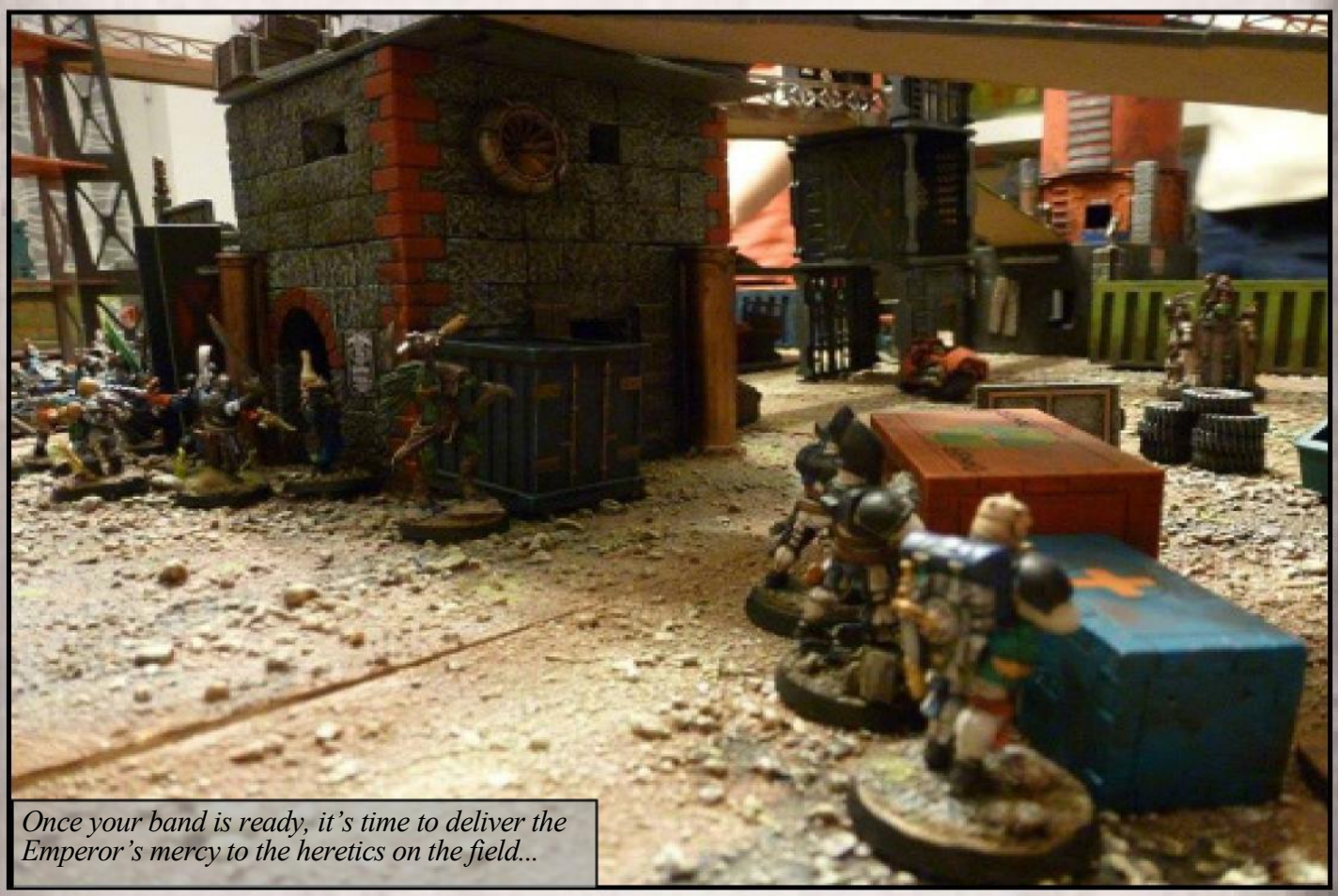




...which can lead to conflicts with the local forces of the Imperium!



The glorious Inquisition, the kroot's presence indicates that this ordo xenos warband adheres to radical tenets.



Once your band is ready, it's time to deliver the Emperor's mercy to the heretics on the field...



...like some corrupted members of the local Adeptus Arbites...



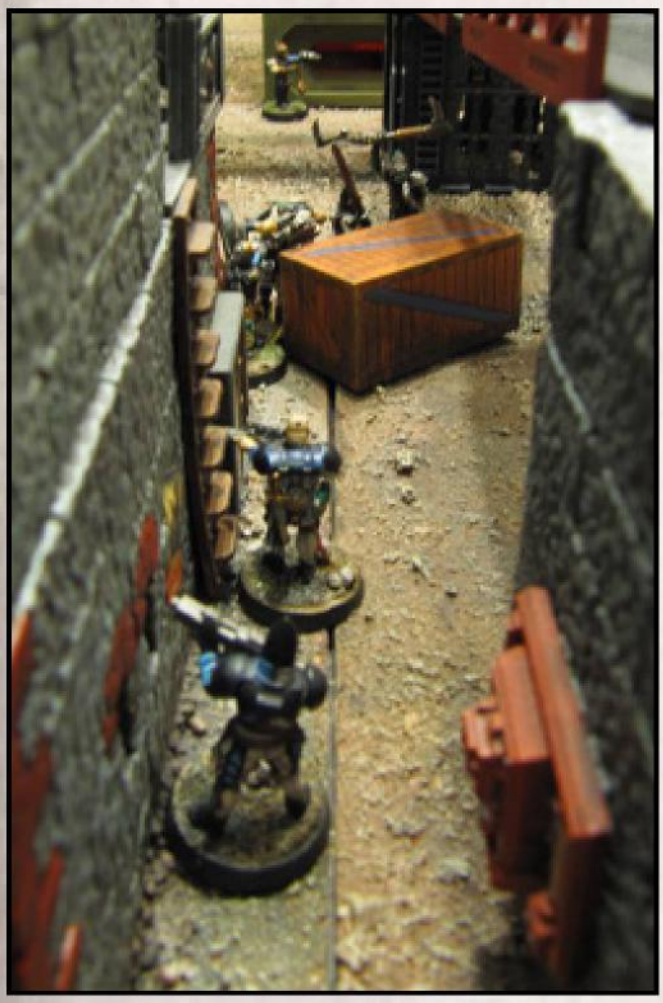
...or pesky eldars.













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Based on the initial work of Jeremy Oslen.

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